Clock Domain Controller

Integration Guide

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Revision 1.20

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Intel Restricted Secret

Contents

[1 Architectural Overview 8](#_Toc360722216)

[1.1 Overview 8](#_Toc360722217)

[1.2 Roles Performed 8](#_Toc360722218)

[1.3 Block Diagram 9](#_Toc360722219)

[2 CDC Interface 10](#_Toc360722220)

[2.1 Parameters 10](#_Toc360722221)

[2.2 Interface Signals 14](#_Toc360722222)

[3 Integration Notes 23](#_Toc360722223)

[3.1 Power Domain 23](#_Toc360722224)

[3.2 Power Control Aggregation Logic 23](#_Toc360722225)

[3.2.1 pwrgate\_force 23](#_Toc360722226)

[3.2.2 pwrgate\_disabled 24](#_Toc360722227)

[3.2.3 pwrgate\_pmc\_wake 25](#_Toc360722228)

[3.2.4 ip\_pgcb\_pg\_rdy\_req\_b 25](#_Toc360722229)

[3.2.5 ip\_pgcb\_pg\_type 25](#_Toc360722230)

[3.3 Clock Requests 25](#_Toc360722231)

[3.3.1 Synchronous Requests 25](#_Toc360722232)

[3.3.2 Asynchronous Requests 26](#_Toc360722233)

[3.4 IOSF Interfacing 26](#_Toc360722234)

[3.4.1 ISM Locking 26](#_Toc360722235)

[3.4.1.1 Agent ISM Locking Pre-Flop – using current\_state 27](#_Toc360722236)

[3.4.1.2 Agent ISM Locking Pre-Flop – using next\_state 27](#_Toc360722237)

[3.4.2 IOSF CLKREQ/CLKACK 28](#_Toc360722238)

[3.4.3 IOSF-SB SBEBASE/SBENDPOINT Interfacing 28](#_Toc360722239)

[3.4.4 IOSF-P Interfacing using IOSFIU and IOSF COMLIB Blocks 29](#_Toc360722240)

[3.5 Boundary Locking 31](#_Toc360722241)

[4 Behavioral Overview 32](#_Toc360722242)

[4.1 CDC State Machine 32](#_Toc360722243)

[4.1.1 State Diagram 32](#_Toc360722245)

[4.1.2 State Descriptions 33](#_Toc360722246)

[4.1.3 State Transitions 35](#_Toc360722247)

[4.1.4 Clock Gating and FSM States 37](#_Toc360722248)

[4.2 CDC Behavior Details 38](#_Toc360722249)

[4.2.1 Configuration of CDC for Asynchronous CG\_Enable 38](#_Toc360722250)

[4.2.1.1 Option 1: Get SD agreement on using DSYNC\_CG\_EN == ‘0’ 41](#_Toc360722251)

[4.2.1.2 Option 2: Disable CDC clock-gating using ‘cfg\_clkgate\_disabled’ 41](#_Toc360722252)

[4.2.2 IP-Inaccessible Entry: CDC Response to “pwrgate\_force” Assertion 41](#_Toc360722253)

[4.2.2.1 IP-Inacc PG (or Warm Reset) Entry request while PGD is in Ip-Acc PG state 42](#_Toc360722254)

[4.2.2.2 Support for Resolving ISM-Clock Dependencies in SIPs for IP-Inaccessible Entry 42](#_Toc360722255)

[4.2.2.3 IMPORTANT: Lack of Support for Resolving ISM-ISM Dependencies in SIPs for IP-Inaccessible Entry 43](#_Toc360722256)

[4.2.2.4 Cases of non-compliance to Chassis clkreq/clkack behavior on internal gclock\_req/ack signals at CDC interface 44](#_Toc360722257)

[4.2.3 IP-Inaccessible Exit: CDC Response to “*pmc\_<ip>\_pg\_wake*” Assertion 44](#_Toc360722258)

[4.2.3.1 Behavior of CDC When “*pmc\_<ip>\_pg\_wake*” is Asserted 45](#_Toc360722259)

[4.2.3.2 Prioritization between “*pmc\_<ip>\_pg\_wake*” and “*pwrgate\_force*” 45](#_Toc360722260)

[4.2.3.3 Clkreq behavior on IP-Inaccessible PG exit (and Warm Reset exit) 46](#_Toc360722261)

[4.2.3.4 Recommendation on *gclock\_req\_\** input to CDC for IP-Inaccessible PG exit 46](#_Toc360722262)

[4.2.4 IP-Accessible Entry: Conditions honored by CDC 47](#_Toc360722263)

[4.2.5 Configuration of CDC Timer Values and Related Recommendations 47](#_Toc360722264)

[4.2.6 Waivers related to CDC 48](#_Toc360722266)

[4.2.7 Miscellaneous Behaviors and Issues 48](#_Toc360722267)

[4.2.7.1 Dual-space IP blocks with Logic based on Synchronous Resets 48](#_Toc360722268)

[4.2.7.2 Synchronous wakes from Fabric and gclock\_ack/gclock\_active behavior 49](#_Toc360722276)

[4.2.7.3 Using CDCs for Clocks Which Are Not Available in All Active SIP States 49](#_Toc360722277)

[4.2.7.4 CDC Clock-gating Support for “pgcb\_clk” 50](#_Toc360722278)

[4.2.7.5 Pulse-width check and Metastability checks on double-syncs used within CDC 50](#_Toc360722284)

[4.2.7.6 SCAN/DFx requirements on reset signals input to the CDC 51](#_Toc360722285)

[5 Waveforms 52](#_Toc360722286)

[5.1 IP-Accessible Entry 52](#_Toc360722287)

[5.2 IP-Accessible Exit 53](#_Toc360722288)

[5.3 IP-Inaccessible Entry 54](#_Toc360722289)

[5.4 IP-Inaccessible Exit 55](#_Toc360722290)

[6 Appendix 56](#_Toc360722291)

[6.1 CDC VISA Signals 56](#_Toc360722292)

[6.2 SCAN Considerations for CDC Usage (pre-SCC and post-SCC) 57](#_Toc360722293)

[6.2.1 Option 1: Changes within SIP clocking structure 58](#_Toc360722294)

[6.2.2 Option 2: Using separate clock-gates for branch of source clock used for generating derivative clocks 59](#_Toc360722295)

[6.2.3 Option 3: Changes within CDC to support Pre-SCC usage 60](#_Toc360722296)

[6.3 Example of Control Sequencer for CDC that Operates in S0 Only 63](#_Toc360722297)

Figures

[Figure 1‑1: High Level Connections for 2CDCs 9](#_Toc360672253)

[Figure 3‑1: ISM Locking Pre-Flop Example (with combi Lock behavior) 27](#_Toc360672254)

[Figure 3‑2: ISM Locking Pre-Flop Example 28](#_Toc360672255)

[Figure 4‑1: CDC State Machine 32](#_Toc360672256)

[Figure 4‑2: CDC with Synchronous Clock-gate Enable (DSYNC\_CG\_EN == ‘0’) 39](#_Toc360672257)

[Figure 4‑3: CDC with Asynchronous Clock-gate Enable (DSYNC\_CG\_EN == ‘1’) 40](#_Toc360672258)

[Figure 6‑1: Example of Violation of Non-Cascaded SCC Requirement with CDCs 57](#_Toc360672259)

[Figure 6‑2: Changes to Fix Cascaded SCC Issue with SIP Changes 58](#_Toc360672260)

[Figure 6‑3: Solution for Cascaded SCCs using "slave CDC" 59](#_Toc360672261)

[Figure 6‑4: Reference Design for "Slave CDC" 60](#_Toc360672262)

[Figure 6‑5: Option to Solve Cascaded SCC Issue with CDC parameter PRESCC==’1’ 61](#_Toc360672263)

[Figure 6‑6: Internal CDC Implementation of Clock-gate Enable When PRESCC == ‘1’ 62](#_Toc360672264)

[Figure 6‑7: Example Sequencer for CDCs for Clocks Not Available in all IP Active States 64](#_Toc360672265)

[Figure 6‑8: Example Aggregation Glue Logic for Use with CDC Sequencer 65](#_Toc360672266)

Tables

[Table 2‑2: Master Clock Interface Signals 14](#_Toc360574359)

[Table 2‑3: Gated Clock Interface Signals 15](#_Toc360574360)

[Table 2‑4: Configuration Signals 18](#_Toc360574361)

[Table 2‑5: Power Control Aggregation Interface Signals 20](#_Toc360574362)

[Table 2‑6: Test Signals 21](#_Toc360574363)

[Table 3‑1: IOSF-SB Endpoint Interface Signals 28](#_Toc360574364)

[Table 3‑2: IOSF-Primary Agent Endpoint Interface Signals 30](#_Toc360574365)

[Table 4‑2: State Transitions 35](#_Toc360574366)

[Table 4‑3: Clock-gating in Various FSM States 37](#_Toc360574367)

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| Author | Revision Number | Description | Revision Date |
| J. Wilcox | 0.1 | Initial release. | 12/22/12 |
| J. Wilcox | 0.1.1 | Modified behavior for IP-Inaccessible entry to ensure clkreq/clkack handshake completes in all cases before POK de-assertion. No interface changes are required for this change. | 1/4/13 |
| J. Wilcox | 0.2 | Incorporated doc clarifications and fixes based on review feedback.  Renamed pgcb\_force\_reset\_b to pgcb\_force\_rst\_b to m,atch PGCB.  The transition to OFF from FORCE\_READY now requires POK to have de-asserted.  Added a ON\_PENDING and SYNCON state to ensure that clkack has been asserted moving to ON. Several other small changes to clean up FSM corner cases.  Updated the P2SB reference code to show config latching. | 1/12/13 |
| J. Wilcox | 0.2.1 | Added a CGATE\_PENDING state to explicitly enforce 8 clock delay from gclock ack/active de-assertion to gclock stopping.  A few changes to the FSM specifically around exiting RESTORE to handle both clkack properly and cases where all operations complete by the end of the restore phase.  Clarified that pok reset value is determined by the DEF\_PWRON parameter.  Noted that it is permitted to OR together ISM values when multiple IOSF interfaces share a single CDC.  Clarified the timing of pwrgate\_force de-assertion and removed the recommendation for using greset\_b to clear the condition since that is not safe as it is de-asserted asynchronously and the pwrgate\_force would be using the ungated clock.  Removed the P2SB example. | 2/5/13 |
| J. Havican | 0.80 | Changing Version to 0.80 to match PGCB  [[HSD: 1274582]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274582) CDC now locks ISMs/Boundary in CGATE\_PENDING or CGATE if do\_force\_pgate asserts in these states.   * do\_force\_pgate will stay asserted as long as ism\_locked is asserted. * FSM will not return to ON state from CGATE\_PENDING if do\_force\_pgate is asserted.   [[HSD: 1274578]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274578) Added per-reset SCAN overrides, also updated dt\_\* related signals to Chassis standard names.  [[HSD: 1274316]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274316) Added DFx force enable for clkreq.  [[HSD: 1274682]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274682) FSM resets to ON\_PENDING if DEF\_PWRON is set.  [[HSD: 1274683]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274683) FSM now resets on pgcb\_rst\_b instead of reset\_b[0].  [[HSD: 1274685](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274685)] CDC now deasserts powergateready and eventually proceeds to ON state if power-gating is disabled while power-gated.  [[HSD: 1274684]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274684) Enforces priority of pmc\_<ip>\_pg\_wake over the ForcePwrgatePOK message (trigger for IP-Inaccessible power-gating).  [[HSD: 1274581]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274581) Added internal signals to cdc\_visa output for debug visiblity.  [[HSD: 1274580]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274580) Clock now ungates when the next state is ON or SYNCONISM (instead of ungating when present state is ON/SYNCONISM) to reduce latency by 1 clock cycle.  [[HSD: 1274583]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274583) Idle timer now remaines at 0 when expired, instead of rolling over.  Updated RTL signal name pgcb\_reset\_b to match this spec, pgcb\_rst\_b. | 3/11/13 |
|  |  | Release of Version 1.0 with following changes:   1. Addition of new parameters, ISM\_AGT\_IS\_NS, and RSTR\_B4\_FORCE 2. Updates to descriptions (clarifications and requirements) for several interface signals including configuration signals 3. Updated notes on ISM Locking (pre-flop locking is now required, and post-flop locking is not allowed) 4. Updated version of CDC state machine diagram, state descriptions and state transitions table. 5. Added new section on CDC behavior details to discuss several important aspects of CDC behavior or exceptions to regular behavior. 6. Enabled metastability and pulse width checks for most of the double-syncs used within the CDC (and defined mechanism for users of the CDC to disable the checks individually for each double-sync).   Implemented the following HSDs:  [[HSD: 1276565]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276565&hideMenu=1)  [ASSERTIONS] CDC - Enable Doublesync Checks  [[HSD: 1276305]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276305&hideMenu=1)  [RTL] [FPV] CDC will skip RESTORE if in IP-Accessible PG when ForcePwrgatePOK is received  [[HSD: 1276306]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276306&hideMenu=1)  [RTL] [FPV] CDC can report pwrgate\_ready after RESTORE before the main clock is ready  [[HSD: 1276307]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276307&hideMenu=1)  [RTL] [FPV] CDC unlock\_ism deassertion will always cross to Main clock domain before unlock\_all assertion  [[HSD: 1276308]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276308&hideMenu=1)  [RTL] [FPV] CDC will not assert clkreq during restore  [HSD: 1276309] [RTL] [FPV] CDC can enter ON state with clkreq and clkack low  [[HSD: 1276310]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276310&hideMenu=1)  [RTL] [FPV] CDC clock should ungate in CGATE if force\_pgate\_req  [[HSD: 1276311]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276311&hideMenu=1)  [RTL] [FPV] CDC breaks gclock\_req/ack in RESTORE  [[HSD: 1276548]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276548&hideMenu=1)  [RTL] [FPV] CDC Race between unlock\_all and force\_pgate\_req synchronizers  [[HSD: 1276562]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276562&hideMenu=1)  [RTL] CDC Deadlock Possible Going from IP-Accessible to IP-Inaccessible  [[HSD: 1276564](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276564&hideMenu=1)] [RTL] CDC reset value of POK will be 0 regardless of DEF\_PWRON  [[HSD: 1275250]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1275250&hideMenu=1)  [RTL] 0.8 CDC assertion error  [[HSD: 1276028]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276028&hideMenu=1)  [RTL] CDC to keep clocks ungated during IP-Inaccessible Entry  [[HSD: 1275787]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1275787&hideMenu=1)  [ASSERTIONS] Power Gating Assertions needed in CDC/PGCB  [[HSD: 1275943](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1275943&hideMenu=1)] [RTL] CDC Force reset mux should use ctech cell for SCAN bypass  [[HSD: 1275944]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1275944&hideMenu=1)  [RTL] CDC Pre-Flop ISM Locked Update (Parameterized)  [[HSD: 1275023]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1275023hideMenu=1) [RTL] CDC should implement DFx ISM clockgate override  [[HSD: 1275024]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1275024&hideMenu=1)  [WAIVER] CDC/PGCB lintra waivers for Rev0.8  [[HSD: 1274883]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274883&hideMenu=1)  [RTL] CDC Need To Solidify Config Register Clock-Crossing Recommendation  [[HSD: 1275328]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1275328&hideMenu=1)  [RTL] CDC is dropping one clock cycle after reset  [[HSD: 1274997]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1274997&hideMenu=1)  [ASSERTION] PGCB/CDC assertions missing on I/Os  [[HSD: 1275343]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1275343&hideMenu=1)  [DOC] CDC documentation to call out requirement that clocks be available on IP-Inaccessible exit  [[HSD: 1275588]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1275588&hideMenu=1)  [DOC] CDC Documentation Update for clock gate disable |  |
| Hartej Singh | 1.1 | Release of Version 1.1 with following changes:   1. 2 new input DFx signals (fscan\_clkgenctrl\*) and other bypass logic added to support usage of the CDC in pre-SCC mode. 1 new output signal (gclock\_enable\_final) added to support SCC related considerations (refer to Appendix for more information). Added new parameter, PRESCC, for this change. 2. Support for separating out functional clock (on short clock tree) controlled by clock\_gate within CDC from functional clock used by other logic within CDC (SD requirement) – for details, refer to section on CDC Behavior Details. Addition of new parameters related to this change - DSYNC\_CG\_EN, FLOP\_CG\_EN and CG\_LOCK\_ISM. 3. Support for Restore of IP blocks that are powered-ON by default (Chassis PG ECN 1570775). 4. Several documentation updates (see change bars)   Implemented the following HSDs:  **Key changes:**  [[HSD: 1277154]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1277154&hideMenu=1)  CDC PV violation with clock-gate combi logic  [[HSD: 1277155]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1277155&hideMenu=1)  CDC needs parameter to allow it to be used preSCC  [[HSD: 1277156]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1277156&hideMenu=1)  [BXT] PGCB/CDC need ability to default to restore state  Corner-case bugs (some are related to above changes):  [[HSD: 2243684]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2243684) CDC should treat ism\_agent as gclock\_req\_sync  [[HSD: 2243686]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2243686) CDC boundary\_locked does not default to locked  [[HSD: 2243688]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2243688) CDC could hang in FORCE\_READY  [[HSD: 2243801](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2243801)] CDC to add parameter to support assertion of ISM\_LOCK with de-assertion of gclock\_active  **Assertion fixes:**  [[HSD: 2243601]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2243601&hideMenu=1)  [ASSERTION] CDC a\_ism\_agent\_1 is looking at sync version of gclock\_req\_async  [[HSD: 1276710]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276710&hideMenu=1)  [ASSERTION] CDC Clkgate holdoff assertion fires falsely for IP-Inaccessible Entry  [[HSD: 1276742]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1276742&hideMenu=1)  [ASSERTION] CDC a\_reset\_b\_1 assertion needs to be disabled for DEF\_PWRON |  |
| Hartej Singh | 1.15 | Release of Version 1.1 with fix for following issue:  [[HSD: 2243998]](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2243998) IOSF primary compliance issue seen with CDC v1.1 version (ISMPM 033) |  |
| Jared Havican | 1.20 | **RTL Changes:**  [[2281759](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2281759)] Requirement - Provide .sig files for VISA insertion   * With this release of the PGCB blocks, we are providing .sig files to be used by the IP to insert VISA within the blocks using the VISA insertion tool. **The \*\_visa vector outputs are still available but it is recommended that IPs let them dangle and instead use the provided .sig files to enable easier silicon debug**.   [[2267263](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2267263)] Requirement - Updated to SIP CTECH methodology – requires integrating IPs to include global CTECH libraries in their ACE environment  [[2244996](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2244996)] Requirement - fism\_dfx\_clkgate\_ovrd now ungates gclock instead of gate (Chassis ECN: [1570764](https://vthsd.intel.com/hsd/soc_chassis/#issue/default.aspx?issue_id=1570764))  [[2247919](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2247919)] Enhancement - Added SCAN Reset Bypass muxes on reset\_b and pok\_reset\_b inputs to CDC  [[2392454](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2392454)] Enhancement - fismdfx\_force\_clkreq now keeps PGD fully awake and unlocked (instead of just asserting clkreq)  [[2280804](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2280804)] Enhancement – clkreq output is now driven only from pgcb\_clk domain (rather than mix between pgcb/func clk)  [[1275945](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=1275945)] Enhancement – Added prescc\_clock input for CDCs that are used pre-SCC  [[2266757](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2266757)] Enhancement – CDC FSM now always waits for clkack to assert before moving out of a parked state  [[2245023](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2245023)] Enhancement – CDC only looks at clkgate\_disabled in ON state to prevent potential hang scenario  [[2267264](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2267264)] Defect - Moved u\_gclockEnAckSync to long clock tree branch  [[2280824](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2280824)] Defect – CDC always moves from RESTORE to ON to prevent potential hang scenario returning to PGATE  [[2244989](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2244989)] Defect – ISM will now unlock in SYNCON\_ISM when CG\_LOCK\_ISM is set  [[2244791](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2244791)] Defect – gclock\_active now deassert 8 clocks before gclock is gated  **Doc/Assertion/Environment Changes:**  [[2243993](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2243993)] Documented that it is acceptable for the CDC be in the process of gating clocks while sleep toggles on IP-Inaccessible PG entry  [[2249492](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2249492)] Called out need to waive Caliber violations regarding logic on reset due to DFx and force\_rst\_b  [[2246461](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2246461)] Updated a\_pgcb\_pwrgate\_active\_2 assertion  [[2245424](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2245424)] Assertion updates  [[2244732](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2244732)] Clarified ITBITS min values is 3  [[2245761](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2245761)] Updated to state greset\_b is synchronized to clock instead of gclock  [[2245509](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2245509)] Clarified gclock\_active behavior in spec  [[2392384](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2392384)] Replaced `ifdef ASSERT\_ON with `ifndef SVA\_OFF so assertions are enabled by default  [[2266993](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2266993)] Removed ASSERT\_ON in HDL files  [[2246425](https://hsd-ifs.fm.intel.com/hsd/ifs/issue/default.aspx?issue_id=2246425)] Updated CDC Waivers |  |

§

# Architectural Overview

## Overview

The Clock Domain Controller (CDC) is a component that works in conjunction with the Power Gate Control Block (PGCB) to create a power gating solution for IPs that minimizes custom glue logic. Use of the CDC ensure that entry and exit will be done in a consistent and safe manner by all Ips and complex operations like reset and clock management and IOSF ISM management are handled properly.

The PGCB supplies the sequencer for actual power gate entry, and the CDC is responsible for managing a single clock domain within a power gated domain (PGD). Ips are responsible for integrating a PGCB and a CDC for each clock domain in the PGD and handling the minimal glue logic required to create a custom solution. The requirements for this integration and the necessary glue logic are described in this document.

## Roles Performed

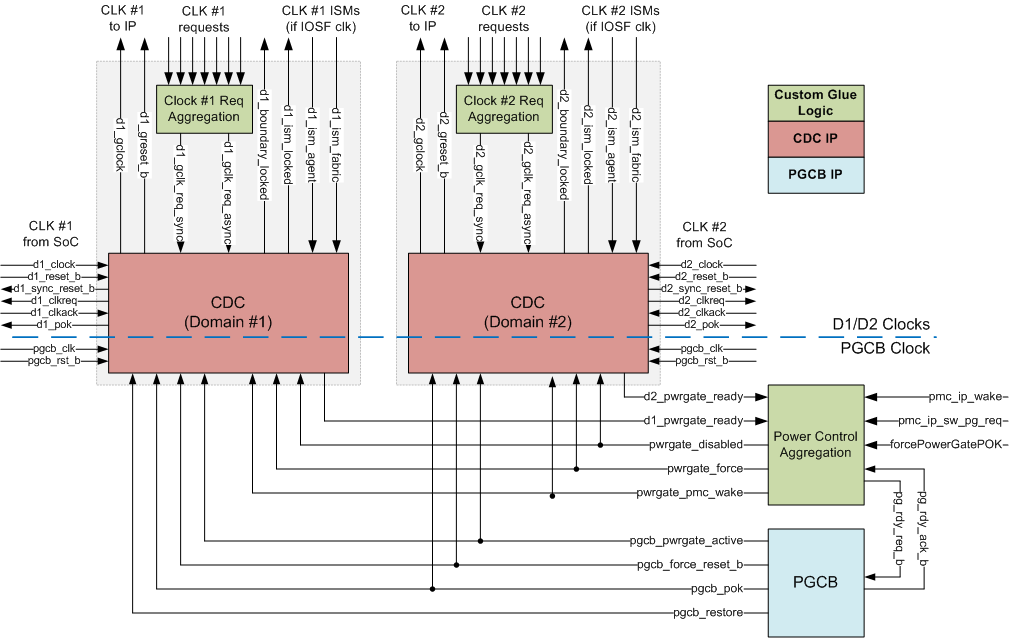
* Provides race & glitch-free control of locking ISMs and controlling clocks during power gating entry and exit.
* One or more CDCs Interface with the PGCB to handle most of the power gate entry/exit management.
* Chassis compliant clkreq/clkack control for clock sources.
* Supports Chassis compliant clkreq/clkack handshakes for both synchronous and asynchronous clock consumers for its domain.
* IOSF 1.1 compliant control of the POK signals.
* Provides synchronized resets,
  + One version is controlled (masked) for supporting the requirements of flops in the power gated domain.
  + Another version that is not masked during power gating but is otherwise coincident with the other for use with any Always On logic.
* Provides local clock gating with configurable idle timers.
* Provide hysteresis timers for managing the entry into clock

Note: for every clock that is controlled through the CDC, designers need to be careful about using the clock in AON/Ungated domain. This is because any time this clock is needed, and the IP is in PG state, it causes a wake event. It is recommended that this clock not be used in the AON/Ungated domain, or else, this clock be used in AON/Ungated domain only when the IP is not in PG state.

## Block Diagram

The following shows how the PGCB, the glue logic and two CDCs would be assembled in an IP that had two clock domains.

Figure ‑: High Level Connections for 2CDCs



# CDC Interface

## Parameters

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Default | Valid Values | Description |
| DEF\_PWRON | 1 | **0,1** | **Default Power On**: Determines whether the initial state after reset\_b de-assertion is powered on or powered off. Should be set to match the value of the same parameter in the PGCB.  If this is set to one clkreq and pok will be asserted and gclock will be ungated while reset is asserted (gclock\_active will be deasserted until the clock is confirmed active by clkack assertion). When set to zero, clkreq, pok and gclock\_active will be de-asserted and gclock would be gated during reset.  This parameter is SOC-specific (may need to change depending on SOC where SIP is being used). |
| ITBITS | 16 | **3-16** | **Idle Timer Bits:** Determines the size of the idle timer counter. Designs with short max timeout values can reduce gates be reducing the size of their idle timer counter.  This parameter is SIP-specific (does not depend on SOC where SIP is being used). |
| RST | 1 | ≥1 | **Reset Count**: Determines the number of reset signals that will be managed for this domain.  This parameter is SIP-specific (does not depend on SOC where SIP is being used). |
| AREQ | 1 | ≥1 | **Asynchronous Clock Requests:** Determines the number of asynchronous clock request inputs. Providing dedicated inputs for different asynchronous sources ensures glitch free aggregation of different requests but will require per-request synchronization, increasing design area/cost.  This parameter is SIP-specific (does not depend on SOC where SIP is being used). |
| DRIVE\_POK | 1 | **0,1** | **Drive Power OK Signal**: This should be set to one for any usage that requires a POK signal, including all IOSF clock domains. For CDCs where this parameter is set to 0, the “pok” output of the CDC always remains ‘0’.  This parameter is SIP-specific (does not depend on SOC where SIP is being used). |
| ISM\_AGT\_IS\_NS | 0 | **0, 1** | **Agent ISM Is Next\_State:** If this is set to ‘1’, the \*\_locked signals are driven as the output of a flop. However, if this is ‘0’ (default value), then the locked signals assert combinatorial manner (in the same cycle that the CDC logic determines that conditions to lock the ISM are satisfied). The de-assertion of the \*\_locked signals always happens through the output of a flop.  This parameter is SIP-specific (does not depend on SOC where SIP is being used). |
| RSTR\_B4\_FORCE | 0 | **0, 1** | **Restore Before Force:** When this is set to ‘1’, then the CDC ignores any pwrgate\_force assertion that happens while pgcb\_restore signal is asserted (i.e. Restore phase is in progress). This implies that the CDC requires the restore phase to complete first in order to be able to enter IP-Inaccessible PG (subsequent to the IP-Accessible PG exit).  Else, when this parameter is set to ‘0’, the CDC terminates the Restore phase (by masking the pgcb\_restore signal internally) if the pwrgate\_force signal is asserted during the Restore phase.  This parameter is SOC-specific (may need to change depending on SOC where SIP is being used). |
| PRESCC | 0 | **0, 1** | **Pre-SCC Use of CDC:** When set to ‘1’, the logic supports usage of the CDC before the scan clock controller (SCC) instance for that specific clock. For this case, the CDC includes clkgenctrl muxes at the clock-gate enable. These muxes enable the scan logic to control the clock gate during various SCAN modes. These muxes are required for any clock-gate on a clock that is implemented before the clock is passed through a SCAN clock controller (SCC).  For the typical cases of SIPs, CDCs are used after the instantiation of the Scan Clock Controller (SCC), hence the default value of this parameter is ‘0’.  NOTE: Refer to “Appendix” section on “Scan considerations for CDC Usage” for more details on when this parameter needs to be set to 1.  NOTE: Whenever this parameter needs to be set to ‘1’, the instance name of the CDC component is required to have the tag of “prescc”.  NOTE: The values for the parameters of FLOP\_CG\_EN and DSYNC\_CG\_EN are ignored when PRESCC==’1’ (hardware behavior in these cases corresponds to the case that FLOP\_CG\_EN == ‘1’ and DSYNC\_CG\_EN == ‘1’).  This parameter is SOC-specific (may need to change depending on SOC where SIP is being used). |
| DSYNC\_CG\_EN | 0 | **0, 1** | **Double-sync crossing for Clock Gate Enable:** When set to ‘1’, the clock gate enable as driven from the functional clock domain is considered to be asynchronous to the clock input of the clock gate, therefore the clock gate enable is synchronized using a double-sync component (with separate reset for this component).  In many cases, since the CDC clock gate is at the top level of the clock buffer tree for the functional clock, it is not possible to meet setup timing from the leaf-level node of the clock to the clock-gate enable signal. In these cases, the parameter needs to be set to ‘1’.  NOTE: Each SIP needs to work closely with Structural Design (SD) team to understand if this parameter needs to be set to ‘1’ for any of the CDCs used in that SIP.  NOTE: Refer to section on “CDC Behavior Details” for more information about this parameter.  NOTE: The value for the parameter FLOP\_CG\_EN is ignored when DSYNC\_CG\_EN == ‘1’ (hardware behavior in these cases corresponds to the case that FLOP\_CG\_EN == ‘1’).  This parameter is SOC-specific (may need to change depending on SOC where SIP is being used). |
| FLOP\_CG\_EN | 1 | **0, 1** | **Flopped Clock-gate Enable:** When set to ‘1’ (default value), the enable signal to the clock-gate in the CDC is driven solely by the output of a flop within the CDC.  When set to ‘0’, there is a combinatorial path to the enable of the clock gate (to allow for faster ungating). However, this combinatorial path may present timing issues because the clock-gate within the CDC is much higher up in the clock tree than the CDC FSM and/or agent fabric interface logic within the SIP. CDC users need to get approval from the SD team before setting this parameter to ‘0’.  When this parameter is set to ‘0’, there is no latency in ungating the clock (assuming the SIP is not power-gated) when any IP wake is detected in the functional clock domain. This parameter does not change the latency associated with wakes detection through the pgcb\_clk domain logic of the CDC.  This parameter is both SIP and SOC-specific (may need to change depending on SOC where SIP is being used). |
| CG\_LOCK\_ISM | 0 | **0, 1** | **Clock-gated Lock ISM:** When set to ‘1’, the “ism\_locked” signal also asserts whenever the “gclock\_active” signal is de-asserted (in addition to asserting for the cases given below when value of this parameter is set to ‘0’).  When set to ‘0’ (default value), the “ism\_locked” signal asserts only under following conditions:   * For IP-Accessible, when the CDC enters the PGATE\_PENDING state * For IP-Inaccessible (or warm reset), when CDC state machine observes assertion of “force\_pgate\_req” and agent ISM is in idle state.   This parameter is intended to be set to ‘1’ in the following case:   * The SIP needs to set the parameter DSYNC\_CG\_EN == ‘1’ (or PRESCC == ‘1’) for a CDC with DRIVE\_POK == ‘1’, AND * the fabric interface logic uses the “gclock\_active” indication to qualify any activity, but the ISM logic does not use the “gclock\_active” qualifier.   It is expected that most IOSF primary interfaces in the SIPs have this behavior (ISM activity is not qualified based on “gclock\_active”).  This parameter is SIP-specific (does not depend on SOC where SIP is being used). |

## Macros (`defines)

|  |  |
| --- | --- |
| Name | Description |
| SVA\_OFF | If defined, disables the embedded assertions within the PGCB. |
| DC | If defined, disables the embedded assertions within the PGCB. Intended to be set during synthesis |
| SVA\_FORMAL | If defined, enables certain assertions/assumptions that are required for Formal Property Validation (FPV). Should not be set during simulation. |

## Interface Signals

Table ‑: PGCB Interface Signals

|  |  |  |  |
| --- | --- | --- | --- |
| Name | I/O | Clock | Description |
| pgcb\_clk | In | - | Clock used for the PGCB   * Needs to be free-running (or at least available anytime the CDC is expected to be functional) * The CDC does not provide any explicit indication that it needs the pgcb\_clk * There is no requirement for the pgcb\_clk to be running at any specific frequency in relation to the functional clock * It is recommended that the pgcb\_clk be separate from the functional clock (the clkreq function of the CDC requires the presence of the pgcb\_clk) |
| pgcb\_rst\_b | In | pgcb\_clk | Reset for the PGCB. This also resets the CDC state machine. De-assertion must be synchronized to the pgcb\_clk; assertion may be done asynchronously.  This reset must be exposed by the IP to the SOC as per Chassis Reset Arch HAS. Refer to that HAS for details on different options to drive this reset. |
| pgcb\_force\_rst\_b | In | pgcb\_clk | Force greset\_b signals to assert. Should be driven directly by the PGCB’s signal of the same name.  For case of “no PGCB”, this signal should be tied off to 1. |
| pgcb\_pok | In | pgcb\_clk | Power OK indicator. Should be driven directly by the PGCB’s signal of the same name.  For case of “no PGCB”, this signal can be driven as follows:   * Assuming IP-Inacc flow is supported, drive with inverted flopped version of CDC output – pwrgate\_ready * OPEN - (need to consider option of driving this equivalent to pwrgate\_force signal) |
| pgcb\_restore | In | pgcb\_clk | Restore operation in progress during power gate exit. Should be driven directly by the PGCB’s signal of the same name.  For case of “no PGCB”, use the following approach:   * Tie off to “0” if no restore functionality needed * Else, drive with relevant restore control signal synced to pgcb\_clk (if pmu\_<ip>\_restore\_b signal is used, it should also be inverted – in addition to synchronization) * Does not seem to be relevant to the CDC if boundary\_lock is not relevant though the IP may still need it for register attributes |
| pgcb\_pwrgate\_active | In | pgcb\_clk | Power gating active. When set high this indicates that power gating has been started, power is gated or power gating exit has not completed. This indicates to the CDC that it may not unlock. Should be driven directly by the PGCB’s signal of the same name.  For case of “no PGCB”, this should be driven by CDC output “pwrgate\_ready” (ORed version of direct and flopped version of “pwrgate\_ready” signal) |

Table ‑: Master Clock Interface Signals

|  |  |  |  |
| --- | --- | --- | --- |
| Name | I/O | Clock | Description |
| clock | In | - | Master clock for the domain controlled by this CDC.  If using PRESCC==1, this should be the post-SCC clock.  Note: this clock is assumed to be available based on the clkreq output driven by the CDC to the SOC (through the IP boundary) – with no additional clock gating between the IP boundary and the CDC input pin. |
| prescc\_clock | In | - | If using PRESCC==1, this should be the pre-SCC clock. It is used to drive the final clock-gate for gclock.  If PRESCC==0, this should be tied to 0. |
| reset\_b[RST-1:0] | In | - | Asynchronous resets to be used for the clock domain controlled by this CDC. These may be async resets as their de-assertions will be synchronized by the CDC.  The CDC inserts SCAN bypass muxes on the input to the CDC and after the reset synchronizer for each of these inputs. |
| reset\_sync\_b[RST-1:0] | Out | clock | Synchronized de-assert version of reset\_b.  Important: This should only be used for logic in the Always On domain. Must not be used for any logic that whose power gating is controlled by this CDC. |
| clkreq | Out | pgcb\_clk | Clock request for ‘clock’. Is driven completely from the pgcb clock domain and is glitch free. Adheres to Chassis clkreq/clkack protocol.  This will be asserted during reset if DEF\_PWRON is true. Otherwise it will reset to a de-asserted state.  NOTE: When this signal is asserted, the SOC/IP block (As applicable) is required to respond with an active clock on the “clock” input. Otherwise, undefined behavior (including but not limited to prevention of any future PG entry) may result. |
| clkack | In | *async* | Clock acknowledge for ‘clock’. May be asynchronous but must be glitch free. Must adhere to Chassis clkreq/clkack protocol. |
| pok | out | clock | Power OK indicator compliant with the IOSF 1.1 specification. If the DRIVE\_POK parameter is 0, this signal will be a constant 0.  RESET Value = ‘b0 (This is de-asserted during reset (pok\_reset\_b) regardless of the value of DEF\_PWRON).  NOTE: It is required that Early Boot devices not use this output signal from the CDC but instead follow the recommendation of the Chassis Reset Arch HAS to tie the \*\_pok signal output from the IP to the fabric to a value of “1”. |
| pok\_reset\_b | In | *async* | Reset for the POK signal. Recommendation from Chassis Reset Arch HAS is to tie this to the deepest side\_rst\_b signal received by the IP block. If an IP has the CDC parameter DRIVE\_POK set to 0, then this input signal may be left unconnected (or tied off to 0/1).  The CDC inserts SCAN bypass muxes on the input to the CDC and after the reset synchronizer for this input. |

Table ‑: Gated Clock Interface Signals

|  |  |  |  |
| --- | --- | --- | --- |
| Name | I/O | Clock | Description |
| gclock | out | - | Gated version of ‘clock’. Should be used as the root clock for this domain in this power gated domain. |
| greset\_b[RST-1:0] | out | clock\* | Gated version of reset\_b with de-assertion synchronized to clock.  \*During power gating flows this may be asynchronously asserted and de-asserted, but gclock is guaranteed to not be running at that time. |
| gclock\_req\_sync | In | gclock | Glitch free synchronous clock request. Generally used for indication within the IP that the domain needs to remain active, but will also be used to wake the domain.  Once gclock\_req\_sync has been asserted it must not de-assert until gclock\_active has been asserted. *However* unlock normal clkreq/clkack handshakes, it does not (and should not) wait for gclock\_active to de-assert before re-asserting again. |
| gclock\_req\_async[AREQ-1:0] | In | *async* | Asynchronous glitch free clock requests. Each will be individually synchronized locally before used. Should use a unique gclock\_req\_async bit for each source domain that is asynchronously controlling this domain.  Once gclock\_req\_sync has been asserted it must not de-assert until the corresponding gclock\_ack\_async has been asserted. Though not a functional requirement of the CDC, if a chassis compliant clkack is required for this request, it should not be re-asserted until to the corresponding gclock\_ack\_async bit has been de-asserted. |
| gclock\_ack\_async[AREQ-1:0] | Out | clock | Acknowledge for each gclock\_req\_async indicating that the gclock\_req\_async bit has been synchronized and sampled asserted and the clock is active. Can be used for constructing a Chassis compliant clkreq/clkack handshake with an asynchronous clock requester. |
| gclock\_active | Out | clock | Indicates that gclock is active. This signal always deasserts when leaving the ON state. Asserts one cycle after the clock enable for gclock. De-asserts at least 8 clocks before the gclock’s enable. Can be used both for assessing the state of the domain and for constructing Chassis compliant clkreq/clkack handshakes with the sources of gclock\_req\_sync. |
| gclock\_enable\_final | Out | clock\* | This is the actual signal that drives the clock-gate in the CDC. For SIPs where a functional clock is used to derive various other clocks (through M/N dividers or muxes), this signal may be used to gate other clocks that are derived off the functional gclock.  \* For cases where the parameters DSYNC\_CG\_EN ==’1’ or PRESCC == ‘1’, this signal is the output of a double-sync on the actual clock that is gated by the clock-gate (treated as asynchronous to the clock-treed version of the functional ‘clock’).  See “Appendix” on various options on avoiding cascaded SCCs (Scan clock controllers) for more information on use of this signal. |
| ism\_fabric | In | clock | IOSF 1.1 Fabric ISM. Used to detect wake conditions from the fabric.  Should be connected directly to the input ism\_fabric signal for IOSF clock domains. For non-IOSF clock domains this must be tied to 3’d0.  Note: In cases where multiple IOSF interfaces share the same CDC, their ISMs may be OR’d to create this input. The CDC will only check for zero vs non-zero values on this signal.  Also, the CDC assumes that when the ism\_fabric changes, then the fabric clock is available for use by the IP. Therefore, under some conditions, the CDC proceeds to an active state and ungates the fabric clock to the PGD even when clkreq to the SOC has not yet been asserted. It is expected that eventually the gclock\_req-[sync/async] from the IP will assert and cause the clkreq to the SOC to be asserted.  Note that for IOSF-like interfaces (ex PMI), that do not ensure the clock to the endpoint is running when the fabric state changes, this input should be tied to ‘0 and a gclock\_req\_\* input should be provided to wake the clock instead. |
| ism\_agent | In | gclock | IOSF 1.1 Agent ISM. Used to detect busy conditions from the IOSF agent to ensure a forced power gate entry is done in a way that is compliant with IOSF requirements for de-asserting clkreq and POK.  Should be connected to the ism\_agent signal (see description of the requirements for this later) for IOSF clock domains. For non-IOSF clock domains this must be tied to 3’d0.  Note: In cases where multiple IOSF interfaces share the same CDC, their ISMs may be OR’d to create this input. The CDC will only check for zero vs non-zero values on this signal.  Also, the agent\_ism moving out of IDLE is not comprehended directly by the CDC as a reason to ungate clocks (or keep clocks ungated). The IP is required to precede this with assertion of gclockreq\_[sync/async] to the CDC. |
| ism\_locked | Out | gclock | Indicates that the ISMs for this domain should be locked. See description later in this doc for requirements on how to properly lock ISMs. |
| boundary\_locked | Out | gclock | Indicates that all non-IOSF sources that can access state in this clock domain should be explicitly or implicitly blocked. This signal stays asserted during the restore phase of a power gate exit (if doing restore) to ensure that no agent other than IOSF may access state until this restore operation completes. |

Table ‑: Configuration Signals

|  |  |  |  |
| --- | --- | --- | --- |
| Name | I/O | Clock | Description |
| cfg\_clkgate\_disabled | In | *Async* | Disables any clock gating due to idle conditions. Has no affect on clock gating that is functionally required for safe power gating entry and exit. This control has no effect on power-gating entry or clkreq de-assertion. In other words, this control only disables clock gating until such time as the hysteresis timers for power gating (if enabled) or clock req de-assertion (if enabled) are still not expired.  Once any of the above timers expire and corresponding feature (power-gating or clock req de-assertion without power-gating) is enabled, clock gating is then applied independent of this control configuration signals.  The CDC assumes this signal is driven asynchronously and therefore synchronizes this signal before it is used. |
| cfg\_clkreq\_ctl\_disabled | In | *Async* | When set high, this prevents the CDC from de-asserting ‘clkreq’ due to idle conditions. Has no effect on clkreq de-assertion during a forced power gate entry flow. It is recommended to control this via a configuration register.  Important: This value must stay valid during power gating, so the value should be latched if configurable and the register is in the PGD.  The CDC assumes this signal is driven asynchronously and therefore synchronizes this signal before it is used. |
| cfg\_clkgate\_holdoff[3:0] | In | *Static\** | Minimum time from the CDC detects all clock reqs de-asserting until gclock is gated.  The actual count is 2^value. For example setting this register to 4’d5 would result in a hold-off time of 32 clock cycles.  The signal cfg\_clkgate\_disabled is the corresponding disable signal for this timer value. |
| cfg\_pwrgate\_holdoff[3:0] | In | *Static\** | Time from gating gclock until the CDC will start the lock entry and allow power gating. Used only when power gating is enabled (pwrgate\_disabled=0).  The actual count is 2^value.  The signal pwrgate\_disabled is the corresponding disable signal for this timer value. |
| cfg\_clkreq\_off\_holdoff[3:0] | In | *Static\** | Time from locking the domain and preparing for power gating until the CDC will de-assert clkreq. Used only when power gating is enabled (pwrgate\_disabled=0) and cfg\_clkreq\_ctl\_disabled=0.  The actual count is 2^value.  The signal cfg\_clkreq\_ctl\_disabled is the corresponding disable signal for this timer value.  Important: This value must stay valid during power gating, so the value should be latched into the AON/ungated domain (if configurable and the register is in the PGD) through an isolation latch or otherwise. |
| cfg\_clkreq\_syncoff\_holdoff[3:0] | In | *Static\** | Time from gating gclock until the CDC will de-assert clkreq (with synchronous ISM wake detection). Used only when power gating is disabled (pwrgate\_disabled=1) and cfg\_clkreq\_ctl\_disabled=0.  The actual count is 2^value.  The signal cfg\_clkreq\_ctl\_disabled is the corresponding disable signal for this timer value. |

Note\*: Please refer to the sub-section on Configuration of CDC Timer Values to comprehend the requirements around changing these configuration signals.

Table ‑: Power Control Aggregation Interface Signals

|  |  |  |  |
| --- | --- | --- | --- |
| Name | I/O | Clock | Description |
| pwrgate\_disabled | In | pgcb\_clk | When set high, idle-based power gating is disabled. Has no effect on forced power gate entry. If this is asserted when the CDC is ready for power gate it will wake up to honor the new policy.  This should include all aspects of the enables in the chassis defined Power Control Enable register, including Hardware Autonomous Enable, D3, etc.  This must be a glitch free output of a pgcb\_clk flop making it safe for clock crossing within the CDC.  For the case of “no PGCB”, this signal may be tied to “1” (i.e. no IP-Accessible PG supported) |
| pwrgate\_force | In | pgcb\_clk | Force power gate entry. When asserted, the CDC should prepare for power gating, bypassing all idle timers and waiting only for the agent\_ism to go idle.  This should be asserted when a ForcePowergatePok message is received by the IP block.  Important: Once asserted this signal must stay asserted until the IP-Inaccessible or warm reset entry has started and the pgcb\_pok signal has de-asserted. It is required for this signal to be de-asserted after the de-assertion of pgcb\_pok. This is because the de-assertion of clkreq signal (output from CDC to the SOC) is dependent on the de-assertion of this signal. Note that as per Chassis Reset Arch HAS, clkreqs/clkacks have to be de-asserted before the reset to the IP block is asserted by PMC.  This must be glitch free making it safe for clock crossing within the CDC.  For the case of “no PGCB”, this signal should be driven by a recirculating flop where the set term is the equivalent of incoming “ForcePwrGatePOK” message (synced to PGCB\_clk) and the clear term is inverted, flopped version of the CDC output signal “pwrgate\_ready”. |
| pwrgate\_pmc\_wake | In | pgcb\_clk | Wake from IP-Inaccessible power gating. This should be driven by the pmc\_<ip>\_pg\_wake signal after it has been synchronized into the pgcb\_clk domain. |
| pwrgate\_ready | Out | pgcb\_clk | Power gating ready. Indicates that the CDC is locked and can allow power gating. The power gating aggregation logic must use this indication along with the same signal from any other CDCs in the PGD to determine when it is ok to allow power gating.  Note: This signal may de-assert this at any time regardless of the state of pgcb\_pwrgate\_active. |

Table ‑: Test Signals

|  |  |  |  |
| --- | --- | --- | --- |
| Name | I/O | Clock | Description |
| fscan\_clkungate | In | *async* | Force gclock to ungate for test modes. |
| fscan\_rstbypen[RST+DRIVE\_POK:0] | In | *async* | Scan reset bypass enable. (1 bit per reset synchronizer) Enables the corresponding reset controlled by the CDC to be overridden during scan. |
| fscan\_byprst\_b[RST+DRIVE\_POK:0] | In | *async* | Scan reset value. (1 bit per reset synchronizer) This drives the value of the resets controlled by the CDC when fscan\_rstbypen of the same index is asserted. |
| fismdfx\_force\_clkreq | In | *async* | Force assert clkreq. For CDC’s that control IOSF Primary or Sideband clock domains, this port should be connected to the top level fism[p|s]dfx\_force\_clkreq port. For other clock domains, there is no known requirement and may be tied inactive ‘0’.  Note: when this asserts, pgcb\_clk must be running for it to have any effect. It will then be synchronized to the pgcb\_clk and will cause the domain to power up, unlock, request the clock and ungate the clock and remain in this state until it deasserts. |
| fismdfx\_clkgate\_ovrd | In | *async* | Forces gclock to ungate.  For CDC’s that control IOSF Primary or Sideband clock domains, this port should be connected to the top-level fism[p|s]dfx\_clkgate\_ovrd port. For other clock domains, there is no known requirement and this signal may be tied inactive ‘0’.  Note: when this asserts, the functional clock must be running for it to have any effect as it must be synchronized. |
| fscan\_clkgenctrlen[1:0] | In | *async* | Scan clock bypass enable – this input needs to be propagated to top level of the SIP using the CDC when the CDC is used in pre-SCC configuration within the SIP, i.e. the PRESCC parameter is set to ‘1’. Refer to section on “CDC Behavior Details” for more information.  For CDCs where the PRESCC parameter is set to ‘0’, this input should be tied off to ‘0’. |
| fscan\_clkgenctrl[1:0] | In | *async* | Scan clock bypass value - this input needs to be propagated to top level of the SIP using the CDC when the CDC is used in pre-SCC configuration within the SIP, i.e. the PRESCC parameter is set to ‘1’. Refer to section on “CDC Behavior Details” for more information.  For CDCs where the PRESCC parameter is set to ‘0’, this input should be tied off to ‘0’. |
| cdc\_visa[23:0] | Out | pgcb\_clk/gclock | The latest recommendation is that the integrating IP have the VISA tool automatically insert VISA in the CDC and that the cdc\_visa output be ignored. See the provided .sig files under $MODEL\_ROOT/tools/visa.  VISA debug visibility output.  VISA signals for the CDC should be connected to the IP’s always-on VISA ULM. |

# Integration Notes

## Power Domain

The CDCs along with the PGCB and any glue logic should be in the Always On power domain of the IP.

## Power Control Aggregation Logic

This logic is the “glue” logic between the CDCs, the PGCB and IP-specific controls. This must be done for each IP explicitly since it contains IP-specific interfacing and depends on the number of CDCs present.

This logic handles aggregation of the pwrgate\_ready signals from multiple CDCs along with PMC requests to drive the ip\_pgcb\_pg\_rdy\_req\_b and ip\_pgcb\_pg\_type signals to the PGCB. It also drives the pwrgate\_disabled, pwrgate\_force and pwrgate\_pmc\_wake signals to each CDC.

The glue logic operates in the pgcb\_clk and includes synchronizing some non-pcgb\_clk signals into its clock domain.

The following sections explain how each signal should be driven. Note that if an IP block chooses to implement custom aggregation logic (over and above what is described here), it should be careful about not violating the Chassis requirement (Chassis SIP Powergating spec and Chassis Reset spec) that pmc\_<ip>\_pg\_wake signal has highest priority, even over ForcePwrgatePOK messages. For IP blocks that design the aggregation logic as described below, the CDC handles the prioritization as defined by Chassis.

### pwrgate\_force

The pwrgate\_force signal is a pgcb\_clk indication that a ForcePwrGatePOK message was received requiring either a full IP-Inaccessible power gate entry including POK de-assertion, or just POK de-assertion for warm reset.

These two conditions should be clock crossed into the pgcb\_clk as independent signals. For descriptions that follow it is assumed that they are crossed into the pgcb\_clk as the following signals:

* **force\_ip\_inaccessible** : pgcb\_clk domain signal indicating that a ForcePowerGatePOK message was received with the type specified in the data payload bits 1:0 as 2’b11. This is requesting POK to de-assert and for the IP to enter a full IP-Inaccessible power gated state.
* **force\_warm\_reset :** pgcb\_clk domain signal indicating that a ForcePowerGatePOK message was received with the type specified in the data payload bits 1:0 as 2’b01. This is requesting POK to de-assert in preparation for warm reset but no power gating should be enabled.

Given these signals above, the pwrgate\_force signal is simply the OR of the two of these:

**assign** pwrgate\_force = force\_ip\_inaccessible | force\_warm\_reset;

While this signal is required to be glitch free, it doesn’t need to be flopped after the OR term since the two conditions will never coincide.

Note that this signal must remain asserted until the CDC starts entry into either the warm reset or IP-Inaccessible states (depending on the type of force requested) and the pgcb\_pok is de-asserted. One way of implementing this is ensuring that the pwrgate\_force asserts until pgcb\_pok is de-asserted by the PGCB. The CDC waits for de-assertion of this signal before de-asserting the “clkreq” output to the SOC when entering IP-Inacc PG or Warm Reset state. Therefore, the IP block is required to de-assert this signal following de-assertion of pgcb\_pok (thus enabling rapid de-assertion of clkreq signals to the SOC).

### pwrgate\_disabled

The pwrgate\_disabled signal aggregates several enables and conditions to indicate whether the IP is allowed to power gate. The enables are based on the Power Control Enable (PCE) register as specified in the Chassis Power Management uArch Specification.

This signal must be flopped in the pgcb\_clk domain prior to sending to the CDC since it will be crossed over into the CDC’s clock domain. The following function describes the expected behavior of this signal (before being flopped). Note that for Ips that have multiple PCI functions, the d3HotActive and d0i3Active terms would need to be vectors, with one bit for each function.

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\

\*

\* disablePowerGating

\*

\* Determines whether power gating should be enabled or disabled based on the values of the Power Control Enable

\* fields and whether the conditions they control are active.

\*

\* **@param** hardwareAutonomousEnable : PCE.HAE field value; indicates hardware auto power gate is enabled.

\* **@param** d3HotEnable : PCE.D3HE field value; indicates power gating is allowed in D3 hot.

\* **@param** d3HotActive : When set to one, this device is in D3 Hot.

\* **@param** d0i3Enable : PCE.I3E field value; indicates power gating is allowed in D0i3.

\* **@param** d0i3Active : When set to one, this device is in D0i3.

\* **@param** pmcRequestEnable : PCE.PMCRE field value; indicates power gating is allowed when the

\* pmc\_ip\_sw\_pg\_req\_b signal is asserted by the PMC.

\* **@param** pmcRequestActive : Idicates that the PMC is requesting power gating by asserting the

\* pmc\_ip\_sw\_pg\_req\_b signal low (this is the inverted value of that signal).

\* **@return** Asserts when power gating is disabled due to lack of any enabled condition being active as well as

\* Hardware Autonomous not being enabled.

\*

\\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

**function automatic logic disablePowerGating**(**logic** hardwareAutonomousEnable,

**logic** d3HotEnable, **logic** d3HotActive,

**logic** d0i3Enable, **logic** d0i3Active,

**logic** pmcRequestEnable, **logic** pmcRequestActive);

**if** (hardwareAutonomousEnable) **return** ‘0; //Hardwar Autonomous requires no other qualifier

**if** (d3HotEnable & d3HotActive) **return** ‘0;

**if** (d0i3Enable & d0i3Active) **return** ‘0;

**if** (pmcRequestEnable & pmcRequestActive) **return** ‘0;

**return** ‘1; //disabled otherwise

**endfunction** : disablePowerGating

Note that while this shows the disables for the CDC, it is possible that other global disables may exist in a particular IP that could be used to disable power gating at the CDC.

### pwrgate\_pmc\_wake

The pwrgate\_pmc\_wake signal is simply the pmc\_<ip>\_pg\_wake signal synchronized into the pgcb\_clk domain.

### ip\_pgcb\_pg\_rdy\_req\_b

The ip\_pgcb\_pg\_rdy\_req\_b is the indication to the PGCB that it should enter or stay in a power gated state. This signal may assert or de-assert at any time irrespective of the state of the PGCB. The PGCB will observe and honor any change when it is in an idle state and ignore it the rest of the time.

The CDCs contain all the information to handle all entry or exit conditions including forced entry or exit will control their pwrgate\_ready signals appropriately. That makes the ip\_pgcb\_pg\_rdy\_req\_b simply a NAND of all of the pwrgate\_ready signals from each CDC present. For example for a design with 3 CDCs, it would look like this:

**assign** ip\_pgcb\_pg\_rdy\_req\_b = ~(pwrgate\_ready[2] & pwrgate\_ready[1] & pwrgate\_ready[0]);

In some cases there has been an IP specific requirement to allow the CDCs to prepare for power gating but prevent the PGCB itself from entering power gating even when all CDCs are ready for power gating. Those types of conditions would be added to the qualifiers for asserting ip\_pgcb\_pg\_rdy\_req\_b.

### ip\_pgcb\_pg\_type

This signal has an encoded value to indicate to the PGCB what type of power state should be entered. This is only sampled by the PGCB during the cycle when it is powered on and idle and its ip\_pgcb\_pg\_rdy\_req\_b signal is asserted to indicate that it should start power gate entry. This signal is ignored the rest of the time.

The selection of this is based on force indicators described above in the pwrgate\_force description. Using those same signal names, the ip\_pgcb\_pg\_type signal should be driven as follows:

**assign** ip\_pgcb\_pg\_type = force\_ip\_inaccessible ? 2’b11 : //IP-INACC

force\_warm\_reset ? 2’b01 : //Warm Reset

2’b00 ; //IP-ACC

### Notes for case of usage of CDC in IP blocks without a PGCB

Some of the comments in the interface description address the connections for the relevant CDC inputs for the case where the CDC is being used in an IP that does not have a PGCB component.

Some additional comments related to these types of IP blocks are noted below:

1. The assumption is that the IP supports IP-Inaccessible flow even though there is no PGCB.
2. It is allowed for an IP with multiple CDC instances but no PGCB, to drive the CDC *pgcb\_clk* input with different clock for each instance – such that there is no relationship between the various clocks driving the *pgcb\_clk* input of the various CDCs.
   1. This still assumes that all inputs to the CDC that are expected to be driven off the “pgcb\_clk” – are synchronous to the clock driving the *pgcb\_clk* input of the CDC
   2. It is also assumed that if any of the “pgcb\_clk” synced outputs of the CDC instances need to be combined together, that is done so after appropriate clock crossing logic is added.
3. It is worth noting that when a PGCB is present in an IP block, the state of the <ip>\_pmc\_pg\_req\_b signal from the IP combined with the de-assertion of the “\*\_pok” signals provides positive indication that all CDCs within the IP are in a “powergate-ready” state. However, in the absence of the PGCB, such an indication is no longer available to the PMC/PMU/Punit. The PMC/Punit can still observe the “\_pok” signals to understand when the IP block has been detached from the fabric/s.
   1. The only base requirement (with respect to IP-Inaccessible flows) for an IP block that does not support power-gating (and does not have a PGCB) – is that it be detached from the fabric/s before the PMC/Punit proceeds with the next steps of the Reset flow. It is not required for the PMC/Punit to be aware of or to wait for all CDC instances within the IP block to reach a “powergate-ready” state for these type of IP blocks – during the IP-Inaccessible flow.
   2. If an SOC has reason for its PMC/Punit to be aware of the state of all the CDC instances within such an IP block (that does not have a PGCB), the PMC/PMA/Punit may choose to observe the clkreq driven by each of the CDC block within this IP in addition to the “\*\_pok” signal that may be driven by this IP. When all the clkreqs are de-asserted, AND the “\*\_pok” signals are low, at that time, all the CDC instances within the IP block are known to be in “powergate-ready” state.

## Clock Requests

### Synchronous Requests

Synchronous requests for the clock domain managed by the CDC are made via the gclock\_req\_sync signal. This signal generally is the logical OR of many ‘busy’ indications within the IP. It should be glitch free and ideally directly from a flop. In most design this will be used to keep a domain alive rather than to wake it (since it uses the same clock domain that the CDC will gate) but wakes are not precluded.

Clock acknowledges for synchronous requests can be accomplished by ANDing a particular request with the gclock\_active signal which indicates that the clock is running.

The clock acknowledges can also generally be done by flopping that request with gclock. If gclock is running and the request is high, then the acknowledge should be valid.

The gclock will remain active for at least 8 clocks after gclock\_active de-assertion to ensure consistency with Chassis clkreq/clkack protocols. Please refer to sub-section on “IP-Inaccessible Entry” within the section “CDC Behavior Details” for an exception to this behavior as related to IP-Inaccessible PG and Warm resets (when the signal pwrgate\_force is asserted due to IP block receiving a ForcePwrgatePOK message over IOSF-SB).

### Asynchronous Requests

The CDC provides a variable number of asynchronous clock request inputs. This allows each async request to be synchronized independently, ensuring the combination of these requests can be kept glitch free.

As a general rule one gclock\_req\_async signal should be used for each requesting source clock domain. Multiple requesting sources from the same clock domain can flop the OR of all of their requests and send that to the CDC as a single gclock\_req\_async signal. Each of these inputs requires 2 sets of double flop synchronizers so care should be taken to minimize the number required to minimize the area impact.

The CDC supports a full Chassis-compliant clkreq/clkack handshake for asynchronous sources, providing a gclock\_ack\_async signal for every corresponding gclock\_req\_async signal. The acknowledges are driven in the CDC’s clock domain and would need to be crossed back into the requesting agents clock domain.

The gclock will remain active for at least 8 clocks after gclock\_ack\_async de-assertion to ensure consistency with Chassis clkreq/clkack protocols. Please refer to sub-section on “IP-Inaccessible Entry” within the section “CDC Behavior Details” for an exception to this behavior as related to IP-Inaccessible PG and Warm resets (when the signal pwrgate\_force is asserted due to IP block receiving a ForcePwrgatePOK message over IOSF-SB).

## IOSF Interfacing

### ISM Locking

For the fabric ISM, the ism\_locked signal can be used to mask off the value seen by the IOSF interface controller. The fabric ISM should be driven in combinatorial manner to zero to indicate IDLE when the “ism\_locked” signal is asserted.

Important: The “ism\_fabric” signal to the CDC must be the unmasked version directly from the fabric.

Agent ISM locking can be done using either the current\_state of the ISM or the next\_state of the ISM. It is required to use the pre-flop locking mechanism for both cases (however, a parameter needs to be set differently for using the next\_state of the ISM).

The Post-flop ISM locking approach violates the IOSF spec requirement that outputs be driven directly from a flop and also has the potential to cause a metastability issue in the IOSF fabric – hence this option must \***not**\* be used by IP blocks.

#### Agent ISM Locking Pre-Flop – using current\_state

For the agent ISM, the proper way to handle this is to apply the “ism\_locked” signal before the flopped output. The input to the final flop that drives the “\*\_ism\_agent” signal should be masked such that it is driven to zero to indicate IDLE when the “ism\_locked” signal is asserted.

In the first case, the “ism\_agent” signal to the CDC can be the same as the one being provided to the fabric. The CDC supports this by asserting the “ism\_locked” signal in combinatorial manner when the ISM is idle (for IP-Inacc entry and Warm Reset).

Figure ‑: ISM Locking Pre-Flop Example (with combi Lock behavior)



#### Agent ISM Locking Pre-Flop – using next\_state

For the second case, the CDC needs to be configured through setting the parameter “ISM\_AGT\_IS\_NS” in order to have the “ism\_locked” signal assert from a flop in response to the ISM going to IDLE state (for IP-Inacc entry and Warm Reset).

Important: With this method, the “ism\_agent” signal to the CDC must be the ISM value before this mask before the flop.

Figure ‑: ISM Locking Pre-Flop Example



### IOSF CLKREQ/CLKACK

IOSF controllers that had previously been responsible for the IOSF clkreq/clkack signals directly will now have to accommodate the fact that the CDC needs to manage those signals instead.

The general model for these is that the clkreq driven by the IOSF controller will be sent to the CDC. The clkack will be driven as described above for synchronous requests.

The following describes how to interface to commonly used IOSF interface controllers.

### IOSF-SB SBEBASE/SBENDPOINT Interfacing

For the very commonly used “SBE” sideband endpoint controllers, the following connections are recommended to ensure proper operation. The pin names are those on the SBEBASE block. The list below assumes the use of a different source for the agent clock than the side\_clk.

Table ‑: IOSF-SB Endpoint Interface Signals

|  |  |  |
| --- | --- | --- |
| Name | I/O | Connection |
| side\_clk | In | Driven by gclock output of the CDC for the IOSF-SB clock domain. The actual side\_clk input into the IP should be fed to the CDC’s clock input, not the SBE. |
| side\_rst\_b | In | Driven by greset\_b output of the CDC for the IOSF-SB clock domain. The actual side\_rst\_b input into the IP should be fed to the CDC’s reset\_b input, not the SBE. |
| side\_clkreq | Out | Should drive a gclock\_req\_async input on the CDC controlling the side\_clk domain. |
| side\_clkack | In | Should be driven by the gclock\_ack\_async output of the CDC controlling the agent\_clk domain. This must be the gclock\_ack\_async bit that corresponds to the gclock\_req\_async bit driven by the SBE’s side\_clkreq signal. |
| sbi\_sbe\_clkreq | In | Recommend tying to 0. Clock reqs for running side\_clk should go directly to the CDC. |
| agent\_clk | In | Driven by gclock output of the CDC for the Agent clock domain |
| agent\_side\_rst\_b | In | Driven by greset\_b output of the CDC for the Agent clock domain |
| sbe\_sbi\_clkreq | Out | Clock request for agent\_clk. Should drive a gclock\_req\_async input on the CDC controlling the agent\_clk domain. |
| sbe\_sbi\_idle | Out | Clock request for agent\_clk. Should be inverted to drive the gclock\_req\_sync input on the CDC controlling the agent\_clk domain. |
| sbi\_sbe\_idle | In | No change to this connection. Use what had been done in the past for communicating that the agent is idle. |
| side\_ism\_fabric | In | This should be driven by the fabric ISM as shown in Section 3.4.1. |
| side\_ism\_agent | Out | This should be connected to the “ism\_agent” input of the CDC. No masking needs to be done on this signal since the sideband endpoint provides a separate signal (“side\_ism\_lock\_b”) for that purpose. |
| side\_ism\_lock\_b | In | Drive this with inverted version of “ism\_locked” signal output of CDC. |

### IOSF-P Interfacing using IOSFIU and IOSF COMLIB Blocks

IOSF-Primary controllers are less standardized than IOSF-SB endpoints. However there are many Ips using the sub-controller blocks from the ISOF COMLIB and another block called “IOSFIU” which wraps these COMLIB sub-blocks has become somewhat standard as a complete controller solution. This section describes how to interface to the IOSFIU block, with the expectation that this will also be useful for other controllers built on the COMLIB sub-blocks.

Table ‑: IOSF-Primary Agent Endpoint Interface Signals

|  |  |  |
| --- | --- | --- |
| Name | I/O | Connection |
| osc\_clk | In | There is no need for a different osc\_clk since async detection will be handled elsewhere. So this can be tied to the same source as the prim\_clk input. If an osc\_clk is being used in an existing design, keeping this as-is will have no negative effects. |
| osc\_rst\_b | In | Similar osc\_clk, this signal can be connected to the same source as the prim\_rst\_b input, or it can be left as is in an existing design. |
| iosf\_prim\_clk | In | Driven by gclock output of the CDC for the IOSF-P clock domain. The actual prim\_clk input into the IP should be fed to the CDC’s clock input, not directly to this pin. |
| iosf\_prim\_rst\_b | In | Driven by greset\_b output of the CDC for the IOSF-P clock domain. The actual prim\_rst\_b input into the IP should be fed to the CDC’s reset\_b input, not directly to this pin. |
| prim\_clkreq | Out | Asynchronous IOSF-P clock request. Leave unconnected. IOSF-P clock request operations to the CDC can be completely handled by the it\_int\_biu\_actvreq signal. |
| prim\_clkack | In | Use a synchronous clkack using it\_int\_biu\_actvreq as the corresponding clkreq signal. The ways of generating this handshake are described in Section 3.3.1. This signal will be driven by the same source as int\_it\_biu\_actvack. |
| prim\_pok | In | Drive this with inverted version of “ism\_locked” signal output of CDC. |
| it\_int\_biu\_actvreq | Out | Synchronous IOSF-P clock request. Should drive the gclock\_req\_sync input on the CDC controlling the IOSF-IP clock domain. |
| int\_it\_biu\_actvack | In | Tie to the same source as the prim\_clkack input described above. |
| int\_it\_biu\_clkreq | In | Should be driven by the it\_int\_biu\_actvreq. The IP should send any requests for the IOSF-P clock directly to the CDC. After doing this, this loopback is required to satisfy an internal dependency in the IOSFIU block. |
| it\_int\_biu\_clkack | Out | Leave unconnected. No information from this required. |
| int\_clk | In | Driven by gclock output of the CDC for the agent clock domain (or the IOSF-P clock domain if not using a clock crossing with the IOSFIU). |
| int\_rst\_b | In | Driven by greset\_b output of the CDC for the agent clock domain (or the IOSF-P clock domain if not using a clock crossing with the IOSFIU). |
| prim\_ism\_fabric | In | This should be driven by the fabric ISM as shown in Section 3.4.1. |
| prim\_ism\_agent | Out | This should be connected to the “ism\_agent” input of the CDC. No masking needs to be done on this signal since the there is a separate signal (“prim\_pok”) provided by the IOSF primary interface logic for that purpose. |
| int\_it\_biu\_coreactv | In | Should be driven as before, coalescing all IP requests to use the IOSF-P interface. |

## Boundary Locking

The CDC has two types of locking mechanisms: ISM locking, which was described above, and “boundary locking”. While ISM locking has a well-defined specific use that is common to all Ips, boundary locking will be used differently in each IP. In many cases it may not be needed at all.

During a power down exit that requires state to be restored, the CDC and PGCB will cause the ISMs to be unlocked to allow the state to be written from the PMC or other agent performing the restore operation. The SoC must guarantee that no agent in the system will access the IP via IOSF during this period for any purpose other than restoring state.

During this restore window, it is important that no other agent access state in the IP. While the SoC has the requirement to ensure IOSF traffic is only used for restore, other paths for accessing state in the IP must be blocked until the restore window completes. The boundary\_locked signal stays asserted during this restore window to allow the IP to hold back access from non-IOSF accesses.

Unfortunately there is no clear prescription for exactly how to use boundary locking. Each IP will need to be analyzed to ensure that its state is firewalled until restore completes. Along with the above description of the intent of boundary locking, the following are examples of when it should and should not be used.

Examples of how to use boundary locking:

* Blocking external IO interfaces. For example, stalling upstream activity from a PCIE port until restore has completed in a PCIE root port.
* Preventing access to state values by a microcontroller internal to the IP.
* Preventing autonomous operations within the IP from happening if they rely on state that needs to be restored.

Examples of how not to use boundary locking:

* Preventing access from IO interfaces in IPs that only support power gating in D3. SW would need to re-enable the controller before access is allowed ensuring state will be valid at that time.
* Preventing access in a domain from traffic that originates on IOSF-SB or IOSF-P.

# Behavioral Overview

## CDC State Machine

### State Diagram

Figure ‑: CDC State Machine



### State Descriptions

Table ‑: State Descriptions

|  |  |
| --- | --- |
| Name | Description |
|  |  |
| **ON** | **Full on state.** Domain is unlocked, clkreq is asserted and gclock is running. |
| **CGATE\_PENDING** | **Prepare for Clock Gate.** The gclock is running, and the clkreq is asserted but the gclock\_active and gclock\_ack\_async signals are de-asserted (except for case of force\_pgate\_req being asserted – where gclock\_ack\_async signals mirror the corresponding gclock\_req\_async signals). The FSM sits in this state for 8 cycles to enforce the requirement that clocks continue to run for 8 cycles after a clkack is de-asserted to the gclock requesters. |
| **CGATE** | **Clock gated state.** The gclock signal is not running and gclock\_active is de-asserted (except for the case of force\_pgate\_req being asserted – where the gclock is running and gclock\_active is asserted), but clkreq is still asserted and the domain is unlocked. |
| **SYNCOFF\_PENDING** | **Prepare for Sync Clkreq Off**. The gclock signal is not running (refer to Table 4‑3 for exceptions) and clkreq is de-asserted, but the domain is unlocked. CDC waits in this state for clkack de-assertion. |
| **SYNCOFF** | **Sync Clkreq Off**. The gclock signal is not running (refer to Table 4‑3 for exceptions) and clkreq is de-asserted, but the domain is unlocked. |
| **SYNCON\_ISM** | **Sync On Due to Fabric ISM**. Domain is unlocked, clkreq is asserted and gclock is running. Though the clock is running, clkack has not yet been sampled asserted.  Note that gclock\_active and gclock\_ack\_async will not assert until clkack is asserted and the FSM moves to ON. |
| **PGATE\_PENDING** | **Prepare for Power Gating Lock**. The gclock signal is not running (except for case of force\_pgate\_req being asserted – where gclock is running, gclock\_active is still asserted, and gclock\_ack\_async signals mirror the corresponding gclock\_req\_async signals) and the domain is locked but clkreq remains asserted. This state is required for ensuring previous unlock requests have cleared from the pgcb\_clk side of the CDC prior to sending a lock indication back over to the CDC’s pgcb\_clk logic. |
| **PGATE** | **Power Gating Lock**. The gclock signal is not running (except for case of force\_pgate\_req being asserted – where gclock is running, gclock\_active is still asserted, and gclock\_ack\_async signals mirror the corresponding gclock\_req\_async signals) and the domain is locked but clkreq remains asserted. Domain is ready for power gate. All gclock\_req\* assertions and ISM wakes will require sampling in the pgcb\_clk and checking for pwrgate\_active before unlocking and re-starting the domain. |
| **OFF\_PENDING** | **Prepare for Clkreq Off.** The gclock signal is not running, the domain is locked and clkreq is de-asserted. Waits in this state for clkack de-assertion. Domain is still for power gate. |
| **OFF** | **Clkreq Off**. The gclock signal is not running, the domain is locked and clkreq is de-asserted. Domain is ready for power gate. All gclock\_req\* assertions and ISM wakes will require sampling in the pgcb\_clk and checking for pwrgate\_active before unlocking and re-starting the domain.  NOTE: This is the default reset state when the DEF\_PWRON parameter is 0. |
| **RESTORE** | **Power Gate Exit Restore**. Domain ISM are unlocked to allow state restore operations, but the boundary remains locked; clkreq is asserted and gclock is running. gclock\_active is asserted, and gclock\_ack\_async signals mirror the corresponding gclock\_req\_async signals.  NOTE: This is the default reset state when the DEF\_PWRON parameter is 1 (based on Chassis PG ECN [1570775](https://vthsd.intel.com/hsd/soc_chassis/default.aspx#issue/default.aspx?issue_id=1570775)). |
| **FORCE\_PENDING** | **Force Power Gate Ready Pending.** Force power gating has completed all operations to lock the domain, but waits in this state until the clkack has been received to ensure that power gating entry does not start until the clkreq/clkack handshake completes with clock running. This covers a boundary case where a forced power gate or warm reset could complete causing clkreq de-assertion prior to a pending clkack assertion, which would violate the clkreq/clkack handshake protocol. The gclock signal is running, gclock\_active is still asserted, gclock\_ack\_async signals mirror the corresponding gclock\_req\_async signals and the domain is locked but clkreq remains asserted. |
| **FORCE\_READY** | **Force Power Gate Ready.** The domain is prepared for forced power gate entry or warm reset. The gclock signal is running, gclock\_active is still asserted, gclock\_ack\_async signals mirror the corresponding gclock\_req\_async signals and the domain is locked but clkreq remains asserted. |

### State Transitions

The following are the state transitions (with high level description of relevant conditions) for the CDC’s FSM (check the CDC FSM figure for priority order of each transition – and also for full details about the transition conditions).

Table ‑: State Transitions

|  |  |  |
| --- | --- | --- |
| Current State | Next State | Condition |
| OFF | ON | An “unlock all” indication has been received from the CDC’s pgcb\_clk domain and clkreq/clkack are asserted. |
| OFF | RESTORE | An “unlock ism” indication has been received from the CDC’s pgcb\_clk domain and clkreq/clkack are asserted. |
| OFF | FORCE\_PENDING | Force power gate is requested and clkreq/clkack are asserted. |
|  |  |  |
| ON | CGATE\_PENDING | Force power gate and ism\_agent is IDLE  -or-  All gclock requests and the fabric ISM have been idle for 2^cfg\_clkgate\_holdoff clock cycles AND none of the “cfg\_clkgate\_disabled, cfg\_clkreq\_ctl\_disabled, pwrgate\_disabled” have changed in this clock cycle. |
| CGATE\_PENDING | ON | A gclock request is asserted or fabric ISM transitions out of IDLE or one of the signals for cfg\_\*\_disabled, pwrgate\_disabled have changed AND  force power gate request is not asserted. |
| CGATE\_PENDING | CGATE | Force power gate request is asserted and ism\_agent is IDLE (or locked in IDLE) and 8 cycles have elapsed in this state  -or-  All gclock requests and the fabric ISM have been idle for 8 clock cycles in this state. |
| CGATE | PGATE\_PENDING | Force power gate request and ism\_agent is IDLE (or locked in IDLE)  -or-  Power gating is not disabled and all gclock requests and the fabric ISM have been idle for 2^cfg\_pwrgate\_holdoff clock cycles. |
| CGATE | SYNCOFF\_PENDING | Power gating is disabled, CLKREQ control is not disabled and all gclock requests and ISMs have been idle for 2^cfg\_clkreq\_off\_holdoff clock cycles. |
| CGATE | ON | A gclock request is asserted or fabric ISM transitions out of IDLE or one of the signals for cfg\_\*\_disabled, pwrgate\_disabled have changed, and force power-gate request is not asserted. |
| SYNCOFF\_PENDING | SYNCOFF | The synchronized version of clkack is de-asserted. |
| SYNCOFF | ON | Force power gate and ism\_agent is IDLE  -or-  Power gating is enabled  -or-  A clock request other than the fabric ISM transition from IDLE is detected.  Additionally, clkreq/clkack must be asserted to move to ON. |
| SYNCOFF | SYNCON\_ISM | The fabric ISM transitions out of IDLE. |
| SYNCON\_ISM | ON | The synchronized version of clkack is asserted. |
| PGATE\_PENDING | PGATE | All unlock requests from the CDC’s pgcb\_clk domain have been cleared. (Waiting in this state for this to clear is important to ensuring that the unlock received was not for a previous lock.) |
| PGATE | FORCE\_READY | Force power gate request and ism\_agent is IDLE (or locked in IDLE) |
| PGATE | ON | An “unlock all” indication has been received from the CDC’s pgcb\_clk domain. |
| PGATE | RESTORE | An “unlock ism” indication has been received from the CDC’s pgcb\_clk domain. |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| RESTORE | ON | An “unlock all” indication has been received from the CDC’s pgcb\_clk domain AND the restore is complete AND the synchronized version of clkack is asserted. |
| OFF\_PENDING | OFF | The synchronized version of clkack is de-asserted. |
| FORCE\_PENDING | FORCE\_READY | The synchronized clkack is asserted. |
| FORCE\_READY | OFF\_PENDING | The force power gate request is de-asserted AND POK has been de-asserted AND pwrgate\_active indication from PGCB is asserted. |
| FORCE\_READY | RESTORE | When “unlock\_ism” is asserted by CDC’s pgcb\_clk domain. |
| FORCE\_READY | ON | When “unlock\_all” indication is received from CDC’s pgcb\_clk domain. |

### Clock Gating and FSM States

The following table indicates the relationship of clock-gating of the gclock with respect to the states of the CDC FSM.

Note that for IP-Inaccessible power-gating, if the CDC clock domain is really slow compared to the PGCB clock domain, it is possible that the clock remain running for a short time while the PGCB has initiated the power-gating entry sequence. This will not cause any issues with the state-retention cells as they will be reset cleanly on an exit from PG regardless.

Table ‑: Clock-gating in Various FSM States

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| State Name | cfg\_clkgate\_disabled == ‘0’, pwrgate\_force == ‘0’ | cfg\_clkgate\_disabled == ‘0’, pwrgate\_force == ‘1’ | cfg\_clkgate\_disabled == ‘1’, pwrgate\_force == ‘0’ | cfg\_clkgate\_disabled == ‘1’, pwrgate\_force == ‘1’ |
|  |  |  |  |  |
| **ON** | UNGATED | UNGATED | UNGATED | UNGATED |
| **CGATE\_PENDING** | UNGATED | UNGATED | UNGATED | UNGATED |
| **CGATE** | GATED | UNGATED | UNGATED | UNGATED |
| **SYNCOFF\_PENDING** | GATED | GATED | UNGATED | UNGATED |
| **SYNCOFF** | GATED | GATED | UNGATED | UNGATED |
| **SYNCON\_ISM** | UNGATED | UNGATED | UNGATED | UNGATED |
| **PGATE\_PENDING** | GATED | UNGATED (if pwrgate\_active == ‘0’) | GATED | UNGATED (if pwrgate\_active == ‘0’) |
| **PGATE** | GATED | UNGATED (if pwrgate\_active == ‘0’) | GATED | UNGATED (if pwrgate\_active == ‘0’) |
| **RESTORE** | UNGATED | UNGATED | UNGATED | UNGATED |
|  |  |  |  |  |
| **FORCE\_PENDING** | n-a | GATED first, then UNGATED | n-a | GATED first, then UNGATED |
| **FORCE\_READY** | n-a | UNGATED | n-a | UNGATED |
| **OFF\_PENDING** | GATED | GATED | GATED | GATED |
| **OFF** | GATED | GATED | GATED | GATED |

## CDC Behavior Details

This section provides details and explanations of CDC behavior around certain interesting scenarios.

### Configuration of CDC for Asynchronous CG\_Enable

The CDC parameter DSYNC\_CG\_EN defines if the clock-gate enable may be driven synchronously by the CDC FSM or not. The CDC FSM shares the same clock as the functional logic within the SIP using the “*gclock*” (synchronous relationship). When the DSYNC\_CG\_EN == ‘0’, the logic driving the clock-gate enable within the CDC is represented in the following figure.

Figure ‑: CDC with Synchronous Clock-gate Enable (DSYNC\_CG\_EN == ‘0’)



However, the clock-gate on the gclock is instantiated higher up in the clock tree for the ‘*gclock*’. Because of this skew in the clock tree, it is recommended (based on SD feedback) that the clock-gate enable be passed through clock synchronization logic (based on clock branch on which the clock-gate is applied). This asynchronous interface between CDC FSM and the clock-gate is supported by setting the DSYNC\_CG\_EN parameter to ‘1’. For this setting, the logic driving the clock-gate enable within the CDC is represented in the following figure.

Figure ‑: CDC with Asynchronous Clock-gate Enable (DSYNC\_CG\_EN == ‘1’)



NOTE: When the CDC parameter PRESCC is set to 1, the HW implementation is equivalent to having DSYNC\_CG\_EN == ‘1’ and FLOP\_CG\_EN == ’1’ (regardless of the value provided in the design for these two parameters). Refer to description on usage of CDC as pre-SCC logic in the Appendix.

NOTE: For SIPs that need to set DSYNC\_CG\_EN == ’1’ (or PRESCC == ’1’), refer to parameter definition for CG\_LOCK\_ISM to check if SIP needs to set that parameter also to ‘1’.

* Note that when parameter DSYNC\_CG\_EN is set to ‘1’ or PRESCC is set to ‘1’, in the case, when the clock is being turned OFF, there exists a scenario where the “gclock\_active” signal is de-asserted, but the “gclock” is actually still toggling.
* Similarly, when the clock is being turned ON, there exists a scenario where the “gclock” has started toggling but “gclock\_active” signal is still de-asserted.
* IMPORTANT: SIP may need to review their logic to ensure that there are no issues with the clocks toggling when “gclock\_active” is de-asserted (or else, the “gclock\_active” signal may need to be used in more parts of the logic, for example).

IMPORTANT: By nature of the asynchronous interface, whenever DSYNC\_CG\_EN == ‘1’ or PRESCC == ‘1’, there is additional latency to turn ON or turn OFF the clock through the clock-gate. The latency to gate/ungate the clock is typically 4-6 clock cycles as compared to 1 clock cycle turn-around with PRESCC == ‘0’, DSYNC\_CG\_EN == ‘0’ and FLOP\_CG\_EN == ‘0’. If the CDC user is concerned about the latency impact, there are two possible options to mitigate the latency cost.

#### Option 1: Get SD agreement on using DSYNC\_CG\_EN == ‘0’

The clock skew between buffered clock and clock input to clock-gate in the CDC has more impact on PV timing when the ‘clock’ has a high frequency. In some cases, where the clock is not a high frequency clock, or if the logic in the PGD for that clock has low gate count, the Structural Design (SD) team may be able meet PV timing even assuming a synchronous interface. Therefore, the SIP team should communicate with the SD team for the applicable project to get SD agreement to have the DSYNC\_CG\_EN parameter remain ‘0’ for the CDCs used in the SIP.

Note that this communication is project-specific, and should include each CDC in the PGD of the SIP.

#### Option 2: Disable CDC clock-gating using ‘cfg\_clkgate\_disabled’

If the SD team requires the SIP to use the value of ‘1’ for the DSYNC\_CG\_EN parameter, there is another option to avoid the latency impact of clock-gating and ungating (at least for some cases) by disabling the clock-gate within the CDC. This may be done through setting the CDC input signal “cfg\_clkgate\_disabled”.

Even though the asynchronous interface between CDC FSM and CDC clock-gate is still present, but the clock-gate is disabled, therefore the SIP would not see any performance/latency impact due to clock-gating within the CDC.

In order to use this option, the SIP may need to implement lower-level clock gating within the PGD (since the CDC clock-gate is disabled). The CDC can still de-assert the clkreq for the functional ‘clock’ under the appropriate conditions when power-gating is disabled (i.e. CDC allows support of trunk clock gating even when CDC clock-gating is disabled). Even with this case of clkreq de-assertion, the SIP is able to respond very quickly to fabric wakes on this clock domain (fabric transaction coming downstream to the SIP).

NOTE however that when the SIP enters a power-gated state, the “cfg\_clkgate\_disable” has no effect, and the clock is still gated to the PGD by the CDC regardless of the value of ‘cfg\_clkgate\_disabled’ signal.

### IP-Inaccessible Entry: CDC Response to “pwrgate\_force” Assertion

Normally, CDC requires all “gclock\_req\_async/sync signals to be de-asserted, agent ISM state to be in IDLE, fabric ISM state to be IDLE, and hysteresis requirements to have been satisfied before it asserts the “*pwrgate\_ready*” signal.

However, when the “*pwrgate\_force*” signal is asserted (implying that a ForcePwrgatePOK message has been received by the IP block, and an IP-Inaccessible PG entry or a Warm reset Entry sequence has to be started), the CDC behaves in the following manner:

* First, the CDC de-asserts the “*pwrgate\_ready*” signal (in case it is already asserted).
* Further, the CDC attempts to put the clock domain in a locked state –and the only requirement that the CDC satisfies before locking the ISM is to find one clock cycle where the agent ISM is in IDLE state.
* The CDC does not count for any hysteresis delays in this case, nor does it wait for de-assertion of various gclock\_req\_async/sync signals.
* However, the CDC waits for the signal “*pwrgate\_active*” to be de-asserted before it next asserts the “*pwrgate\_ready*” signal.
  + This is a requirement from the PGCB – that when entering IP-Inaccessible PG state, the CDC needs to wait for at least one clock cycle where the “*pwrgate\_active*” signal is de-asserted, before asserting the “*pwrgate\_ready*” signal to the PGCB.

#### IP-Inacc PG (or Warm Reset) Entry request while PGD is in Ip-Acc PG state

It is noteworthy that for the case where an IP block’s PGD is in IP-Accessible PG state, and PMC requests entry into IP-Inaccessible PG, the CDC de-asserts the “pwrgate\_ready” signal until such time that both of the following conditions are met:

1. CDC functional clock state machine has entered the ForceReady state (implying ISMs and boundaries are locked and clocks are available to de-assert the \*\_pok signals – as applicable) AND
2. PGCB has de-asserted the “pgcb\_pwrgate\_active” signal (implying that the PGCB has completed the IP-Acc PG exit flow).

**Important:** Note that the CDC does not have visibility into any pending downstream completions, or whether all credits have been returned by the agent to the fabric or not (or any other requirements imposed by the IOSF spec with reference to power gating of the interface).

* Therefore, it is required that SIP blocks using the CDC either prevent the ISM from reaching IDLE state until these requirements are all met, OR
* SIP blocks mask the agent ISM input seen by the CDC until such requirements have been satisfied OR
* SIP blocks delay the CDCs within the SIP from seeing ‘*pwrqate\_force*” signal as asserted until such requirements are met.

#### Support for Resolving ISM-Clock Dependencies in SIPs for IP-Inaccessible Entry

The minimum requirement for a SIP block to proceed with IP-Inaccessible Entry is to get its ISMs for the fabrics in IDLE state and meet related IOSF requirements for de-asserting the prim/side\_POK signal to the fabric.

* However, it is possible that an SIP block is processing some transaction when the ForcePwrGatePOK message (with relevant opcode) is received on IOSF-SB (this is the trigger for IP-Inaccessible Entry). In order to complete the processing and gracefully get the ISM to IDLE state and de-assert POK, it is possible that the SIP may need functional clocks, even other than the fabric clocks.
* Therefore, when the CDC comprehends that an IP-Inaccessible Entry has been requested, it ungates the clock to the PGD of the SIP block.
* Thus, all clocks to the PGD of the SIP remain ungated until all the CDCs achieve readiness for PG entry (by assertion of “*pwrgate\_ready*” signal) and the PGCB initiates the IP-Inaccessible PG flow.

One common example of an ISM-clock dependency is where a SIP block receives a Non-posted register access message on IOSF-SB interface shortly before or after receiving the ForcePwrGatePOK trigger for IP-Inaccessible Entry.

* This access needs to be completed (or an Unsuccessful completion generated) before the “*side\_pok*” signal can be de-asserted.
* However, many SIPs need the prim\_clk (IOSF primary fabric interface clock) to complete the register access.
* If the various CDCs in the SIP were allowed to gate the functional clocks independently, it might have resulted in a deadlock scenario.
* However, by virtue of the behavior of the CDC, the prim\_clk remains available and the SIP can generate completion for the register access in usual manner and then proceed with IP-Inaccessible PG entry.

#### IMPORTANT: Lack of Support for Resolving ISM-ISM Dependencies in SIPs for IP-Inaccessible Entry

It should be noted that while the CDC does not provide any support for resolving ISM-ISM dependencies around IP-Inaccessible PG Entry.

* It is important for each SIP to review its design to see if it is exposed to this issue.
* SIPs that have such a dependency need to handle this within the functional logic.

A common example would be as follows:

* A Non-posted transaction targets the IOSF primary interface of the SIP.
* It is possible that this transaction results in an interrupt message that needs to be sent out on IOSF-SB, before the completion is sent back on IOSf primary fabric.
* However, a ForcePwrGatePOK message is received on IOSF-SB close to the time of the primary transaction.
* Because of the ForcePwrGatePOK message, the IOSF-SB ISM is locked by the CDC (since it may have reached IDLE state and other spec requirements were met).
* Subsequently, the SIP tries to send out the interrupt message on IOSF-SB, but cannot do so since the ISM is already locked.
* This results in a deadlock scenario, since the primary fabric ISM cannot lock until the completion for the incoming transaction has been sent out – and this is prevented because the interrupt message is not being sent out on IOSF-SB.

#### Cases of non-compliance to Chassis clkreq/clkack behavior on internal gclock\_req/ack signals at CDC interface

The CDC honors the Chassis clkreq/clkack protocol on the gclock\_ack\_async signals in most cases. However, there is an exception to this behavior for the case of IP-Inaccessible PG entry and Warm Reset event.

* For these two cases, the CDC enters a power-gate ready state independent of the value of the gclock\_req\_async/sync signals at its inputs.
* Eventually, it locks the ISMs and boundaries and reports back a power-gate ready state to the IP Aggregation logic.
* During this time, it keeps the gclock\_ack\_\* signals asserted (assuming the gclock\_req\_async/sync signals are also asserted).
* However, as soon as the PGCB indicates to the CDC that it (the PGCB) has started the PG entry sequence through assertion of “pgcb\_pwrgate\_active” signal, the CDC drops gclock\_ack\_\* signals without any regard for the value of the gclock\_req\_\* signals.

This CDC behavior has been chosen after careful thought, and there is no known reason to expect that any functional issue should arise from this behavior. However, IP blocks need to review their usage of the CDC and generation of the gclock\_req\_sync/async signals to the CDC to confirm that the IP block is not impacted by this CDC behavior.

### IP-Inaccessible Exit: CDC Response to “*pmc\_<ip>\_pg\_wake*” Assertion

Some of the key features of the CDC behavior on exiting from IP-Inaccessible are listed below. Some of this behavior is also similar during a Warm Reset exit flow.

#### Behavior of CDC When “*pmc\_<ip>\_pg\_wake*” is Asserted

The CDC takes in pgcb\_clk version of the “*pmc\_<ip>\_pg\_wake*” signal. This is through the input signal “*pwrgate\_pmc\_wake*”.

* This signal is used by the CDC to de-assert the “*pwrgate\_ready*” output signal – which results in the IP exiting a power-gated state (if already power-gated) and remaining power-ungated (as long as the pmc\_<ip>\_ip\_pg\_wake signal remains asserted).
* However, the “*pwrgate\_pmc\_wake”* signal is not used to move the CDC FSM out of PGATE/OFF state. Hence the “*gclock*” remains gated.
* This behavior is to enable the CDC FSM to be active (and ungate “*gclock*” only if the IP logic requests a wake through one of the “*gclock\_req\_\**” signals (input to the CDC).

If the SIP block using the CDC needs to have the “*gclock*” ungated, but none of the gclock\_req\_\* signals to the CDC are to be asserted, one of the alternative options is to connect the “*pmc\_<ip>\_pg\_wake*” signal to one of the “*gclock\_req\_async*” inputs to the CDC.

* However, this would result in the clock remaining ungated as long as “*pwrgate\_pmc\_wake*” signal remains asserted, therefore, the SIP team should evaluate this option carefully before choosing to adopt it.

#### Prioritization between “*pmc\_<ip>\_pg\_wake*” and “*pwrgate\_force*”

The Chassis PG spec defines the prioritization that a SIP block needs to honor in case of assertion of “*pmc\_<ip>\_pg\_wake*” signal close to the time that a SIP receives the ForcePwrGatePOK message (on IOSF-SB).

The CDC supports Chassis PG HAS mandated prioritization between “*pmc\_<ip>\_pg\_wake*” signal and the “*pwrgate\_force*” signal in the following manner:

* When a rising edge is seen on the “*pmc\_<ip>\_pg\_wake*” (as “*pwrgate\_pmc\_wake*” input signal to CDC) by the CDC, the CDC checks for the CDC’s internal latched value of the “*pwrgate\_force*” input signal.
* If the internal latched value of “*pwrgate\_force*” input signal is already asserted, the “*pwrgate\_pmc\_wake*” signal is masked from the rest of the CDC logic, until the “*pwrgate\_force*” signal de-asserts. Otherwise, the “*pwrgate\_pmc\_wake*” signal assertion is latched into the CDC in the next clock cycle.
* Similarly, when a rising edge is seen on the “*pwrgate\_force*” signal by the CDC, the CDC checks for the current value of the “*pwrgate\_pmc\_wake*” input signal (thereby ensuring that “*pwrgate\_pmc\_wake*” gets priority if both input signals happen to be asserted at the same time).

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* If the “*pwrgate\_pmc\_wake*” signal is already asserted, the CDC masks the “*pwrgate\_force*” input signal from the rest of the CDC logic, until the “*pwrgate\_pmc\_wake*” signal de-asserts. Otherwise, the “*pwrgate\_force*” signal assertion is latched into the CDC in the next clock cycle.

#### Clkreq behavior on IP-Inaccessible PG exit (and Warm Reset exit)

The CDC has two sets of behavior for asserting *clkreq* to the SOC (for the clock domain controlled by the CDC) – depending on the value of the parameter DRIVE\_POK.

* This parameter, which is intended to be set for CDCs on IOSF fabric clocks, when set, causes the *clkreq* to the SOC to be asserted when *pmc\_<ip>\_pg\_wake* signal is asserted while IP is in IP-Inacc PG state.
* The *clkreq* signal remains asserted at least until the PGCB signal “*pgcb\_pok*” is asserted or until the *clkack* from the SOC is asserted (whichever happens later).
* Beyond this point, the *clkreq* signal continues to be asserted if the IP asserts *gclock\_req\_async/sync* to the CDC, or if there is an ism\_wake (transaction requested from fabric) or if IP-Accessible PG is disabled.
* Otherwise, the *clkreq* signal is de-asserted.

For CDCs with DRIVE\_POK== ‘0’ (typically, non-IOSF clocks), the CDC has the following behavior:

* When IP is in IP-Inaccessible (or Warm Reset state) and PMC asserts *pmc\_<ip>\_pg\_wake* signal, the *clkreq* to the SOC is asserted only after the PGCB signal “*pgcb\_pok*” is asserted.
* For this case, the *clkreq* assertion happens only if one of the following hold true:

1. IP has asserted gclock\_req\_async/sync to the CDC OR
2. IP-Accessible power-gating is disabled OR
3. Fabric is targeting the IP with a transaction (ism\_wake)

* If none of the above is true, then *clkreq* is not asserted to the SOC by a CDC with DRIVE\_POK == ‘0’ as part of IP-Inaccessible exit or Warm Reset exit.

#### Recommendation on *gclock\_req\_\** input to CDC for IP-Inaccessible PG exit

It is recommended that at least one of the *gclock\_req\_\** inputs to each CDC instantiated by an IP be asserted as the PGD is powered up, and un-isolated during IP-Inaccessible PG exit.

* This is necessary to ensure that the CDC FSM in the functional clock domain stays in the active “ON” state with *clkreq* signal asserted to the SOC.
* Otherwise, it is possible that the *clkreq* signal to the SOC may de-assert (and remain de-asserted) even before the external reset signal from PMC to the SIP block is de-asserted. This would violate the intent of the Chassis Reset Architecture spec to have SIP clocks active when reset is de-asserted to the SIP block as part of IP-Inaccessible PG exit.
* One important reason to have the clocks active when external resets to the SIP are de-asserted is that the SIP needs to synchronize these resets to various internal clocks.
* Therefore, in order to capture the de-assertion of the resets to all clock domains (as applicable), it highly recommended that the SIP assert at least one of the *gclock\_req\_\** signal to the various CDCs by default out of an IP-Inaccessible PG Exit.

### IP-Accessible Entry: Conditions honored by CDC

For the case of IP-Accessible PG entry, the CDC only considers the signals related to gclock\_req\_async/sync, agent ISM state and fabric ISM state from the IP in order to decide if it is in IDLE state – where the hysteresis counters can start counting.

Therefore, the IP block is required to ensure that it meets all applicable IOSF spec requirements and other IP requirements around power gating before it de-asserts the gclock\_req\_\* signal/s to the CDC.

### Detailed gclock\_active behavior

The following describes the conditions under which gclock\_active can assert/deassert:

* Assertion:
  + Asserted in Reset when DEF\_PWRON==1
  + Asserts when entering RESTORE state and clkack==0
  + Asserts when entering ON state
  + Asserts when entering FORCE\_PENDING
  + Can assert in CGATE\*, PGATE\* states if pwrgate\_force is asserted (see section 4.1.4)
* Deassertion
  + Deasserted in Reset when DEF\_PWRON==0
  + Deasserts in CGATE\_PENDING
  + Deasserts in OFF\_PENDING if pwrgate\_force was asserted

### Configuration of CDC Timer Values and Related Recommendations

The CDC supports various timer values as described in Table 2‑4.

*Important:* It is required that an IP block change any of the timer values only when the corresponding cfg\_\*\_disabled signal is set. An IP block is not allowed to change these values when the corresponding cfg\_\*\_disabled signal is cleared.

The corresponding disable signals for each of the cfg\_\*\_holdoff signals is listed in the interface table description.

* The disable signals are synchronized by the CDC into its functional clock domain (clock input), however, the timer values are only qualified with the corresponding disable signal before being used. Hence the requirement above is applicable.
* Note that timer assumes a default value (8 clocks) when the corresponding disable signal is asserted. Therefore, the time expires in a short time, but since the disable is asserted, it has no impact.
* When a disable signal is de-asserted, the timer reloads the applicable timer value and starts counting afresh.
* There is no requirement on sequencing one or more disable signals with respect to other disable signals.

The interface description also lists out which of the timer values need to be passed through isolation latches (because the value is used when power-gating may already have happened).

NOTE: For any given SIP block that uses the CDC, the SIP team may choose to make some of the timer values as fixed (hard-wired) instead of configurable. This is a SIP-specific decision; however, some general considerations apply:

* The decision to hard-wire a timer value should be a conscious decision, with appropriate justification. The start point should be that all timer values are driven from configuration registers.
* The timer value related to hysteresis before entering a power-gate ready state (*cfg\_pwrgate\_holdoff*) is strongly recommended to be configurable. Also, the default value should typically be chosen such that the CDC does not enter a power-gate ready state at extremely short intervals (since this behavior may have a negative impact on performance).
* The timer values related to de-assertion of clkreq signal (*cfg\_clkreq\_off\_holdoff* and *cfg\_clkreq\_syncoff\_holdoff*) may be chosen to be a low value since the SOC owns the final decision on turning off the clock source. The SOC also takes into account various system idleness parameters before the clock source is turned off.

### Waivers related to CDC

A separate folder in the IRR package of the CDC/PGCB contains the waivers related to logic included in the CDC – which may be needed by IP blocks in order waive certain clock-crossing checks and/or timing analysis checks. Please refer to the “Tools” folder for Lintra waivers related to the CDC and to the waiver list file in the “docs/ClockDomainController” folder.

### Miscellaneous Behaviors and Issues

#### Dual-space IP blocks with Logic based on Synchronous Resets

Please refer to Reset Architecture HAS for requirements about single <space/group> reset events as related to multi-space (SOC, Early boot, dual-space IP blocks). Note that it is possible that the CDC may have gated the clock to the <space/group\_reset\_b> domain that is being reset during the reset/power state transition event. It is also possible that this domain has logic based on synchronous resets, and needs the clock to be ungated to actually propagate the reset within this logic.

It is expected that the IP comprehend the above requirement if it includes logic based on synchronous resets and implement a solution for this issue. One possible solution is to have one of the gclock\_req\_async/sync signals asserted to the CDC (perhaps based on the pmc\_<ip>\_pg\_wake signal) that contains the synchronous reset based logic within the reset domain of interest.

#### Synchronous wakes from Fabric and gclock\_ack/gclock\_active behavior

For the case that an IP block is in IP-Accessible PG, and receives a request to accept a transaction from the IOSF fabric, the CDC will wait for power to be ungated and for the clock to be requested and clkack to assert before ungating the clock and asserting gclock-active.

For the case of a fabric wake when the CDC is in the SYNCOFF state, with the ‘clkreq’ signal de-asserted to the SOC, the CDC will ungate the gclock to allow the clock to the IOSF interface to run (per the IOSF spec). However, the CDC only asserts the ‘gclock\_active’ and ‘gclock\_ack\_\*’ signals when both ‘clkreq’ and ‘clkack’ are asserted at the interface of the SIP with the SOC. The CDC assumes that the SIP’s fabric interface logic is able to make forward progress on processing the incoming fabric transaction without dependence on the assertion of the ‘gclock\_active’ or ‘gclock\_ack\_\*’ signals.

#### Using CDCs for Clocks Which Are Not Available in All Active SIP States

There are cases where a specific clock domain used within a SIP’s PGD - is not available in some SIP/system states – even though the SIP may be active and functional in those system states.

* For example, a dual-space SIP may use a high frequency PLL clock in S0 system state, but this PLL may be turned off when the system is not in S0 (though the dual-space SIP is still functional in at least some non-S0 system states).
* For such a clock domain, the SIP team needs to figure out what are the appropriate triggers both for requesting the clock at initial entry in to the relevant active state, and then terminating the clock request cleanly when exiting the relevant active state.
* The trigger for entry into active state should be routed into the “*pwrgate\_pmc\_wake*” input of the relevant CDC. The trigger for exit of the system from the active state should be routed to the “*pwrgate\_force*” input of the CDC. Other signals such as pwrgate\_active, pgcb\_pok, also need to be taken into consideration.
* An example of a simple sequencer and glue logic to interface with a CDC for such a clock is provided in the Appendix.

#### CDC Clock-gating Support for “pgcb\_clk”

The CDC supports clock-gating of the “pgcb\_clk” only when all the following signals at the CDC interface are de-asserted:

* “gclock\_req\_async” and “gclock\_ack\_async”
* “gclock\_req\_sync” and “gclock\_active”
* “clkreq” and “clkack”
* “Ism\_fabric” == ‘0’, and “ism\_agent” == ‘0’

As a corollary, any assertions of the above signals should be taken as a wake condition to ungate the “pgcb\_clk” (needs to be handled outside of the CDC).

Also, any change in “pwrgate\_disabled” signal should be a cause for ungating/waking the “pgcb\_clk”.

#### Pulse-width check and Metastability checks on double-syncs used within CDC

All double-syncs at the interfaces of the CDC now have pulse-width check and metastability checks enabled (previousl releases had the checks disabled for some of the double-syncs). These checks may now cause violations to be flagged in the IP regressions. The IP team is responsible for reviewing the violations and comprehending if these represent any real issue or not.

If the IP team is confident that a check (pulse-width or metastability) can be waived for a given double-sync, it can be waived using the verilog ‘defparam’ directive to override the doublesync instance’s parameter. This can be done from any hierarchy with the following syntax:

defparam <hierarchy>.<PARAMETER> = 0;

This directive could be placed within the top level AON/UNgated wrapper for the IP (note that the translate\_off directive is required for lintra and synthesis to ignore this). For example:

// synopsys translate\_off

   defparam u\_sideClkDomainController.u\_CdcPgcbClock.u\_ismWakePG.PULSE\_WIDTH\_CHECK = 0;

// synopsys translate\_on

Alternately, this could be done in the testbench somewhere (for example):

   defparam lpio\_spt\_tb.spt\_lpio\_wrapper1.i\_spt\_lpio\_aon\_wrapper.u\_sideClkDomainController.u\_CdcPgcbClock.u\_ismWakePG.PULSE\_WIDTH\_CHCEK = 0;

Either way should work, though it may be better to place the directive within the RTL itself so that it is portable from IP environment to FC also.

The above example illustrates turning off the pulse width check, but the metastability checks can also be turned off in similar manner.

NOTE: One set of common pulse-width check violations relate to the gclock\_req\_async/sync input to the CDC.

* When the functional domain of the CDC is active (clock is not gated), these signals may assert, de-assert shortly and then assert again without having enough time for the de-assertion to be synchronized into the pgcb\_clk domain (which is typically slower than the functional clock).
* For such cases, if the IP design guarantees that for any assertion of the gclock\_req\_async signal, the de-assertion happens only after gclock\_ack\_async has asserted, then it is okay to disable the pulse-width violation check on the corresponding double-sync.

#### SCAN/DFx requirements on reset signals input to the CDC

The CDC now includes SCAN reset bypass muxes on the reset\_b and pok\_reset\_b inputs to the CDC both before and after the reset synchronizer such that the IP does not necessarily need to add these externally (unless they are used in other logic outside of the CDC).

# Waveforms

In the following waveforms, internal signals are marked with italics and are included only to help where necessary to illustrate the overall flow. Waveforms in green denote pgcb\_clk domain signals.

## IP-Accessible Entry



## IP-Accessible Exit



## IP-Inaccessible Entry



## IP-Inaccessible Exit



# Appendix

## CDC VISA Signals

The latest recommendation is that the integrating IP have the VISA tool automatically insert VISA in the CDC and that the cdc\_visa output be ignored. See the provided .sig files under $MODEL\_ROOT/tools/visa.

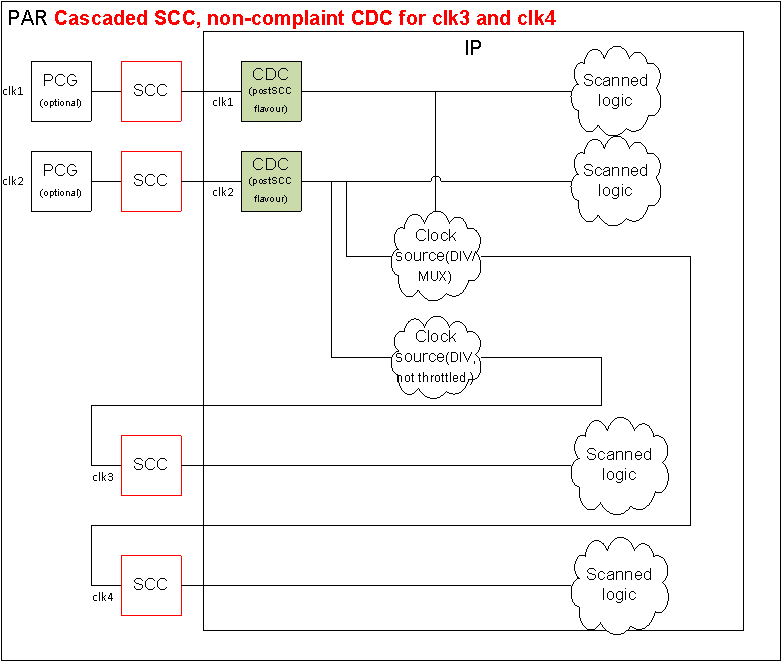
The following table describes the implementation of the 24 bit output vector ‘cdc\_visa’:

|  |  |  |  |
| --- | --- | --- | --- |
| Bits | Signal | Clock domain | Description |
| 23:20 | Reserved | n-a | Reserved |
| 19 | u\_CdcPgClock.locked\_pg | pgcb\_clk |  |
| 18 | u\_CdcPgClock.force\_ready\_pg | pgcb\_clk |  |
| 17 | u\_CdcPgClock.domain\_pok\_pg | pgcb\_clk |  |
| 16 | u\_CdcPgClock.assert\_clkreq\_pg | pgcb\_clk |  |
| 15 | u\_CdcPgClock.unlock\_domain\_pg | pgcb\_clk |  |
| 14 | u\_CdcPgClock.pwrgate\_ready | pgcb\_clk |  |
| 13 | u\_CdcMainClock.clkreq\_start\_ok | clock |  |
| 12 | u\_CdcMainClock.gclock\_active | clock |  |
| 11 | u\_CdcMainClock.clkreq\_hold | clock |  |
| 10 | u\_CdcMainClock.gclock\_enable | clock |  |
| 9 | u\_CdcMainClock.gclock\_req | clock |  |
| 8 | u\_CdcMainClock.do\_force\_pgate | clock |  |
| 7 | u\_CdcMainClock.timer\_expired | clock |  |
| 6:3 | u\_CdcMainClock.current\_state | clock |  |
| 2 | u\_CdcMainClock.ism\_wake | clock |  |
| 1 | u\_CdcMainClock.not\_idle | clock |  |
| 0 | u\_CdcMainClock.pg\_disabled | clock |  |

## SCAN Considerations for CDC Usage (pre-SCC and post-SCC)

In most cases, the CDC is used in post-SCC (Scan clock controller) within the physical partition in which the SIP is instantiated for any given SOC. However, for the case where a SIP generates local clock(s) from the CDC clock, it results in the issue of cascaded SCCs’. It is a primary requirement of the Scan flow that SCCs are not allowed to be cascaded. An example of this violation case is provided below.

Figure ‑: Example of Violation of Non-Cascaded SCC Requirement with CDCs



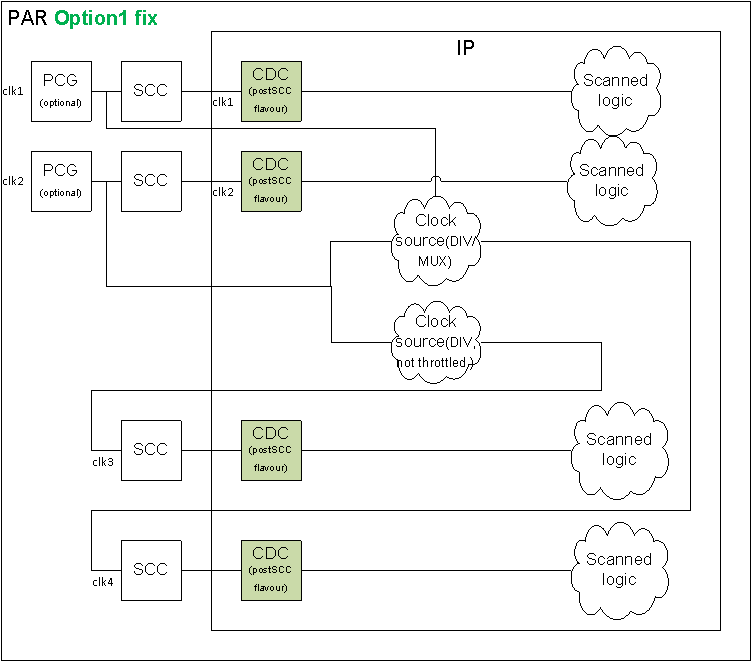
For the above case, clk1 and clk2 are in compliance with Scan requirements, but clk3 and clk4 have the issue of cascaded SCCs’.

There are at least three different options to resolve this issue. Any SIP team that has a clock micro-architecture that may result in cascaded SCCs is requested to work closely with the SCAN/DFX team to pick one of these options.

### Option 1: Changes within SIP clocking structure

For this option, the SIP is required to source the clock used in the clock divider/mux logic separately from original clock. Furthermore, the SIP needs to have separate CDC component on this clock, after it has been divided/muxed and passed through an SCC component. This approach is shown below.

Figure ‑: Changes to Fix Cascaded SCC Issue with SIP Changes



Advantages of this approach:

1. Can use CDC without any pre-SCC support
2. No scan coverage loss
3. No assumption on balancing of pre-SCC and post-SCC clock

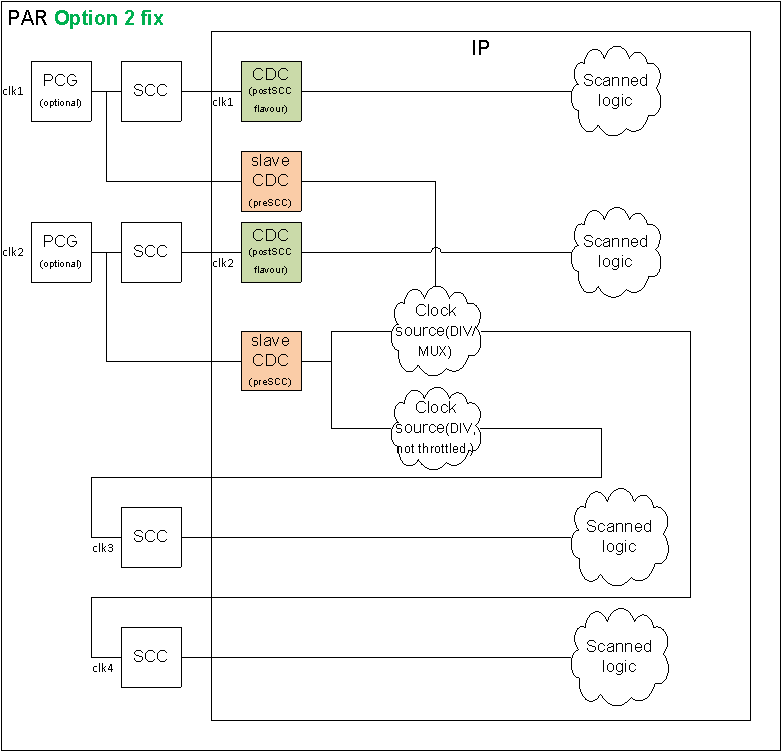
Disadvantages of this approach:

1. SIP needs to have separate CDC for each generated clock
2. SIP may need to add multiple and separate clock ports for source clock
3. All clock source logic moves to pre-SCC domain.

### Option 2: Using separate clock-gates for branch of source clock used for generating derivative clocks

For this option, the SIP is required to use separate clock-gate component(s) on the branch(es) of the source clock that is (are) used to generate derivative clock(s). The clock-gate component needs to include support for special SCAN bypass controls (that are applicable to all pre-SCC logic). This component is referred as the “slave CDC” in the figure below.

Figure ‑: Solution for Cascaded SCCs using "slave CDC"



Advantages of this approach:

1. Can use CDC without any pre-SCC support
2. No scan coverage loss

Disadvantages of this approach:

1. Requires assumption of balancing of pre-SCC and post-SCC clock
2. SIP may need to add multiple and separate clock ports for source clock
3. Requires separate clock-gate component with special SCAN bypass controls (needed for pre-SCC logic)
4. All clock source logic moves to pre-SCC domain.

NOTE: The CDC provides the output signal “*gclock\_enable\_final*” to control the “slave CDC” component in the figure above. Any SIP team intending to use this approach should consult the SCAN/DFx team to ensure that all requirements for bypass control for pre-SCC logic are included within the design of the “slave CDC”. Reference design of the “slave CDC” is included below (SIP teams should still consult with respective SCAN/DFX teams to ensure this design can be used as-is). Note that the CDC providing the ‘*gclock\_enable\_final*’ signal may need to be configured with either DSYNC\_CG\_EN == ‘0’ or ‘1’ and the DSYNC shown in the figure below may also need to be replaced by double-syncs at the mux inputs for the fscan\_clkgenctrl\* signals.

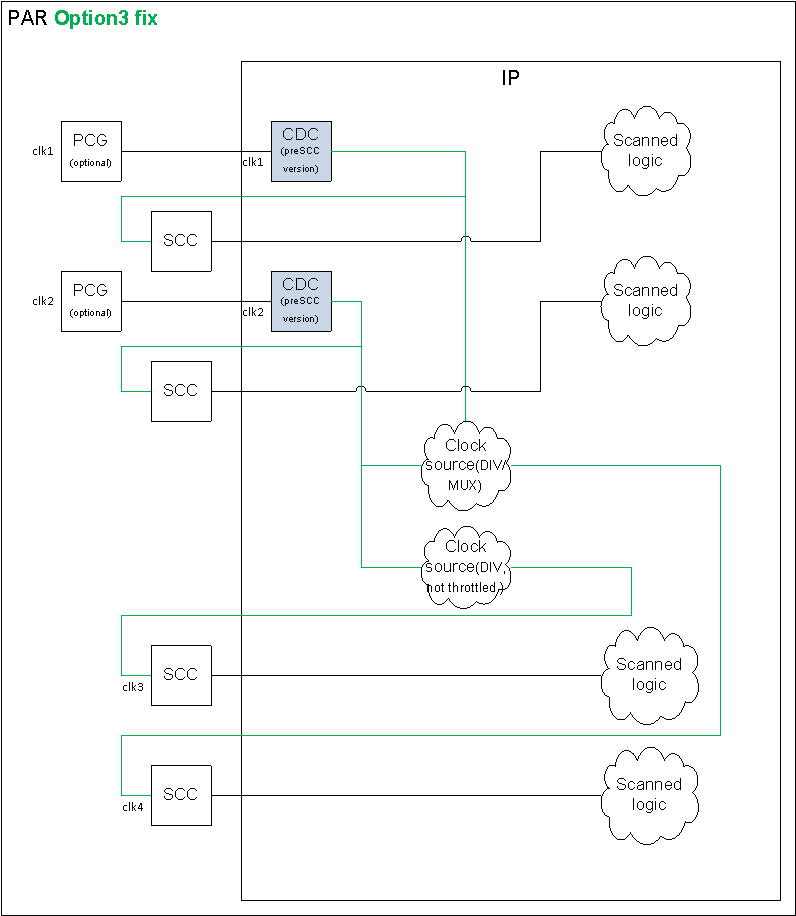
Figure ‑: Reference Design for "Slave CDC"



### Option 3: Changes within CDC to support Pre-SCC usage

For this option, the CDC is used in the SIP in a pre-SCC manner. Therefore, the CDC is required to meet the special SCAN bypass control requirements for pre-SCC logic. However, the SIP team has minimal impact from this approach.

Figure ‑: Option to Solve Cascaded SCC Issue with CDC parameter PRESCC==’1’



Advantages of this approach:

1. Minimal changes to the SIP
2. No scan coverage loss (assuming CDC FSM is using post-SCC clock – see note below)
3. No need for separate clock-gate component with special bypass support
4. No assumption of balancing of pre-SCC and post-SCC clocks.

Disadvantages of this approach:

1. All clock source logic moves to pre-SCC domain.

NOTE: The CDC now has separate clock ports for pre-SCC and post-SCC clocks. The prescc\_clock input needs to be connected to the pre-SCC clock and the clock input should be connected to the post-SCC clock.

The internal changes to the CDC to support pre-SCC usage are shown in the figure below. Note that the user needs to set the parameter PRESCC to ‘1’. Also, the design assumes asynchronous relationship between the CDC FSM clock and clock used in the clock-gate within the CDC. This configuration also suffers from potential performance impact because of the increased latency for gating/ungating of the clock (refer to section on “CDC Behavior Details” for further information on options for mitigation of the latency impact).

Figure ‑: Internal CDC Implementation of Clock-gate Enable When PRESCC == ‘1’



## Example of Control Sequencer for CDC that Operates in S0 Only

NOTE: The sequencer example and other logic depicted here is only for reference purposes, it is not validated and the users are fully responsible for reviewing and validating any design based on this.

The following figure refers to the example of sequencer that may be used to control a CDC within a dual-space device, where the CDC’s functional clock domain is operational only in S0 (the clock is not even available in Sx system states). For this case, the trigger used for entry into active state (S0) is a BootPrep message from PMC to the SIP and the trigger for exit from the active state isa ResetPrep message from PMC. However, a SIP could as well use some other forms of triggers.

Figure ‑: Example Sequencer for CDCs for Clocks Not Available in all IP Active States



Using the sequencer above, some additional glue logic may be used as suggested below.

Figure ‑: Example Aggregation Glue Logic for Use with CDC Sequencer

