



# Libero® SoC v2021.1

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## PolarFire® SoC MSS Simulation User Guide

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### Introduction

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The PolarFire SoC Microcontroller Subsystem (MSS) is modeled with Microchip AMBA Bus Functional Model (BFM) to support functional simulation.

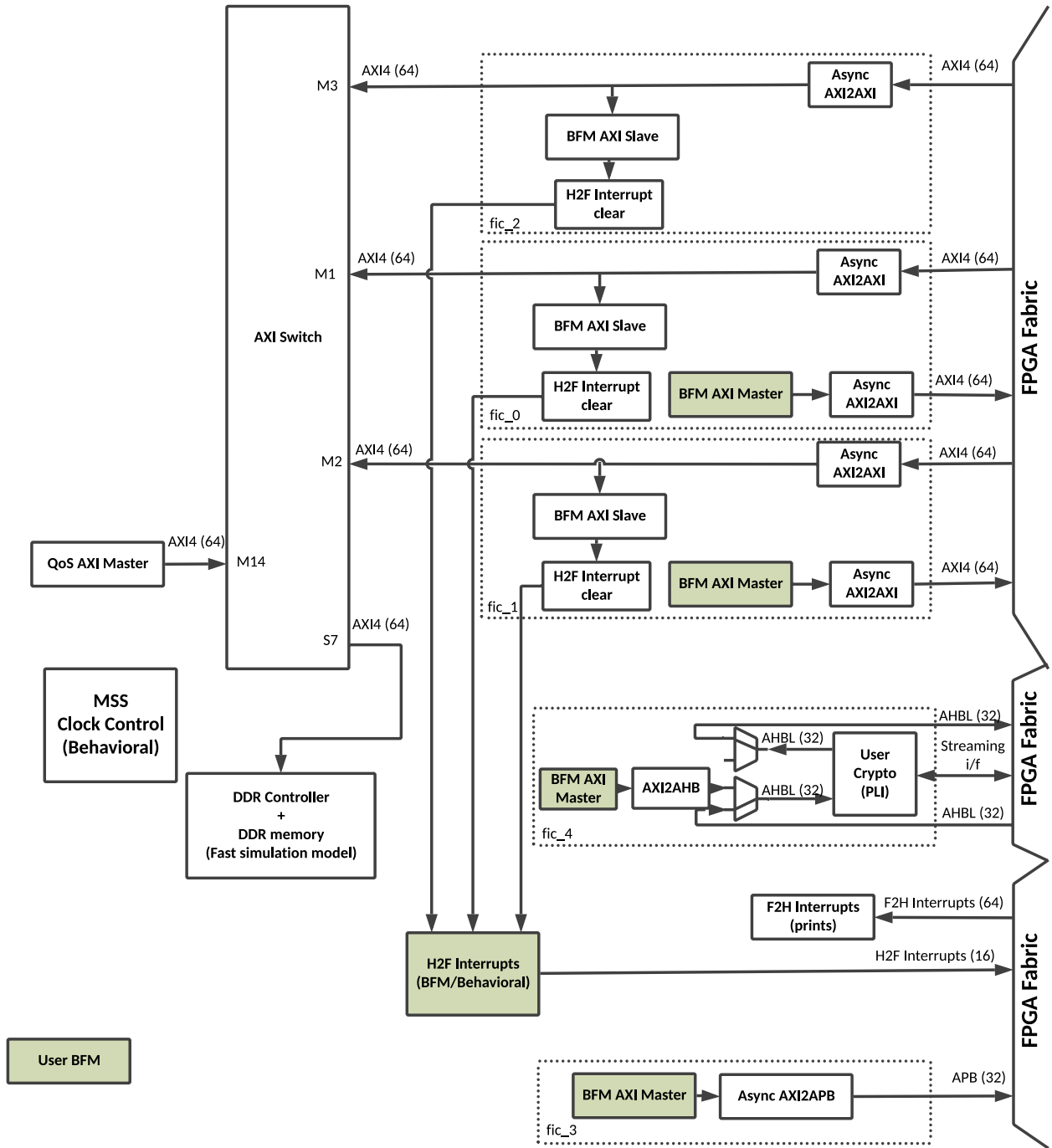
**Note:**

For information on supported instructions and the BFM commands syntax, see [DirectCore Advanced Microcontroller Bus Architecture - Bus Functional Model User's Guide](#).

The MSS BFM based simulation model provides a simulation environment for the PolarFire SoC FPGA fabric logic, typically replacing the MSS system block in a design. Simulation can be useful in the following applications:

- Verifying the connectivity with the FPGA fabric logic.
- Addressing peripherals, memories etc. in the FPGA fabric that are connected to the MSS using the Fabric Interface Controllers (FICs).
- Accessing MSS-DDR from FPGA fabric master using FICs.
- Accessing the Crypto from FPGA fabric through AHB and streaming interface.
- Generation of H2F and F2H interrupts.

Figure 1. MSS Simulation Model Architecture



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## 1. Creating a new PolarFire SoC Project

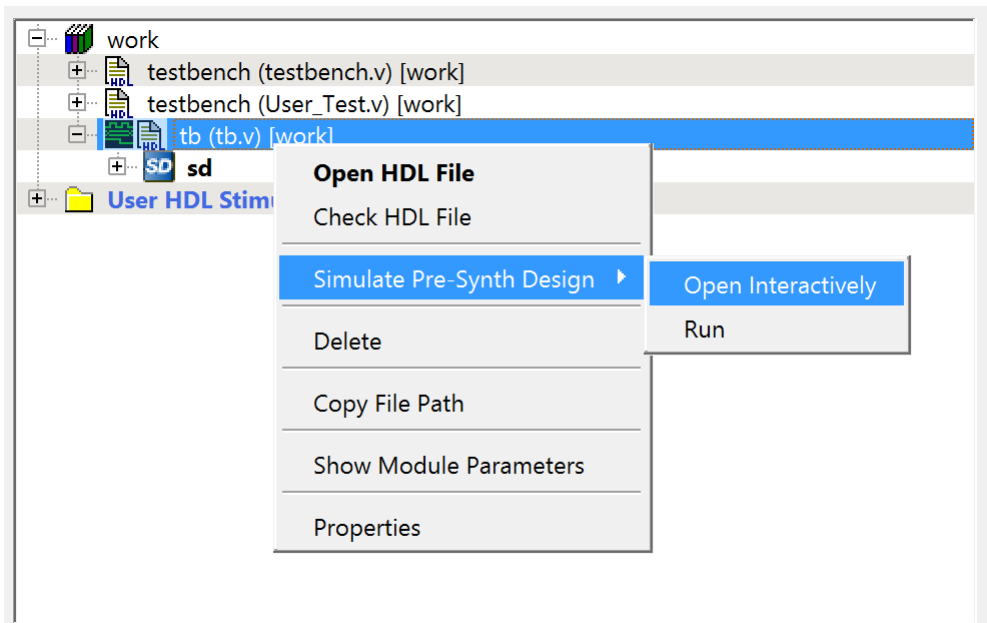
Use the MSS standalone configurator tool and Libero® SoC to create MSS-based designs. For more information, see the [MSS Standalone Configurator User Guide](#).

1. Create the MSS configurator using the `pf_soc_mss` application by either creating a new configuration (`.cfg`) file or by opening an existing one.
2. Configure the MSS subsystem with the required FIC interface and other necessary modules like DDR and Crypto.
3. Generate the MSS component file (`.cxz`).

After finishing with the MSS standalone configuration, import the MSS subsystem into Libero, and then design the entire system, as follows:

1. Open the Libero SoC Design Suite.
2. Create the project.
3. Invoke system builder to create your MSS block.
4. Import the MSS component file.
5. Design your entire system using MSS, AXI4 interconnect, fabric slaves, and fabric masters.
6. After designing the entire system, check the DRC and generate the system.
7. Add supported BFM instructions in the BFM files created in project.
8. Add required test bench to perform simulation.
9. Launch the Pre-Synth simulation.

**Figure 1-1. Launching Simulation**



## 2. Simulation Flow

### 2.1 FIC Interface

The PolarFire SoC FPGA provides multiple FICs to enable connectivity between user logic in the FPGA fabric and the MSS. FIC is part of the MSS and acts as a bridge between the MSS and the FPGA fabric. The master FIC interface provides access to the address range listed in the following table.

**Table 2-1. FIC Interface Address Ranges**

FIC Interface	Number of Regions	Start Address	End Address	Size
FIC0	2	0x6000_0000	0x7FFF_FFFF	512 MB
		0x20_0000_0000	0x2F_FFFF_FFFF	64 GB
FIC1	2	0xE000_0000	0xFFFF_FFFF	512 MB
		0x30_0000_0000	0x3F_FFFF_FFFF	64 GB
FIC3	1	0x4000_0000	0x5FFF_FFFF	512 MB

The master FIC allows and initiates the AXI transaction only when addresses entered in the BFM file are within the dedicated address range. Otherwise, it shows a DRC in the simulation log.

The slave FIC responds to AXI master in fabric in the following way:

- Uses AXI transaction details to clear interrupts and provides a valid AXI response.
- Provides a transparent connection between the AXI switch and FIC interface to access the DDR controller and DDR memory.
- Prints a message in the simulation log in case of incorrect addressing for other addresses.

#### 2.1.1 BFM Commands

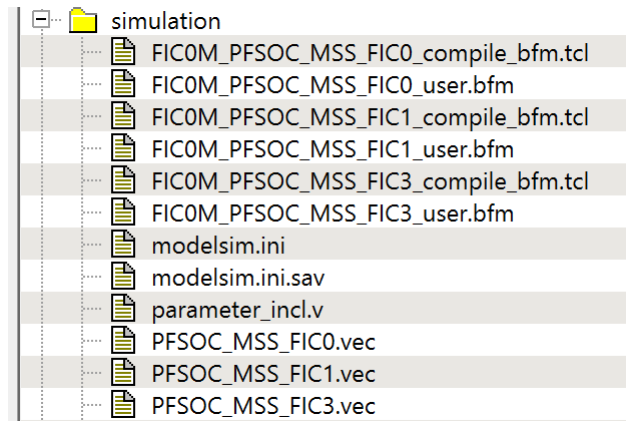
Libero generates BFM files for FIC interfaces as shown in the following table.

**Table 2-2. FIC Interface Address Ranges**

Module	BFM file name
FIC0	PFSOC_MSS_FIC0
FIC1	PFSOC_MSS_FIC1
FIC3	PFSOC_MSS_FIC3
FIC4	PFSOC_MSS_FIC4
	<b>Note:</b> PFSOC_MSS_FIC4 BFM will be created for only S devices.

The following figure shows the BFM files that can be accessed from within the simulation folder in the Libero tool.

Figure 2-1. BFM Files in the Simulation Folder



All BFM commands specified in *Microchip DirectCore AMBA BFM User's Guide* and PolarFire PCI BFM and SmartFusion2 FPGA High Speed Serial Interface Simulation can be used to simulate the MSS.

The following code block shows typical BFM instructions.

```

=====
# Enter your BFM commands in this file.
#
# Syntax:
# -----
# memmap    resource_name base_address;
#
# write     width resource_name byte_offset data;
# read      width resource_name byte_offset;
# readcheck width resource_name byte_offset data;
#
=====
procedure main;

#FIC0 38bit Master Address declaration commands with memmap below
memmap FPR_BASE_ADDR_38bit    0x2060000000;
memmap FPR_BASE_ADDR_38bit_0 0x20600f0000;
memmap FPR_BASE_ADDR_38bit_1 0x20ffffff8;

#FIC0 32bit Master Address declaration commands with memmap below
memmap FPR_BASE_ADDR_int    0x60000000;
memmap FPR_BASE_ADDR_int_0 0x60003000;
memmap FPR_BASE_ADDR_int_1 0x60080000;
memmap FPR_BASE_ADDR_int_2 0x68000000;

#Array creation command below
int array[100];

#Creating table command below
table LEGALISATION 0x0000 0x0000 0x0000 0x0000 \
0x0000 0x0000 0xffff 0xffff \
0xffff 0xfffd 0xfe01 0xfff2 \
0xffff 0xfffd 0xfe05 0xffff

#Signal declaration command below
int u;
int l;

#Writing data command below
write64    w FPR_BASE_ADDR_38bit_1 0x8    0x32323232 0aaaaaaaa
#Reading data command below
read64     w FPR_BASE_ADDR_38bit_1 0x8
#Reading and checking data command below
readcheck64 w FPR_BASE_ADDR_38bit_1 0x8    0x32323232 0aaaaaaaa

#Writing data command below
write64    w FPR_BASE_ADDR_38bit 0x0    0x10102020 0aaaaaaaa

#Writing data command below

```

```

write      w 0x70000000 0x0 0x10102020
#Reading data command below
read      w 0x70000000 0x0
#Reading and checking data command below
readcheck w 0x70000000 0x0 0x10102020
#Writing data command below
write     h 0x70000000 0x32 0xdddd
#Reading data command below
read     h 0x70000000 0x32
#Reading and checking data command below
readcheck h 0x70000000 0x32 0xdddd
#Writing data command below
write     b 0x70000000 0x64 0xee
#Reading data command below
read     b 0x70000000 0x64
#Reading and checking data command below
readcheck b 0x70000000 0x64 0xee

#Writing data command below
write     w FPR_BASE_ADDR_int 0x0 0x10102020
#Reading data command below
read     w FPR_BASE_ADDR_int 0x0
#Reading and checking data command below
readcheck w FPR_BASE_ADDR_int 0x0 0x10102020

#Reading data and store command below
readstore x FPR_BASE_ADDR_int 0x0 u
#Reading data and masking command below
readmask  x FPR_BASE_ADDR_int 0x0 0x10102020 0xFFFFFFFF

#Writing burst data command below
writemult w FPR_BASE_ADDR_int_0 0x0 0xFFFFFFFF 0xEEEEEEEE 0xAAAAAAAA 0BBBBBBBBB
0xCCCCCCCC
#Reading burst data command below
readmult  w FPR_BASE_ADDR_int_0 0x0 5
#Reading and checking burst data command below
readmultchk w FPR_BASE_ADDR_int_0 0x0 0xFFFFFFFF 0xEEEEEEEE 0xAAAAAAAA 0BBBBBBBBB
0xCCCCCCCC

#masking of poll data command below
pollmask  w FPR_BASE_ADDR_int 0x0 0x10102020 0xFFFFFFFF
#position of pollbit command below
pollbit   w FPR_BASE_ADDR_int 0x0 5 0x1
#creating poll data command below
poll      w FPR_BASE_ADDR_int 0x0 0x10102020
#filling data command below
fill      w FPR_BASE_ADDR_int 0x40 3 0x00000000 0x0
#writing data to table command below
writetable w FPR_BASE_ADDR_int 0x100 LEGALISATION 4
#writing to array command below
writearray w FPR_BASE_ADDR_int 0x120 array[0] 1
#After filling check the data command below
fillcheck w FPR_BASE_ADDR_int 0x40 3 0x00000000 0x0
#reading table of data command below
readtable w FPR_BASE_ADDR_int 0x100 LEGALISATION 4
#reading array command below
readarray w FPR_BASE_ADDR_int 0x120 array[0] 1
#ahb cycle command below
ahbcycle  w FPR_BASE_ADDR_int_1 0x0 0BBBBBBBB 0x0
#memory testing command below
memtest   FPR_BASE_ADDR_int_2 0x0 0x4 0x0 0x0 0x2

#Writing data command below
write64   w FPR_BASE_ADDR_38bit 0x0 0x10102020 0xaaaaaaaa
#Reading data command below
read64    w FPR_BASE_ADDR_38bit 0x0
#Reading and checking data command below
readcheck64 w FPR_BASE_ADDR_38bit 0x0 0x10102020 0xaaaaaaaa

#Reading data and store command below
readstore64 x FPR_BASE_ADDR_38bit 0x0 u 1
#Display command below
print "Lower 32bits = %h", l
print "Upper 32bits = %h", u

```

```
#Reading data and masking command below
readmask64      x FPR_BASE_ADDR_38bit 0x0    0x10102020 0xaaaaaaaa 0xFFFFFFFF 0x0000FFFF

#Reading data and store command below
readstore64 x FPR_BASE_ADDR_38bit 0x0 u 1
#Display command below
print "Lower 32bits = %h", l
print "Upper 32bits = %h", u

#Writing burst data command below
writemult64     w FPR_BASE_ADDR_38bit_0 0x0    0xFFFFFFFF 0xEEEEEEEE 0xAAAAAAAA 0xBBBBBBBB
0xCCCCCCCC 0xDDDDDDDD 0x01010101 0x02020202 0x03030303 0xBADCAD00
#Reading burst data command below
readmult64      w FPR_BASE_ADDR_38bit_0 0x0    5
#Reading and checking burst data command below
readmultchk64   w FPR_BASE_ADDR_38bit_0 0x0    0xFFFFFFFF 0xEEEEEEEE 0xAAAAAAAA 0xBBBBBBBB
0xCCCCCCCC 0xDDDDDDDD 0x01010101 0x02020202 0x03030303 0xBADCAD00

return
```

After adding a test bench to the design, you can use these BFM files to perform an MSS simulation by launching the Pre-Synth simulation.

The following is an example of a simulation log listing the BFM transactions.

```
#####
#
# PFSOC_FIC_0_BFM:45:read64 w 00000021 00000000 at 105 ns
# PFSOC_FIC_0_BFM:47:readcheck64 w 00000021 00000000 32323232 at 2863311530
ns      108
# PFSOC_FIC_0_BFM: Data Write 2100000000 32323232aaaaaaaa
# PFSOC_FIC_0_BFM:50:write64 w 00000020 60000000 10102020 aaaaaaaaa at 248 ns
# PFSOC_FIC_0_BFM: Data Read 2100000000 32323232aaaaaaaa at 385.077000ns
# PFSOC_FIC_0_BFM:53:write w 00000000 70000000 10102020 at 388 ns
# PFSOC_FIC_0_BFM: Data Read 2100000000 32323232aaaaaaaa MASK:ffffffffffff at 525.105000ns
# PFSOC_FIC_0_BFM:55:read w 00000000 70000000 at 528 ns
# PFSOC_FIC_0_BFM: Data Write 2060000000 10102020aaaaaaaa
# PFSOC_FIC_0_BFM:57:readcheck w 00000000 70000000 10102020 at 668 ns
# PFSOC_FIC_0_BFM: Data Write 70000000 0000000010102020
# PFSOC_FIC_0_BFM:59:write h 00000000 70000032 0000dddd at 808 ns
# PFSOC_FIC_0_BFM: Data Read 70000000 1010202010102020 at 945.189000ns
# PFSOC_FIC_0_BFM:61:read h 00000000 70000032 at 949 ns
# PFSOC_FIC_0_BFM: Data Read 70000000 1010202010102020 MASK:00000000ffff at 1085.217000ns
# PFSOC_FIC_0_BFM:63:readcheck h 00000000 70000032 0000dddd at 1089 ns
# PFSOC_FIC_0_BFM: Data Write 70000032 00000000dddd0000
# PFSOC_FIC_0_BFM:65:write b 00000000 70000064 000000ee at 1229 ns
# PFSOC_FIC_0_BFM: Data Read 70000032 xxxxxxxxdddxxxx at 1365.273000ns
# PFSOC_FIC_0_BFM:67:read b 00000000 70000064 at 1369 ns
# PFSOC_FIC_0_BFM: Data Read 70000032 xxxxxxxxdddxxxx MASK:00000000ffff0000 at 1505.301000ns
# PFSOC_FIC_0_BFM:69:readcheck b 00000000 70000064 000000ee at 1509 ns
# PFSOC_FIC_0_BFM: Data Write 70000064 00000000000000ee
# PFSOC_FIC_0_BFM:72:write w 00000000 60000000 10102020 at 1649 ns
# PFSOC_FIC_0_BFM: Data Read 70000064 xxxxxxexxxxxxxxx at 1785.357000ns
# PFSOC_FIC_0_BFM:74:read w 00000000 60000000 at 1789 ns
# PFSOC_FIC_0_BFM: Data Read 70000064 xxxxxxexxxxxxxxx MASK:000000ff00000000 at 1925.385000ns
# PFSOC_FIC_0_BFM:76:readcheck w 00000000 60000000 10102020 at 1929 ns
# PFSOC_FIC_0_BFM: Data Write 60000000 0000000010102020
# PFSOC_FIC_0_BFM:79:readstore x 00000000 60000000 @101 at 2069 ns
# PFSOC_FIC_0_BFM: Data Read 60000000 1010202010102020 at 2205.441000ns
# PFSOC_FIC_0_BFM: Data Read 60000000 1010202010102020 MASK:00000000ffff at 2345.469000ns
# PFSOC_FIC_0_BFM: Data Read 60000000 1010202010102020 at 2485.497000ns
# PFSOC_FIC_0_BFM:81:readmask x 00000000 60000000 10102020 ffffffff at 2492 ns
# PFSOC_FIC_0_BFM: (WARNING) writemult 32 bit command on 64 bit AXI bus is not allowed at
2495 ns
# PFSOC_FIC_0_BFM: (WARNING) readmult 32 bit command on 64 bit AXI bus is not allowed at 2499
ns
# PFSOC_FIC_0_BFM: (WARNING) readmultchk 32 bit command on 64 bit AXI bus is not allowed at
2502 ns
# PFSOC_FIC_0_BFM:92:pollmask w 00000000 60000000 10102020 ffffffff at 2506 ns
# PFSOC_FIC_0_BFM: Data Read 60000000 1010202010102020 MASK:00000000ffff at 2635.527000ns
# PFSOC_FIC_0_BFM: Data Read 60000000 1010202010102020 MASK:00000000ffff at 2785.557000ns
# PFSOC_FIC_0_BFM:94:pollbit w 00000000 60000000 5 1 at 2789 ns
# PFSOC_FIC_0_BFM: Data Read 60000000 1010202010102020 MASK:0000000000000020 at 2935.587000ns
# PFSOC_FIC_0_BFM:96:poll w 00000000 60000000 10102020 at 2939 ns
# PFSOC_FIC_0_BFM: Data Read 60000000 1010202010102020 MASK:00000000ffff at 3085.617000ns
```





```
#
#####
```

## 2.2 Interrupts

### 2.2.1 F2H Interrupts

The MSS simulation model acknowledges assertion of the F2H interrupts. There are 64 F2H interrupt ports. When the MSS receives a valid active-high interrupt, it acknowledges them by printing a message as shown in the following code block.

```
# INFO : F2H_INTERRUPT[0] is asserted
# INFO : F2H_INTERRUPT[1] is asserted
# INFO : F2H_INTERRUPT[2] is asserted
# INFO : F2H_INTERRUPT[3] is asserted
# INFO : F2H_INTERRUPT[4] is asserted
# INFO : F2H_INTERRUPT[5] is asserted
# INFO : F2H_INTERRUPT[6] is asserted
# INFO : F2H_INTERRUPT[7] is asserted
# INFO : F2H_INTERRUPT[8] is asserted
# INFO : F2H_INTERRUPT[9] is asserted
# INFO : F2H_INTERRUPT[10] is asserted
```

The interrupt inputs should be high for one MSS clock; otherwise, the MSS model rejects the interrupt for being too low and prints a message as shown in the following code block.

```
# ERROR : F2H_INTERRUPT[0] must stay high for at least one MSS clock cycle
# ERROR : F2H_INTERRUPT[1] must stay high for at least one MSS clock cycle
# ERROR : F2H_INTERRUPT[2] must stay high for at least one MSS clock cycle
# ERROR : F2H_INTERRUPT[3] must stay high for at least one MSS clock cycle
# ERROR : F2H_INTERRUPT[4] must stay high for at least one MSS clock cycle
# ERROR : F2H_INTERRUPT[5] must stay high for at least one MSS clock cycle
# ERROR : F2H_INTERRUPT[6] must stay high for at least one MSS clock cycle
# ERROR : F2H_INTERRUPT[7] must stay high for at least one MSS clock cycle
# ERROR : F2H_INTERRUPT[8] must stay high for at least one MSS clock cycle
# ERROR : F2H_INTERRUPT[9] must stay high for at least one MSS clock cycle
```

### 2.2.2 H2F Interrupts

The MSS simulation model allows you to use text files to set and clear H2F interrupts. To do this, add the following command in the `run.do` file:

```
vsim -L polarfire -L presynth -t lps -g H2F_MEMFILE=(path)/*.txt presynth.tb
```

For example:

```
vsim -L polarfire -L presynth -t lps -g H2F_MEMFILE=E:/mss_sim/h2f_sim.txt presynth.tb
```

There are 16 H2F interrupts. The following table lists their allocation in MSS.

**Table 2-3. Allocating MSS Interrupts**

H2F Line	Group
0	GPIO
1	MMUART, SPI, CAN
2	I <sup>2</sup> C
3	MAC0
4	MAC1
5	WATCHDOGS

.....continued	
H2F Line	Group
6	Maintenance
7	SCB
8	G5C-Message
9	DDRC
10	G5C-DEVRST
11	RTC/USOC
12	TIMER
13	ENVM, QSPI
14	USB
15	MMC/SDIO

Use text file based entries to set and clear an interrupt, see the following example.

```
Wait Time          (Time to wait in number MSS PLL clock cycles, Hex)
Interrupt Value    (16-bit value, Hex)
Wait time          (Time to wait in number MSS PLL clock cycles, Hex)
Interrupt Value    (16-bit value, Hex)
...
```

Example:

```
100                (Wait for 100 (256 in DEC) MSS PLL clock cycles)
FFFF              (Set all 16 interrupts)
1000              (Wait for 1000 (4096 in DEC) MSS clock cycles)
0000              (Clear all 16 interrupts)
...
```

The H2F interrupts can be cleared by clearing an interrupt register bit in the corresponding peripheral. These AXI transactions can be generated by a Master in FPGA fabric.

**Table 2-4. Clearing Interrupts**

H2F Line	Group	AXI Address and Data Bits to Clear an Interrupt	
0	GPIO	Reg	<b>g5soc_mss_regmap:GPIO:INTR</b>
		Physical Address	0x2012 0080 0x2012 1080 0x2012 2080 0x2812 0080 0x2812 1080 0x2812 2080
		Data	Bit-0: To clear an interrupt, write the bit with 1.

.....continued			
H2F Line	Group	AXI Address and Data Bits to Clear an Interrupt	
1	MMUART	Reg	<b>g5soc_mss_regmap:MMUART:IIM</b>
		Physical Address	0x2000 0028 0x2010 0028 0x2010 2028 0x2010 4028 0x2010 6028 0x2800 0028 0x2810 0028 0x2810 2028 0x2810 4028 0x2810 6028
		Data	Reading the IIM register clears this interrupt.
		Reg	<b>g5soc_mss_regmap:MMUART:MM2</b>
		Physical Address	0x2000 0038 0x2010 0038 0x2010 2038 0x2010 4038 0x2010 6038 0x2800 0038 0x2810 0038 0x2810 2038 0x2810 4038 0x2810 6038
		Data	Reading the MM2 clears the interrupt.

.....continued			
H2F Line	Group	AXI Address and Data Bits to Clear an Interrupt	
1	MMUART	Reg	<b>g5soc_mss_regmap:MMUART:RTO</b>
		Physical Address	0x2000 004C 0x2010 004C 0x2010 204C 0x2010 404C 0x2010 604C 0x2800 004C 0x2810 004C 0x2810 204C 0x2810 404C 0x2810 604C
		Data	Writing the RTO register clears this interrupt.
1	SPI	Reg	<b>g5soc_mss_regmap:SPI:INT_CLEAR</b>
		Physical Address	0x2010 800C 0x2010 900C 0x2810 800C 0x2810 900C
		Data	Bit-5: Write 1 to clear the interrupt. Bit-4: Write 1 to clear the interrupt.
1	CAN	—	Not supported.
2	I <sup>2</sup> C	—	Not supported.
3	MAC0	—	Not supported.
4	MAC1	—	Not supported.
5	WATCHDOGS	—	Not supported.
6	Maintenance	—	Not supported.
7	SCB	—	Not supported.
8	G5C-Message	—	Not supported.
9	DDRC	—	Not supported.
10	G5C-DEVRST	—	Not supported.
11	RTC/USOC	—	Not supported.
12	TIMER	—	Not supported.
13	ENVM,QSPI	—	Not supported.
14	USB	—	Not supported.

.....continued			
H2F Line	Group	AXI Address and Data Bits to Clear an Interrupt	
15	MMC/SDIO	—	Not supported.

## 2.3 User Cryptoprocessor

The FIC-4 is a dedicated interface for the User Cryptoprocessor. FIC-4 provides two 32-bit AHB-Lite bus interfaces between the User Cryptoprocessor and the FPGA fabric.

- One interface is mastered by the FPGA fabric and the User Cryptoprocessor acts as slave.
- The other interface is mastered by the DMA controller of the User Cryptoprocessor and has a slave in the FPGA fabric.

The following table describes the simulation support for each crypto mode.

**Table 2-5. Matching Crypto Modes with Simulation Support**

Crypto Mode	Description	Simulation Support
MSS	The Crypto block is available to the MSS only.	Yes, streaming interface is supported.
Fabric	The Crypto block is available to the FPGA fabric only.	The AHB interface is exposed to FPGA fabric, simulation can be performed with Crypto.
Shared-MSS	Initially, the Crypto block is connected to the MSS and can be requested by the FPGA fabric.	The AHB interface is exposed and simulation can be performed with Crypto in fabric mode and streaming interface in MSS mode.
Shared-Fabric	Initially, the Crypto block is connected to the FPGA fabric and can be requested by the MSS.	The AHB interface is exposed and simulation can be performed with Crypto in fabric mode and streaming interface in MSS mode.

The signals used to change the ownership from MSS to Fabric and vice versa are listed in the following table.

**Table 2-6. Crypto IO Ports towards Fabric**

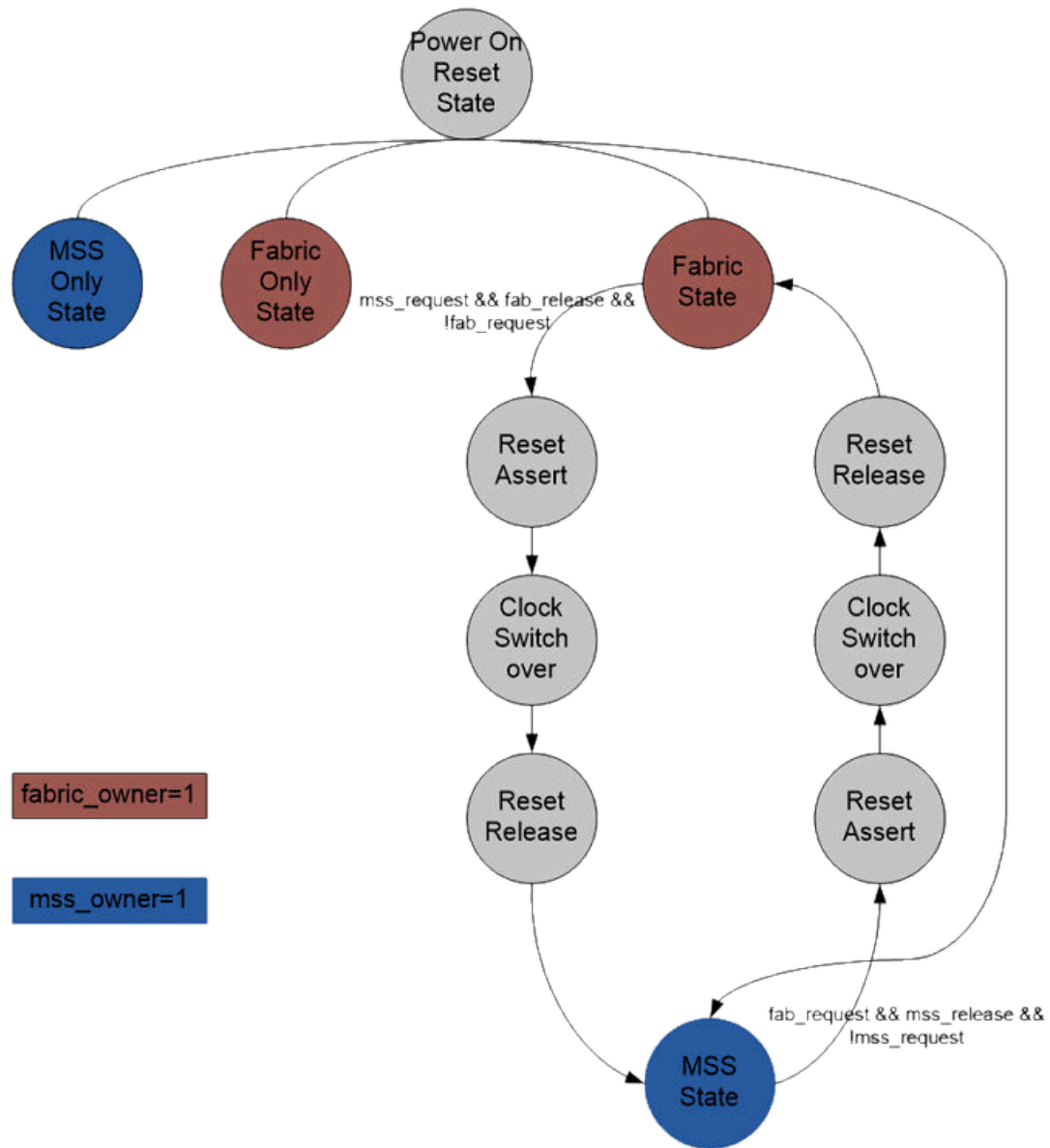
Signal	Direction	Description
Crypto_fab_request	F2H	Fabric request or is using the Crypto block.
Crypto_mss_request	H2F	MSS request or is using the Crypto block.
Crypto_fab_release	F2H	Fabric released the core.
Crypto_mss_release	Internal	MSS released the core.
Crypto_fab_owner	H2F	Indicates that the Fabric owns the core, and the fabric interface is enabled.
Crypto_mss_owner	H2F	Indicates that the MSS owns the core and the fabric interface is disabled.

The Crypto block can be owned by either the fabric or MSS and the ownership can be transferred during operation. Transfer of ownership requires co-operation between the MSS and Fabric designs.

**Ownership Finite State Machine**

The ownership FSM runs on the SCB clock that is independent of the FPGA fabric and MSS clocking systems. During switchover events, the FSM will request that the SCB clock runs at 80 MHz rather than at 1 MHz idle rate.

**Figure 2-2. Ownership Finite State Machine**



**2.3.1 Fabric Mode**

In Fabric mode, streaming interface is not enabled. You can perform read and write operation using the AHB interface.

**Note:** For more information about using Crypto block and performing simulation, see the [AC464 Application Note: PolarFire FPGA: Implementing Data Security Using User Cryptoprocessor](#).

### 2.3.2 MSS Mode

In MSS mode, only streaming interface simulations are supported. AHB interface is towards MSS and will not be exposed to Fabric. Libero SoC generates `PFSOC_MSS_FIC4_user.bfm` file which can be used to perform AXI transaction with crypto engine. Streaming interface is also called direct transfer interface. The direct transfer interface comprises of unidirectional data input and output ports, and associated handshakes for data transfer operations. Direct transfers are performed when explicitly commanded by the direct transfer instructions.

#### 2.3.2.1 DXI: Direct Transfer Block In

The DXI instruction copies a block of data from the direct transfer input port, **xwdata**, to the destination register starting at the location determined by the IA/ASEL/AOP field. During the execution of the DXI instruction, the value of the BOP field will be output on the **xwaddr** output port. The length of the transfer is given by the ALEN register. Transfers are controlled by the **xenable/xinaccept** handshake and the DXI instruction will run until the specified number of words have been transferred.

**Table 2-7. Crypto DXI OPCODE and Operations**

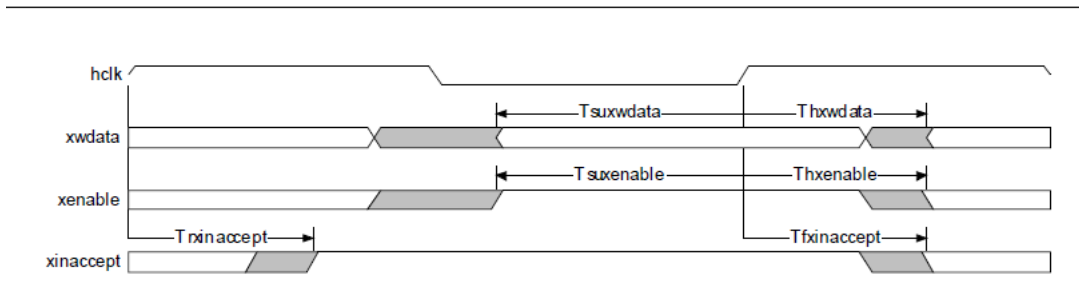
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DXI: 0E						IA	ASEL	AOP						resv.				BOP													

Operation	Condition Codes	Registers
[ASEL](IA/AOP) ← xwdata xwaddr ← BOP PC ← PC+1	—	BER, MMR, TSR, FPR

#### Direct Transfer Input Interface Operation and Timing

The direct transfer input transaction occurs as the transmitting party drives **xwdata** and asserts **xenable**. The Crypto block indicates that it will accept the data on the next rising edge of **hclk** by asserting the **xinaccept** signal. If the **xinaccept** signal is negated, then the **xenable** and **xwdata** inputs will be ignored by the Crypto block. If the direct transfer input port is not used, the **xenable** signal should be tied high and the **xwdata** signal should be tied to a known value.

**Figure 2-3. Crypto DXI Signal Waveform**



To perform DXI operation in simulation, you need to provide write data on **xwdata** port of crypto engine. The following steps are needed to perform a DXI transaction.

Steps to be followed in `PFSOC_MSS_FIC4_user.bfm` file:

1. Declare "CSR\_MAIN" with the address  
Example:

```
memmap CSR_MAIN 0x00007f80;
memmap LIR_BASE_ADDR 0x00004000;
```

2. Give the purge, soft reset and out of soft reset by writing the following commands.

```
write w CSR_MAIN 0x0 0x00000020 // set purge
wait 300
write w CSR_MAIN 0x0 0x00000001 // soft reset
wait 300
write w CSR_MAIN 0x0 0x00000000 // out of reset
wait 300
write w CSR_MAIN 0x0 0x00000002 // clear complete
```



- Once the above steps are completed, configure some of the registers to perform the DXI transactions. The following steps are the sequence to perform DXI transactions.

```
# Update Instructions
# Update Instructions in LIR registers, LIR register Address Range is from 4000h-5FFCh
# set the number of instruction user need to perform, set the number of instruction in
command with SLN as opcode at bits [31:26] and number of instructions at bit [22:13]
write w 0x4000 0x0 0x3010e1ce # SLN 0x087,0xlce
# write the opcode in bits[31:26] and address at [22:13], [9:0] is the address which
user is able to see same address on xwaddr port while performing DXI transaction.
# opcode of DXI is 0XE.
write w 0x4008 0x0 0x3846a13f # DXI BER:0x235, BER:0x13f
write w 0x400c 0x0 0x74040800 # HLRA
# write the csrmain register to Start computation command bit
write w 0x7F80 0x0 0x10
#write the csrmain register to Write-only clear CMPLT flag bit
write w 0x00007f80 0x0 00000002
#read the csr main register
read w 0x00007f80 0x0 #
wait 300
```

- Once the above steps are completed, wait for some time and read the data from the address. Address can be calculated as DXI BER X 4 (0x235 X 4 =08d4). You can read the data from address 0x8d4 till the length which was given in SLN register using 32\_bit /64 bit transactions.

You can get the same data that was given on the **xwdata** port when you do a read transaction in the BFM.

```
#Read data at BER:0x235
set offset 0x08d0
loop CNT 1 68 1
read64 w offset 0x0
set offset offset + 8
endloop
```

Steps to be followed in the testbench:

- Once the crypto engine setup is done for DXI transfer by bfm master, you will receive CRYPTO\_XINACCEPT\_M2F signal as high and CRYPTO\_XWADDR\_M2F as "13f"(which you set in the DXI execution command). Assert CRYPTO\_XENABLE\_F2M and provide the data on CRYPTO\_XWDATA\_F2M.
- Dessert the CRYPTO\_XENABLE\_F2M when CRYPTO\_XINACCEPT\_M2F is zero. The following code block shows the example commands used in a design.

```
#####
#####DXI INTERFACE#####
#####

procedure main;
memmap CSR_MAIN 0x00007f80;
memmap LIR_BASE_ADDR 0x00004000;
memmap FPR_BASE_ADDR 0x00003000;
memmap BER_BASE_ADDR 0x00000000;
int offset
int CNT
write w CSR_MAIN 0x0 0x00000020 // set purge

wait 300
write w CSR_MAIN 0x0 0x00000001 // soft reset

wait 300
write w CSR_MAIN 0x0 0x00000000 // out of reset

wait 300
write w CSR_MAIN 0x0 0x00000002 // clear complete
#####

# Update Instructions in LIR registers
#LIR Address Range --4000h-5FFCh LIR Linear instruction register
# set the number of instruction command at bit [22:13]
write w 0x4000 0x0 0x3010e13h # SLN 0x087,0xlce
### write the opcode in bits[31:26] and address at [22:13] and [9:0] is the address
## we see on xaddr while perfoming DXI transaction.
```

```

### opcode of DXI is 0XE.
write w 0x4008 0x0 0x3846a000 # DXI BER:0x235, BER:0x13f
write w 0x400c 0x0 0x74040800 # HLRA

write w 0x7F80 0x0 0x10 # write the csrmain register to Start computation command bit
write w 0x00007f80 0x0 00000002
#write the csrmain register to Write-only clear CMPLT flag bit

read w 0x00007f80 0x0
#read the csr main register
wait 300

#Read data at BER:0x235
set offset 0x08d0
loop CNT 1 68 1
    read64 w offset 0x0
        set offset offset + 8
endloop

return

```

### 2.3.2.2 DXO: Direct Transfer Block Out

The DXO instruction copies a block of data to the direct transfer output port, **xrdata**, from the source register starting at the location determined by the IB/BSEL/BOP field. During the execution of the DXO instruction, the value of the AOP field will be output on the **xraddr** output port. The length of the transfer is given by the ALEN register. Transfers are controlled by the **xvalidout/xoutack** handshake, and the DXO instruction runs until the specified number of words have been transferred.

Table 2-8. Crypto DXO OPCODE and Operations

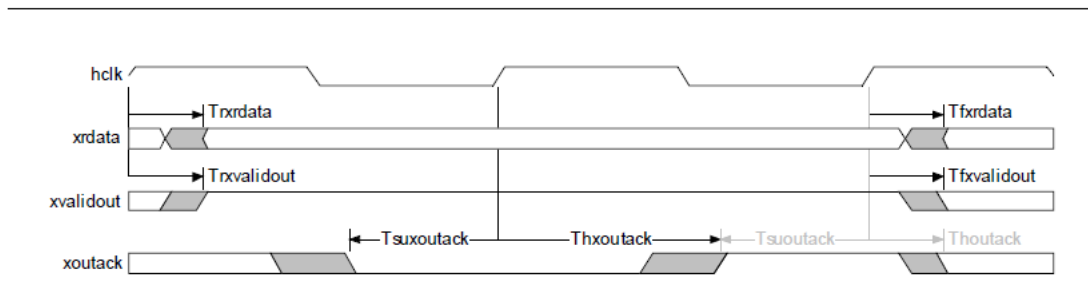
3	3	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	9	8	7	6	5	4	3	2	1	0		
1	0	9	8	7	6	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0											
DXO: 0F											Reserve d						AOP						I B		BSE L		BOP					

Operation	Condition Codes	Registers
<b>xrdata</b> ← [BSEL](IB/BOP) <b>xraddr</b> ← AOP PC ← PC+1	—	BER, MMR, TSR, FPR

#### Direct Transfer Output Interface Operation and Timing

The direct transfer output transaction occurs as the rising edge of **hclk**, data is presented on **xrdata**, and the **xvalidout** signal is asserted. The receiving party indicates receipt of the data by asserting the **xoutack** signal, which is sampled on the rising edge of **hclk** by the Crypto block. The **xoutack** signal may be asserted on the same clock cycle that **xvalidout** is asserted or any subsequent clock cycle. The following waveform shows an example where the **xoutack** is asserted one cycle after **xvalidout** is asserted. If **xvalid-out** is negated, then the **xoutack** signal is ignored.

Figure 2-4. Crypto DXO Signal Waveform



Following are the steps that need to be followed to perform DXO transaction.

Steps to be followed in `PFSOC_MSS_FIC4_user.bfm` file:

1. Declare “CSR\_MIAN” with the address

Example:

```
memmap CSR_MAIN 0x00007f80;
memmap LIR_BASE_ADDR 0x00004000;
```

2. Give the purge, soft reset and out of soft reset by writing the following commands.

```
write w CSR_MAIN 0x0 0x00000020 // set purge
wait 300
write w CSR_MAIN 0x0 0x00000001 // soft reset
wait 300
write w CSR_MAIN 0x0 0x00000000 // out of reset
wait 300
write w CSR_MAIN 0x0 0x00000002 // clear complete
```

3. Once the above steps are completed write the at address that you are writing along with DXO op code and the number of instructions that you are giving in SLN command.

```
write w 0x0b18 0x0 0x290cadba
write w 0x0b1c 0x0 0x85b3d5b1
.
.
.
write w 0x0c18 0x0 0x8f7f3ff6
```

4. After writing the write data, configure some of the registers to perform the DXO transactions. Perform DXO transactions in the following sequence.

```
#Provide the number of instruction user need to perform, set the number of instructions
in command with
#SLN as opcode at [31:26] and address at bit [22:13]
write w 0x5000 0x0 0x300820a7 # SLN 0x041,0x0a7
# write the opcode in bits[31:26] and address where user need to write data at [9:0].
[22:13] is the address which user can see on xraddr while performing DXO transaction.
# opcode of DXO is 0XF.
write w 0x5004 0x0 0x3c6342c6
# DXO BER:0x31a, BER:0x2c6
write w 0x5008 0x0 0x74040800
# HLRA is the compulsory command we need to write
#write the csrmain register to Start computation command bit
write w 0x7F80 0x0 0x10
# to read the status of the transaction
read w 0x80000000 0x0
```

5. You will get the read data on **xrdata** port which is accessible to fabric.

Steps to be followed in the testbench:

1. Once the crypto engine setup is done for DXO transfer by bfm master you will receive the CRYPTO\_XVALIDOUT\_M2F signal as high. Assert CRYPTO\_XOUTACK\_F2M and read data on CRYPTO\_XRDATA\_F2M.
2. Dessert the CRYPTO\_XOUTACK\_F2M when CRYPTO\_XVALIDOUT\_M2F is zero.
3. You can get the same data that you wrote from the PFSOC\_MSS\_FIC4\_user.bfm file.

The following code block shows the example commands for DXO interface used in a design.

```
#####
#####DXO INTERFACE#####
#####
procedure main;
memmap CSR_MAIN 0x00007f80;
memmap LIR_BASE_ADDR 0x00004000;
memmap FPR_BASE_ADDR 0x00003000;
memmap BER_BASE_ADDR 0x00000000;
int offset
int CNT
write w CSR_MAIN 0x0 0x00000020 // set purge

wait 300
write w CSR_MAIN 0x0 0x00000001 // soft reset
```

```
wait 300
write w CSR_MAIN 0x0 0x00000000 // out of reset
wait 300
write w CSR_MAIN 0x0 0x00000002 // clear complete

//writing the data in the address
//(adxo_address divide by 4)
//which we are giving in the DXO register
write w 0x0b18 0x0 0x290cadba
write w 0x0b1c 0x0 0x85b3d5b1
write w 0x0b20 0x0 0x5cead81e
write w 0x0b24 0x0 0x37295bce
write w 0x0b28 0x0 0xd4368de7
write w 0x0b2c 0x0 0x6e6a9a56
write w 0x0b30 0x0 0xcdc436d5
write w 0x0b34 0x0 0x88d7b83f
write w 0x0b38 0x0 0x19966aec
write w 0x0b3c 0x0 0x997bab2b
write w 0x0b40 0x0 0x8a468a5f
write w 0x0b44 0x0 0xa413c77b
write w 0x0b48 0x0 0x5968d480
write w 0x0b4c 0x0 0xa56447e3
write w 0x0b50 0x0 0xf2158e5b
write w 0x0b54 0x0 0xdc96b803
write w 0x0b58 0x0 0x6d2469c0
write w 0x0b5c 0x0 0x5a23c3ee
write w 0x0b60 0x0 0x5d704806
write w 0x0b64 0x0 0x01840f82
write w 0x0b68 0x0 0xb3843909
write w 0x0b6c 0x0 0x768f73b0
write w 0x0b70 0x0 0x74a771e6
write w 0x0b74 0x0 0x043cf308
write w 0x0b78 0x0 0x51e1eb8a
write w 0x0b7c 0x0 0xd5e33ef3
write w 0x0b80 0x0 0x7b4ac9e8
write w 0x0b84 0x0 0x501f4830
write w 0x0b88 0x0 0xa85a6c97
write w 0x0b8c 0x0 0xe893f45f
write w 0x0b90 0x0 0x81966fdd
write w 0x0b94 0x0 0x59d3d388
write w 0x0b98 0x0 0x01e420f6
write w 0x0b9c 0x0 0xa2ee76c3
write w 0x0ba0 0x0 0x86caf5bf
write w 0x0ba4 0x0 0xaab33ea9
write w 0x0ba8 0x0 0x1014d0f0
write w 0x0bac 0x0 0x6666031c
write w 0x0bb0 0x0 0xdc269f9
write w 0x0bb4 0x0 0x9d972097
write w 0x0bb8 0x0 0x7f251d52
write w 0x0bbc 0x0 0xe6d72245
write w 0x0bc0 0x0 0x0f5c6fac
write w 0x0bc4 0x0 0xebeea91d
write w 0x0bc8 0x0 0xda1da3d1
write w 0x0bcc 0x0 0xb6a81b9b
write w 0x0bd0 0x0 0xdbb136a3
write w 0x0bd4 0x0 0x6678b258
write w 0x0bd8 0x0 0xd1527aad
write w 0x0bdc 0x0 0xafd324e7
write w 0x0be0 0x0 0x207513b0
write w 0x0be4 0x0 0xf5ba6243
write w 0x0be8 0x0 0x1937ac22
write w 0x0bec 0x0 0x46a7fe06
write w 0x0bf0 0x0 0x2b00efc2
write w 0x0bf4 0x0 0x9b02fdc3
write w 0x0bf8 0x0 0x8555b4a5
write w 0x0bfc 0x0 0x8f564f8f
write w 0x0c00 0x0 0x0dc07d70
write w 0x0c04 0x0 0xd5953ef5
write w 0x0c08 0x0 0xb71ebd1f
write w 0x0c0c 0x0 0xf8ee65e3
write w 0x0c10 0x0 0x384a2df0
write w 0x0c14 0x0 0xaf708549
write w 0x0c18 0x0 0x8f7f3ff6

#Provide the number of instructions we need to perform
```

```
#set the number of instructions in command with
#SLN as opcode at [31:26] and address at bit [22:13]
write w 0x5000 0x0 0x300820a7 # SLN 0x041,0x0a7

### write the opcode in bits[31:26] and address at [9:0] and [22:13] is the address
## we see on xaddr while performing DXO transaction.
### opcode of DXO is 0XF.

write w 0x5004 0x0 0x3c6342c6 # DXO BER:0x31a, BER:0x2c6
write w 0x5008 0x0 0x74040800 # HLRA is the compulsory command we need to write

#write the csrmain register to Start computation command bit
write w 0x7F80 0x0 0x10

# To start read execution
read w 0x80000004 0x0
```

### 2.3.3 Shared MSS Mode

By default, Crypto is in MSS mode. In this mode, streaming interface simulations are supported. You can perform the same operations which are performed in MSS mode.

To change Crypto from MSS mode to Fabric mode the following sequence needs to be followed.

#### Steps to be followed in PFSOC\_MSS\_FIC4\_user.bfm file

Request crypto controller from MSS mode to Fabric mode by writing `mss_release =1` and `mss request ='b0;`. You can also perform this operation by writing `IOWRITE` is set to 2 in `PFSOC_MSS_FIC4_user.bfm`.

```
IOWRITE 0x00000002
```

#### Steps to be followed in the testbench

Once you have requested the Crypto controller from `user.bfm` file, assert `CRYPTO_REQUEST_F2M` and deassert `CRYPTO_RELEASE_F2M` to change the mode from MSS mode to Fabric mode.

After changing into Fabric mode, you can perform the same operations which are performed in Fabric mode and MSS interface will be disconnected from Crypto block.

### 2.3.4 Shared Fabric Mode

By default, Crypto is in Fabric mode. You can perform the same operations which are performed in Fabric mode. The following steps are to change Crypto from Fabric mode to MSS mode.

#### Steps to be followed in PFSOC\_MSS\_FIC4\_user.bfm file

Request the Crypto controller to change from Fabric mode to MSS mode by writing `mss_release =0` and `mss request ='b1;`. You can also perform this operation by writing `IOWRITE` is set to 1 in `PFSOC_MSS_FIC4_user.bfm`.

```
IOWRITE 0x00000001
```

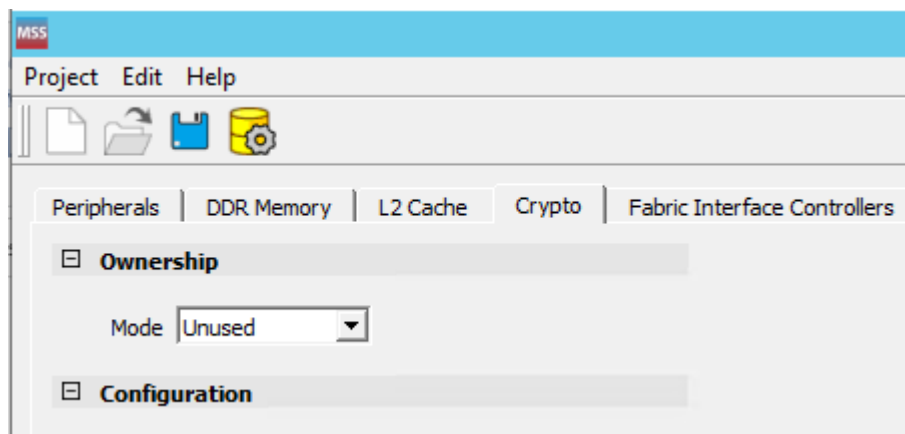
#### Steps to be followed in the testbench

Once you have requested crypto controller from `user.bfm` file, deassert `CRYPTO_REQUEST_F2M` and assert `CRYPTO_RELEASE_F2M` to change the mode from Fabric mode to MSS mode.

## 2.4 DDR Controller

To enable fast simulation, the DDR controller follows a BFM behavioral model: It is a single model for “DDR controller + PHY + DDR Memory”, with no activity seen on the DDR pins connected to external DDR memory. DDR memory is modeled as a sparse array, and performs address decoding and prints row, column, bank, and rank address information in a simulation log.

Figure 2-5. Unused DDR



When no DDR memory is selected in MSS standalone configurator, in such case, if FIC is trying to access the DDR memory then MSS simulation model displays the following message in the simulation log.

```
# DDR is set to unused in the MSS Configuration, cannot process AXI transaction with address 00c7000000.
```

The MSS standalone configurator configures the MSS DDR and generates configuration parameters. The simulation model considers only the parameters in the following table.

Table 2-9. MSS DDR Configuration Parameter Support

MSS Configurator	Considered Parameters
DDR_DDRC_CFG_CHIPADDR_MAP_CFG_CHIPADDR_MAP	All possible values
DDR_DDRC_CFG_BANKADDR_MAP_0_CFG_BANKADDR_MAP_0	All possible values
DDR_DDRC_CFG_ROWADDR_MAP_0_CFG_ROWADDR_MAP_0	All possible values
DDR_DDRC_CFG_ROWADDR_MAP_1_CFG_ROWADDR_MAP_1	All possible values
DDR_DDRC_CFG_ROWADDR_MAP_2_CFG_ROWADDR_MAP_2	All possible values
DDR_DDRC_CFG_ROWADDR_MAP_3_CFG_ROWADDR_MAP_3	All possible values
DDR_DDRC_CFG_COLADDR_MAP_0_CFG_COLADDR_MAP_0	All possible values
DDR_DDRC_CFG_COLADDR_MAP_1_CFG_COLADDR_MAP_1	All possible values
DDR_DDRC_CFG_COLADDR_MAP_2_CFG_COLADDR_MAP_2	All possible values
DDR_DDRC_CFG_MEM_COLBITS_CFG_MEM_COLBITS	All possible values
DDR_DDRC_CFG_MEM_ROWBITS_CFG_MEM_ROWBITS	All possible values
DDR_DDRC_CFG_MEM_BANKBITS_CFG_MEM_BANKBITS	All possible values
DDR_DDRC_CFG_NUM_RANKS_CFG_NUM_RANKS	All possible values
DDR_DDRC_CFG_MANUAL_ADDRESS_MAP_CFG_MANUAL_ADDRESS_MAP	All possible values
DDR_DDRC_CFG_MEMORY_TYPE_CFG_MEMORY_TYPE	All possible values
DDR_DDRC_CFG_BG_INTERLEAVE_CFG_BG_INTERLEAVE	All possible values
DDR_DDRC_CFG_BL_MODE_CFG_BL_MODE	8
DDR_DDRC_CFG_DQ_WIDTH_CFG_DQ_WIDTH	All possible values
DDR_DDRC_CFG_CWL_CFG_CWL(DDR3/3L/4)	All possible values

.....continued	
MSS Configurator	Considered Parameters
DDR_DDRC_CFG_CL_CFG_CL(DDR3/3L/4)	All possible values
DDR_DDRC_CFG_WL_CFG_WL(LPDDR3/4)	All possible values
DDR_DDRC_CFG_RL_CFG_RL(LPDDR3/4)	All possible values
DDR_DDRC_CFG_CLK_FREQ	All possible values

The simulation model has the following limitations.

**Table 2-10. MSS DDR Model Limitations**

Sr. No.	Limitations
1	AXI transactions with 64-bit data only are supported. There is no support for word (32-bit)-, halfword (16-bit)-, and byte (8-bit)-based AXI transactions.
2	Supports Burst Length of Fixed BL8 only.

In the context of page hits and page misses in real time applications, this simulation model always considers page hits to avoid latencies caused by page misses.

You can access MSS-DDR from any FIC interface and can choose to share (compromise) bandwidth to the QoS master. By default this QoS master is enabled and accesses the DDR with default configurations. Refer section [QoS Parameter](#) for more details.

The fabric master can access the DDR memory with the following AXI address region.

**Table 2-11. AXI Address Region**

Type	64-bit Address Start	64-bit Address End	32-bit Address Start	32-bit Address End
Non-Cache access	0x14_0000_0000	0x17_ffff_ffff	0xc000_0000	0xcfff_ffff
Non-Cache WCB access	0x18_0000_0000	0x1b_ffff_ffff	0xd000_0000	0xdfff_ffff

In DDR Memory Partition tab of MSS standalone configurator, the DDR memory is partitioned into Cached and Non-Cached region as shown in the following figure.

Figure 2-6. DDR Memory Partition

Peripherals | DDR Memory | L2 Cache | Fabric Interface Controllers | Clocks | MSS REFLCK I/O | Bank4 I/Os | Bank2 I/Os | SGMI I/Os | Memory Partition and Protection | Misc

Use PMP Configurations

DDR Memory Partition | Processor PMP | AXI Switch MPU

	Offset Address	Range	High Address	Physical DDR Offset
Cached 1GB	0x8000_0000	0 MB	0x8000_0000	N/A
Cached 16GB	0x10_0000_0000	0 GB	0x10_0000_0000	N/A
Non-Cached 256MB	0xC000_0000	256 MB	0xCFFF_FFFF	0x0000_0000
Non-Cached 16GB	0x14_0000_0000	0 GB	0x14_0000_0000	N/A

Note 1: Range selection for any Cached or Non-Cached memory region must be a multiple of 16 MB.  
Note 2: Memory is not allocated in DDR when Range is set to 0.

The standalone MSS configurator calculates the Physical DDR offset for each region and this information is also used by the MSS simulation model. Currently MSS-DDR simulation model supports access of Non-cache region only from FPGA fabric.

Once user configures the MSS-DDR and creates a Libero project, they can launch the pre-synthesis simulation. The following is an example of a simulation log of a fabric master, for example PCIe-BFM accessing MSS-DDR.

```
#####
# AMBA BFM Model
# Version 2.1 22Dec08
#
# Opening BFM Script file PCIE_1.vec
# Read 41 Vectors - Compiler Version 26.28
# BFM :Filenames referenced in Vectors
# PF_PCIE C1 PF_PCIE C1_0 PF_PCIE_PCIE 1 user.bfm
# BFM:22:writemultiple64 x c7000000 00000000 ... at 105 ns
# BFM: Data Write c7000000 0000000000000001
# BFM:24:readmultchk64 x c7000000 00000000 ... at 145 ns
# BFM: Data Write c7000008 0000000000000002
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000000, data = 00000001
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000001, data = 00000000
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000002, data = 00000002
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000003, data = 00000000
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000004, data = 00000003
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000005, data = 00000000
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000006, data = xxxxxxxx
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000007, data = xxxxxxxx
# BFM: Data Write c7000010 0000000000000003
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000000, data = 00000001
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000001, data = 00000000
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000002, data = 00000002
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000003, data = 00000000
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000004, data = 00000003
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000005, data = 00000000
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000006, data = xxxxxxxx
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00700, col = 00000007, data = xxxxxxxx
# BFM: Data Read c7000000 0000000000000001 MASK:fffffffffffffff at 385.000000ns
# BFM:27:return
# BFM: Data Read c7000008 0000000000000002 MASK:fffffffffffffff at 395.000000ns
# BFM: Data Read c7000010 0000000000000003 MASK:fffffffffffffff at 405.000000ns
#####
#
# PCIe1 BFM Simulation Complete - 3 Instructions - NO ERRORS
#
#####
```



You can disable the row, column related prints coming from the emulated DDR memory by using vsim commands as described in following table.

**Table 2-12. MSS DDR vsim Parameters**

Parameter	Description	Value
DEBUG_MEM	<p>Enable/disable the prints coming from DDR memory in simulation log</p> <p>You can change the value of this parameter through vsim commands like below...</p> <p>To disable the prints:</p> <pre>vsim -L polarfire - L presynth -t lps - gDEBUG_MEM=0 presynth.tb</pre>	<p>1: Prints row, column related information in simulation log (Default)</p> <p>0: Does not prints row, column related information in simulation log</p>

The following is an example of a simulation log where PCIe-BFM accessing MSS-DDR with DDR memory and prints are disabled.

```
#####
# AMBA BFM Model
# Version 2.1 22Dec08
#
# Opening BFM Script file PCIE_1.vec
# Read 41 Vectors - Compiler Version 26.28
# BFM :Filenames referenced in Vectors
# PF_PCIE_C1 PF_PCIE_C1_0 PF_PCIE_PCIE_1 user.bfm
# BFM:22:writemultiple64 x c7000000 00000000 ... at 105 ns
# BFM: Data Write c7000000 0000000000000001
# BFM:24:readmultchk64 x c7000000 00000000 ... at 145 ns
# BFM: Data Write c7000008 0000000000000002
# BFM: Data Write c7000010 0000000000000003
# BFM: Data Read c7000000 0000000000000001 MASK:fffffffffffffff at 385.000000ns
# BFM:27:return
# BFM: Data Read c7000008 0000000000000002 MASK:fffffffffffffff at 395.000000ns
# BFM: Data Read c7000010 0000000000000003 MASK:fffffffffffffff at 405.000000ns
#####
#
# PCIe1 BFM Simulation Complete - 3 Instructions - NO ERRORS
#
#####
```

## 2.5 QoS Parameter

The QoS feature allows bandwidth to be shared for the fabric masters while accessing DDR. To share bandwidth, an AXI master (referred as QoS master) is connected internally at the AXI switch that performs the DDR access. This AXI master, which is hidden from you, performs DDR access controlled through QoS parameters. The QoS is enabled only when DDR is enabled.

You can change the QoS parameter values using vsim commands while launching the simulation, to do so, see the following table.

Table 2-13. MSS QoS Parameters

Parameter	Description	Default Value
QOS_AXI_CLKS	<p>Number of AXI clocks at which QoS master performs read/write AXI transactions with DDR. To change the value of this parameter, use vsim command as shown below:</p> <pre>vsim -L polarfire -L presynth -t lps -g QOS_AXI_CLKS = 10000 presynth.tb</pre>	5000
QOS_START_ADDRESS	<p>Base address for QoS operation. Change this address if the same address region is being used by another application through FIC. To avoid contention between QoS and FIC accessing the same DDR region, shift the QoS access region to an unused address region. To change the value of this parameter, use vsim command as shown below:</p> <p>For 38-bit: vsim -L polarfire -L presynth -t lps -gQOS_START_ADDRESS=38'h1600000000 presynth.tb</p> <p>For 32-bit: (also need to change DDR_ADDRESS_REGION for 32-bit) vsim -L polarfire -L presynth -t lps -gQOS_START_ADDRESS=32'hcd000000 -gDDR_ADDRESS_REGION=0 presynth.tb</p>	38'h00_C000_0000
NO_OF_QOS_TRANSACTIONS	<p>Number of burst read/write transactions performed by QoS at regular or cyclic interval of QOS_AXI_CLKS. If set to zero, QoS does not perform any AXI transactions to DDR and the entire bandwidth is allocated to FICs.</p> <p><b>Note:</b> Make sure the QOS_AXI_CLKS value is much greater than the finish time of all QoS AXI transactions. The smallest burst size typically uses:</p> <ul style="list-style-type: none"> <li>• 10 AXI clocks for read or write burst transaction with DQ=16.</li> <li>• 20 AXI clocks for read or write burst transaction with DQ=16.</li> </ul> <p>To change the value of this parameter, use vsim command as shown below:</p> <pre>vsim -L polarfire -L presynth -t lps -gNO_OF_QOS_TRANSACTIONS=512 presynth.tb</pre>	128 when DDR is used.

The following shows an example of a simulation log where a fabric QoS master accesses DDR with number of QoS transactions set to ONE.

```
#
# QoS Write Transactions          1 Completed
# QoS Read Transactions          1 Completed
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000000, data = 12345678
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000001, data = aabbccdd
```

```
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000002, data = 12355577
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000003, data = aabbccdd
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000004, data = 12365476
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000005, data = aabbccdd
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000006, data = 12375375
# Writing to DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000007, data = aabbccdd
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000000, data = 12345678
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000001, data = aabbccdd
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000002, data = 12355577
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000003, data = aabbccdd
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000004, data = 12365476
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000005, data = aabbccdd
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000006, data = 12375375
# Reading from DDR3 Memory @ rank = 0, bank = 00, row = 00000, col = 00000007, data = aabbccdd
```

### 3. Revision History

Revision	Date	Description
B	04/2021	The following list of changes are made in this revision. <ul style="list-style-type: none"><li>• Updated <a href="#">Figure 1</a>.</li><li>• Updated <a href="#">Figure 2-5</a>.</li><li>• Updated <a href="#">Table 2-4</a>.</li></ul>
A	11/2020	Document converted to Microchip template. Initial Revision.

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