

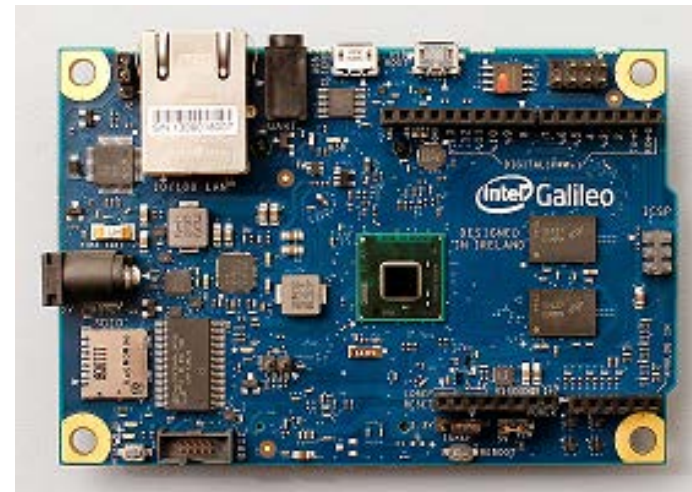
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# Embedded Systems Programming

## x86 System Architecture and PCI Bus (Module 9)

*Yann-Hang Lee  
Arizona State University  
yhlee@asu.edu  
(480) 727-7507*

*Summer 2014*



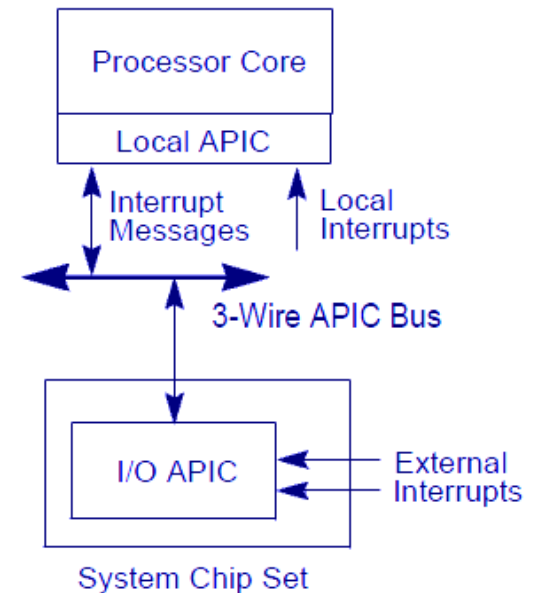
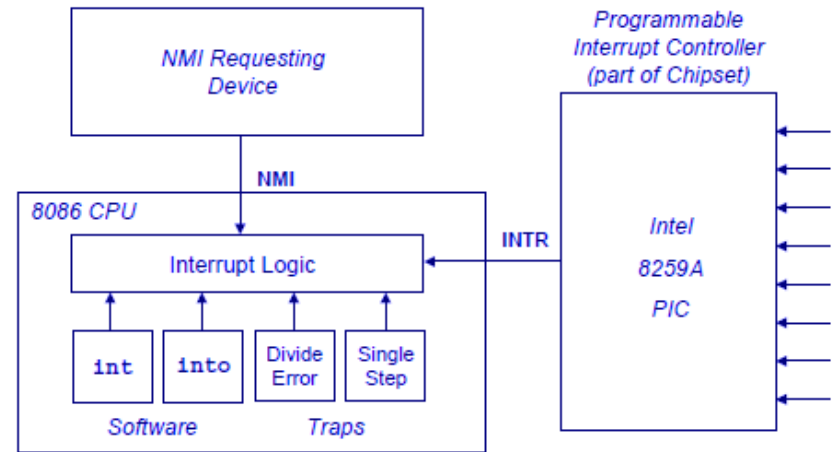
# Interrupt and APIC

## ❑ Interrupt in 8086

- ❖ Two pins: NMI and INTR
- ❖ *Interrupt Acknowledge Cycle* to fetch the interrupt vector number from 8259

## ❑ APIC

- ❖ In Pentium and P6 processors
- ❖ Receives interrupts and send to core for handling
- ❖ APIC bus: bi-directional data signals (APICD[1:0]) and clock (APICCLK)
- ❖ Inter-processor interrupt messages for multi-processor systems
- ❖ static and dynamic (based on the priority of executing tasks) distribution



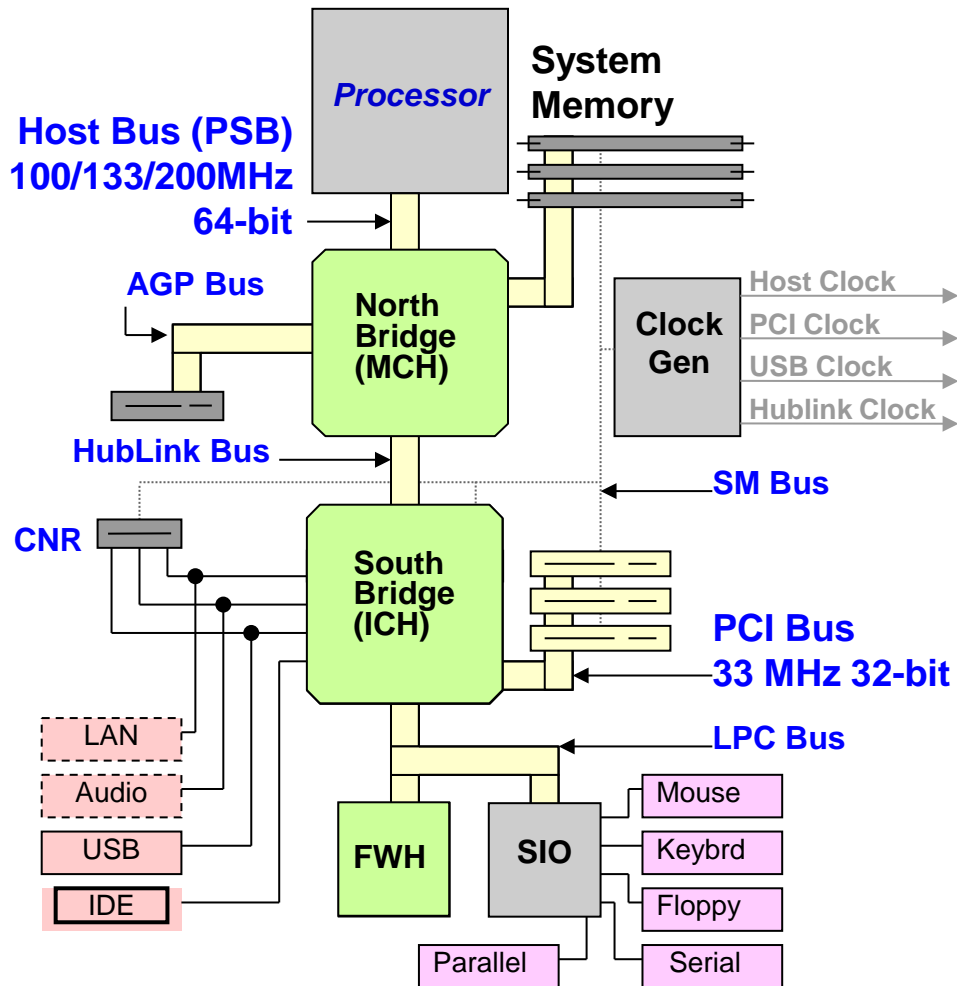
# Hardware Initialization and Reset

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- ❑ **Reset processor state**
  - ❖ EIP=0000FFF0H, CS=F000H(segment) and FFFF0000H (base)
  - ❖ Disable paging, cache, and in real-address mode
- ❑ **Execute the first instruction at physical address FFFFFFF0H.**
  - ❖ The EPROM containing the software initialization code or BIOS should be located at the upper memory space (including this address)
  - ❖ Run in real-mode, invalidate the TLBs, set up a GDT for selector 0x08 (code) and 0x10 (data), switch to protected mode
  - ❖ Start other components on motherboard (FPU, APIC, southbridge, etc.)



# Typical x86 System Architecture



## ❑ Chipset

- ❖ North Bridge
- ❖ South Bridge
- ❖ Firmware Hub

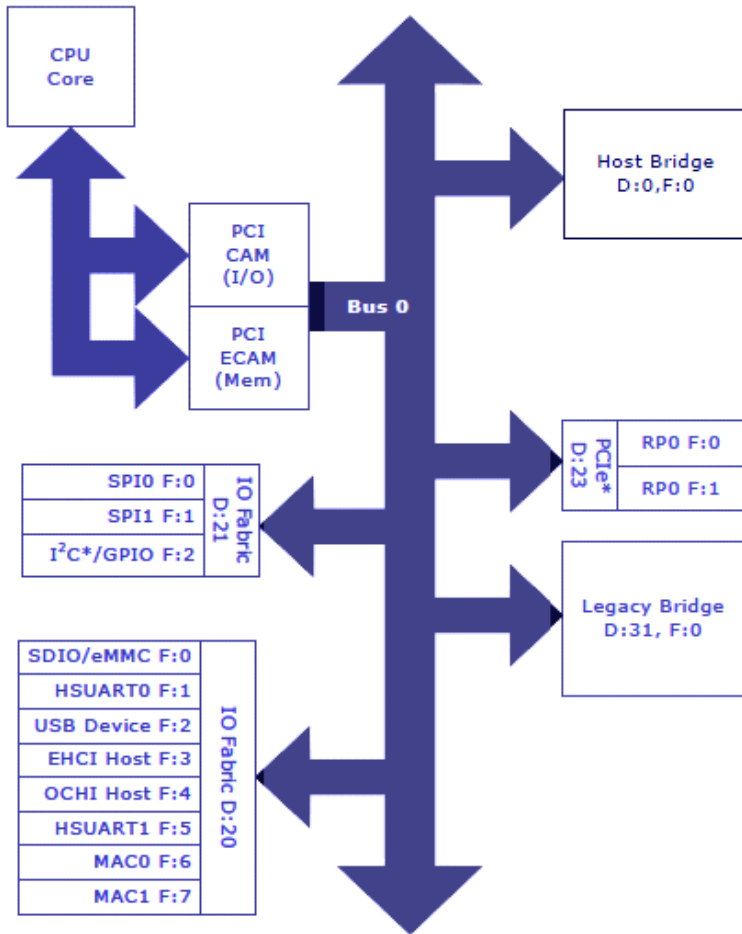
## ❑ Various chipsets available from Intel to meet performance requirements

## ❑ FSB, DMI/Hub interface

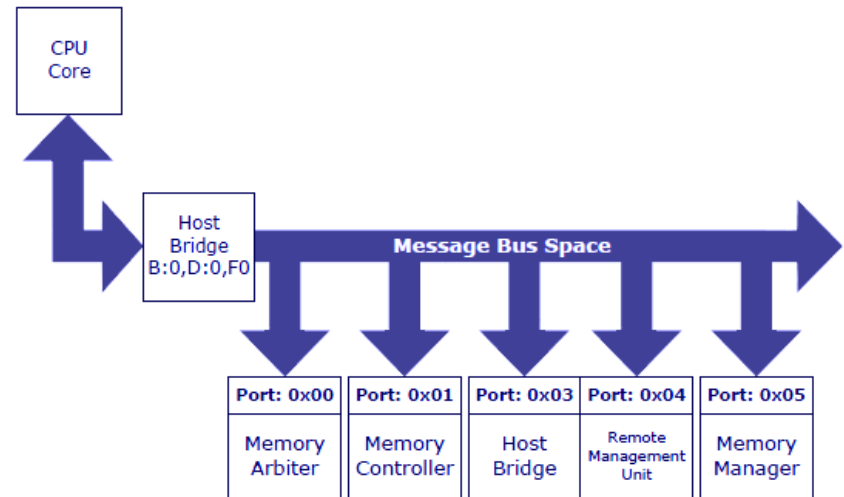
## ❑ System control hub (SCH) - GMCH and ICH are merged into one chip



# Host Bridge in Quark



- ❑ A central hub that routes transactions to and from Quark CPU core, DRAM controller, and other functional blocks.
- ❑ CPU core ⇔ PCI devices
  - ❖ via MMIO and IO accesses



# PCI Bus

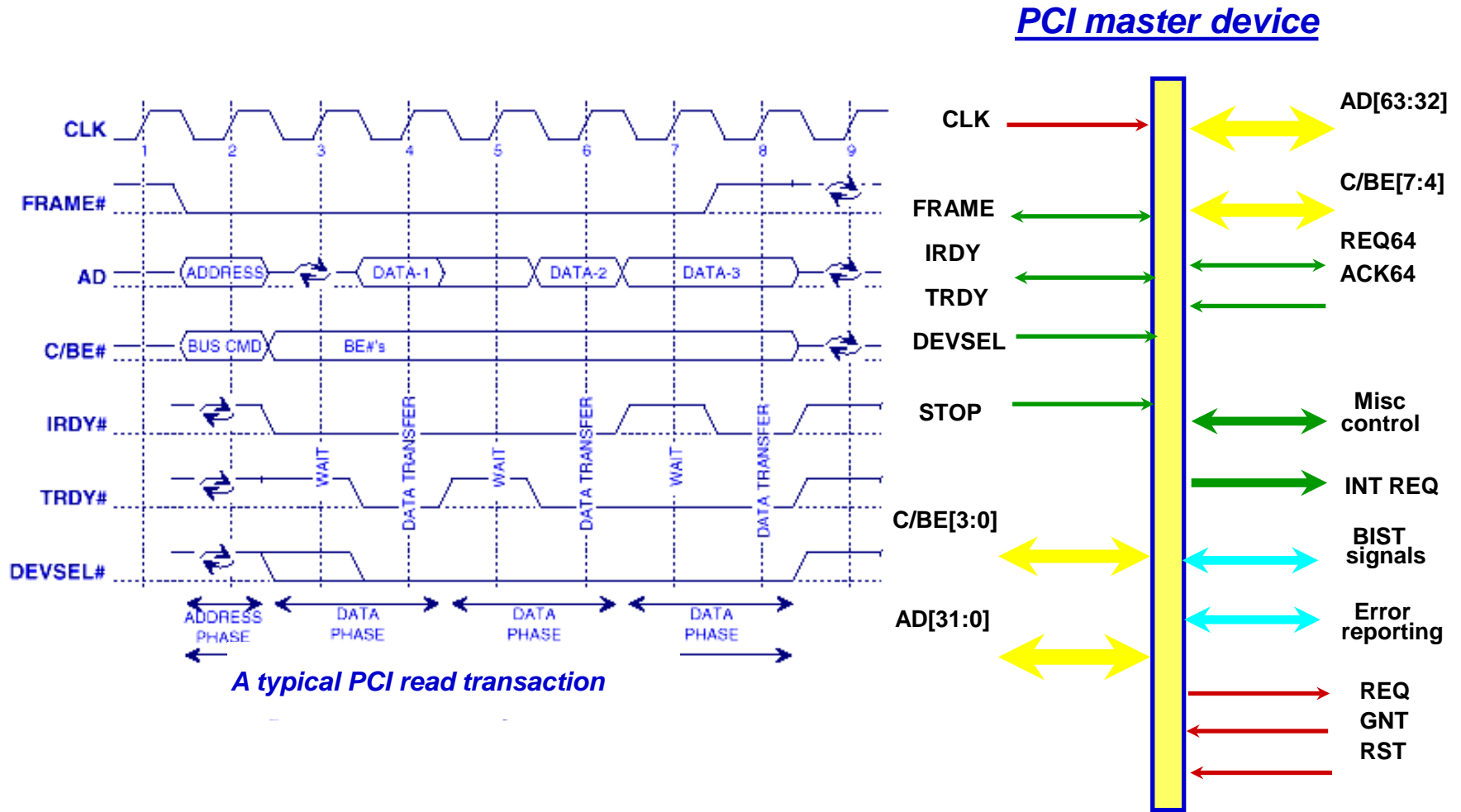
- ❑ Release 2.1 -- 66MHz, 32-bit and 64-bit connectors.
  - ❖ 3.3V or 5V based on PCI chip set's buffer/drivers



- ❑ Agent, bus master (initiator) and slave (target)
- ❑ Bus transaction :
  - ❖ bus masters issue requests  $\Rightarrow$  arbitration  $\Rightarrow$  bus grant
  - ❖ issues address and command and begins a cycle frame (transaction)
    - memory, I/O, configuration read/write commands
  - ❖ a target is selected (device select)
  - ❖ it is ready to complete the data transfer phase



# PCI Bus Signals



# PCI Bus Operation

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## □ Address phase

- ❖ At the same time, initiator identifies target device and the type of transaction
- ❖ The initiator asserts the FRAME# signal
- ❖ Every PCI target device latches the address and decodes it

## □ Data Phase

- ❖ Number of data bytes to be transferred is determined by the number of Command/Byte Enable signals asserted by initiator
- ❖ Both of initiator and target must be ready to complete data phase
- ❖ IRDY# and TRDY# used

## □ Transaction completion and return of bus to idle state

- ❖ By deasserting the FRAME# but asserting IRDY#
- ❖ When the last data transfer has completed the initiator returns the PCI bus to idle state by deasserting IRDY#





# PCI Commands

- ❑ Address and data phases
- ❑ PCI allows the use of up to 16 different 4-bit commands
  - ❖ Configuration commands
  - ❖ Memory commands
  - ❖ I/O commands
  - ❖ Special-purpose commands
- ❑ A command is presented on the C/BE# bus by the initiator during an address phase (a transaction's first assertion of FRAME#)

C/BE[3::0]#	Command Type
0000	Interrupt Acknowledge
0001	Special Cycle
0010	I/O Read
0011	I/O Write
0100	Reserved
0101	Reserved
0110	Memory Read
0111	Memory Write
1000	Reserved
1001	Reserved
1010	Configuration Read
1011	Configuration Write
1100	Memory Read Multiple
1101	Dual Address Cycle
1110	Memory Read Line
1111	Memory Write and Invalidate



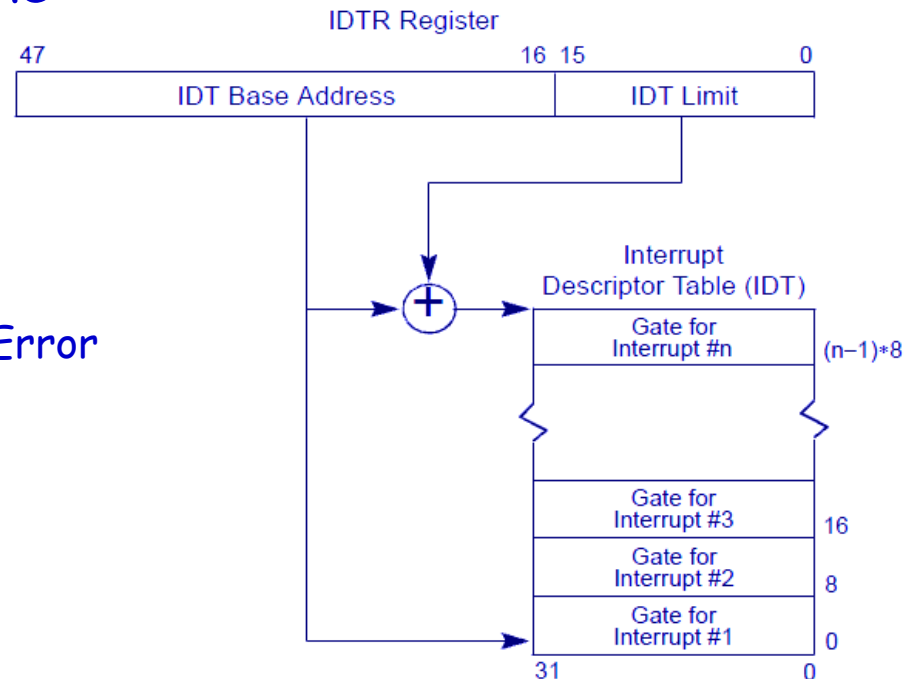
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# Supplementary Slides



# Interrupt Handling

- ❑ **IO APIC delivers interrupt message to local APIC**
  - ❖ Programmable vector number for each interrupt source
- ❑ **Implied priority based on vector number**
  - ❖ local APIC determines when to service the interrupt relative to the other activities of the processor
  - ❖  $\text{priority} = \text{vector} / 16$
- ❑ **Locate gate from IDT**
  - ❖ Far call to the handler
  - ❖ (SS, ESP), EFLAGS, CS, EIP, and Error code are saved in stack



# Message Bus Register Access

- ❑ Indirect access via PCI configuration space
  - ❖ Message Bus Control Reg. (MCR) - PCI[B:0,D:0,F:0]+D0h
  - ❖ Message Data Reg. (MDR) - PCI[B:0,D:0,F:0]+D4h
  - ❖ Message Control Reg. eXtension (MCRX) - PCI[B:0,D:0,F:0]+D8h
- ❑ Uses the MCR/MCRX as an index register and MDR as the data register.
- ❑ Writes to the MCR trigger message bus transactions
- ❑ MCR description

Field	MBPR Bits
OpCode (typically 10h for read, 11h for write)	31:24
Port	23:16
Offset/Register	15:08
Byte Enable	07:04



# PCI Optimizations and Additional Features

- ❑ Push bus efficiency toward 100% under common simple usage
- ❑ Bus parking
  - ❖ retain bus grant for previous master until another makes request
  - ❖ granted master can start next transfer without arbitration
- ❑ Arbitrary burst length
  - ❖ initiator and target can exert flow control with xRDY
  - ❖ discount with STOP (abort or retry, by target), FRAME (by master) and GNT (by arbiter)
- ❑ Delayed (pended, split-phase) transactions
  - ❖ free the bus after request to slow device
- ❑ Additional Features
  - ❖ Interrupts: support for controlling I/O devices
  - ❖ Cache coherency: support for I/O and multiprocessors
  - ❖ Locks: support timesharing, I/O, and MPs
  - ❖ Configuration Address Space (plug and play)

