Fast Simplex Link (FSL) Bus (v2.00a)

DS449 August 17, 2004

Product Specification

Introduction

FSL_V20 is a uni-directional point-to-point communication channel bus used to perform fast communication between any two design elements on the FPGA when implementing an interface to the FSL bus. Up to 8 master and slave FSL interfaces are available on the Xilinx MicroBlaze™ soft processor. The interfaces are used to transfer data in 2 clock cycles to and from the register file on the processor to hardware running on the FPGA.

Features

- Implements a uni-directional point to point FIFO-based communication
- Provide mechanism for unshared and non-arbitrated communication mechanism. This can be used for fast transfer of data words between master and slave implementing the FSL interface
- Provides an extra control bit for annotating data being transmitted. This control bit can be used by the slave-side interface for multiple purposes. For example, decode the word being transmitted as a control word or use the bit to indicate the start or end of the transmission of a frame.
- FIFO depths can be as low as 1 and as high as 8K.
- Supports both synchronous and asynchronous FIFO modes. This allows the master and slave side of the FSL to clock at different rates.
- Support for SRL16 and dual port LUT RAM or Block RAM based FIFO implementation

LogiCORE™ Facts		
Core Specifics		
Supported Device Family	QPro™-R Virtex-II™, QPro Virtex-II, Spartan-II™, Spartan-IIE™, Spartan-3™, Virtex™, Virtex-II, Virtex-II Pro™, Virtex-4™, Virtex-E	
Version of Core	fsl_v20	v2.00a
Resources Used		
	Min	Max[1]
Slices	21	451
LUTs	3	362
FFs	36	34
Block RAMs	0	17
Provided with Core		
Documentation	Product Specification	
Design File Formats	VHDL	
Constraints File	N/A	
Verification	N/A	
Instantiation Template	N/A	
Reference Designs	N/A	
Design Tool Requirements		
Xilinx Implementation Tools	ISE 6.2i or higher	
Verification	N/A	
Simulation	ModelSim SE/EE 5.6e or higher	
Synthesis	XST	
Support		
Support provided by Xilinx, Inc.		

1. Maximum size in slices, FFs and LUTs is obtained using parameter options C_ASYNC_FIFO=1, C_FSL_DEPTH=128, and C_USE_CONTROL =1. Maximum BRAM size is obtained for parameter options C_SYNC_FIFO =1, C_FSL_DEPTH=8192, and C_USE_CONTROL=1.

FSL_V20 Parameters

The features that you can parameterize in the Xilinx FSL_V20 design are shown in the Table 1.

Table 1: **FSL_V20 Parameters**

Feature/Description	Parameter Name	Allowable Values	Default Value	VHDL Type
Specify clocking modes of FIFO as synchronous or asynchronous	C_ASYNC_CLKS	0, 1	0	integer
Use BRAMs to implement synchronous FIFO	C_IMPL_STYLE	0, 1	0	integer
FSL bus width	C_FSL_DWIDTH	8,16,32	32	integer
FSL FIFO depth	C_FSL_DEPTH	< 8193	16	integer
Propagate control bit	C_USE_CONTROL	0, 1	1	integer
Level of external reset	C_EXT_RESET_HIGH	0 = Low-true external reset 1 = High-true external reset	1	integer

Allowable Parameter Combinations

C_FSL_DEPTH

Specifies the depth of the FIFO implemented by the FSL bus. The depth can be as low as 1 or as high as 8192. The depth that can be specified is dependent on the implementation scheme of the FIFO. When the parameter C_ASYNC_CLKS is set to 1, the maximum depth allowed is 128. When the parameter C_SYNC_CLKS is set to 1, the maximum allowable depth is 8192.

C_USE_CONTROL

Specifies whether or not the control bit is propagated along with the data bit. When set to 1, the control bit is transmitted from master to slave interface. When set to 0, the control bit transmitted to the slave is 0. Setting this bit to 0 when propagation of control bit is not required enables reduction in the area of the FSL bus.

C_ASYNC_CLKS

Specifies whether the FIFO in the FSL bus is implemented as a synchronous FIFO or asynchronous FIFO. When set to 1, the FSL implements an asynchronous FIFO. In this case, the clock ports FSL_M_Clk and FSL_S_Clk are used as the master and slave clocks. If set to '0', the FSL is implemented as a synchronous FIFO. In this case, the clock port FSL_Clk is used for both the master and slave interfaces.

C_IMPL_STYLE

Specifies the style of implementation of the synchronous FIFO of the FSL. If set to 1, the synchronous FIFO is implemented using BRAMs. This parameter is ignored when C_ASYNC_CLKS is set to 1. *This parameter affects timing: when the FIFO is empty there is a one cycle delay before FSL_S_Exists goes high.*

FSL_V20 I/O Signals

The I/O signals for the FSL_V20 are listed in Table 2.

Table 2: **FSL_V20 I/O Signals**

Signal Name	MSB:LSB	I/O	Description
FSL_Clk		I	This is the input clock to the FSL bus when used in the synchronous FIFO mode (C_ASYNC_CLKS = 0). The FSL_Clk is used as the clock for both the master and slave interfaces
SYS_Rst		I	External system reset
FSL_Rst		O	Output reset signal generated by the FSL reset logic. Any peripherals connected to the FSL bus may use this reset signal to operate the peripheral reset.
FSL_M_Clk		I	This port provides the input clock to the master interface of the FSL bus when used in the asynchronous FIFO mode (C_ASYNC_CLKS = 1). All transactions on the master interface use this clock when implemented in the asynchronous mode
FSL_M_Data	0:C_FSL_DWIDTH-1	I	The data input to the master interface of the FSL bus
FSL_M_Control		I	Single bit control signal that is propagated along with the data at every clock edge. Transmission of the control bit occurs when C_USE_CONTROL is set to '1' (default). If the control bit is not used by the slave, C_USE_CONTROL can be set to '0' to save area
FSL_M_Write		I	Input signal that controls the write enable signal of the master interface of the FIFO. When set to '1', the values of FSL_M_Data and FSL_M_Control (if C_USE_CONTROL = 1) are pushed into the FIFO on a rising clock edge
FSL_M_Full		O	Output signal on the master interface of the FIFO indicating that the FIFO is full. This signal may be used for hand-shaking and synchronization between the master and slave connected through an FSL bus
FSL_S_Clk		I	This port provides the input clock to the slave interface on the FSL bus when used in the asynchronous FIFO mode (C_ASYNC_CLKS = 1). All transactions on the slave interface use this clock when implemented in the asynchronous mode
FSL_S_Data	0:C_FSL_DWIDTH-1	O	The data output bus onto the slave interface of the FSL bus
FSL_S_Control		O	Single bit control that is propagated along with the data at every clock edge by the FSL bus when C_USE_CONTROL is set to '1'

Table 2: **FSL_V20 I/O Signals *(Continued)***

Signal Name	MSB:LSB	I/O	Description
FSL_S_Read		I	Input signal on the slave interface that controls the read acknowledge signal of the FIFO. When set to '1', the values of FSL_S_Data and FSL_S_Control are popped from the FIFO on a rising clock edge
FSL_S_Exists		O	Output signal on the slave interface indicating that FIFO contains valid data. This signal may be used by the FSL slave peripheral for hand-shaking and synchronization with the FSL master peripheral
FSL_Has_Data		O	Indicates FSL buffer has data
FSL_Full		I	Indicates FSL buffer is full

Parameter - Port Dependencies

When C_ASYNC_CLKS = 0, the asynchronous write and read clock ports, FSL_M_Clk and FSL_S_Clk, are not used in the design. The synchronous clock FSL_Clk is used as the clock port. When C_ASYNC_CLKS = 1, the synchronous clock port, FSL_Clk is not used. The asynchronous read and write clock ports, FSL_S_Clk and FSL_M_Clk, are used.

FSL_V20 Register Descriptions

Not applicable

FSL_V20 Interrupt Descriptions

Not applicable

FSL_V20 Block Diagram

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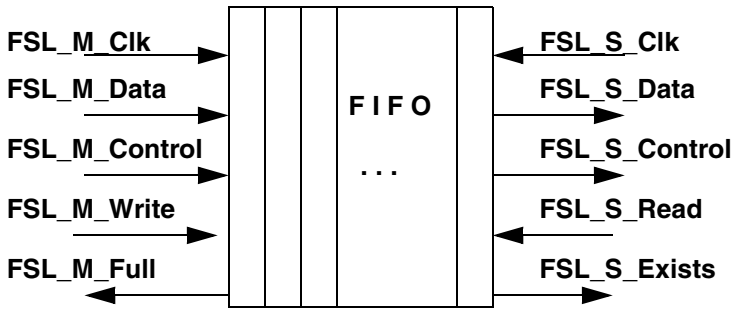

Figure 1: **FSL Block Diagram**

FSL_V20 Bus Operation

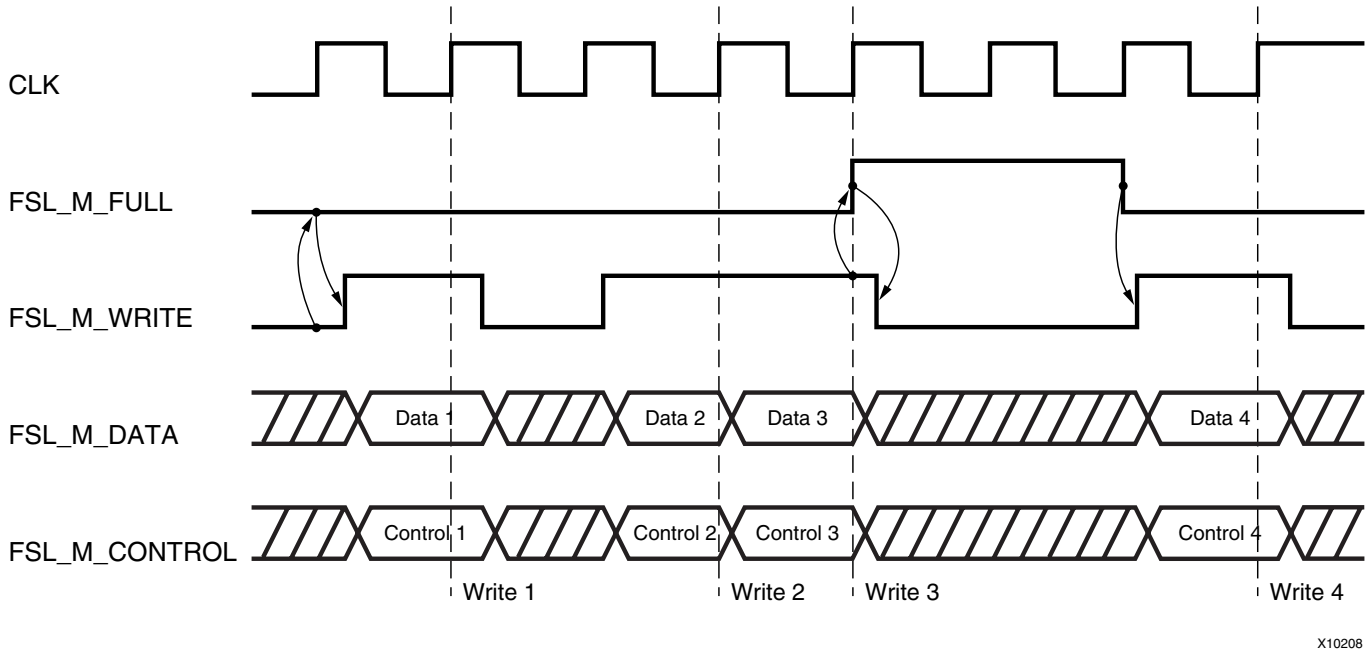

Figure 2: **FSL Write Operation**

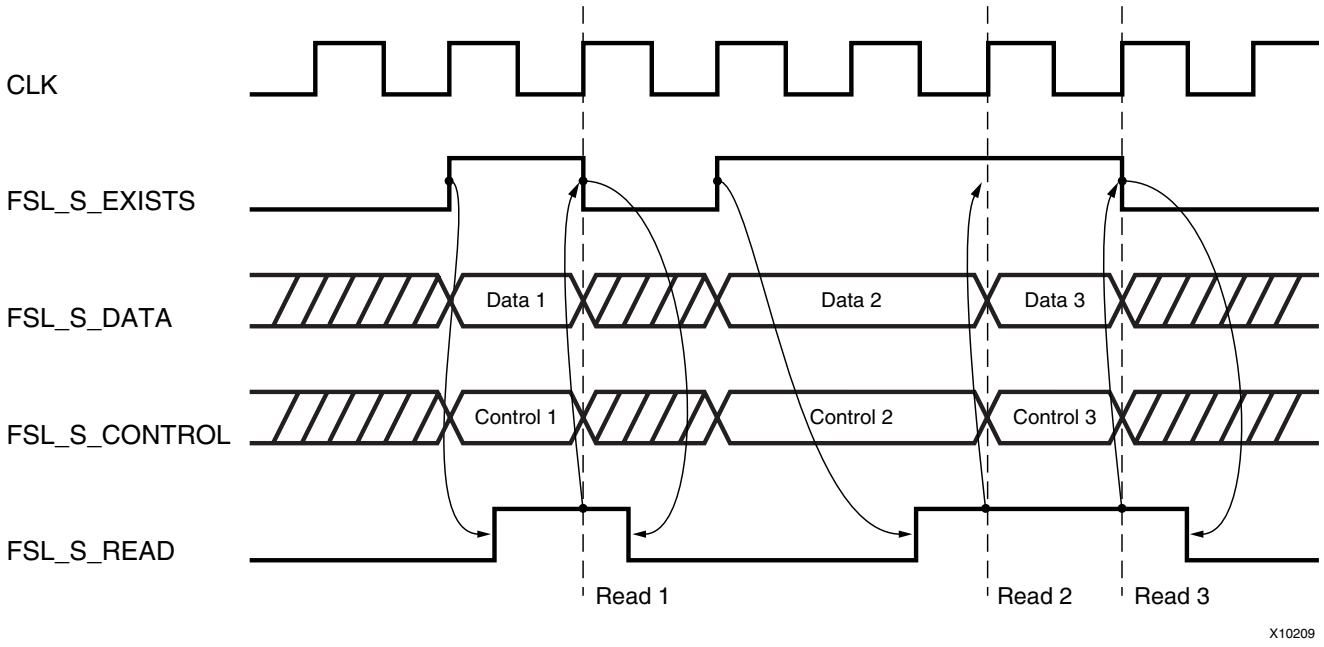

Figure 3: **FSL Read Operation**

FSL Bus Write Operation

The write to the FSL bus is controlled by the FSL_M_Write signal. The following sequence of operations indicate a write operation on the FSL bus. When the data in FSL_M_Data and control bit in FSL_M_Control are ready to be pushed into the FIFO, the FSL_M_Write signal is set to '1' for one clock cycle. This will push the Data and Control signals onto the FIFO. If the FIFO is not implemented with BRAMs the data becomes available to the slave FSL interface as FSL_S_Data and the control becomes available as FSL_S_Control after the write clock edge. If using BRAMs, when the FIFO length is zero there is a one cycle delay. Further, the FSL_S_Exists signal is set to '1' to indicate data exists in the FIFO. The timing diagram in Figure 2 depicts four write operations on the FSL bus. At the first clock edge the master checks the FSL_M_Full signal and sees that it is not set. This allows the master to set the FSL_M_Write signal and the master puts the FSL_M_Data and FSL_M_Control on the bus. At the next clock edge the data is read by the bus and is transferred into the FIFO. Write 2 and 3 show back-to-back write operations. At write 3 the FIFO is full which sets FSL_M_Full. This forces the master to drop FSL_M_Write. After a read takes place the FSL_M_Full goes low and the master can issue another write. A read also takes place at write 4 otherwise the FSL_M_Full would have gone high again.

FSL Bus Read Operation

The read side of the FSL bus is controlled by the FSL_S_Read signal. The following sequence of operations indicate a read operation on the FSL bus. When data is available in the FSL bus (FSL_S_Exists = '1'), the data in FSL_S_Data and the control bit in FSL_S_Control is immediately available to be read by the slave on the FSL bus. Once the slave completes the read operation, the FSL_S_Read signal has to be set to '1' for one clock cycle acknowledging that a Read has successfully been completed by the slave. After the clock edge where the read takes place, the FSL_S_Data and FSL_S_Control are updated with new data and FSL_S_Exists and FSL_M_Full are updated. Figure 3 depicts the timing diagram for 3 read operations from the slave side of the FSL bus. Two writes take place between read 1 and read 2.

FSL_V20 Bus Usage

FSL Peripheral Interconnect Mechanism

FSL peripherals may be created as a master or a slave to the FSL bus.

A peripheral connected to the master ports of the FSL bus pushes data and control signals onto the FSL. All peripherals that act as a master to the FSL bus should create a bus interface of the type MASTER for the bus standard FSL in the Microprocessor Peripheral Description (MPD) file. Further, the peripheral must form default connections to all master ports of the FSL bus and must follow the FSL bus write operation timing requirements as specified in Figure 2.

A peripheral connected to the slave ports of the FSL bus reads and pops data and control signals from the FSL. All peripherals that are a slave to the FSL bus should create a bus interface of the type SLAVE for the bus standard FSL in the MPD file. Further, the peripheral must form default connections to all slave port of the FSL bus and must follow the FSL bus read operation timing requirements as shown in Figure 3.

An example MPD of a simple peripheral having a master interface FSL_OUT and a slave interface FSL_IN is given below.

```
BEGIN my_fsl_peripheral
OPTION IPTYPE = PERIPHERAL
OPTION IMP_NETLIST = TRUE
BUS_INTERFACE BUS = FSL_IN,  BUS_STD = FSL, BUS_TYPE = SLAVE
BUS_INTERFACE BUS = FSL_OUT, BUS_STD = FSL, BUS_TYPE = MASTER

## Ports
PORT CLK = "", DIR = IN, SIGIS=CLK
PORT RESET = "", DIR = IN
PORT FSL_S_READ    = FSL_S_Read,    DIR=out, BUS=FSL_IN
PORT FSL_S_DATA    = FSL_S_Data,    DIR=in,  VEC=[0:31], BUS=FSL_IN
PORT FSL_S_CONTROL = FSL_S_Control, DIR=in,  BUS=FSL_IN
PORT FSL_S_EXISTS  = FSL_S_Exists,  DIR=in,  BUS=FSL_IN
PORT FSL_M_WRITE   = FSL_M_Write,   DIR=out, BUS=FSL_OUT
PORT FSL_M_DATA    = FSL_M_Data,    DIR=out, VEC=[0:31], BUS=FSL_OUT
PORT FSL_M_CONTROL = FSL_M_Control, DIR=out, BUS=FSL_OUT
PORT FSL_M_FULL    = FSL_M_Full,    DIR=in,  BUS=FSL_OUT

END
```

MicroBlaze Soft Processor FSL Interfaces

The MicroBlaze™ soft processor consists of up to 8 input and 8 output FSL interfaces. The put and get instructions of MicroBlaze may be used to transfer the contents of a MicroBlaze register onto the FSL bus and vice-versa. The FSL bus configuration of MicroBlaze can be used in conjunction with any of the other bus configurations. Below is a brief overview of the FSL related instructions available in MicroBlaze. Please refer to the MicroBlaze processor reference guide for further details on the variants and uses of these instructions.

- **get, put** : Blocking Read and Blocking Write of data to the FSL. The control signal is set to '0'.
- **nget, nput** : Non-blocking Read and Non-blocking Write of data to the FSL. The control signal is set to '0'.
- **cget, cput** : Blocking Read and Blocking Write of data to the FSL. The control signal is set to '1'.
- **ncget, ncput** : Non-blocking Read and Non-blocking Write of words to the FSL. The control signal is set to '1'.

Design Implementation

Design Tools

The FSL_V20 design is implemented in VHDL.

XST is the synthesis tool used for synthesizing the FSL_V20 design. The NGC netlist output generated by XST is then input to the Xilinx ISE tool suite for FPGA implementation.

Target Technology

The intended target technology is an FPGA among the following families: Virtex, Virtex-II Pro, Virtex-4, Spartan-II, Spartan-IIE, Spartan-3

Device Utilization and Performance Benchmarks

The resources utilized by the FSL bus changes based on the architecture and the parameter configuration chosen for the bus. The number of Slices use ranges anywhere between 21 for the smallest configuration and 451 for the largest configuration. The number of Block RAMs used could range between 0 and 17 based on the depth and implementation style chosen to implement the bus.

Specification Exceptions

Not applicable.

Reference Documents

MicroBlaze Processor Reference Guide

Revision History

Date	Version	Revision
5/20/04	1.0	Initial Xilinx release.
8/05/04	1.1	Reformat of document and corrections in Table 2
8/17/04	1.2	Updated for Gmm; reviewed and corrected trademarks and supported device family list