Advanced PCI Bridge (APB)

User's Manual

THE NETWORK IS THE COMPUTER™

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Preface

This manual describes the Advanced PCI Bridge (APB™) hardware and how to use it in a design. It deals with hardware and software aspects of the product and, in particular, provides the following details:

- Feature summary
- Architectural overview
- Functional description
- Programming information
- Hardware usage
- Package detail

Who Should Use This Book

This manual is meant for design and systems engineers who use the product.

How This Book Is Organized

This manual is composed of the following chapters:

“Preface”

Chapter 1, “APB Features”

Chapter 2, “Architectural Overview”

Chapter 3, “Functional Description”

Chapter 4, “Programming Information”

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Related Books

- *UltraSPARC-IIi User’s Manual, 805-0087-01*

Typographic Convention

TABLE P-1 describes the significance of different type styles and fonts that may be used in this book.

TABLE P-1 Typographic Conventions

Typeface or Symbol	Meaning	Example
`AaBbCc123`	The names of commands, files, and directories; on-screen computer output	Edit your `.login` file. Use `ls -a` to list all files. `machine_name% You have mail.`
`AaBbCc123`	What you type, contrasted with on-screen computer output	`machine_name% su` `Password:`
AaBbCc123	Command-line placeholder: replace with a real name or value	To delete a file, type `rm` *filename.*
AaBbCc123	Book titles, new words or terms, or words to be emphasized	Read Chapter 6 in *User’s Guide.* These are called *class* options. You *must* be root to do this.

Conventions

All references to the PCI specification refer to *PCI Local Bus Specification Revision 2.1, June 1, 1995.*

All references to the PCI to PCI Bridge specification refer to the *PCI to PCI Bridge Specification, Revision 1.0.*

CHAPTER 1

APB Features

1.1 Introduction

The Advanced PCI Bridge (APB) is a PCI-to-PCI bridge chip that is compatible with version 2.1 of the *PCI Local Bus Specification*[1]. The APB features a connection path between a 32-bit bus running at up to 66 MHz on the *primary interface* and two 32-bit, 5 V or 3.3 V, PCI busses, running at up to 33 MHz, on the *secondary interface*. It is primarily intended for use in an UltraSPARC-II*i*-based system.

The APB provides the UltraSPARC-II*i* microprocessor direct access, with minimum latency, to devices located on a connected PCI bus and mapped in the processor's memory or IO space. In addition, it provides PCI masters with direct, high-capacity access to main memory. Use of the APB depends upon the organization of the PCI bus.

The entire PCI domain is viewed as non-cacheable by UltraSPARC-II*i*. Coherent DMA is supported (that is, all PCI writes to memory and PCI reads from memory are cache coherent).

FIGURE 1-1 illustrates a generalized configuration showing how PCI devices are interfaced to UltraSPARC-II*i* using APB. This illustration shows the UltraSPARC-II*i* cache, DRAM, and PCI interfaces and the APB primary and secondary busses.

1. All references to the PCI specification are to *PCI Local Bus Specification Revision 2.1*—see *Bibliography.*

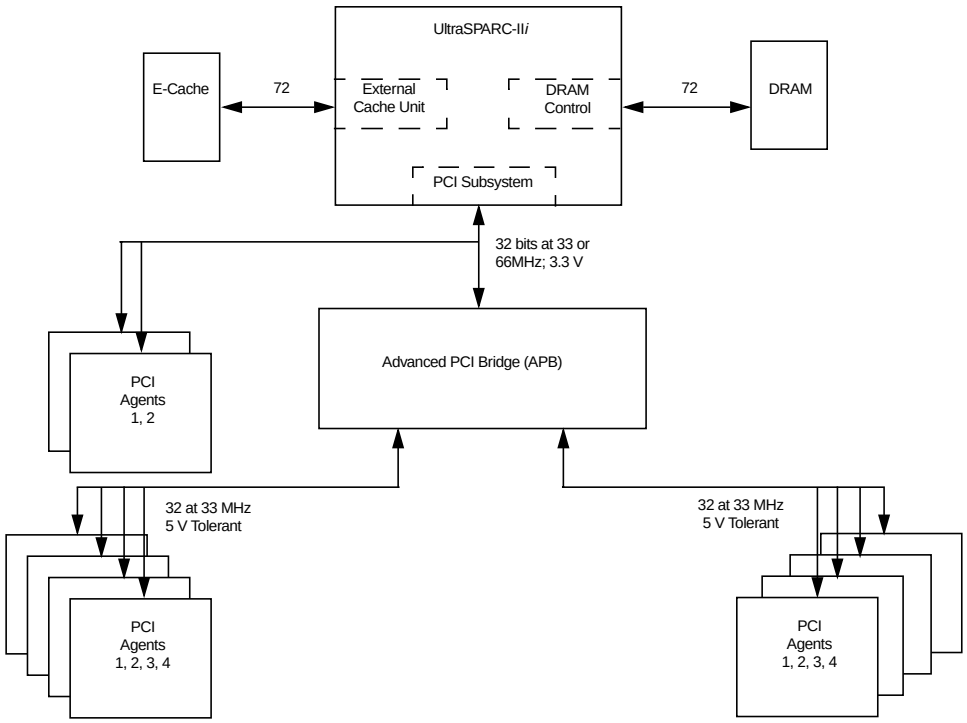


FIGURE 1-1 PCI Connectivity in an UltraSPARC-II*i* System

1.2 Summary Features Description

1.2.1 Compatibility

APB is compatible with version 2.1 of the *PCI Local Bus Specification* with exceptions listed in Section 1.2.6, “Exceptions to PCI Compatibility.” It is compatible with version 1.0 of the *PCI Bridge Specification*[1], also subject to the exceptions listed in Section 1.2.6.

1. All references to the *PCI Bridge Specification* are to the *PCI to PCI Bridge Specification, version 1*—see *Bibliography.*

1.2.2 Voltage Interface

APB can deal with 3.3 V or 5 V PCI devices, giving it a wide range of application. In particular, it can interface the UltraSPARC-II*i* processor with 5 V devices on either secondary bus.

1.2.3 Bus Features

- PCI revision 2.1 compatible
- DMA uses 32 or 64-bit memory addressing
- PIO uses 32-bit memory addressing
- PIO uses 24-bit I/O addressing
- Accepts Fast Back-to-back Transactions as a target
- Uses medium decode timing
- Interrupt Acknowledge transaction supported
- APB can be used to generate interrupt-acknowledge transactions (INT ACK cycles), allowing standard PCI-to-ISA (“south“) bridges to be used with CPU/host bridge combinations that are not able to generate INT ACKs
- APB routes INT ACK cycles received on the primary bus to either secondary bus, allowing standard south bridges to exist on the secondary bus instead of the primary bus
- PCI interrupts do not route through APB
- APB is organized to implement two PCI to PCI bridge functions
- PCI optional features not implemented:
  - Non-linear addressing modes
  - LOCK# pin
  - Clock stop protocol
  - Cache support pins
  - Does not generate Fast Back-to-Back cycles as a master
  - Does not subtractive decode
  - Memory Write and Invalidate transactions are treated as Memory Write
  - DOS Compatibility features
  - Does not step addresses or data
  - VGA support
- Little-endian to the bus and internal configuration space
- Errors resulting in assertion of SERR# are logged
- Arbitration
  - Two on chip programmable arbiters, one for each secondary PCI interface; each one handles up to 4 secondary bus masters
  - External arbiters for secondary PCI busses are allowed

1.2.4 Data Flow Control Features

- Primary and secondary PCI interfaces can run concurrently
- Deadlock detection and recovery; the recovery feature uses a retry counter
- Does not enforce 16-clock initial target latency; this improves performance when peer-to-peer communication is not present. However, Target Latency Timers can limit wait states inserted by APB as a target
- Master Retry Counters to limit the number of times APB attempts a transaction
- Prefetching for some memory read commands—prefetching algorithm can be adjusted for DMA operation
- Boot Mode enables APB at reset. This feature allows devices on secondary PCI bus B to incorporate boot PROMs
- Target retry limit counters balance PIO transactions against DMA transactions
- PCI ordering rules are enforced to enhance performance

1.2.5 Read / Write and Data Buffering

The APB allows PIO or DMA operations between a primary PCI bus that can run at up to 66 MHz and either of two secondary PCI busses running at up to 33 MHz. APB cannot preside over direct transactions between the secondary busses. Between each secondary bus and the primary bus are two 72-byte FIFOs—one for PIO and one for DMA. Each FIFO handles addresses, data, commands, and byte-enables.

1.2.6 Exceptions to PCI Compatibility

The APB does not meet the PCI specification in the following cases.

- 16 clock initial and 8 clock subsequent **TRDY#** latency are not always met. For read cycles, **TRDY#** latency depends on the speed of the destination bus target and the clock mode. In general, if the destination bus target does not insert wait states and the busses are idle when a transaction begins, the latency guideline are met.
- Eight- clock initial **IRDY#** latency is not always met. For read cycles, **IRDY#** latency depends on the clock mode, the number of wait states inserted by the destination bus target, and the number of wait states inserted by the originating bus master. In general, if the destination bus target does not insert wait states and the busses are idle when a transaction begins, the latency guideline are met. For write cycles, the latency depends on the clock mode and the number of wait states inserted by the originating bus master. If the originating bus master inserts no wait states, the latency guideline is met.

- The Base and Limit registers defined by the PCI Bridge Specification are not implemented.
- The Primary Master Latency Timer and Secondary Master Latency Timer registers are initialized to 0x28 instead of 0x00.
- I/O Write and Configuration Write transactions are posted.
- The Memory Read Multiple command prefetches less than a cache line.
- PCI Ordering rules are not followed. While all transactions originating on a particular bus are ordered, there is no ordering between busses. In particular, a read does not “pull out” any posted writes in the opposite direction. This implies that the producer-consumer model is not valid. See Appendix E, p.260 of the *PCI Local Bus Specification, Revision 2.1* for more information about ordering rules.
- Memory Write and Invalidate (MWI) commands are treated as Memory Write commands:
  - APB does not guarantee that all byte enables are asserted, but passes on the byte enables generated by the originating bus master.
  - APB can disconnect a MWI command on a data phase that is not a cacheline boundary (Note: as APB is not a cacheable agent, this is not a PCI specification violation).
  - If a MWI is disconnected by the target, APB continues the transaction with the MWI command instead of the Memory Write command.
  - APB does not implement the special provisions for Master Latency timer expiration during MWI commands (p.65 of the PCI specification).
- The Master Latency Timers, when programmed to 0, are disabled.
- Function 0 and function 1 share some configuration registers.
- The timing specification for setup time, T_{su} is relaxed from 3 ns to 5 ns on the primary bus when it is run at 66 MHz.
- Output slew rates on the primary bus exceed PCI specifications.

CHAPTER **2**

Architectural Overview

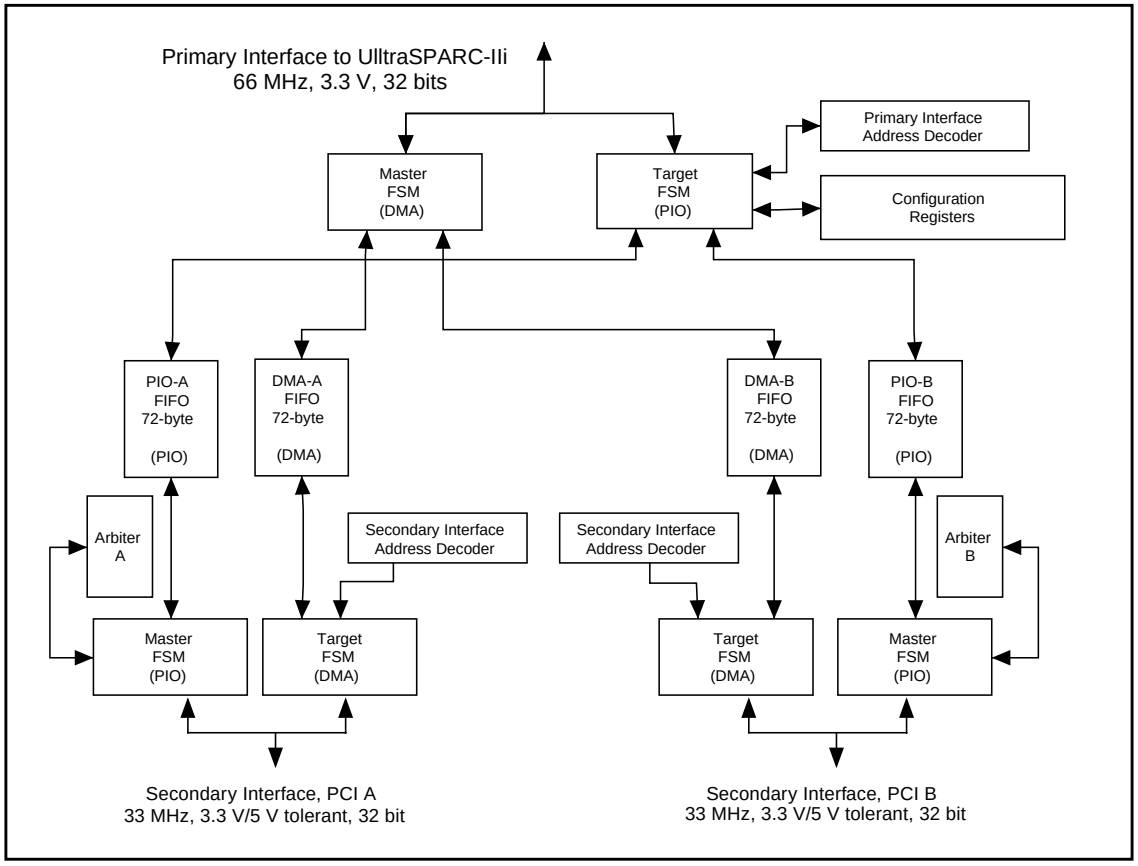


FIGURE 2-1 Advanced PCI Bridge Data-paths and Modules

2.1 Functional Elements

FIGURE 2-1 shows the major data paths and blocks in APB.

The APB implements four data paths to accommodate either PIO or DMA operations between the primary PCI bus at the CPU end and either of two secondary PCI busses. APB cannot preside over transactions directly between either of the secondary busses. These data paths are shown in TABLE 2-1.

TABLE 2-1 APB Data Paths

PCI Bus Initiating Transaction (Master)	Target PCI Bus	Data Path
primary	A	PIO A
primary	B	PIO B
secondary A	primary	DMA A
secondary B	primary	DMA B

This arrangement provides for DMA or PIO transactions between either of two secondary PCI busses that can run at up to 33 MHz, and a primary PCI bus that can run at up to 66 MHz. PIO transactions are those initiated by the CPU to a target device. DMA transactions are initiated by a device to main memory (which is normally controlled by the CPU).

Each bus interface has a Finite State Machine (FSM) for the data path that it serves as a master and one for the one where it acts as a target. These FSMs provide control logic and are provided separately for each bus interface. Each data path contains a FIFO buffer that can be written or read by either the primary or secondary side of the data path. Each FIFO can store 72 bytes of address, data, as well as 18 command/byte enable groups.

The APB contains address decoders at each target bus interface. Bus arbiters within APB resolve demands of bus-mastering devices at the secondary bus interfaces.

Configuration registers are only accessible from the primary bus interface and are typically accessed by the CPU.

2.2 Address Decoding

APB does not use the address decoding mechanisms described in the PCI Bridge specification. For downstream transactions, the address space is divided into eight segments. Each of these segments can be assigned to one of bus A, bus B, or no bus. Transactions are then forwarded downstream if the three most significant bits (bits 31, 30, and 29 for memory transactions; bits 23, 22, and 21 for I/O transactions) match a segment number that is assigned to bus A or bus B. Upstream memory transactions use an inverse mapping; if the segment number formed from bits [31:29] does not match a segment assigned to bus A or bus B, the transaction is forwarded upstream. Upstream I/O transactions are never forwarded. Configuration transactions in both directions are treated in accordance with the PCI bridge specification. See Section 3.3, “Decoding and Address Spaces” on page 24 for more information.

2.3 Data Buffering

APB has 72-byte data buffers for buffering of upstream and downstream transactions. These buffers hold addresses, data, commands, and byte enables and are used for both read and write transactions. Write transactions of all types—memory, I/O, and configuration—are posted. Strict ordering of all transactions from a particular bus to another bus (for example, primary to bus A) is maintained but no ordering between busses is implied (for example, primary to bus A and bus A to primary are not ordered). This lack of PCI ordering enhances performance by reducing read latency. It does not cause problems in the Sun architectures because such architectures do not require a producer-consumer model. See Section 3.2, “Transaction Handling” on page 14 for more details.

Caution – The lack of ordering between PIO and DMA transactions involving the same secondary bus is in violation of the PCI ordering rules.

2.4 Error Support and Parity

Any error in a transaction, including master aborts, target aborts and parity errors, is reported by APB in some fashion. In general, if the error can be reported in the normal course of the transaction, it is. If this is not possible, SERR# is asserted. Asynchronous fault status and address registers (AFSRs and AFARs) are provided for each data path in the system to indicate the cause of SERR# assertion.

SERR# assertions on the secondary bus can be forwarded to the primary bus.

Address parity errors result in SERR# assertion, but the transaction is otherwise handled normally.

All error handling functions are enabled/disabled by Command register bits in accordance with the PCI and PCI Bridge specifications.

APB usually just passes along the data and parity received from one interface to the other. There are some cases in which APB corrects or regenerates parity. See Section 3.4, “Error Support” for details.

2.5 Deadlock Detection and Recovery

APB contains mechanisms to avoid and to detect deadlock conditions. Deadlocks are avoided by retrying newly-received transactions that are known to cause deadlocks. In some cases, this mechanism is not sufficient and the deadlock still occurs—for example, when two transactions that deadlock each other arrive at the same time. When a deadlock is detected, one of the deadlocked transactions is retried. See Section 3.5, “Deadlocks and Performance” on page 38 for a full description of deadlock handling.

2.6 PCI Bus Arbitration

APB contains a PCI bus arbiter for each of the two secondary PCI interfaces. Upon exiting reset, the arbiter defaults to providing a fair arbitration scheme (round-robin) to all secondary devices. Any device, including APB, can be given priority such that it is granted the bus for every other transaction.

Both arbiters can be independently disabled at reset, allowing external arbiters to be used.

If there are no pending requests, APB parks at either the last granted agent or at the bridge; there is a mode bit to select between these options.

See Section 3.6.1, “Arbitration” and Section 3.6.2, “Bus Parking” for more information.

2.7 Reasons for PCI Non-Compliance

There are several points in which APB does not comply with the PCI 2.1 specification, as detailed in Section 1.2.6, “Exceptions to PCI Compatibility” on page 4. These points can be classified by their reason for non-compliance, as explained below.

Reset values and meanings of 0 in registers: These values differ from the PCI specification for one of two reasons: to maintain compatibility with Sun’s U2P bridge, or to allow the boot PROM to be located behind the bridge.

Base and limit registers: Base and limit registers only allow a single continuous address range to be mapped to a secondary bus. The boot PROM is in high address space (F000.0000) and must always be accessible. Solaris only allocates PIO address space for devices with bit 31 cleared. For this reason, mapping registers are defined to allow non-contiguous address mappings to the secondary bus.

66 Mhz setup timing: This timing is relaxed because it is difficult to attain while including JTAG boundary scan and while using low-cost ASIC technologies.

Memory Write and Invalidate commands: UltraSparc-II*i* neither generates nor understands Memory Write and Invalidate Commands so support for their special provisions is not necessary.

PCI ordering rules: APB is designed for principal use in a uni-processor system with architectures and operating systems (for example, Sun4u and Solaris) that do not use the Producer-Consumer Model of transaction ordering. Because of this, normal PCI read vs. posted write ordering rules are not necessary. Removing them improves performance as reads do not have to wait for opposing posted writes to complete. Interrupt vs. DMA write ordering rules required by Sun’s architectures are supported through the EMPTY/DRAIN interface.

Initial TRDY#/IRDY# latencies: There is a tradeoff between single-master/target read latency and bandwidth utilization on the bus. The PCI specification requires targets to retry prolonged transactions so that bandwidth may be used by other masters for so-called “peer-to-peer” data transfers. The master that is retried incurs additional latency in completing the read compared with what it would have incurred were it

not retried (for example, it must rearbitrate and send the address again before getting data). In the absence of peer-to-peer transactions, this process causes an overall performance loss. APB is designed for operating systems that do not usually generate peer-to-peer transactions in the I/O subsystem (for example, Solaris) so APB ignores the initial latency restrictions, allowing higher performance in its targeted systems.

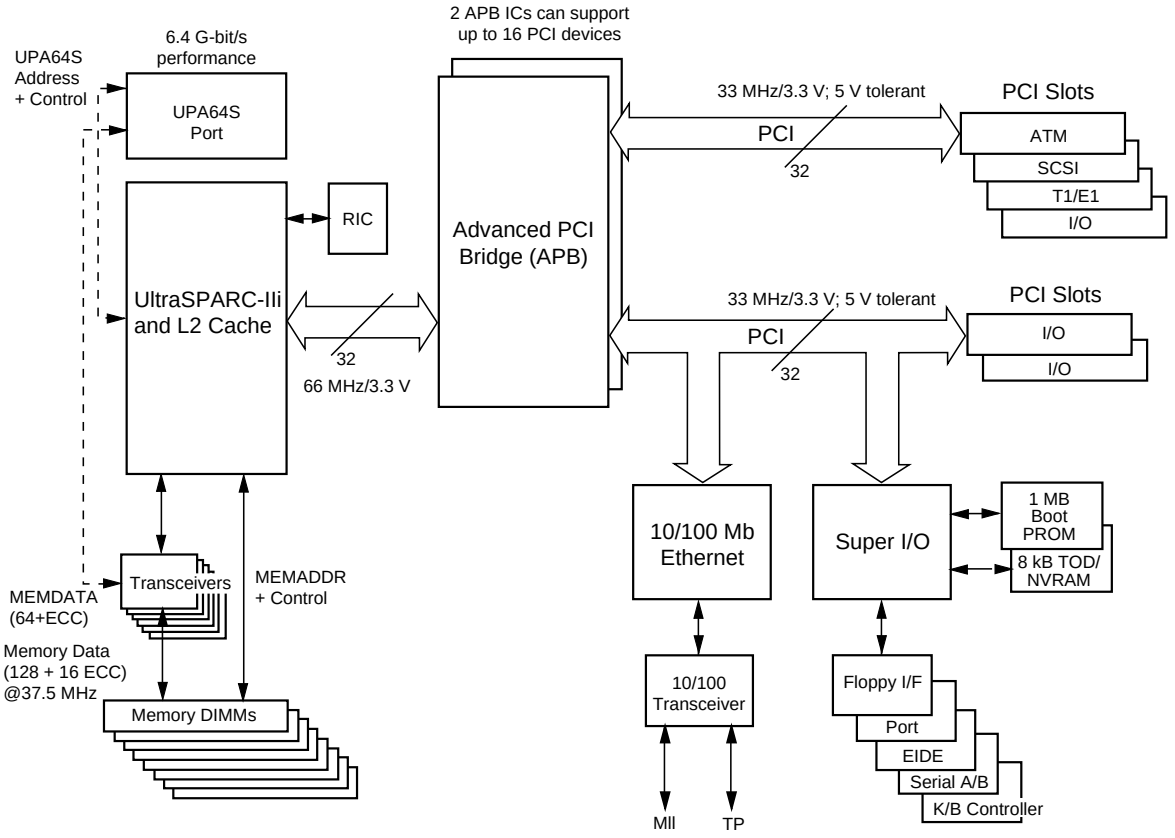


FIGURE 2-2 System Implementation Example Using APB

CHAPTER 3

Functional Description

3.1 PCI Commands

TABLE 3-1 lists the commands APB can generate and its response to all commands as a target.

TABLE 3-1 PCI Command Generation and Response

Command	C/BE#	APB Generates?	APB Response
Interrupt Acknowledge	0000	Yes - sec	Ignored on Secondary busses
Special Cycle	0001	Yes	Special Cycles do not cross the bridge; ignored
I/O Read	0010	Yes - sec	Ignored on Secondary busses; non-prefetched read on primary bus
I/O Write	0011	Yes - sec	Ignored on Secondary busses
Reserved	0100	No	Ignored
Reserved	0101	No	Ignored
Memory Read	0110	Yes	Perform non-prefetched read (PIO) Perform 64 byte prefetched read (DMA)
Memory Write	0111	Yes	Perform write access
Reserved	1000	No	Ignored
Reserved	1001	No	Ignored
Configuration Read	1010	Yes - sec	Ignored on Secondary busses

TABLE 3-1 PCI Command Generation and Response *(Continued)*

Command	C/BE#	APB Generates?	APB Response
Configuration Write	1011	Yes	Ignored on Secondary busses (except to generate special cycles or Type-1 to Type-1 Configuration Writes)
Memory Read Multiple	1100	Yes	Perform 8 byte prefetched read (PIO). Perform 64 byte prefetched read (DMA)
Dual Address Cycle	1101	Yes - prim	Ignored on Primary bus
Memory Read Line	1110	Yes	Perform 64 byte prefetched read (PIO) Perform 64 byte prefetched read (DMA)
Memory Write & Invalidate	1111	Yes	Equivalent to Memory Write command

3.2 Transaction Handling

3.2.1 Write Transactions

All write transactions occur in a decoupled fashion on the initiating interface and the target interface of APB; that is, all write transactions (including I/O writes and configuration writes) are posted. When a write transaction is received, decoded, and accepted, APB checks the status of the FIFO for the appropriate data path. If the FIFO is full or almost full (that is, the FIFO contains 68 or 72 bytes of valid addresses or data), then Retry is signalled to the originating master. This Retry occurs to prevent a deadlock condition. APB also signals Retry for write transactions on the secondary interfaces when the DRAIN signal is asserted. If Retry is not immediately asserted, the address and command are placed into the FIFO.

APB does not insert wait states (as a target) into write transactions. As data is received, it is posted in the FIFO. APB disconnects the transaction if the FIFO becomes full or almost full. This prevents a deadlock condition when two APBs are used in a system.

APB signals disconnect with the first data phase for writes using non-linear burst mode or writes to configuration space.

The write transaction may begin on the destination bus as soon as the transaction's address and command have been placed in the FIFO—provided that APB's destination bus master unit has been granted the bus, the bus is idle, and no transaction is ahead of it in the FIFO. If the destination bus master unit has not yet

been granted the bus, APB requests the bus as soon as the transaction has been decoded and accepted. Once the bus is granted and idle, the transaction begins on the destination bus—see timing diagrams of FIGURE 3-1 and FIGURE 3-2. Generally, APB does not insert wait states into the transaction as a master. It can, however, insert wait states if the transaction is still in progress on the originating bus and APB's master unit manages to drain the FIFO, either because of wait states inserted by the original master, or differences in clock frequency. In these cases, APB may prematurely terminate the transaction on the destination bus and continue with the transaction once more data arrives. Also, APB's master units break transactions on 1K boundaries and complete these transactions as new ones.

If APB receives a Disconnect or Retry on the destination bus, it attempts to continue the transaction by requesting the bus again. When APB receives a Retry, a counter is incremented and the Master Retry Limit Register for the appropriate data path is checked. If the count equals the retry limit (and the limit is not 0), APB stops retrying the transaction and clears it from the FIFO. If SERR# is enabled, it asserts SERR#, and logs the status and address into the AFSR/AFAR registers for the data path. The counter is cleared when a transaction is terminated in any way other than Retry. There are individual Master Retry counters and Limit Registers for each data path.

APB expects addresses to use linear burst ordering and is able to enforce this for memory writes. The PCI specification does not define the burst ordering for configuration and I/O writes. APB tries to impose a linear burst ordering on these transactions. If a master bursts I/O or configuration writes through APB with a non-linear burst ordering, the receiving target must not signal Disconnect (although Retry is acceptable) or the continuing address will be incorrect.

Caution – The PCI specification states that I/O and Configuration writes cannot be posted; in this respect, APB does not comply with the specification.

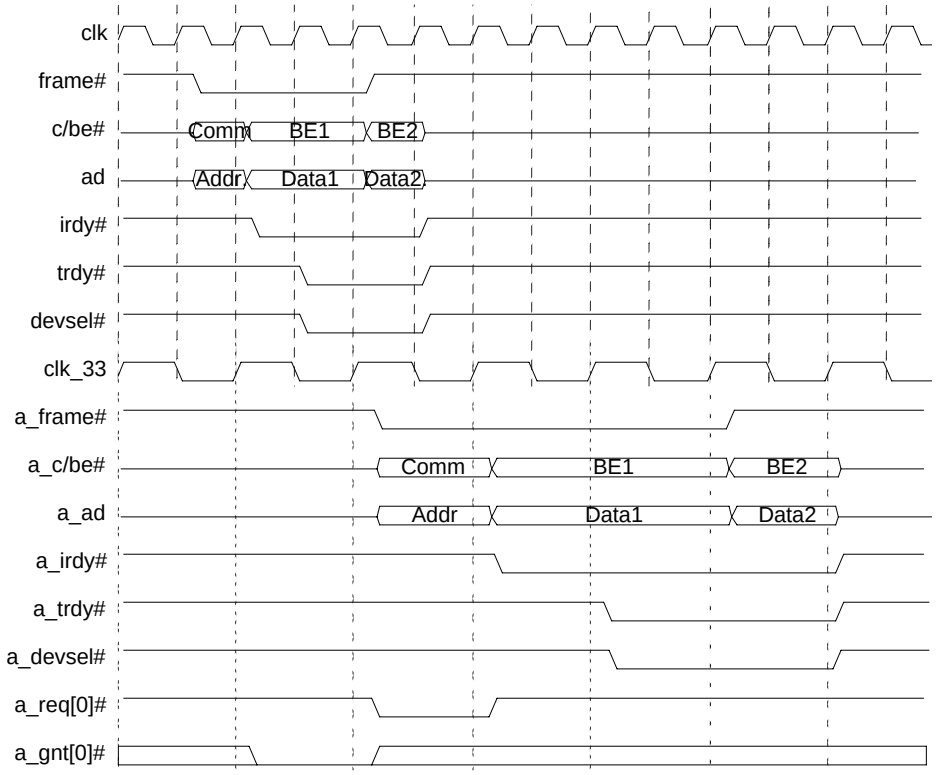


FIGURE 3-1 Best Case PIO Write Timing

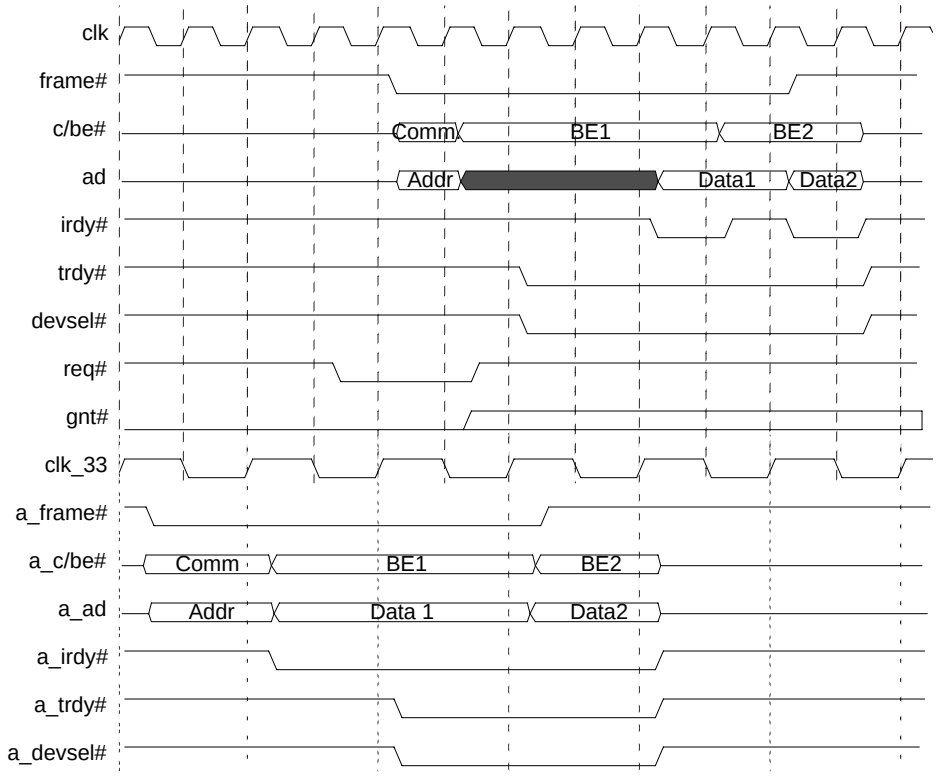


FIGURE 3-2 Best Case DMA Write Timing

3.2.2 Read transactions

Read transactions are somewhat more complicated than write transactions. When a read transaction is received, decoded, and accepted, APB checks the status of the FIFO for the appropriate data path. If the FIFO is full or almost full (that is, the FIFO contains 68 or 72 bytes of valid addresses or data), Retry is signalled to the originating master. This performance optimization prevents the transaction from occupying the bus when the FIFO is far from empty. APB also signals Retry for read transactions when a deadlock condition is detected (see Section 3.5, “Deadlocks and Performance” on page 38 for more details). If Retry is not immediately asserted, the address and command are placed into the FIFO.

APB inserts wait states into the first data phase as a target. It may also insert wait states into subsequent data phases, depending on clock ratios and wait states inserted by the destination target. A Retry may still be signalled after wait states in the first data phase if a deadlock condition occurs.

The read transaction may begin on the destination bus as soon as the transaction's address and command have been placed in the FIFO, provided that APB's destination bus master unit has been granted the bus, the bus is idle, and no transaction is ahead of it in the FIFO. If APBs destination bus master unit has not yet been granted the bus, APB requests the bus as soon as the transaction has been decoded and accepted. Once the bus is granted and idle, the transaction begins on the destination bus.

At this point, exact read transaction handling depends on the prefetchability of the transaction. Prefetchability and prefetch length are determined by a combination of command type, direction through APB, and the USE_PIO_PREF bits of the Secondary Control register as shown in TABLE 3-2.

TABLE 3-2 Prefetchability

Direction	Command	USE_PIO_PREF	Prefetchable
PIO	Memory Read	--	No
PIO	Memory Read Line	--	64 bytes
PIO	Memory Read Multiple	--	8 bytes
PIO	I/O Read	--	No
PIO	Configuration Read	--	No
PIO	Interrupt Acknowledge	--	No
DMA	Memory Read	0	64 bytes
DMA	Memory Read	1	No
DMA	Memory Read Line	0	64 bytes
DMA	Memory Read Line	1	64 bytes
DMA	Memory Read Multiple	0	64 bytes
DMA	Memory Read Multiple	1	8 bytes
DMA	I/O Read	--	Not accepted
DMA	Configuration Read	--	Not accepted

A prefetchable transaction implies that there are no side-effects to the read. APB can attempt to read up to its prefetch limit without inserting wait states as a master. All byte enables are asserted. Note that the prefetch limit is not a count of how many bytes are transferred; rather, it is an indication of alignment. For example, a 64 byte prefetch is terminated when the address reaches 0b...1111xx, regardless of how many

bytes are actually transferred. A Disconnect is signalled to the originating master at the end of the actually prefetched burst (This implies that all prefetched read transactions are terminated on, at most, 64 byte boundaries). See the timing diagrams for prefetched reads of FIGURE 3-4 and FIGURE 3-6.

Note that this prefetch buffer is not a “true” prefetch buffer because it is automatically cleared after every transaction.

Caution – As prefetchable reads assert all byte enables and can read locations beyond those desired, it is essential that a prefetchable read *never* be used in a portion of address space that has side effects.

Non-prefetchable reads must wait for byte enables and FRAME# from the originating master in order to proceed to a new data phase. This implies that the following sequence of events happens for every data phase:

1. Destination target drives data and asserts TRDY#.
2. APB asserts TRDY# on the originating bus and drives data.
3. Once IRDY# and TRDY# are asserted on the originating bus (completing originating data phase), APB asserts IRDY# on the destination bus, thus completing the data phase.
4. If FRAME# is deasserted with IRDY# assertion on the originating bus, APB deasserts FRAME# with IRDY# assertion on the destination bus. See the timing diagrams of FIGURE 3-3 and FIGURE 3-5.

In some clock modes and directions, additional clocks of delay are added to allow parity to be correctly propagated. Also, the parity received is modified in the prefetched case to correct for the difference in byte enables between the originating and the destination bus. This is done in such a way as to allow a parity error to be propagated to the originating bus.

For both prefetchable and non-prefetchable reads, APB asserts TRDY# on the originating bus whenever data becomes available and parity will be available at the next clock.

Caution – APB does not obey the PCI ordering rules. In particular, reads do not “pull out” any posted writes in the opposite direction.

If APB receives a Disconnect or Retry on the destination bus for either prefetchable or non-prefetchable reads, it signals Disconnect or Retry on the originating bus at the data phase at which it received the Disconnect or Retry on the destination bus. APB does not try to continue or retry the transaction; this action is up to the originating master.

APB signals disconnect with the first data phase for reads to APB's *internal* configuration space. Non-linear bursts, burst Type 1 Configuration Reads or burst I/O reads are possible through APB, as the final target is assumed to understand the burst ordering.

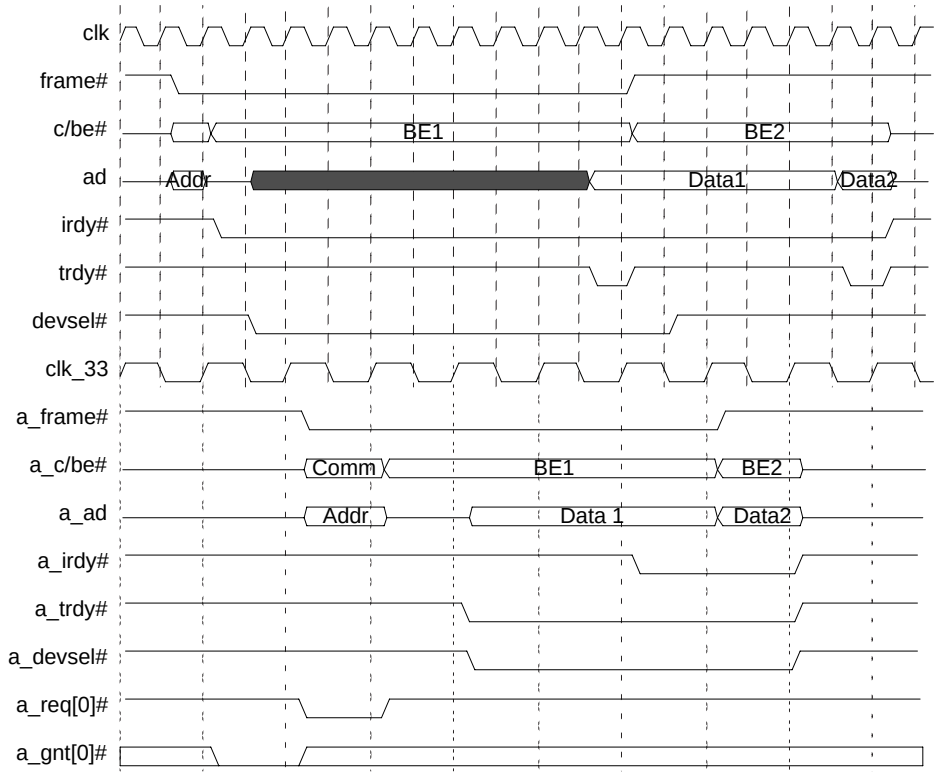


FIGURE 3-3 Best Case PIO Non-prefetchable Read Timing

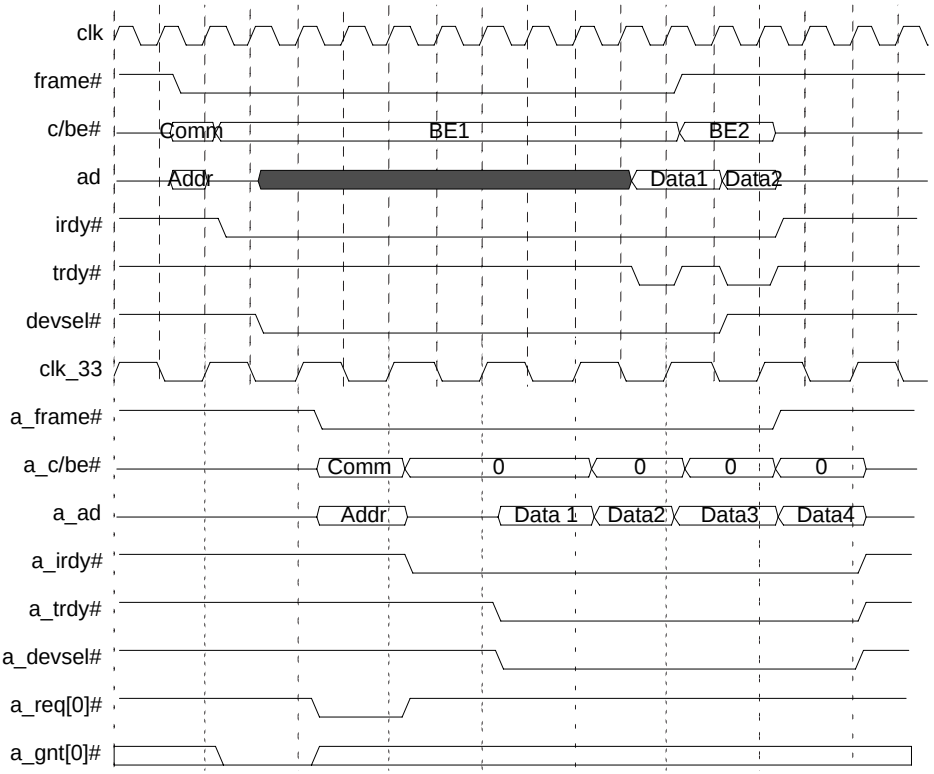


FIGURE 3-4 PIO Prefetchable Read Timing

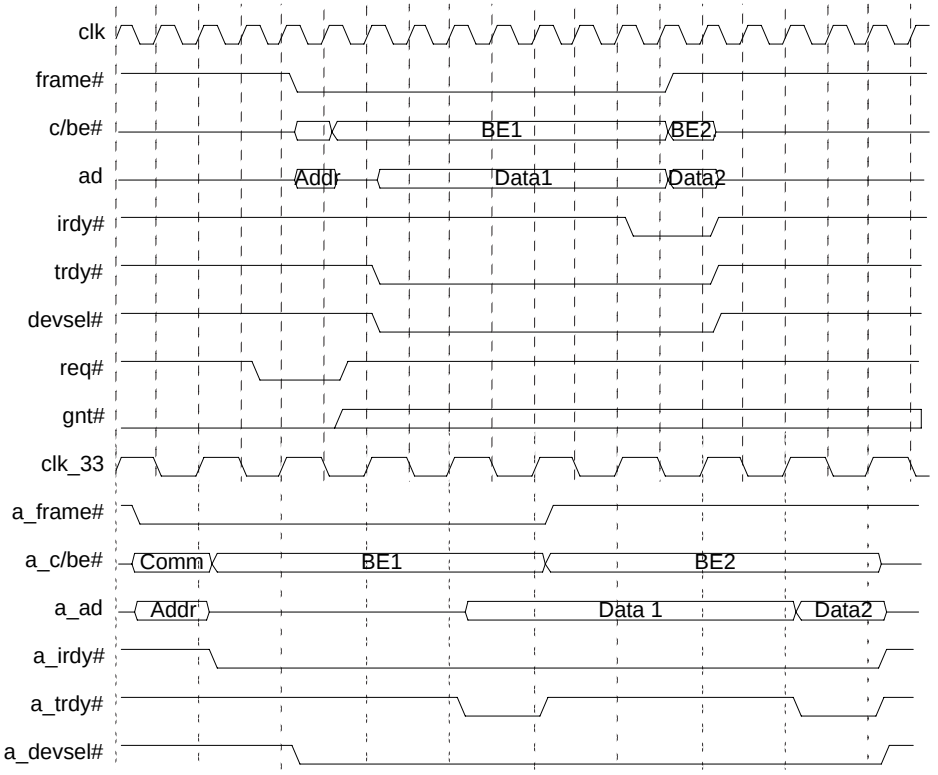


FIGURE 3-5 DMA Nonprefetchable Read Timing

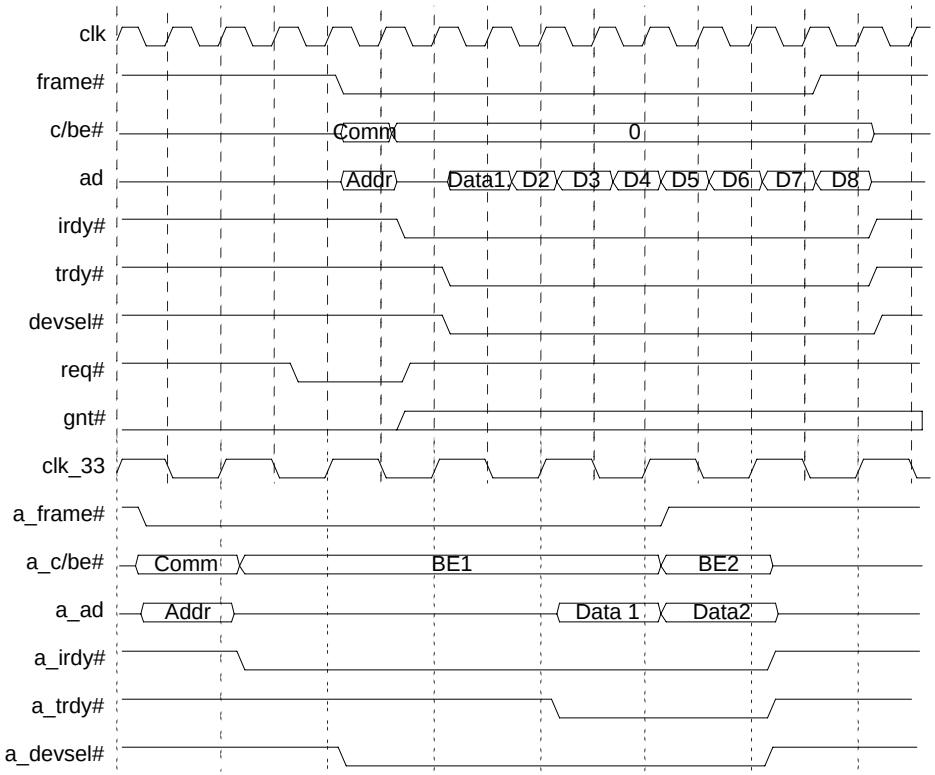


FIGURE 3-6 DMA Prefetchable Read Timing

3.3 Decoding and Address Spaces

3.3.1 Decoding

All APB target units use Medium decode timing for most transactions. In other words, addresses and commands are latched into APB during the address phase. In the clock after the address phase, APB decodes the transaction. If the transaction is accepted, APB asserts DEVSEL# at the next clock edge. Configuration transactions, however, require one additional clock for decoding.

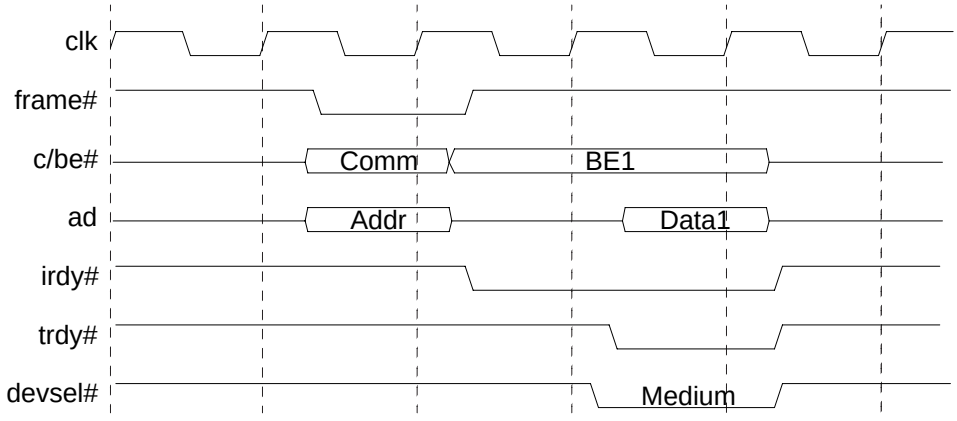


FIGURE 3-7 DEVSEL Timing Diagram

3.3.2 Configuration Address Space and Transactions

The PCI configuration space is 16 MB and is accessed through PCI Configuration transactions (The 16 MB is the result of multiplying 256 busses * 32 devices / bus * 8 functions / device * 256 bytes / function). Type 0 Configuration transactions address devices on the bus upon which the transaction occurs. These transactions carry function numbers and register numbers in the their addresses. Type 1 Configuration transactions address devices on a bus other than the one upon which the transaction occurs. These transactions carry bus numbers, device numbers, function numbers, and register numbers in their addresses. Type 1 Configuration transactions must cross a PCI to PCI bridge before they become Type 0 Configuration transactions.

Type 0 and Type 1 Configuration transactions are distinguished by the value of address bits AD[1:0]. Type 1 Configuration transactions can be forwarded by APB to any level in the PCI bus hierarchy. Ultimately a bridge converts a type 1 transaction to a type 0 transaction to configure devices connected to its secondary interface. See the PCI specification for more information.

3.3.2.1 Type 0 Configuration Command

APB is selected by a PCI Configuration command on the primary bus if all of the following conditions are true during the address phase of the transaction.

- APB's IDSEL pin is asserted
- the bus command indicates a configuration read or write
- the AD[1:0] bits are 00
- AD[10:8] equal 0 or 1

AD[7:2] select a DWORD register in the 256 byte configuration address space for each function. APB never responds to a Type 0 Configuration command on a secondary bus. Type 0 Configuration commands on the primary bus are disconnected with the first data phase.

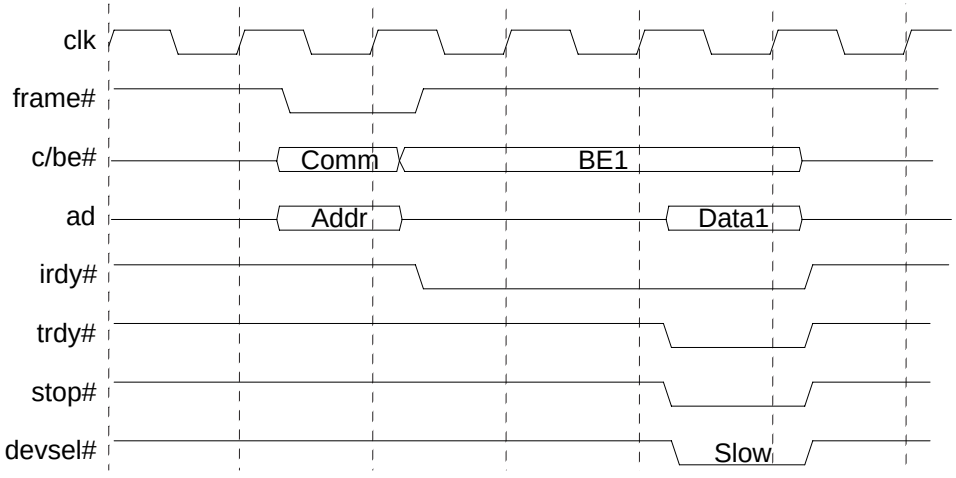


FIGURE 3-8 Type 0 Configuration Read Timing

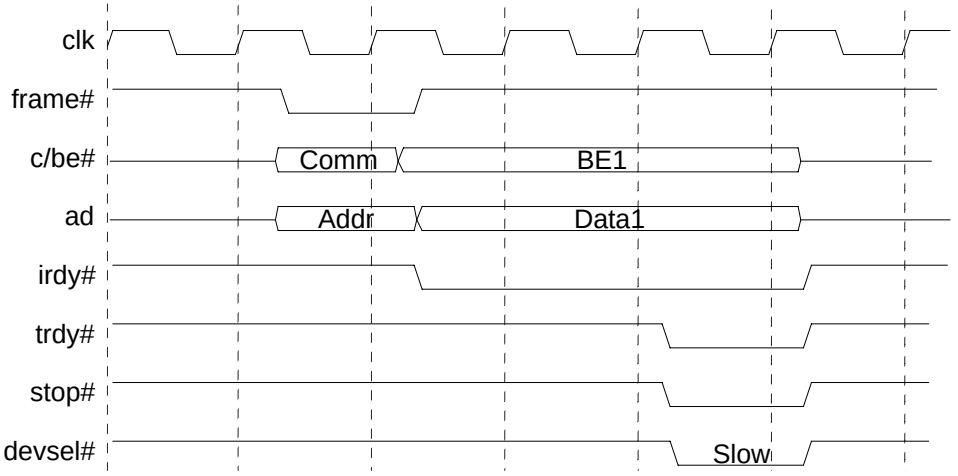


FIGURE 3-9 Type 0 Configuration Write Timing

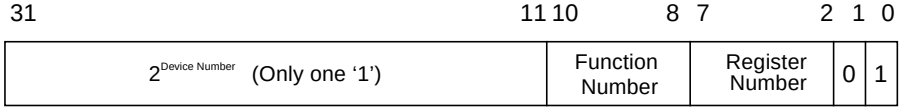


FIGURE 3-10 Type 0 Configuration Transaction Address

3.3.2.2 Type 1 Configuration command (primary bus)

Type 1 Configuration commands are ignored by the primary interface when the bus number specified by address bits AD[23:16] does not fall within the range of bus numbers specified by the secondary bus (inclusive), and subordinate bus (inclusive) numbers in APB's configuration registers for both bus A and bus B.

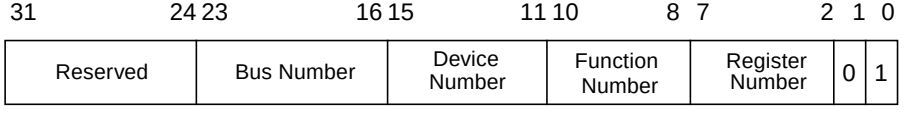


FIGURE 3-11 Type 1 Configuration Transaction Address

3.3.2.3 Type 1 to Type 0 Conversion

If the bus number of a type 1 command matches one of APB's secondary bus numbers APB responds to the configuration cycle and generates a PCI type 0 configuration command on the corresponding secondary PCI interface (APB modifies AD[1:0] to be 00). In this case a device connected to the bridge's secondary interface is the target of the PCI configuration command. Bits [31:11] are modified, making only one bit a '1' to select the device as specified in bits [15:11]. The mapping is the following:

For device number x, AD[x+11] is asserted.

For instance, Bit 12 is a 1 for device 1, bit 13 for device 2 etc. Address bits AD[10:2] from the type 1 configuration command are passed unmodified. If a device number greater than 20 is used, no AD[31:11] bit is asserted.

3.3.2.4 Type 1 to Special Cycle conversion—Secondary Bus

APB converts a type 1 configuration write transaction received on its primary interface to a special cycle transaction on a secondary interface provided the following conditions are met.

- the device number is all ones (AD[15:11] = 11111)
- the function number is all ones (AD[10:8] = 111)
- the register number is all zeros (AD[7:2] = 000000)
- the bus number matches one of the secondary bus numbers

The address is passed unmodified, but is ignored by PCI devices. The data for the special cycle on the secondary interface is the write data from the type 1 configuration command on the primary interface. Type 1 configuration transaction that specify conversion (by APB) to a special cycle are restricted to a data burst length of 1.

3.3.2.5 Type 1 to Type 1 Forwarding

If the bus number of a type 1 configuration command is in the range of bus numbers between the secondary bus number (exclusive) and the subordinate bus number (inclusive) for either bus A or bus B, APB forwards the type 1 command unmodified from the primary interface to the secondary interface.

3.3.2.6 Type 1 Configuration command (secondary bus)

All Type 1 configuration *reads* are ignored on the secondary interface.

Type 1 configuration write commands are ignored on the secondary interface except for the two cases below.

3.3.2.7 Type 1 to Special Cycle Conversion—Primary Bus

APB converts Type 1 Configuration writes on a secondary bus to Special Cycles on the primary bus under the following conditions:

- the device number is all ones (AD[15:11] = 11111)
- the function number is all ones (AD[10:8] = 111)
- the register number is all zeros (AD[7:2] = 000000)
- the bus number matches the primary bus number

The address is passed unmodified, but is ignored by PCI devices. The data for the special cycle on the primary interface is the write data from the type 1 configuration command on the secondary interface. Type 1 configuration cycles that specify conversion (by APB) to a special cycle are restricted to a data burst length of 1.

3.3.2.8 Type 1 to Type 1 Forwarding

APB forwards Type 1 Configuration writes to the primary bus under the following conditions:

- the device number is all ones (AD[15:11] = 11111)
- the function number is all ones (AD[10:8] = 111)
- the register number is all zeros (AD[7:2] = 000000)
- the bus number does not match the primary bus number
- the bus number is not in the range of bus numbers between the secondary bus number (exclusive) and the subordinate bus number (inclusive) for the interface

Forwarded transactions are not modified.

3.3.3 Memory address space

APB does not implement the Base and Limit registers in the PCI Bridge specification. Instead, PCI primary bus memory space is divided into eight segments as follows:

TABLE 3-3 PCI Memory Address Segments

Segment Number	PCI Memory Address Range
0	0x0000.0000– 0x1FFF.FFFF
1	0x2000.0000– 0x3FFF.FFFF
2	0x4000.0000– 0x5FFF.FFFF
3	0x6000.0000– 0x7FFF.FFFF
4	0x8000.0000– 0x9FFF.FFFF
5	0xA000.000– 0xBFFF.FFFF
6	0xC000.000– 0xDFFF.FFFF
7	0xE000.0000– 0xFFFF.FFFF

Each segment can be individually programmed through the Memory Address Map Registers. If bit number x of an address map register is set, then segment x is assigned to that bus. For example, if the values of the address registers are

Memory Address Map A: 0b00000011

Memory Address Map B: 0b11110000

all PIO memory accesses with bit AD[31:29] equal to 0b1xx are directed to bus B and all PIO memory accesses with bit AD[31:29] equal to 0b00x are directed to bus A. PIO Memory accesses with AD[31:29] equal to 0b01x do not cause a response by APB.

Caution – A segment must not be mapped to both busses. In other words, (Memory Address Map A & Memory Address Map B) == 0 must be true at all times. It is the responsibility of configuration software to enforce this relationship.

DMA memory transactions use an inverse decoding mechanism for single address cycles. If the address falls in a segment not mapped to either secondary bus, the transaction is accepted and passed to the primary bus. For dual address cycles, the transaction is accepted and passed to the primary bus if AD[63:50] = 0x3FFF (64-bit addressing). Bits 36:29 are not checked.

If the BOOT pin is tied high at reset, Memory Address Map B is set to 0xFF. This configuration allows execution from a boot PROM on bus B. APB does not support a boot PROM on bus A.

Note – If the Memory Response Enable bit in the Primary Command Register is not set, no PIO memory transactions are accepted. Similarly, if the Master Enable bit in the Primary Command Register is not set, no DMA memory transactions are accepted.

3.3.4 I/O address space

APB supports 24-bit addressing for I/O using separate Address Map registers from those used for memory addressing. Address bits [31:24] must be 0. This gives the following mapping of segments to I/O addresses.

TABLE 3-4 PCI I/O Address Segments

Segment Number	PCI I/O Address Range
0	0x0000.0000– 0x001F.FFFF
1	0x0020.0000– 0x003F.FFFF
2	0x0040.0000– 0x005F.FFFF
3	0x0060.0000– 0x007F.FFFF
4	0x0080.0000– 0x009F.FFFF
5	0x00A0.0000– 0x00BF.FFFF
6	0x00C0.0000– 0x00DF.FFFF
7	0x00E0.0000– 0x00FF.FFFF

APB performs a full 32 bit decode of the I/O address as required by the PCI specification. These mappings only apply to PIO; APB accepts no DMA I/O transactions.

Note also that if the I/O Response Enable bit in the Primary Command Register is not set, APB accepts no PIO I/O transactions.

Caution – A segment must not be mapped to both busses. In other words, (I/O Address Map A & I/O Address Map B) == 0 must be true at all times. It is the responsibility of configuration software to enforce this relationship.

3.3.5 Decoding Example: One APB in an UltraSPARC-II*i*-based System

This section gives a sample address mapping for a one-APB UltraSPARC-II*i*-based system. Half of the address space is allocated to the primary bus and the remainder is equally divided between the two secondary busses. The PROM is located on APB's bus B. Bus A is numbered bus one, Bus B is numbered bus 2. The primary bus is bus 0.

The Address Map registers contain:

- Memory Address Map A: 0b00000011
- Memory Address Map B: 0b11000000
- I/O Address Map A: 0b00110000
- I/O Address Map B: 0b11000000

TABLE 3-5 shows the address ranges.

TABLE 3-5 Example Address Ranges

Address Space	UltraSPARC-II*i* Physical Address Range	Primary Bus AD Range	Secondary Bus AD Range
APB Configuration Space	0x1FE.0100.0800– 0x1FE.0100.09FF	0x0000.1000– 0x0000.11FF	n/a
Other Primary Configuration Space	0x1FE.0100.1000– 0x1FE.0100.FFFF	0x0000.2000– 0x8000.07FF	n/a
Bus A Configuration Space	0x1FE.0101.0000– 0x1FE.0101.FFFF	0x0001.0001– 0x0001.FFFF	0x0000.0800– 0x8000.07FF
Bus B Configuration Space	0x1FE.0102.0000– 0x1FE.0102.FFFF	0x0002.0001– 0x0002.FFFF	0x0000.0800– 0x8000.07FF

TABLE 3-5 Example Address Ranges *(Continued)*

Address Space	UltraSPARC-II*i* Physical Address Range	Primary Bus AD Range	Secondary Bus AD Range
Bus A I/O Space	0x1FE.0280.0000– 0x1FE.02BF.FFFF	0x0080.0000– 0x00BF.FFFF	0x0080.0000– 0x00BF.FFFF
Primary Bus I/O Space	0x1FE.0200.0000– 0x1FE.027F.FFFF	0x0000.0000– 0x007F.FFFF	n/a
Bus B I/O Space	0x1FE.02C0.0000– 0x1FE.02FF.FFFF	0x00C0.0000– 0x00FF.FFFF	0x00C0.000– 0x00FF.FFFF
Bus A Memory Space	0x1FF.0000.0000– 0x1FF.3FFF.FFFF–	0x0000.0000– 0x3FFF.FFFF	0x0000.0000– 0x3FFF.FFFF
Primary Bus Memory Space	0x1FF.4000.0000– 0x1FF.BFFF.FFFF	0x4000.0000– 0xBFFF.FFFF	n/a
Bus B Memory Space	0x1FF.C000.0000– 0x1FF.FFFF.FFFF	0xC000.0000– 0xFFFF.FFFF	0xC000.0000– 0xFFFF.FFFF
PROM Space	0x1FF.F000.0000– 0x1FF.F1FF.FFFF	0xF000.0000– 0xF1FF.FFFF	0xF000.0000– 0xF1FF.FFFF

3.3.6 Interrupt Acknowledge

APB is able to route Interrupt Acknowledge transactions received on the primary bus to either of the secondary busses. Interrupt Acknowledge transactions received on either of the secondary busses are ignored. If the (Secondary Control A/B). ROUTE_INT_ACK bit is set, all Interrupt Acknowledge transactions are routed to the corresponding bus. Do not set more than one ROUTE_INT_ACK bit.

If ROUTE_INT_ACK bits are not set, Interrupt Acknowledge transactions are routed to secondary busses based on the address. The address is decoded as if the transaction were an I/O transaction, using the I/O Address Map Registers. However, an Interrupt Acknowledge transaction decoded to a particular bus is only accepted by APB if the corresponding (Secondary Control A/B).MAP_INT_ACK bit is set.

Caution – Do not set ROUTE_INT_ACK for more than one bus. Do not set MAP_INT_ACK for any bus if ROUTE_INT_ACK is set on any bus.
If none of the ROUTE_INT_ACK bits or MAP_INT_ACK bits are set, APB does not respond to any Interrupt Acknowledge transactions.

APB can also generate Interrupt Acknowledge transactions. When register 0xB8 of either function is read (through a Configuration Read transaction), an Interrupt Acknowledge transaction is generated on the corresponding secondary bus. The data returned by the final target is returned by APB to the originating master. The address generated for the Interrupt Acknowledge transaction is undefined.

3.4 Error Support

APB adheres to the PCI Bridge specification in its treatment of error conditions by attempting to propagate errors on the destination bus to the originating bus. If it cannot do so it asserts SERR#. *All* error conditions are reported in some way if the appropriate enable bits are set.

Errors that are reported by SERR# assertion cause status and address information to be latched into the PIO/DMA AFSR/AFAR Registers. There are four sets of AFSR/AFARs, one for each data path. Section 4.1.3.15, "PIO/DMA Asynchronous Fault Registers A/B (0xE8/0xC8)" on page 65 describes the logging of errors into the AFSR/AFARs.

TABLE 3-6 shows the bits that affect error reporting.

TABLE 3-6 Bits Affecting Error Reporting

Register	Name	Bit	Name	Function
0x004	Primary Control	8	SERR_EN	Enables SERR# assertion on primary bus
0x004	Primary Control	6	PER	Enables PERR# on primary bus
0x03E	Bridge Control A	5	Master abort mode	Changes master abort handling on PIO A and DMA A data paths
0x03E	Bridge Control A	1	SERR# Enable	Enables translation of SERR# on bus A to primary SERR#
0x03E	Bridge Control A	0	PER	Enables PERR# on bus A

TABLE 3-6 Bits Affecting Error Reporting *(Continued)*

Register	Name	Bit	Name	Function
0x13E	Bridge Control B	5	Master abort mode	Changes master abort handling on PIO B and DMA B data paths
0x13E	Bridge Control B	1	SERR# Enable	Enables translation of SERR# on bus B to primary SERR#
0x13E	Bridge Control B	0	PER	Enables PERR# on bus B

Each of the error conditions is described in the following sections.

3.4.1 Address parity error

When APB detects an address parity error on the primary bus, it takes the action:

- If (Primary Command).PER is set and (Primary Command).SERR_EN is set, it
  - Asserts primary SERR# one clock later
  - Sets (Primary Status).SSE
  - Reports the error in both PIO AFSR/AFARs
- Sets (Primary Status).DPE
- Decodes the transaction and proceeds normally

When APB detects an address parity error on a secondary bus, it takes the steps:

- If (Bridge Control).PER is set and (Primary Command).SERR_EN is set, it
  - Asserts primary SERR# one clock later
  - Sets (Primary Status).SSE
  - Reports the error in the appropriate DMA AFSR/AFAR
- Sets (Secondary Status).DPE
- Decodes the transaction and proceeds normally

3.4.2 Write data parity error

When APB detects a parity error on the primary bus during a PIO write, it takes the following steps:

- If (Primary Command).PER is set
  - asserts PERR# on primary bus
- Sets (Primary Status).DPE

- Continues transaction normally

When APB receives a PERR# assertion on the secondary bus during a PIO write, it takes the following steps:

- If (Bridge Control).PER is set
  - sets (Secondary Status).DPD
- If (Primary Command).SERR_EN is set
  - asserts primary SERR# and logs error in the appropriate PIO AFSR/AFAR
- Continues transaction normally

When APB detects a parity error on the secondary bus during a DMA write, it takes steps:

- If (Bridge Control).PER is set
  - asserts PERR# on secondary bus
- Sets (Secondary Status).DPE
- Continues transaction normally

When APB receives a PERR# assertion on the primary bus during a DMA write, it takes these steps:

- If (Primary Command).PER is set
  - sets (Primary Status).DPD
- If (Primary Command).SERR_EN is set, asserts primary SERR# and logs error in the appropriate DMA AFSR/AFAR
- Continues transaction normally

3.4.3 Read data parity error

When APB detects a parity error on the secondary bus during a PIO read, it follows the procedure:

- If (Bridge Control).PER is set, APB
  - Asserts PERR# on the secondary bus
  - Sets (Secondary Status).DPD
- Sets (Secondary Status).DPE
- Continues transaction normally

When APB receives a PERR# assertion on the primary bus during a PIO read, it follows the procedure:

- Continues transaction normally

When APB detects a parity error on the primary bus during a DMA read, it follows the procedure:

- If (Primary Command).PER is set:
  - Asserts PERR# on primary bus
  - Sets (Primary Status).DPD
- Sets (Primary Status).DPE
- Continues transaction normally

When APB receives a PERR# assertion on the secondary bus during a DMA read, it takes steps:

- Continues transaction normally

3.4.4 Master Aborts

When APB receives a Master Abort on the destination bus and the transaction is not a special cycle it proceeds as follows.

- The Received Master Abort (RMA) bit in the status register corresponding to the destination bus is set
- If the (Bridge Control).Master Abort Mode bit is set:
  - If the transaction is still continuing on the originating bus (for example, a read or a very long write burst),
    - Signals Target Abort on the originating bus
    - Sets STA bit in the appropriate bus status register
  - If the transaction is not continuing and (Primary Command).SERR_EN is set:
    - Asserts SERR# on the primary interface
    - Sets (Primary Status).SSE
    - Logs error in appropriate AFSR / AFAR
  - Clears the transaction from the appropriate FIFO
- If the (Bridge Control).Master Abort Mode bit is clear, then APB returns 0xFFFFFFFF to the originating master for reads, and silently drops writes

3.4.5 Target Aborts

When APB receives a Target Abort on the destination bus, it proceeds as follows.

- The Received Target Abort (RTA) bit in the status register corresponding to the destination bus is set
- If the transaction is still continuing on the originating bus (for example, a read or a very long write burst),
  - Signals Target Abort on the originating bus

- Sets STA bit in the appropriate bus status register

- If the transaction is not continuing and (Primary Command).SERR_EN is set,
  - Asserts SERR# on the primary interface
  - Sets (Primary Status).SSE
  - Logs error in appropriate AFSR/AFAR
- Clears transaction from the appropriate FIFO

3.4.6 Master Retry Limit

For all read transactions a Disconnect or Retry received by APB is returned to the initiator of the transaction as a Disconnect or Retry.

For a write, if APB receives a Disconnect or Retry it attempts to retransmit the remaining data. It maintains a count of how many times Retry is received and resets this counter whenever data is successfully transferred or the transaction is Target or Master Aborted. If the retry count reaches four times the value of the Master Retry Limit register for the data path and the Master Retry Limit is non-zero, APB takes these steps:

- If (Primary Command).SERR_EN is set,
  - Asserts SERR# on the primary interface
  - Sets (Primary Status).SSE
  - Logs error in appropriate AFSR/AFAR
- Clears transaction from the appropriate FIFO and ceases to retry the transaction

3.4.7 Secondary Interface SERR#

Whenever A/B_SERR# is asserted on the secondary interface, APB takes the action:

- Sets (Secondary Status).RSE
- If (Bridge Control).Serr# Enable is set, and (Primary Command).SERR_EN is set,
  - Asserts SERR# on the primary interface
  - Sets (Primary Status).SSE

Note – This case is the only one in which primary SERR# is asserted without logging anything in the AFSR/AFAR.

3.5 Deadlocks and Performance

Because APB connects to three concurrent busses, there is the possibility of resource contention and deadlock. APB target units contain logic to deal with this problem. The deadlock handling logic must satisfy four goals:

- *Correctness* - All posted write data phases must eventually complete. No extra posted write data phases or non-prefetched read data phases may occur
- *Deadlock-Free Operation* - Deadlock situations must either be avoided or detected and broken
- *Completion* - The time that a transaction must wait from beginning on the originating bus to beginning on the destination bus must be bounded
- *Performance* - All of the above should be accomplished with as little latency as possible and should conserve bus bandwidth

3.5.1 Deadlock Situations

APB can experience deadlocks because of contention on a PCI bus. The general case is that the target / master unit pair for one data path wants to use the destination bus while the target / master unit pair for the opposite data path wants to use the originating bus of the first pair. For example, a PIO transaction to bus A could deadlock with a DMA transaction from bus A. The two pairs *must* be opposites for deadlock to be possible; that is, a PIO transaction to bus A cannot deadlock with a DMA transaction from bus B.

Note that the *targets* are the important units here; a busy target unit indicates that the bus is unavailable for use. If the opposing target units are both busy at the same time, and neither one can finish its transaction, deadlock has occurred. For example, a PIO read to bus A arrives at the same time as a DMA read from bus A. As a result, the bus A target unit is busy dealing with the primary bus while the primary bus target unit is busy dealing with bus A. The corresponding master units are unable to begin their transactions so neither target unit can finish its transaction. Deadlock has occurred.

There are three exact deadlock conditions:

Condition 1: DMA read against PIO read. This is the situation described above. Neither master can gain control of the destination bus so neither target can proceed.

Condition 2: DMA read against PIO write (or DMA write against PIO read). Deadlock only occurs in this case when the FIFO in the direction of the write transaction becomes full. The writing target unit cannot proceed and the FIFO

cannot be drained because the writing master unit cannot gain control of the destination bus. The reading target unit cannot proceed because the reading master unit cannot gain control of its bus.

Condition 3: DMA write against PIO write. Deadlock occurs when both FIFOs involved become full. Neither target unit can proceed until its FIFO begins to drain, but the FIFOs cannot drain until the master units gain control of their busses, which cannot happen while the target units are busy.

Note again that in every one of these cases the two transactions must be on opposing busses for deadlock to be possible.

There are also two deadlock cases involving multiple APBs:

Condition 2—with multiple APBs: DMA reads against PIO or DMA reads where each read is preceded by a write. In this case the transactions pass in opposite directions through two APBs and the writes fill up the FIFOs in the second APB that each transaction passes through. If there is still posted write data in each transaction's first APB—but not enough to fill the first FIFO—and the reads arrive, the reads can be in wait states on both busses without being able to proceed because of the write data ahead of them. This is a special case of deadlock condition 2 in which the busy target units are in different APBs.

Condition 3—with multiple APBs: DMA write against DMA write where transactions originating on one secondary bus are destined for another secondary bus. If two opposing write transactions—that is, the master of each transaction is on the same bus as the target of the other transaction—occur, it is possible for both the PIO and DMA FIFOs in both APBs to fill. This is a special case of deadlock condition 3, but in this case the deadlock occurs because both *secondary* target units are busy; the primary target units may or may not be busy.

3.5.2 Deadlock handling

APB implements a distributed deadlock detection and recovery mechanism rather than a centralized arbiter-based deadlock avoidance scheme. All deadlock detection is localized to the target units, which communicate with each other. Deadlock recovery is accomplished by retrying or disconnecting one or both of the deadlocked target units. Each of the deadlock conditions described above is detected and handled as follows:

- DMA read against PIO read. While decoding a transaction, the target unit checks the state of the opposing target unit. If that target unit is busy with an opposing read transaction, Retry is signalled for the newly arrived transaction (the transaction is still claimed). If opposing transactions arrive at the same time, the transaction on the secondary bus is retried.
- DMA read against PIO write (or DMA write against PIO read). If the write transaction's FIFO becomes full, the write transaction is disconnected.

- DMA write against PIO write. If a FIFO becomes full, the corresponding write transaction is disconnected. If both become full simultaneously, then both are disconnected.

Note that deadlock conditions 2 and 3 are handled in the same manner. This handling of condition 3 cause Disconnects in some situations that are not yet true deadlocks. This was done for ease of implementation, and may help performance by making deadlock condition 3 much less likely to occur. It also effectively solves the special multiple-APB deadlock 3 case without complicated logic.

The special multiple-APB case of deadlock condition 2 is *not* handled by APB. The only way of handling this case is to set the Target Latency Timer register for each data path to a non-zero value. This forces the read transactions off the bus after the timer count has expired, allowing the writes to progress.

3.5.3 Completion guarantees

The above handling of deadlocks does not guarantee completion; it is conceivable that a particularly unlucky transaction could be retried as long as there is opposing traffic. Conditions 2 and 3 do not have completion problems; as long as no deadlock occurs and the arbiters for all busses are fair, then the FIFO must drain partially at some point, allowing the write transaction to continue. Condition 1, however, could lead to “infinite” retries. To deal with this case, a Target Retry Limit register exists for each data path.

Each time a target unit must signal Retry, it increments a counter. This counter is cleared at any time that the target unit transfers data or signals target abort. If the counter equals the Target Retry Limit for the data path, and the Target Retry Limit is not 0, then the transaction is not Retried. Instead, the opposing read is Retried when deadlock condition 1 is detected.

There are some unusual corner cases in which the retry counters for both of the target units have reached their limits. In these cases, the PIO transaction is Retried. When the DMA transaction has transferred data onto the originating bus, its counter is cleared, so the PIO transaction will then be able to complete when it returns on the primary bus.

Caution – Completion is only guaranteed if Target Retry Limit registers for all data paths are not zero, Target Latency Timers for all data paths are zero, and Master Retry Limit registers for all master units are zero.

Also related to the completion guarantees is the method that the primary master unit uses to select between Bus A and Bus B DMAs. The master usually alternates between busses when both have outstanding transactions. If the master receives a Retry or Disconnect for a posted write, it continues with that transaction instead of going to the other bus.

There is a caveat to the completion guarantees: The completion guarantees do not hold if a master bursts a write for an infinite amount of time. Once a DMA write transaction is accepted on a secondary bus and is driven onto the primary bus, it is allowed to continue forever unless the FIFO fills. DMA from the other secondary bus will not proceed until all the write data completes or the write transaction master aborts or target aborts. For best performance, DMA masters should not burst beyond a few cache lines unless no DMA capable masters are present on the other secondary bus.

3.5.4 Performance optimizations

The values of the Target Retry Limits have an effect on performance, in that they can be used to balance the PIO against DMA mix. APB's target units also contain two more features for performance improvement and tuning.

First, when deadlock condition 1 occurs, the first deadlocked transaction to reach APB is normally not retried. However, if there is a posted write ahead of the first read to arrive, and there is no posted write ahead of the second read, then the first read will be retried, allowing the second read transaction to proceed immediately.

Second, each data path also has a Target Latency Timer. This timer is used to limit the number of wait states that the target can insert on the first data phase. A counter is incremented for each wait state. If the counter reaches the timer value (this value is non-zero) and the transaction has not begun on the destination bus, the transaction is retried. This allows the originating bus to be used by other masters. The transaction is completely cancelled inside APB; when it is received again, it is treated as a new transaction (In other words, there are no Delayed Completion semantics). Retries caused in this manner are added to the target retry counter, but they are not prevented by the retry counter hitting the Target Retry Limit.

Note – The target retry counter saturates at the Target Retry Limit and does not count beyond it.

Caution – Because the Retry caused by a target latency timeout is not prevented by the target retry counter, if you set any non-zero value in the Target Latency Timer, completion can no longer be guaranteed. Furthermore, it is possible to set the timer to such a low value (≈8 for the primary bus) that no transactions can be completed.

However, it may be necessary to set this timer to prevent the special multiple-APB deadlock 2 case from occurring. If the timer is being set for this purpose alone, it should be set to its maximum value.

3.6 Other Functionality

3.6.1 Arbitration

APB contains a PCI bus arbiter for each of the secondary PCI busses, but can also work with external bus arbiters on these busses. The enabling or disabling of the internal arbiters can be done separately through the PCI Control Register A/B respectively through pull-ups or pull-downs on the a_GNT[3]# and b_GNT[3]# pins. A pull-up on one of these pins enables the corresponding arbiter at reset, while a pull-down disables the corresponding arbiter at reset. If the arbiter for bus x is disabled, APB's request and grant lines are x_REQ[0]# and x_GNT[0]#.

Caution – Because the arbiter enable/disable function controls whether x_GNT# lines will be driven by APB, it is important to avoid both contention and floating or multiple grants while enabling/disabling the arbiter through the PCI Control Register. This applies also to the A_REQ[0]# and B_REQ[0]# signals.

Two arbitration schemes are implemented in APB on-chip PCI arbiters. The default is fair arbitration where all enabled requests are serviced in round-robin fashion. The second scheme (enabled by the ARB_PRIO and CPU_PRIO bits in the PCI Control Register) gives higher priority to a specific request. This allows the device attached to that request/grant pair to claim every other PCI transaction. The CPU_PRIO bit will give APB the higher priority, while the ARB_PRIO bits give higher priority to external request lines.

Caution – No more than one of the CPU_PRIO and ARB_PRIO bits must be set at one time. Changing arbiter control or enable bits while requests or transactions are outstanding on a secondary bus produces undefined results.

Note that all external request lines must be enabled by setting the appropriate (PCI Control Register).ARB_EN bit before they are honored.

3.6.2 Bus Parking

The ARB_PARK bit in the PCI Control Register causes the last x_GNT# to remain asserted when no other requests are asserted. This state results in a two-clock reduction in arbitration latency for bursts of transactions from the same device. If this bit is not set, x_GNT# reverts to APB when no other requests are asserted.

Note – The internal arbiters must be enabled for APB's bus parking to occur.

3.6.3 Interrupt Synchronization

As APB does not follow the normal PCI ordering rules, a mechanism is needed to ensure that any posted write transactions from non-CPU masters on PCI have completed before an interrupt is handled. In the normal PCI case, this result would be achieved by reading a status register in the interrupting device. The ordering rules would ensure that posted writes are flushed before returning the read data. In APB's case, the CPU asserts a DRAIN signal before handling the interrupt. While this signal is asserted, APB retries all DMA writes. The CPU continues to assert DRAIN until APB signals EMPTY. After seeing EMPTY, the CPU handles the interrupt. EMPTY is asserted when the DMA FIFOs do not contain write data and the primary master unit is not trying to continue a Retried or Disconnected write. See the timing waveforms of FIGURE 3-12.

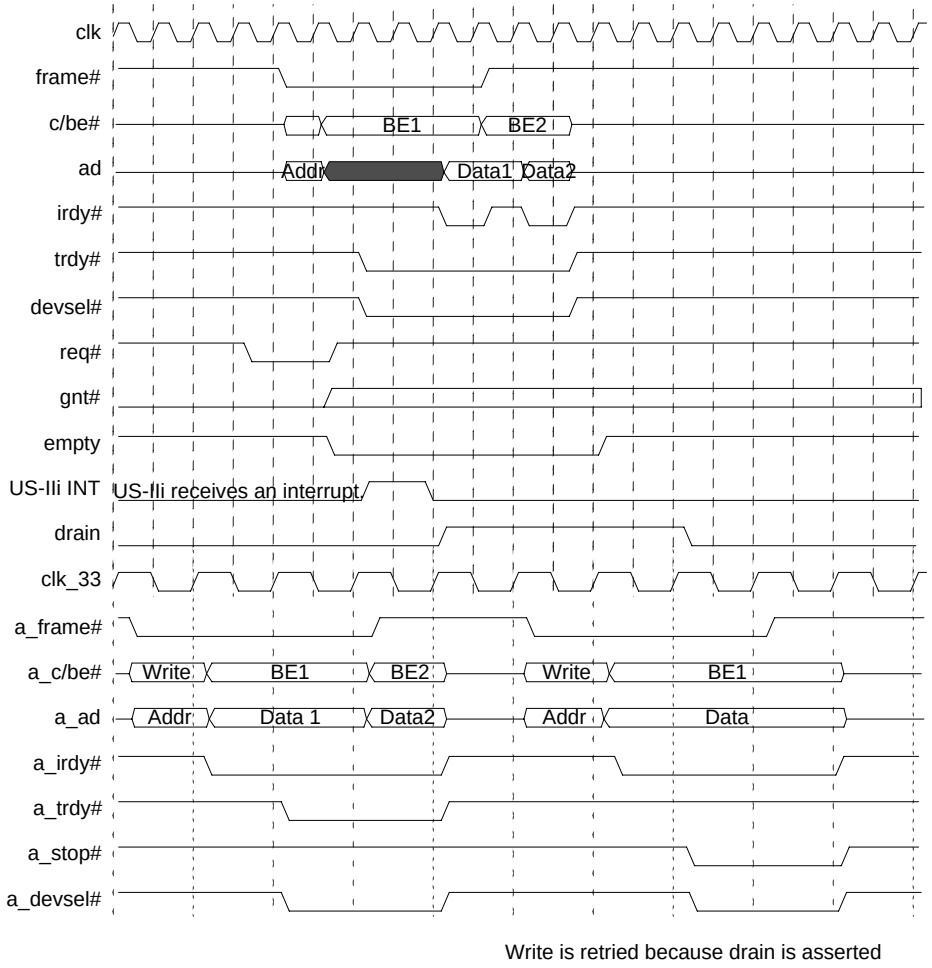
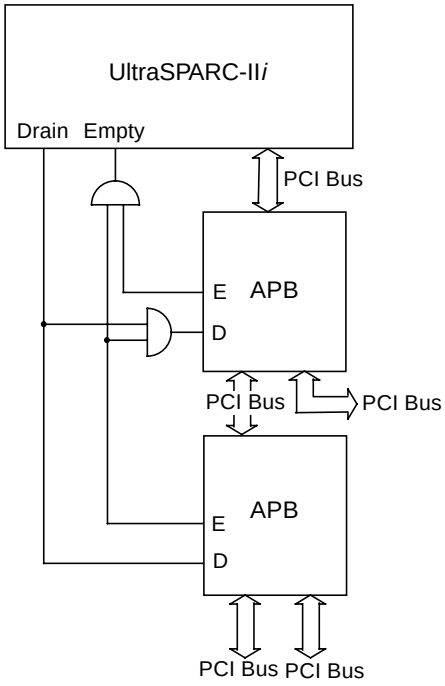


FIGURE 3-12 Drain/Empty Protocol Timing

Note that the necessity of this synchronization may vary from system to system. The situation is essentially a race between the interrupt handler/OS/application needing write data at the end of the transfer and the hardware completing the write. For multiple levels of bridges and very fast software, the problem is more severe. For single levels of bridges and slow drivers, the hardware may “win” the race easily and not require synchronization support. If this is the case, DRAIN can be grounded.

If APBs are connected hierarchically, the drain input to APBs higher in the hierarchy must not be asserted unless all APBs below it are signalling empty. See FIGURE 3-13 on page 45.



An APB Drain input must only be asserted if lower APBs signal Empty

FIGURE 3-13 Control of Drain Inputs in an APB Hierarchy

3.6.4 Boot mode

If APB lies in the access path between the CPU and the boot PROM, its boot pin must be tied high to make it emerge from reset accepting memory transactions. APB comes out of reset enabled for memory transactions to the *B bus only* in the following address range:

0x0000.0000 - 0xFFFF.FFFF

3.6.5 Reset

Primary bus reset is an input to APB. Reset assertion is asynchronous and asynchronously tristates all output pins (except A_RST# and B_RST#). All internal state machines and configuration registers are reset. RST# should be asserted for at

least 12 clocks. If the clock does not pulse, all output pins (except A_RST# and B_RST#) remain tristated, even after RST# deassertion. Reset deassertion is synchronized internally to the primary bus clock. The first transaction should not begin until at least 12 clocks after RST# is deasserted. APB drives reset onto the secondary busses whenever the primary bus is reset, or when the appropriate (Bridge Control A/B).SEC_BUS_RST is set. When a secondary bus is reset through the Bridge Control Register, APB drives zeros on all signals of that bus. The secondary slave, master, and arbiter units are reset, as are all FIFOs connected to that unit. No configuration registers are changed for a secondary bus reset through the Bridge Control Register.

3.6.6 Clocking

APB can be run in 2:1 or 1:1 clock mode. The maximum primary bus frequency in 2:1 clock mode is 66 MHz; the maximum primary bus frequency in 1:1 clock mode is 33 MHz. The primary bus clock should be attached to the CLK input of APB. In 2:1 clock mode, the secondary bus clock is attached to the Clk_33 input. In 1:1 mode, the Clk_33 input should be tied either high or low.

The secondary and primary bus clocks must be held closely in phase.

Note – The maximum skew between the primary bus clock input of APB and the bus clock input of any device on a secondary bus must be less than 2 ns.

Internally, APB uses a PLL to remove insertion delay from the primary bus clock. For frequencies above 33 MHz, the PLL must be enabled by driving PLLEN high. To change clock frequency, RST# must be asserted and sufficient PLL lock time must be allowed. For frequencies below 33 MHz, the PLL must be bypassed by tying PLLEN low. At or below 33 MHz, the clock frequency can be varied dynamically.

Caution – PLLEN must not be driven high until V_{dd} has reached 2.0 V.

3.6.7 Power Management

Currently no special support.

CHAPTER 4

Programming Information

4.1 Configuration Registers

4.1.1 Configuration Register Map

APB's internal configuration space is organized as two functions. Function 0 contains registers for transactions to or from bus A. Function 1 contains registers for transactions to or from bus B. Some registers relating to the primary bus appear in both functions. All registers can be accessed with PCI Type 0 Configuration commands. The following table gives the coarse address mappings for APB configuration space in an UltraSPARC-II*i*-based system, assuming that APB's IDSEL pin is connected to the AD[12] signal of the primary bus; that is, APB is device 1 on bus 0.

TABLE 4-1 APB PCI Configuration Space

Register	PA (within UltraSPARC-II*i*)	AD bus (seen by APB)
APB Configuration Space. (Bus 0, Device 1, functions 0,1)	0x1FE.0100.0800– 0x1FE.0100.09FF	0x0000.1000– 0x0000.11FF
Configuration Space (function 0)	0x1FE.0100.0800– 0x1FE.0100.08FF	0x0000.1000– 0x0000.10FF
Configuration Space (function 1)	0x1FE.0100.0900– 0x1FE.0100.09FF	0x0000.1100– 0x0000.11FF

The secondary PCI bus Configuration Space can be accessed through PCI Type 1 Configuration commands.

Note – The PCI Configuration Address Space is little-endian. When accessing configuration space registers, software should take advantage of one of the SPARC V9 little-endian support mechanisms to get proper byte ordering. These mechanisms include little-endian ASIs or MMU support for marking pages little-endian.

APB's internal configuration registers can be divided into two classes:

- Registers from the PCI specification and PCI Bridge specification
- Device-specific registers

Each register is defined in the following sections. Some registers, while listed, are not implemented in APB. These registers are indicated by *shading* in TABLE 4-2. These registers are registers from the PCI bridge configuration header that are unimplemented because they not needed in APB.

Accessing Reserved Registers: Read accesses of reserved or unimplemented registers complete normally and return a data value of zero. Writes to reserved registers complete normally, discarding write data, except for spare bits. Writes to reserved spare bits are completed with data written.

Accessing Reserved Bit Fields: Take care with software that accesses registers with bit fields reserved for future use. For read accesses, software must use appropriate masks to extract the defined bits and may not rely on reserved bits having any particular value. For write accesses, software must ensure that the values of reserved bit positions are preserved. That is, the current values of the reserved bit positions must be read, and merged with the new values for other bit positions before the merged data is written back.

Reset Events: The assertion of the primary bus reset signal affects the state of all writable bits in the bridge configuration registers. Assertion of the secondary bus reset signals does not affect the state of any configuration bit in APB.

R/W1C Bits: Bits that are marked as R/W1C are reset by writing a 1 to the bit. These bits are used in status registers.

In TABLE 4-2, if there is a *Yes* entry in the *Aliased* column, the register appears *with the same value* in both functions; a write to the register in one function affects its value in the other function. If there is a *No* entry in the *Aliased* column, separate registers exist for each function.

When a register has an A/B at the end of its name—for example, PIO Target Latency Timer A/B—this implies that a register exists for each bus. The register for bus A is in function 0 and the register for bus B is in function 1.

TABLE 4-2 Configuration Space Summary

Register	Byte Address	Size	Aliased	Reset Value
Required PCI to PCI bridge configuration header:				
Vendor ID	0x00	2 bytes	Yes	0x108E
Device ID	0x02	2 bytes	Yes	0x5000
Primary Command	0x04	2 bytes	Yes	0x0000[1]
Primary Status	0x06	2 bytes	Yes	0x02A0
Revision ID	0x08	1 byte	Yes	0x00[2]
Class Code	0x09	3 bytes	Yes	0x060400
Cache Line Size	0x0C	1 byte	Yes	0x10
Primary Master Latency Timer	0x0D	1 byte	Yes	0x28
Header Type	0x0E	1 byte	Yes	0x81
BIST	0x0F	1 byte	n/a	0x00
Base Address	0x10	8 bytes	n/a	0x0....0
Primary Bus Number	0x18	1 byte	Yes	0x00
Secondary Bus Number A/B	0x19	1 byte	No	0x00
Subordinate Bus Number A/B	0x1A	1 byte	No	0x00
Secondary Master Latency Timer A/B	0x1B	1 byte	No	0x28
I/O Base	0x1C	1 byte	n/a	0x00
I/O Limit	0x1D	1 byte	n/a	0x00
Secondary Status A/B	0x1E	2 bytes	No	0x0280
Memory Base	0x20	2 bytes	n/a	0x0000
Memory Limit	0x22	2 bytes	n/a	0x0000
Prefetchable Memory Base	0x24	2 bytes	n/a	0x0000
Prefetchable Memory Limit	0x26	2 bytes	n/a	0x0000
Prefetchable Base Upper 32 bits	0x28	4 bytes	n/a	0x0000.0000
Prefetchable Limit Upper 32 bits	0x2C	4 bytes	n/a	0x0000.0000
I/O Base Upper 16 bits	0x30	2 bytes	n/a	0x0000
I/O Limit Upper 16 bits	0x32	2 bytes	n/a	0x0000
Reserved	0x34	4 bytes	n/a	0x0000.0000
Expansion ROM Base address	0x38	4 bytes	n/a	0x0000.0000

TABLE 4-2 Configuration Space Summary *(Continued)*

Register	Byte Address	Size	Aliased	Reset Value
Interrupt Line	0x3C	1 byte	n/a	0x00
Interrupt Pin	0x3D	1 byte	n/a	0x00
Bridge Control A/B	0x3E	2 bytes	No	0x0000
Device specific registers:				
Reserved (unused)	0x40 - 0xAF	112 bytes	n/a	0x00....
Tick Register	0xB0	4 bytes	Yes	0x0000.0000[3]
Reserved (unused)	0xB4- 0xB7	4 bytes	n/a	0x00....
INT ACK Generation register A/B	0xB8	4 bytes	No	n/a
Reserved (unused)	0xBC- 0xBF	4 bytes	n/a	0x00....
Primary Master Retry Limit	C0	1 byte	Yes	0x00
Reserved (unused)	0xC1 - C7	7 bytes	n/a	0x00....
DMA AFSR A/B	0xC8	8 bytes	No	0x00..00
DMA AFAR A/B	0xD0	8 bytes	No	0x00..00
PIO Target Retry Limit A/B	0xD8	1 byte	No	0x00
PIO Target Latency Timer A/B	0xD9	1 byte	No	0x00
DMA Target Retry Limit A/B	0xDA	1 byte	No	0x00
DMA Target Latency Timer A/B	0xDB	1 byte	No	0x00
Secondary Master Retry Limit A/B	0xDC	1 byte	No	0x00
Secondary Control Register A/B	0xDD	1 byte	No	0x00
I/O Address Map Register A/B	0xDE	1 byte	No	0x00
Memory Address Map Register A/B	0xDF	1 byte	No	0x00[4]
PCI Control Register A/B	0xE0	8 bytes	No	0x00..00[5]

TABLE 4-2 Configuration Space Summary *(Continued)*

Register	Byte Address	Size	Aliased	Reset Value
PIO AFSR A/B	0xE8	8 bytes	No	0x00..00
PIO AFAR A/B	0xF0	8 bytes	No	0x00..00
Diagnostic Register A/B	0xF8	8 bytes	No	0x00..00

1. If the Boot pin is tied high, the reset value of the Command Register is 0x0002.
2. Value varies with revision of APB; format is <Major><Minor>, for example, 1.1 is coded as 11.
3. The Tick Register begins counting up immediately after reset.
4. If the Boot pin is tied high, the reset value of Memory Address Map Register B is 0xFF.
5. Resets to 0x0000.0002.0000.0000 in 1:1 clock mode. Bit 32 will be set if the arbiter is enabled at reset.

4.1.2 Required PCI Bridge Configuration Header Registers

4.1.2.1 Vendor ID (0x00)

Read only, VendorID<15:0> = 0x108E

4.1.2.2 Device ID (0x02)

Read only, DeviceID<15:0> = 0x5000

4.1.2.3 Primary Command Register (0x04)

TABLE 4-3 Primary Command Register

Field	Bits	Description	RW
Reserved	15:10	Reserved, read as 0	R
FAST_EN	9	Enable fast back-to-back cycles to different targets; hardwired to 0 (disabled)	R
SERR_EN	8	Enable driving of SERR# pin on primary interface; reset to 0 (disabled).	RW
WAIT	7	Enable use of address/data stepping hardwired to 0 (disabled)	R
PER	6	Enable reporting of parity errors on primary interface; reset to 0 (disabled)	RW
VGA	5	Enable VGA palette snooping; hardwired to 0 (disabled)	R
MWI	4	Enables use of Memory Write & Invalidate; hardwired to 0 (disabled)	R
SPCL	3	Enables APB to be a target for special cycles; hardwired to 0 (disabled)	R
MSTR	2	Enables bus master capability on primary interface on behalf of a master on the secondary interface for DMA memory transactions; if this bit is zero, APB ignores all secondary interface memory transactions; configuration transactions are not affected by this bit; reset to 0 (disabled)	RW
MEM	1	Enables response to memory transactions on primary interface; reset to 0 (disabled) if BOOT pin tied low; reset to 1 (enabled) if BOOT pin tied high	RW
I/O	0	Enables response to I/O transactions on primary interface; reset to 0 (disabled)	RW

4.1.2.4 Primary Status Register (0x06)

TABLE 4-4 Primary Status Register

Field	Bits	Description	RW
DPE	15	Set when: • APB detects a parity error on primary bus during PIO write or DMA read, *or* • APB detects a parity error during address phase on primary bus; reset to 0	R/W1C
SSE	14	Set if APB signals a system error by asserting primary bus SERR#; reset to 0	R/W1C
RMA	13	Set if APB incurs a master abort during a DMA transaction, except for special cycles; reset to 0	R/W1C
RTA	12	Set if APB receives a target-abort during a DMA transaction; reset to 0	R/W1C
STA	11	Set if APB generates a target-abort during a PIO transaction; reset to 0	R/W1C
DVSL	10:9	Timing of DEVSEL#; Hardwired to 01 (medium speed response)	R
DPD	8	Set when • PER in Command Register is set and APB receives PERR# on primary bus during DMA write, *or* • APB detects a parity error on primary bus during DMA read reset to 0	R/W1C
FASTCAP	7	Indicates the ability to accept fast back-to-back cycles as target, when the back-to-back transactions are not to the same target; hardwired to 1 (allowed)	R
UDF_SUPPORT	6	User Definable Feature Support; hardwired to 0 (no user definable features)	R
66MHZ_CAPABLE	5	Indicates ability to run at 66MHz clock speed; hardwired to 1 (66MHz capable) for Primary interface	R
Reserved	4:0	Reserved, read as 0	R

4.1.2.5 Revision ID Register (0x08)

Read only, RevisionID<7:0> = 0x11. This register's value depends upon the revision of APB.

4.1.2.6 Class Code Register (0x09)

This register is read only and is divided into three byte wide fields: base class code, sub_class code and programming interface. APB, as a PCI to 2 PCIs bridge, returns a value of 0x060400 when this register is read indicating a base class of 0x06 (bridge device), a sub_class code of 0x04 (PCI to PCI bridge) and a programming interface of 0x00.

4.1.2.7 Cache Line Size Register

The cache line size is fixed at 64 bytes (programmed value = 0x10).

4.1.2.8 Primary Master Latency Timer Register (0x0D)

This 8-bit read / write register specifies the value of the master latency timer for the primary interface of APB. Only the top five bits are implemented, giving a timer granularity of 8 PCI clocks. The bottom three bits read as 000 and should be written as 000. This latency timer is the timer referred to as the “Latency Timer” in the PCI specification; the primary master must complete the current transaction after the next data phase if the timer has expired and its GNT# is no longer asserted. (PCI specification, Section 3.3.1 and 3.5.3). Upon reset, the timer is set to 40 clocks (0x28).

TABLE 4-5 Latency Timer Register

Field	Bits	Description	RW
LAT_TMR_HI	7:3	Programmable portion of latency timer; reset to 00101	RW
LAT_TMR_LO	2:0	Read only portion of latency timer; hardwired to 0	R

4.1.2.9 Header Type Register (0x0E)

The Header Type register is a read-only register used to indicate the layout for bytes 0x10 to 0x3F of the device’s configuration space. APB returns a value of 0x81 to indicate that APB is a multi-function device and that the header adheres to the PCI to PCI bridge configuration space layout defined by the PCI Bridge specification.

Caution – APB does not comply completely with the PCI to PCI bridge configuration space header layout. Base and Limit address registers are not implemented.

4.1.2.10 Primary Bus Number Register (0x18)

This 8-bit read / write register specifies the number of the PCI bus to which the primary interface of APB is connected. Configuration software programs the value in this register as part of the probing algorithm. APB uses this register to decode Type 1 Configuration transactions on the secondary interface that should be converted to Special Cycle transactions on the primary interface. The default state of this register after reset is 0x00. When APB is directly interfaced with UltraSPARC-II*i*, this number is programmed to 0, indicating that the primary bus number is 0. For cascaded APBs this number varies.

4.1.2.11 Secondary Bus Number Register A / B (0x19)

This 8-bit read / write register is used to record the number of the PCI bus to which a secondary interface of APB is connected. Configuration software programs the value in this register as part of the probing algorithm. APB uses this register to determine when to respond to type 1 configuration transactions on the primary interface and convert them to type 0 transactions on the secondary interface. It is also used to determine when to translate type 1 configuration transactions on the secondary interface to type 1 configuration transactions on the primary interface. The default state of this register after reset is zero and it is programmed to the bus number of one of the two secondary busses.

4.1.2.12 Subordinate Bus Number Register A / B (0x1A)

The Subordinate Bus Number register is an 8-bit read / write register used to record the number of the highest numbered PCI bus behind a secondary interface of APB. Configuration software programs the value in this register as part of the probing algorithm. APB uses this register in conjunction with the Secondary Bus Number register to determine when to respond to type 1 configuration transactions on the primary interface and to pass them on to the secondary interface. It is also used to determine when to translate type 1 configuration transactions on the secondary interface to type 1 configuration transactions on the primary interface. When there is no PCI to PCI bridge on the secondary bus of APB, the register is programmed with the same value as the Secondary Bus Number Register. The default state of this register after reset is zero.

4.1.2.13 Secondary Master Latency Timer Register A/B (0x1B)

The Secondary Master Latency Timer register adheres to the definition of the Latency Timer in the PCI specification but applies only to the secondary interface of APB. Only the top five bits are implemented, giving a timer granularity of 8 PCI clocks. The bottom three bits read as 0 and should be written as 0. Upon reset, the timer is set to 40 clocks (0x28).

TABLE 4-6 Secondary Master Latency Timer Register

Field	Bits	Description	RW
SEC_LAT_TMR_HI	7:3	Programmable portion of latency timer; reset to 00101.	RW
SEC_LAT_TMR_LO	2:0	Read only portion of latency timer; hardwired to 0.	R

4.1.2.14 Secondary Status Register A/B (0x1E)

The Secondary Status register is similar in function and bit definition to the Status register defined in the PCI specification; however, its bits reflect status conditions of the secondary interface.

The *notable difference* between the Status register bit definitions and the Secondary Status register bit definitions is that the Signaled System Error bit—bit 14 in TABLE 4-7—has been redefined to be the Received System Error bit (for the secondary interface).

Note that APB never asserts SERR# on the secondary interface. It asserts SERR# on the primary interface whenever it detects SERR# asserted on the secondary interface. This SERR# assertion must be enabled by the Secondary SERR# Enable bit in the Bridge Control Register, and by the SERR# Enable bit in the command register.

TABLE 4-7 Secondary Status Register

Field	Bits	Description	RW
DPE	15	Set when • APB detects a parity error on the secondary bus during DMA write or PIO read, *or* • APB detects a parity error during the address phase on the secondary bus reset to 0	R/W1C
RSE	14	Set if APB detected a SERR# assertion on the secondary interface; reset to 0	R/W1C
RMA	13	Set if APB incurs a master abort during a PIO transaction, except for special cycles; reset to 0	R/W1C
RTA	12	Set if APB receives a target-abort during a PIO transaction; reset to 0	R/W1C
STA	11	Set if APB generates target-abort during a DMA transaction; reset to 0	R/W1C
DVSL	10:9	Timing of DEVSEL#; hardwired to 01 (medium speed response)	R
DPD	8	Set when PER in Bridge Control Register is set and • APB receives PERR# on secondary bus during PIO write, *or* • APB detects a parity error on secondary bus during PIO read reset to 0	R/W1C
FASTCAP	7	Indicates ability to accept fast back-to-back cycles as target, when the back-to-back transactions are not to the same target; hardwired to 1 (allowed)	R
UDF_SUPPORT	6	User Definable Feature Support; hardwired to 0 (no user definable features)	R
66MHZ_CAPABLE	5	Indicates ability to run at 66MHz clock speed; hardwired to 0 (not 66 MHz capable) for Secondary interface	R
Reserved	4:0	Reserved; read as 0	R

4.1.2.15 Bridge Control Register A / B (0x3E)

The Bridge Control register provides extensions to the Command register that are specific to PCI to PCI bridges. The Bridge control register provides many of the same controls for the secondary interface that are provided by the Command register for the primary interface. There are some bits that affect the operation of both interfaces of PCI to PCI bridges. Definitions for each bit are specified in TABLE 4-8.

TABLE 4-8 Bridge Control Register

Field	Bits	Description	RW
Reserved	15:8	Reserved; read as 0	R
FAST_EN	7	Enable fast back-to-back cycles to different targets on the secondary interface; hardwired to 0 (disabled)	R
SEC_BUS_RST	6	Controls the RST# pin on the secondary interface; when set, the RST# pin is asserted; when cleared, the RST# pin is asserted whenever the primary interface RST# pin is asserted; When secondary RST# is asserted, APB's secondary bus interface and FIFOs between the two interfaces (primary and secondary) are reset; configuration registers are not affected; reset to 0	RW
Master Abort mode	5	Controls the behavior of APB when a master abort termination occurs on either interface when the bridge is the master of the transaction; when Master Abort mode bit is cleared, reads return all ones, and write data is accepted by the bridge and discarded; When set, APB signals a target abort to the requesting master when the corresponding transaction on the other side of the bridge terminates with a master abort and the transaction has not yet been concluded (reads and non-posted writes); When the bit is set and the transaction on the requesting interface has completed (posted write), then APB asserts SERR# on the primary interface (provided the SERR# Enable bit is set in the Command register); reset to 0.	RW
Reserved	4	Read only and must return zero	R
VGA Enable	3	No special support for VGA. Hardwired to 0 (that is, disabled)	R

TABLE 4-8 Bridge Control Register *(Continued)*

Field	Bits	Description	RW
ISA Enable	2	No special support for ISA; hardwired to 0 (disabled)	R
SERR# Enable	1	Controls the forwarding of secondary interface SERR# assertions to the primary interface; if the SERR# Enable bit in Command register is set and the bridge detects the assertion of SERR# on the secondary interface it asserts SERR# on the primary interface; reset to 0 (disabled)	RW
PER	0	Controls the bridge's response to parity errors on the secondary interface; reset to 0 (disabled)	RW

4.1.2.16 Unimplemented Registers

The following registers are defined in the PCI Specification or PCI Bridge Specification, but are not implemented in APB for the indicated reasons:

BIST: Built-In-Self-Test is not implemented in APB.

Base Address Registers: The bridge itself has neither memory nor I/O space.

Interrupt Line, Interrupt Pin: Do not apply; APB does not generate interrupts.

Expansion ROM Base Address: No expansion ROM is present on APB.

Bridge Memory/IO Base and Limit Address: APB uses a different address mapping scheme.

4.1.3 Device Specific Registers

4.1.3.1 Tick Register (0xB0)

This register provides a 32 bit "tick" counter. The count increments at every primary bus clock. The counter can be set by writing to the register.

4.1.3.2 INT ACK Generation RegisterA/B (0xB8)

A read to this register causes an Interrupt Acknowledge transaction to be generated on the corresponding secondary bus. The data returned from the Interrupt Acknowledge transaction is returned to the originating master. Although the register

is defined with 32 bits, only the lower 8 bits of data are defined, as per the PCI specification. The address generated for the Interrupt Acknowledge transaction is undefined.

4.1.3.3 Primary Master Retry Limit (0xC0)

This register limits the number of times that the primary master retries a posted DMA write transaction. When the primary target signals retry, a counter is incremented. When this count equals four times the retry limit, APB ceases to retry the transaction, removing it from the FIFO and signalling SERR# (if SERR# Enable bit is set in the Primary Command Register). The register is reset to 0, which signifies unlimited retries.

4.1.3.4 DMA Asynchronous Fault Status/Address A/B (0xC8)

See the description of the PIO/DMA AFSR/AFARs in section 4.1.3.15.

4.1.3.5 PIO Target Retry Limit A/B (0xD8)

This register limits the number of consecutive times that the primary target unit can signal retry for a PIO read transaction owing to the deadlock recovery protocol. If programmed to 0, there is no limit. See Section 3.5.3, “Completion guarantees” on page 40 for more information. This register resets to 0.

4.1.3.6 PIO Target Latency Timer A/B (0xD9)

This register limits the number of wait states inserted by the primary target unit into the first data phase of a PIO read. Once this number of wait states plus one has been inserted, retry is signalled. If it is programmed to 0, there is no limit. This register resets to 0.

4.1.3.7 DMA Target Retry Limit A/B (0xDA)

This register limits the number of consecutive times the secondary target unit can signal retry for a DMA read transaction to the primary interface due to the deadlock recovery protocol. If programmed to 0, there is no limit. See Section 3.5.3, “Completion guarantees” on page 40 for more information. This register resets to 0.

4.1.3.8 DMA Target Latency Timer A/B (0xDB)

This register limits the number of wait states inserted by the secondary target unit into the first data phase of a DMA read. Once this number of wait states plus one has been inserted, retry is signalled. If programmed to 0, there is no limit. The register resets to 0.

4.1.3.9 Secondary Master Retry Limit A/B (0xDC)

This register limits the number of times that the secondary master unit retries a posted PIO write transaction. When the secondary target signals retry, a counter is incremented. When this count equals four times the retry limit, APB ceases to retry the transaction, removing it from the FIFO, and signalling SERR# (if SERR# Enable bit is set in the Primary Command Register). This register is reset to 0 which signifies unlimited retries.

4.1.3.10 Secondary Control Register A/B (0xDD)

TABLE 4-9 Secondary Control Register

Field	Bits	Description	RW
Reserved Spares	7:4	Reserved; read as 0.	RW
MAP_INT_ACK[1]	3	Route Interrupt Acknowledge cycles received on primary bus to this secondary bus based on the address; reset to 0	RW
ROUTE_INT_ACK[a]	2	Route all Interrupt Acknowledge cycles received on primary bus to this secondary bus; reset to 0	RW
CONVERT_MRM	1	When this bit is set, DMA Memory Read Multiple Commands are changed to Memory Read commands; reset to 0	RW
USE_PIO_PREF	0	When set, DMA reads use the same criteria for prefetching as is used for PIO reads; when cleared, all DMA reads are prefetched; reset to 0	RW

1. Do not set ROUTE_INT_ACK on more than one bus. Do not set MAP_INT_ACK on any bus if ROUTE_INT_ACK is set on any bus.

4.1.3.11 I/O Address Map Register A/B (0xDE)

This register enables the mapping of I/O space segments to the secondary bus. If bit x is set, then segment x is mapped to the secondary bus. See Section 4.1, “Configuration Registers for details about addressing and segment sizes. The register resets to 0.

Caution – A segment must not be mapped to both busses. In other words, (I/O Address Map A & I/O Address Map B) == 0 must always be true. Configuration software must enforce this relationship.

4.1.3.12 Memory Address Map Register A/B (0xDF)

This register enables the mapping of memory space segments to the secondary bus. If bit x is set, then segment x is mapped to the secondary bus. See Section 4.1, “Configuration Registers for details about addressing and segment sizes. The register resets to 0, however, if the boot pin is tied high, Memory Address Map Register B resets to 0xFF.

Caution – A segment must not be mapped to both busses. In other words, (Memory Address Map A & Memory Address Map B) == 0 must always be true. Configuration software must enforce this relationship.

4.1.3.13 PCI Diagnostic Register A/B (0xF8)

TABLE 4-10 PCI Diagnostic Register

Field	Bits	Description	RW
Reserved	63:7	Reserved; read as 0	R
I_PIO_ADDR	6	Invert PIO address parity when set; reset to 0	RW
I_PIO_READ	5	Invert PIO read data parity when set; reset to 0	RW
I_PIO_WRITE	4	Invert PIO write data parity when set; reset to 0	RW
Reserved	3	Reserved; read as 0	R
I_DMA_ADDR	2	Invert DMA address parity when set; reset to 0	RW
I_DMA_READ	1	Invert DMA read data parity when set; reset to 0	RW
I_DMA_WRITE	0	Invert DMA write data parity when set; reset to 0	RW

4.1.3.14 PCI Control Register A/B (0xE0)

TABLE 4-11 PCI Control and Status Register

Field	Bits	Description	RW
Reserved	63:35	Reserved; read as 0	R
PCI_SERR	34	Set if APB detected a SERR# assertion on the secondary interface; bit is aliased to the Secondary Status Register A/B, bit 14 (RSE)	R/W1C
PCI_SPEED	33	Indicates clock mode: 0 = 2:1 1 = 1:1	R
ARBITER_EN	32	Disables/Enable the internal arbiter(s); reset to the value of the x_Gnt[3]# pin, where x=[AB]; 0 = external arbiter 1 = internal arbiter	RW
Reserved	31:22	Reserved; Read as 0	R

TABLE 4-11 PCI Control and Status Register *(Continued)*

Field	Bits	Description	RW
ARB_PARK	21	PCI bus arbitration parking enable: 0 = park to APB 1 = park to last bus owner reset to 0	RW
CPU_PRIO[1]	20	PIO arbitration priority 0 = no extra priority for APB PIO 1 = APB will be granted every other bus cycle if requested reset to 0	RW
ARB_PRIO[1]	19:16	Slot arbitration priority (1 bit per slot) 0 = no extra priority 1 = slot will be granted every other bus cycle if requested Bit 19 affects x_Req#[3] Bit 18 affects x_Req#[2] Bit 17 affects x_Req#[1] Bit 16 affects x_Req#[0] reset to 0	RW
Reserved	15:9	Reserved; read as 0	R
ERRINT_EN	8	Controls forwarding of secondary interface SERR# assertions to primary interface; 0 = do not forward SERR# assertions 1 = forward SERR# assertions This bit is aliased to the Bridge Control Register, bit 1 (SERR# Enable)	RW
Reserved	7:4	Reserved; read as 0	R
ARB_EN<3:0>	3:0	Slot arbitration enable; one independent bit for each supported slot on the bus 0 = Bus requests from corresponding PCI slot are ignored 1 = Bus requests from corresponding PCI slot are honored Bit 3 affects x_Req#[3] Bit 2 affects x_Req#[2] Bit 1 affects x_Req#[1] Bit 0 affects x_Req#[0] reset to 0	RW

1. Software must ensure that at most one bit of {CPU_PRIO, ARB_PRIO[3:0]} is set to 1. The result of setting multiple bits is undefined, and can potentially result in some PCI devices being unfairly starved or multiple grants being asserted.

4.1.3.15 PIO/DMA Asynchronous Fault Registers A/B (0xE8/0xC8)

Asynchronous Fault Status/Address Registers (AFSR/AFARs) record error information related to PCI transactions. Only asynchronous errors reported through SERR# are recorded in these registers. Asynchronous errors include any write access terminated by Master Abort, Target Abort, or excessive retries, as well as any write during which a parity error is signaled on the PCI bus. Address parity errors are also reported as asynchronous errors. There are four AFSR/AFAR pairs, one for each data path through APB.

Although status bits for Master Abort, Target Abort and Parity Error exist in the PCI Configuration Registers, they are duplicated in the AFSR/AFARs to allow determination of the first error for multiple errors and to enable address identification for that error.

Two sets of status bits are defined in this register. Bits <63:60,55> are for the initial error status and bits <59:56,54> are the subsequent error status bits. One and only one of the initial error status bits can be set at any time. Initial error status can be set only when:

none of the initial error conditions exists prior to this error *or,*

a new error is detected when software is clearing the initial error.

Subsequent error bits are set if an error occurs while an initial status bit is set (one and only one initial status bit can be set at a time). The subsequent error status bits are cumulative and always indicate that information has been lost as no address information has been captured. Setting of the initial error status bits occurs independently for each data path.

The AFAR logs the address of the initial PCI error. Further PCI errors are not logged into this register until software clears the initial error status, which makes the AFAR available to log the new error. The address logged is the address used *by* APB in the address phase of the transaction with the error. The data phase of the error is recorded in the lower byte of the AFSR. This implies that the address of the error is:

$$AFAR + 4 \bullet AFSR[7:0]$$

Note – Errors are only logged when SERR# is asserted. If SERR# assertion is not enabled, no error is logged.

TABLE 4-12 AFSR

Field	Bits	Description	RW
P_MA	63	Set if initial error detected is Master Abort	R/W1C
P_TA	62	Set if initial error detected is Target Abort	R/W1C
P_RTRY	61	Set if initial error detected is excessive retries	R/W1C
P_PERR	60	Set if initial error detected is data parity error	R/W1C
S_MA	59	Set if subsequent error detected is Master Abort	R/W1C
S_TA	58	Set if subsequent error detected is Target Abort	R/W1C
S_RTRY	57	Set if subsequent error detected is excessive retries	R/W1C
S_PERR	56	Set if subsequent error detected is data parity error	R/W1C
P_APERR	55	Set if initial error detected is address parity error	R/W1C
S_APERR	54	Set if subsequent error detected is address parity error	R/W1C
Reserved	53:8	Reserved, read as 0	R
Phase count	7:0	Data phase of error	R

TABLE 4-13 PCI AFAR

Field	Bits	Description	RW
PA	63:00	PCI address of error transaction	R

An address parity error on the primary bus causes address parity error status bits to be set in both of the PIO AFSRs and may log the address into both PIO AFARs. An address parity error on the secondary bus causes the address parity error status bit to be set in the appropriate DMA AFSR and may log the address into the corresponding DMA AFAR.

The lower eight bits of an AFSR and the associated AFAR are cleared by clearing all of the initial error status bits in the AFSR.

4.1.4 Minimum programming requirements

This section gives tabulations of bits to set for PCI subsystem control. For the results described in the following list, set the bits according to the appropriate table.

- For APB to respond to all types of transactions set the bits listed in TABLE 4-14
- For APB's internal arbiter to respond to external signals, set bits shown in TABLE 4-15
- For all error reporting, set bits according to TABLE 4-16
- For guaranteed completion, use TABLE 4-17
- To prevent multiple-APB deadlock case 2, use TABLE 4-18

TABLE 4-14 For Response To All Transaction Types

Bit	State
(Primary Command).Mem Response	1
(Primary Command).I/O Response	1
(Primary Command).Master Enable	1
Memory Address Map A	≠ 0
Memory Address Map B	≠ 0
I/O Address Map A	≠ 0
I/O Address Map B	≠ 0

TABLE 4-15 For APB Internal Arbiter Response To External Signals

Register	Value
(PCI Control Register A).ARB_EN	0xF
(PCI Control Register B).ARB_EN	0xF
(PCI Control Register A).ARBITER_EN	1
(PCI Control Register B).ARBITER_EN	1

TABLE 4-16 To Enable Error Reporting

Bit	State
(Primary Control).SERR_EN	1
(Primary Control).PER	1
(Bridge Control A).SERR# Enable	1

TABLE 4-16 To Enable Error Reporting *(Continued)*

Bit	State
(Bridge Control A).PER	1
(Bridge Control B).SERR# Enable	1
(Bridge Control B).PER	1

TABLE 4-17 For Guaranteed Completion

Bit	Value
(Primary Target Retry Limit A)	≠ 0
(Primary Target Retry Limit B)	≠ 0
(Secondary Target Retry Limit A)	≠ 0
(Secondary Target Retry Limit B)	≠ 0
(Primary Target Latency Timer A)	0
(Primary Target Latency Timer B)	0
(Secondary Target Latency Timer A)	0
(Secondary Target Latency Timer B)	0
(Primary Master Retry Limit)	0
(Secondary Master Retry Limit A)	0
(Secondary Master Retry Limit B)	0

TABLE 4-18 Preventing Multiple-APB Deadlock Case 2

Register	Value
(Primary Target Latency Timer A)	≠ 0
(Primary Target Latency Timer B)	≠ 0
(Secondary Target Latency Timer A)	≠ 0
(Secondary Target Latency Timer B)	≠ 0

CHAPTER 5

Hardware Information

5.1 Pin Descriptions

This chapter contains the pin list for APB. Note that the Logic I/O and Pad I/O types may differ. This is because PCI pads are bidirectional, but certain PCI signals (e.g. Idsel) are only used in one direction.

TABLE 5-1 Primary PCI Bus Interface

Pin Name	Qty	Logic I/O	Pad I/O	Assert	Description
AD[31:00]	32	B	B	High	Address and Data
C/BE[3:0]#	4	B	B	Low	Bus Command and Byte Enables
Devsel#	1	B	B	Low	Device select
Frame#	1	B	B	Low	Cycle Frame-to indicate beginning of an access
Gnt#	1	I	B	Low	Bridge is granted the usage of PCI bus
Idsel	1	I	B	High	Initialization device select
Irdy#	1	B	B	Low	Initiator ready
Par	1	B	B	High	Parity-even
Perr#	1	B	B	Low	Parity error
Rst#	1	I	I	Low	Reset
Clk	1	I	I	High	Clock input - 66MHz
Stop#	1	B	B	Low	Stop request by target
Trdy#	1	B	B	Low	Target ready

TABLE 5-1 Primary PCI Bus Interface *(Continued)*

Pin Name	Qty	Logic I/O	Pad I/O	Assert	Description
Req#	1	O	B	Low	Request for usage of PCI bus by bridge
Serr#	1	O	B	Low	System error
Empty	1	O	O	High	No DMA writes pending
Drain	1	I	I	High	Do not accept more DMA writes
TOTAL	51				

TABLE 5-2 Secondary PCI Bus Interfaces

Pin Name	Qty	Logic I/O	Pad I/O	Assert	Description
A_AD	32	B	B	High	Address and Data - PCI Bus A
A_C/BE#	4	B	B	Low	Bus Command/Byte Enables - Bus A
A_Devsel#	1	B	B	Low	Device select - Bus A
A_Frame#	1	B	B	Low	Cycle Frame-to indicate beginning of an access - Bus A
A_Gnt[0]#	1	IO	B	Low	Bus A Internal PCI arbiter enabled - Output Bus A Internal PCI arbiter disabled - Input
A_Gnt[3:1]#	3	O	B	Low	PCI Grant[3:1] - Bus A A pullup/pulldown on A_Gnt[3]# enables/disables internal arbiter for Bus A at reset
A_Irdy#	1	B	B	Low	Initiator ready - Bus A
A_Par	1	B	B	High	Parity-even - Bus A
A_Perr#	1	B	B	Low	Parity error - Bus A
A_Rst#	1	O	B	Low	Reset - Bus A
A_Stop#	1	B	B	Low	Stop request by target - Bus A
A_Trdy#	1	B	B	Low	Target ready - Bus A
A_Req[0]#	1	IO	B	Low	Bus A Internal PCI arbiter enabled - Input Bus A Internal PCI arbiter disabled - Output
A_Req[3:1]#	3	I	B	Low	PCI Request[3:1] - Bus A

TABLE 5-2 Secondary PCI Bus Interfaces *(Continued)*

Pin Name	Qty	Logic I/O	Pad I/O	Assert	Description
A_Serr#	1	I	B	Low	System error - Bus A
B_AD	32	B	B	High	Address and Data - Bus B
B_C/BE#	4	B	B	Low	Bus Command/Byte Enables - Bus B
B_Devsel#	1	B	B	Low	Device select - Bus B
B_Frame#	1	B	B	Low	Cycle Frame-to indicate beginning of an access - Bus B
B_Gnt[0]#	1	IO	B	Low	Bus B Internal PCI arbiter enabled - Output Bus B Internal PCI arbiter disabled - Input
B_Gnt[3:1]#	3	O	B	Low	PCI Grant[3:1] - Bus B A pullup/pulldown on B_Gnt[3]# enables/disables internal arbiter for Bus B at reset
B_Irdy#	1	B	B	Low	Initiator ready - Bus B
B_Par	1	B	B	High	Parity-even - Bus B
B_Perr#	1	B	B	Low	Parity error - Bus B
B_Rst#	1	O	B	Low	Reset - Bus B
B_Stop#	1	B	B	Low	Stop request by target - Bus B
B_Trdy#	1	B	B	Low	Target ready - Bus B
B_Req[0]#	1	IO	B	Low	Bus B Internal PCI arbiter enabled - Input Bus B Internal PCI arbiter disabled - Output
B_Req[3:1]#	3	I	B	Low	PCI Request[3:1] - Bus B
B_Serr#	1	I	B	Low	System error - Bus B
TOTAL	106				

TABLE 5-3 Other Control Pins

Pin Name	Qty	Logic I/O	Pad I/O	Assert	Description
Clk_33	1	I	I	High	33 MHz PCI clock
Boot	1	I	I	High	Boot PROM is behind APB bus B
TOTAL	2				

TABLE 5-4 Test Pins

Pin Name	Qty	Logic I/O	Pad I/O	Assert	Description
TDI	1	I	I	High	Test Data Input (JTAG)
TDO	1	O	O	High	Test Data Output (JTAG)
TCK	1	I	I	High	Test clock (JTAG)
TMS	1	I	I	High	Test Mode Select (JTAG)
TRST#	1	I	I	Low	Test reset (JTAG)
TN	1	I	I	Low	Tristates all bidirectional pads
MTEST	1	O	O	-----	Manufacturing test output Trst# = 1: PLL clock/counter output Trst# = 0: Parametric test output
TOTAL	7				

TABLE 5-5 PLL Support Pins

Pin Name	Qty	Logic I/O	Pad I/O	Assert	Description
pllen	1	I	I	High	Use clock from PLL
plliddtn	1	I	I	High	Turn off PLL for IDDQ test
pllvss	1	I	I	-----	PLL VSS connection
pllvdd	1	I	I	-----	PLL VDD connection
pllbias	1	I	1	-----	PLL bias voltage

TABLE 5-5 PLL Support Pins

Pin Name	Qty	Logic I/O	Pad I/O	Assert	Description
plllp2	1	B	B	-----	PLL low-pass filter
pllagnd	1	I	I	-----	PLL analog ground
TOTAL	7				

TABLE 5-6 Total Pins

Pin Group	Pin Qty	Pad Qty
Primary bus	51	51
Secondary busses	106	106
Other Control	2	2
Test	7	7
TOTAL SIGNAL PINS/PADS	**166**	**166**
PLL Support Pins	7	7
5V VDD	14	14
3.3V VDD	12	51
GND	29	52
NC	44	1
TOTAL PINS/BONDING PADS	**272**	**291**

5.2 External Logic

5.2.1 APB PLL requirements

5.2.1.1 External Circuit

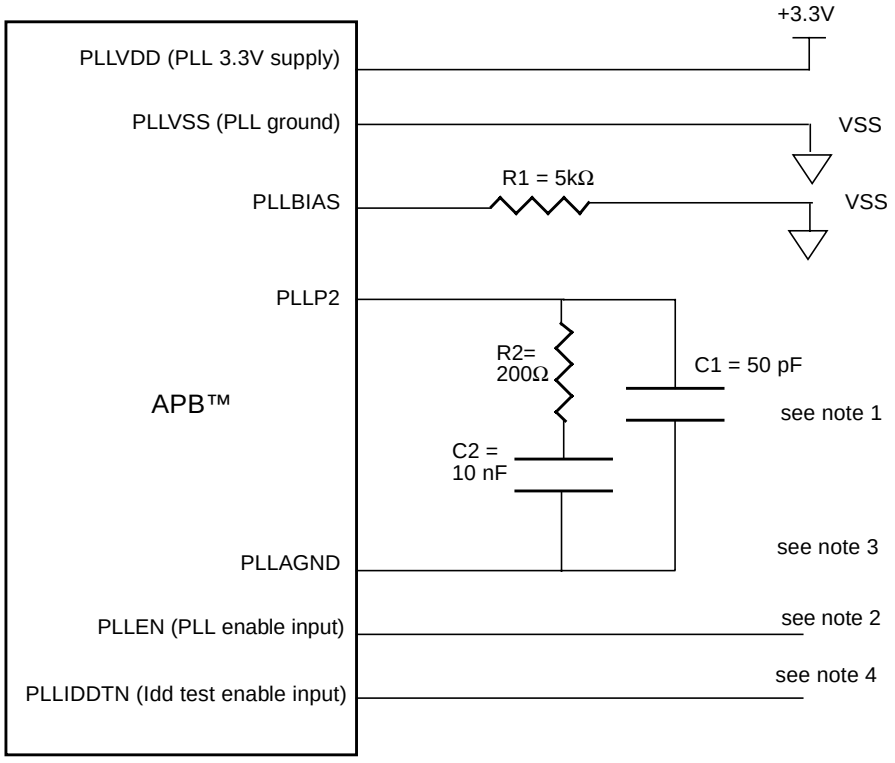


FIGURE 5-1 PLL External Circuit for APB

Note 1: Ensure that C1, C2, and R2 are high frequency components, responding to frequencies of up to 200 MHz. Recommended tolerances are

resistors ±1%

capacitors ±5%

Note 2: The PLLEN pin is used during the power up sequence to pull the PLLLP2 pin down until V_{dd} reaches at least 2.0 V. This pin is also used in the test mode to pull PLLLP2 down from V_{dd}.

Note 3: PLLAGND should not be connected to board ground.

Note 4: PLLIDDTN contains an internal pulldown, but an external one can be used if desired.

Note 5: An external filter (FIGURE 5-2) between VDD and PLLVDD may be necessary to reduce noise.

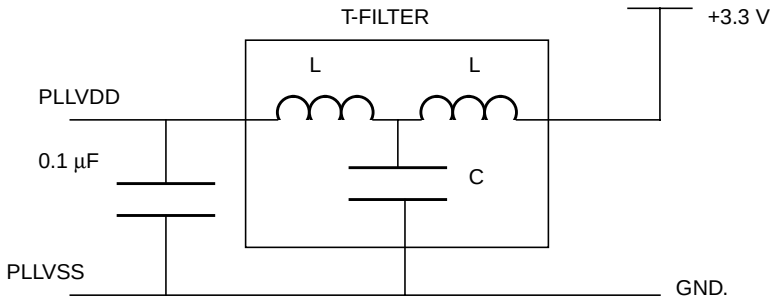


FIGURE 5-2 External Filter Schematic

A suggested T-filter is TDK part number ACF321825-223.

5.2.1.2 Usage

PLL enable/disable: To enable the PLL, PLLEN should be pulled / driven high. To disable the PLL, PLLEN should be pulled / driven low. PLLEN should be low until VDD reaches at least 2.0 V in all cases (enabled or disabled).

PLLIDDTN can be driven high to put the PLL in minimum current state for IDDQ testing. It must be pulled low or left floating for normal PLL operation.

Lock time: 1ms

PLL Range: 30 MHz to 70MHz

5.2.2 Select Pins

The result of tying these pins to high or low logic levels is given by TABLE 5-7.

TABLE 5-7 Select Pins

Pin	Logic State	Action
TN	H (3.3 V)	normal operation
	L	tristates all output pads
Boot pin	H (3.3 V)	access boot PROM through APB
	L	no boot PROM access through APB
a_gnt_l[3]	H	enable internal arbiter on bus A
	L	disable internal arbiter on bus A
b_gnt_l[3]	H	enable internal arbiter on bus B
	L	disable internal arbiter on bus B

5.2.3 Pullups

Pullups on the primary bus are pulled to 3.3 V. Pullups on secondary busses are pulled to 5 V if any devices will drive to 5 V, otherwise they are pulled to 3.3 V. Pins requiring pullups are listed in TABLE 5-8.

TABLE 5-8 Pins Requiring Pullups

Pin Name	Voltage	Comments
frame_l, irdy_l, trdy_l, stop_l, devsel_l, perr_l, serr_l	3.3 V	required; pulled H per PCI specification
a_frame_l, a_irdy_l, a_trdy_l, a_stop_l, a_devsel_l, a_perr_l, a_serr_l	3.3 V / 5 V[1]	
b_frame_l, b_irdy_l, b_trdy_l, b_stop_l, b_devsel_l, b_perr_l, b_serr_l		
a_req_l, b_req_l, a_req_0_l, b_req_0_l		recommended
a_gnt_l, b_gnt_l, a_gnt_0_l, b_gnt_0_l		recommended

1. Note that pullups to 5 V are required if any device on the bus drives to 5 V. See the PCI Specification, section 4.3.3, page 141, for instructions on calculating pullup values.

5.2.4 Power Sequencing Restrictions

APB uses 5 V tolerant buffers that require a 5 V reference voltage level on its secondary interface; there are internal clamp diodes to this reference voltage. Power sequencing between the two voltage rails is important to protect the clamp diodes.

For maximum reliability, two conditions should be met:

- The 3.3 V rail voltage should not exceed that of the 5 V rail by more than 1 V for more than 100 ms—unless rst_l is asserted
- Inputs should not reach or exceed 3.3 V until the 3.3 V rail voltage has exceeded 3 V

To meet these conditions, adapter card designs using APB should derive V_{DD} from the 5 V supply on the card. V_{DD} should track the 5 V supply within 1 V until V_{DD} reaches 3.3V. Motherboard designs can also use this solution, or can use a three-step power on sequencing: V_{DD5} to APB, 3.3 V rail, 5 V rail to board.

Note – The PCI specification requires that rst_l be asserted within 500 ns of any power supply going more than 0.5V out of specification, and within 100 ns of V_{DD5} falling below V_{DD} by more than 0.3 V.

CHAPTER 6

IEEE 1149.1 Scan Interface

6.1 Introduction

APB provides an IEEE Std 1149.1-1990-compliant test access port (TAP) and boundary scan architecture. The primary use of 1149.1 scan interface is for board-level interconnect testing and diagnosis.

The IEEE 1149.1 test access port and boundary scan architecture consists of three major parts:

- Test access port controller
- Instruction register
- Test data registers (numerous; public and private)

For information about how to obtain a copy of IEEE Std 1149.1-1990, see *"Bibliography."*

6.2 Interface

The IEEE Std 1149.1-1990 serial scan interface is composed of a set of pins and a TAP controller state machine that responds to the pins. The five wire IEEE 1149.1 interface is used in APB. TABLE 6-1 describes the five pins.

TABLE 6-1 IEEE 1149.1 Signals

Signal	I/O	Description
TDO	O	Test data out. This is the scan shift output signal from either the instruction register or one of the test data registers.
TDI	I	Test data input. This forms the scan shift in signal for the instruction and various test data registers.
TMS	I	This signal is used to sequence the TAP state machine through the appropriate sequences. Holding this signal high for at least five clock cycles will force the TAP to the TEST-LOGIC-RESET state.
TCK	I	Test clock. The inputs TDI and TMS are sampled on the rising edge of TCK and the TDO output becomes valid after the falling edge of TCK.
TRST_L	I	The IEEE 1149.1 logic is asynchronously reset when TRST_L goes low.

6.3 Test Access Port Controller

The Test Access Port (TAP) controller is a 16-state synchronous finite state machine. Transitions between states occur only at the rising edge of TCK in response to the TMS signal, or when TRST_L is asserted.

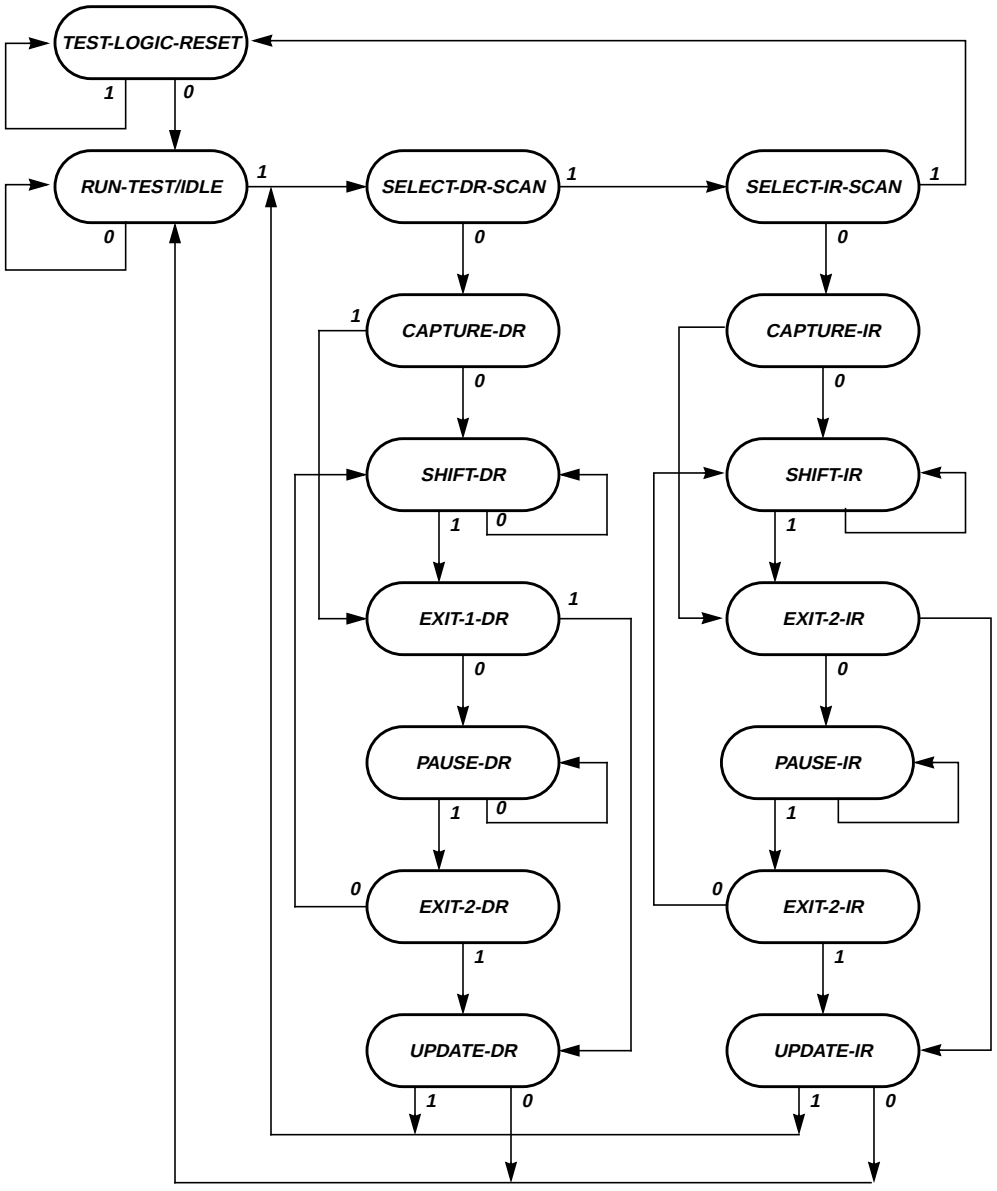


FIGURE 6-1 TAP Controller State Diagram

FIGURE 6-1 shows the state machine diagram. The values shown adjacent to state transitions represents the value of TMS required at the time of a rising edge of TCK for the transition to occur. Note that the IR states select the instruction register and DR states refer to states that may select a test data register, depending on the active instruction.

6.3.1 TEST-LOGIC-RESET

The TAP controller enters the TEST-LOGIC-RESET state when the TRST_L pin is asserted or when the TMS signal is held high for at least five clock cycles, regardless of the original state of the controller. It remains in this state while TMS is held high. In this state the test logic is disabled and the instruction register is initialized to select the Device ID register.

6.3.2 RUN-TEST/IDLE

RUN-TEST/IDLE is an intermediate controller state between scan operations. If no instruction is selected, all test data registers retain their current states.

Once the state machine enters this state, it remains there for as long as TMS is held low.

6.3.3 SELECT-DR-SCAN

SELECT-DR-SCAN is a temporary state in which all test data registers retain their previous states.

6.3.4 SELECT-IR-SCAN

SELECT-IR-SCAN is another temporary state in which all test data registers retain their previous states.

6.3.5 CAPTURE IR/DR

In this state, the selected register, which can be either an instruction register or a data register, loads data into its parallel input.

For the instruction register, this corresponds to sampling the eight bits of status information and loading the constant ‘01’ pattern into the two least significant bit locations.

6.3.6 SHIFT IR / DR

In this state, the IR / DR shift towards their serial output during each rising edge of TCK.

6.3.7 EXIT-1 IR / DR

This state is a temporary controller state in which the IR / DR retain their previous states.

6.3.8 PAUSE IR / DR

This state is a temporary controller state in which the IR / DR retain their previous states. It is provided to temporarily halt data-shifting through the instruction register or the test data register—without having to stop TCK.

6.3.9 EXIT-2 IR / DR

This state is a temporary controller state in which the IR / DR retain their previous states.

6.3.10 UPDATE IR / DR

Data is latched on to the parallel output of the IR / DR from the shift-register path during this controller state.

The data held at the previous outputs of the instruction register or test data register only changes in this controller state.

6.4 Instruction Register

The instruction register is used to select the test to be performed and the test data register to be accessed.

This register is 8-bits wide and consists of a serial-input/serial-output shift-register that has parallel inputs and a parallel output stage. The parallel outputs are loaded during the UPDATE-IR state with the instruction shifted into the shift register stage. This method ensures that the instruction only changes synchronously at the end of an instruction register shift or on entry to the TEST-LOGIC-RESET state. The behavior of the instruction register in each controller state is shown in TABLE 6-2.

TABLE 6-2 Instruction Register Behavior

Controller State	Shift Register	Parallel Output
TEST-LOGIC-RESET	Undefined	Set to 00_{16} (select Device ID register for shift)
CAPTURE IR	Load 01 into IR <1:0>	Retain last state
SHIFT IR	Shift towards serial output	Retain last state
UPDATE IR	Retain last state	Load from shift-register stage
All other states	Retain last state	Retain last state

At the start of an instruction register shift, that is, during the CAPTURE-IR state, a constant ‘01’ pattern loads into the least-significant two bits to aid fault isolation in the board-level serial test data path.

6.5 Instructions

The APB 8-bit instruction register (IR) implements public and private instructions. Out of the 256 encodings possible, there are 11 valid instructions. All invalid encodings default to the BYPASS instruction as defined in IEEE Std 1149.1-1990. The public instructions implemented are: BYPASS, IDCODE, EXTEST, SAMPLE. Private instructions are used in manufacturing and *should not* be used before consulting your SPARC sales representative. The instruction encodings and the test data register selected is presented in TABLE 6-3.

TABLE 6-3 IEEE 1149.1 Instruction Encodings

Instruction	IR encoding	Scan Chain
BYPASS	FF_{16}	bypass
IDCODE	FE_{16}	id register
EXTEST	00_{16}	boundary
SAMPLE	07_{16}	boundary
PLLMODE	$9D_{16}$	pll mode
RAMTEST	98_{16}, 99_{16}	ram control
FULLSCAN	40_{16}..43_{16}	internal

6.5.1 Public Instructions

6.5.1.1 BYPASS

The BYPASS instruction selects the BYPASS register as the active test data register.

6.5.1.2 SAMPLE/PRELOAD

SAMPLE/PRELOAD selects the active test data register to be the boundary scan register. Without disturbing normal processor operation, this instruction enables the I/O pin states to be observed or a value to be shifted in to the boundary scan chain.

6.5.1.3 EXTEST

EXTEST selects the boundary scan register to be the active test data register and is used to perform board level interconnect testing. In this condition the boundary scan chain drives the processor pins and APB cannot function normally.

6.5.1.4 IDCODE

IDCODE selects the ID register for shifting.

6.5.2 Private Instructions

All private instructions: PLLMODE, RAMTEST, and all versions of FULLSCAN should not be used before consulting your SPARC sales representative. Improper use of any private instructions can permanently damage APB and render it inoperative.

6.6 Public Test Data Registers

6.6.1 Device ID Register

The 32-bit Device ID register is loaded with the APB ID upon entering the CAPTURE-DR TAP state when the ID instruction is active or during the TEST-LOGIC-RESET state. FIGURE 6-2 shows the structure of the Device ID Register.

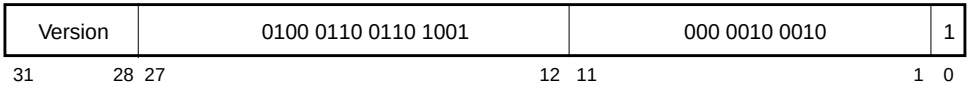


FIGURE 6-2 Device ID Register

The device ID is loaded into the register on the rising edge of TCK in the Capture-DR state. The value of ID<27:0> is fixed at 4669045_{16} and the version number, ID<31:28>, changes as specified in IEEE Std 1149.1-1990.

6.6.2 Bypass Register

This register provides a single bit delay between TDI and TDO. During the CAPTURE-DR controller state, and if it is selected by the current instruction, the bypass register loads a logical zero.

6.6.3 Boundary Scan Register

The Boundary Scan Register allows for testing circuitry external to the device; for example:

- testing the interconnect by setting defined values at the device periphery – using the EXTEST instruction

- sampling and examination of pin states without disturbing the system – using the SAMPLE/PRELOAD instruction

The boundary scan register for APB is 462 bits long. The mapping between register bits and the pin signals is described in a Boundary Scan Description Language (BSDL) file available from your SPARC sales representative.

Note – It is recommended that transitions from the Capture-DR TAP controller state to the Shift-DR controller state progress through the Exit1-DR, Pause-DR, and Exit2-DR states. A direct progression from Capture-DR to Shift-DR is not recommended when the boundary scan register is selected.

6.6.4 Private Data Registers

Private data registers should not be accessed before consulting your SPARC sales representative.

CHAPTER 7

Specifications

7.1 Electrical Characteristics

7.1.1 DC Characteristics

TABLE 7-1 Absolute Maximum Ratings

Symbol	Parameter	Rating[3]	Unit
V_{DD}	DC Supply Voltage	-0.3 to + 3.9	V
V_{IN} [1]	Input Voltage	-1.0 to V_{DD} + 0.3	V
P_D	Power Dissipation	3.5	W
V_{IN2} [1]	Secondary Interface Input Voltage	-1.0 to 6.5	V
I_{IN}	DC Input Current	± 10	mA
T_{STG}	Storage Temperature Range (Plastic)[2]	-40 to + 125	°C

1. Inputs should not reach or exceed 3.3 V until 3.3 V rail has exceeded 3 V.
2. Units are JEDEC A112 level III moisture sensitive and are shipped dry packed from supplier. Shelf life is 12 months at <40 °C and <90% RH. Unit assembly should occur on PCB within 168 hours after removal from dry pack. Pieces not assembled within this time must be baked in a nitrogen environment for 12 hrs. at 125 ±5 °C before reflow operation. If the sealed product packaging is opened in a humid environment, units must be re-flowed quickly per the JEDEC spec or must be baked to drive out any absorbed moisture.
3. Operation of the device at values in excess of those listed above may result in degradation or destruction of the device. All voltages are defined with respect to ground. Functional operation of the device at these or any other conditions beyond those indicated under “recommended operation conditions” is not implied. Exposure to absolute-maximum-rated conditions for extended periods may affect device reliability.

TABLE 7-2 Recommended Operating Conditions

Symbol	Parameter[2]	Min	Nom	Max	Unit
V_{DD} [1]	DC Supply Voltage	+ 2.15	3.3	3.6	V
V_{DD5} [1]	5V Supply Voltage	4.75	5.0	5.25	V
T_A	Operating Ambient Temperature Range	0	-	70	°C
T_J	Junction Temperature	-	-	105	°C

1. 3.3 V Rail should not exceed 5 V rail by more than 1 V for more than 100 ms unless RST_L is asserted.

2. For normal device operation, adhere to the limits in this table. Sustained operation of a device at conditions exceeding these values, even if they are within the absolute maximum rating limits, may result in permanent device damage or impaired device reliability. Device functionality to stated DC and AC limits is not guaranteed if conditions exceed recommended operating conditions.

TABLE 7-3 Interface Signal DC Characteristics

Symbol	Parameter	Conditions	Min	Max	Unit
V_{IH}	Input Voltage High, Primary Bus		0.475 * V_{DD}	V_{DD} + 0.5	V
	Input Voltage High, Secondary Bus	3.3 V Signalling	0.475 * V_{DD}	V_{DD} + 0.5	V
		5 V Signalling	2.0	V_{DD} + 0.5	V
	Input Voltage High, Other Pins		2.0	5.5	V
V_{IL}	Input Voltage Low, Primary Bus		-0.5 V	0.325 * V_{DD}	V
	Input Voltage Low, Secondary Bus	3.3 V Signalling	-0.5 V	0.325 * V_{DD}	V
		5 V Signalling	-0.5 V	0.325 * V_{DD}	V
	Input Voltage Low, Other Pins		-0.5 V	0.8	V
I_H	Input Leakage Current High	V_{IN} = V_{DD}	-	+10	µA
I_{IL}	Input Leakage Current Low	V_{IN} = V_{SS}	-10	-	µA
V_{OH}	Output Voltage High, Primary Bus	I_{OH} = -500 µA	0.9 * V_{DD}	V_{DD} + 0.5	V
	Output Voltage High, Secondary Bus[1]	I_{OH} = -500 µA	0.9 * V_{DD}	-	V
	Output Voltage High, Other Pins	I_{OH} = -4 mA	2.4	V_{DD}	V
V_{OL}	Output Voltage Low, Primary Bus	I_{OL} = 500 µA	-	0.1 * V_{DD}	V
	Output Voltage Low, Secondary Bus	I_{OL} = 1500 µA	-	0.1 * V_{DD}	V
	Output Voltage Low, Other Pins	I_{OL} = 4 mA	-	0.4	V
I_{OH}	Output Current at High State, Primary Bus	V_{OH} = 2.4 V	-	-6	mA
	Output Current at High State, Secondary Bus		-	-12	mA
	Output Current at High State, Other Pins		-	-4	mA
I_{OL}	Output Current at Low State, Primary Bus	V_{OL} = 0.4 V	6	-	mA
	Output Current at Low State, Secondary Bus		12	-	mA
	Output Current at Low State, Other Pins		4	-	mA
I_{OZ}	3-State Leakage Current	V_O = V_{DD} or V_{SS}	-10	10	µA
C_{IN}	Input Capacitance, Primary Bus		-	3.1	pF
	Input Capacitance, Secondary Bus		-	3.1	pF
	Input Capacitance, Clk		-	3.0	pF
C_{IN}	Input Capacitance, Other Pins		-	4.38	pF
C_{OUT}	Output Capacitance, Primary Bus		-	4.98	pF
	Output Capacitance, Secondary Bus		-	4.98	pF
	Output Capacitance, Other Pins		-	3.88	pF

1. APB always uses 3.3 V signalling for outputs.

7.1.2 AC Characteristics

TABLE 7-4 PCI Interface Signal AC Characteristics

Symbol	Parameter[1]	Conditions	Min	Max	Unit
$I_{OH(AC)}$	Switching Current High, Primary/Secondary Bus	$0.3 * V_{DD}$	-36 [1]	-	mA
	Switching Current High, Primary/Secondary Bus	$0.7 * V_{DD}$	-	-115[1]	mA
$I_{OL(AC)}$	Switching Current Low, Primary/Secondary Bus	$0.6 * V_{DD}$	48	-	mA
	Switching Current Low, Primary/Secondary Bus	$0.18 * V_{DD}$	-	137	mA
t_R	Output Rise Slew Rate, Primary Bus	$0.3 * V_{DD}$ to $0.6 * V_{DD}$	2.0	6.0	V/ns
	Output Rise Slew Rate, Secondary Bus	0.4 to 2.4 V	1.1	3.5	V/ns
t_F	Output Fall Slew Rate, Primary Bus	$0.6 * V_{DD}$ to $0.3 * V_{DD}$	2.4	5.9	V/ns
	Output Fall Slew Rate, Secondary Bus	0.4 V to 2.4 V	0.8	4.2	V/ns
I_{CL}	Low Clamp Current, Primary Bus	$-3 < V_{IN} < -1$ V	$-25 + (V_{IN}+1)/ 0.015$[2]	-	mA
	Low Clamp Current, Secondary Bus	$-5 < V_{IN} < -1$ V	$-25 + (V_{IN}+1)/ 0.015$(2)	-	mA
I_{CH}	High Clamp Current, Primary Bus	$V_{DD}+ 4V > V_{IN} > V_{DD}+ 1V$	$25 + (V_{IN}-V_{DD} - 1)/ 0.015$	-	mA

1. See V/I Curve in PCI Specification, pages: 125, 130.

2. Negative minimum current values imply that current may be created in the negative direction.

7.2 Timing Specifications

7.2.1 Test Conditions

TABLE 7-5 Test Conditions

Parameter		Condition
Junction Temperature		0–105 °C
DC Supply Voltage		3.0–3.6 V
5V Voltage		4.75–5.25 V
Process models		fast / fast to slow / slow
Output loading	PCI buses	See PCI Specification
	empty	10 pF
	tdo	70 pF
Input Slew Rate		See PCI Specification
Input waveforms		See TABLE 7-8

7.2.2 Clock / Reset AC Timing

This timing is shown in TABLE 7-6 on page 94.

TABLE 7-6 Clock/Reset AC Timing

Symbol	Parameter	Notes/ Conditions	Min	Max	Unit
F_P	Primary Clock Frequency	-[4]	0	66	MHz
T_{P_CYC}	Primary Clock Cycle Time	-	15	-	ns
T_{P_HIGH}	Primary Clock High Time	-	6	-	ns
T_{P_LOW}	Primary Clock Low Time	-	6	-	ns
T_{P_SLEW}	Primary Clock Slew Rate	-	1.5	4	V/ns
F_S	Secondary Clock Frequency	-[5]	-	33	MHz
T_{S_CYC}	Secondary Clock Cycle Time	-	30	-	ns
T_{S_HIGH}	Secondary Clock High Time	-	11	-	ns
T_{S_LOW}	Secondary Clock Low Time	-	11	-	ns
T_{S_SLEW}	Secondary Clock Slew Rate	-	1	4	V/ns
T_{SKEW}	Primary to Secondary Clock Skew[1]	-	-2	2	ns
T_{SU_CLK}	Secondary Clock Set Up Time[2]	PLL bypassed	0.75	-	ns
	Secondary Clock Set Up Time [2]	PLL enabled	0.75	-	ns
T_{HOLD_CLK}	Secondary Clock Hold Time [2]	PLL bypassed	0.75	-	ns
	Secondary Clock Hold Time [2]	PLL enabled	0.75	-	ns
F_{PLL}	PLL Range[3]	-	30	70	MHz
T_{LOCK}	PLL Lock Time	-	1	-	ms
T_{RST}	Reset active time after power stable	-	1	-	ms
T_{RST_CLK}	Reset active time after clock stable	-	100	-	µs
T_{RST_OFF}	Reset active time to output float delay	-	-	40	ns

1. Skew is measured between the rising edges of the two clocks. There must be no more than 2 ns absolute skew between the rising edges of the primary clock input pin and the secondary clock input pin of ANY device on a secondary bus.

2. Secondary clock setup and hold time is referenced to the negative edge of the primary clock if the PLL is disabled, or 1/2 the primary clock cycle time +/- 5% if the PLL is enabled. These setup and hold times will constrain secondary and primary clock high and low times. Secondary clock transitions must not occur within the following guardbands:

PLL Disabled: from (Tp-high - Tsu-clk) to (Tp-high + Thold-clk)

PLL Enabled: from (Tp-cyc * 0.45 - Tsu-clk) to {(Tp-cyc * 0.55) + Thold-clk}

Note that secondary clock transitions will take place at:

$T_{S\text{-}HIGH} + T_{SKEW}$, $T_{S\text{-}LOW} + T_{SKEW}$, $T_{S\text{-}CYC} - T_{S\text{-}HIGH} - T_{SKEW}$, and $T_{S\text{-}CYC} - T_{S\text{-}LOW} - T_{SKEW}$

A 50% duty cycle on both clocks will always meet these requirements. Also, a 66 MHz primary clock and a 33 MHz secondary clock meeting the minimum high and low times given in the table will meet these requirements.

3. PLL must be enabled when primary clock frequency > 33 MHz. PLL must be disabled when primary clock frequency ≤ 33 MHz.

4. Clock may be varied dynamically at frequencies below 33 MHz. At frequencies above 33 MHz, RST# must be asserted before changing frequency.

5. Secondary clock frequency must be either 1/2 of the primary clock frequency or equal the primary clock frequency. If secondary and primary clock frequencies are to be equal, the CLK_33 input should be tied high or low.

7.2.3 Timing Parameters

TABLE 7-7 Clock/Reset AC Timing Parameters

Symbol	Parameter	Notes/Conditions	Min	Max	Unit
T_{VAL}	Clock to signal-valid delay, primary signals (including. empty)	PLL Enabled	1	6	ns
	Clock to signal-valid delay, primary signals (including. empty)	PLL Disabled	2	11	ns
	Clock to signal-valid delay, secondary bussed signals		2	11	ns
	Clock to signal-valid Delay, Secondary req#/ gnt#		2	12	ns
T_{ON}	Float to active delay, primary signals	PLL Enabled	1	-	ns
	Float to active delay, primary signals	PLL Disabled	2	-	ns
	Float to active delay, secondary signals		2	-	ns
T_{OFF}	Active to float delay, primary signals	PLL Enabled	-	14	ns
	Active to float delay, primary signals	PLL Disabled	-	28	ns
	Active to float delay, secondary signals		-	28	ns
T_{SU}	Input set up time to clock, primary signals (including drain)	PLL Enabled	5	-	ns
	Input set up time to clock, primary signals (including drain)	PLL Disabled	7	-	ns
	Input set up time to clock, secondary bussed signals		7	-	ns
	Input set up time to clock, secondary req#		12	-	ns
	Input set up time to clock, secondary gnt#		10	-	ns
T_{HOLD}	Input hold time from clock		0	-	ns

7.2.4 Parameter Measurement

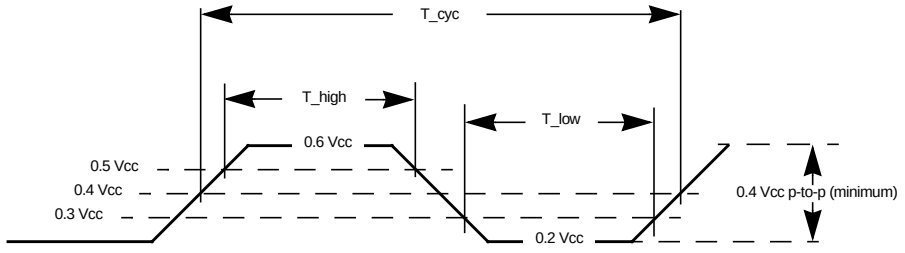


FIGURE 7-1 3.3 V Clock Waveform

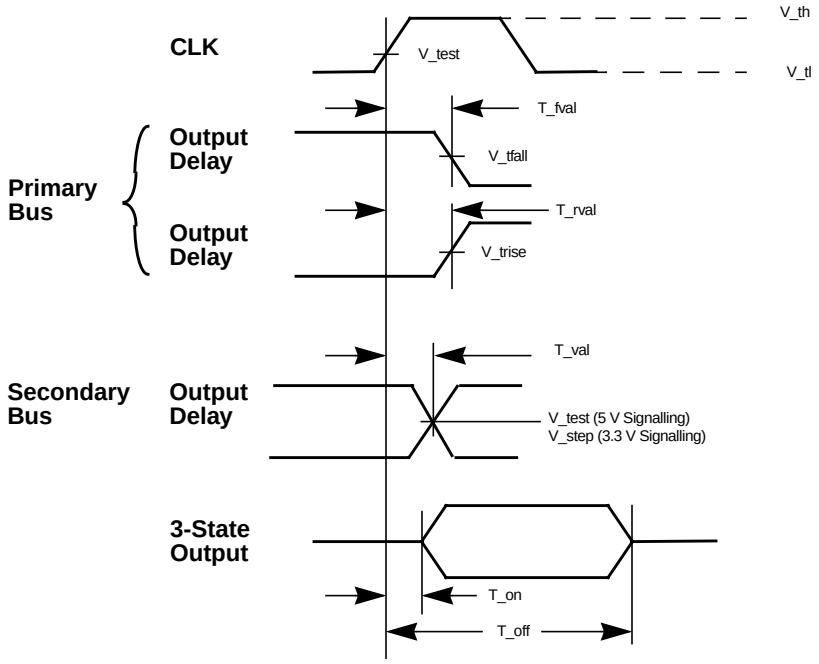


FIGURE 7-2 Output Timing Measurement Conditions

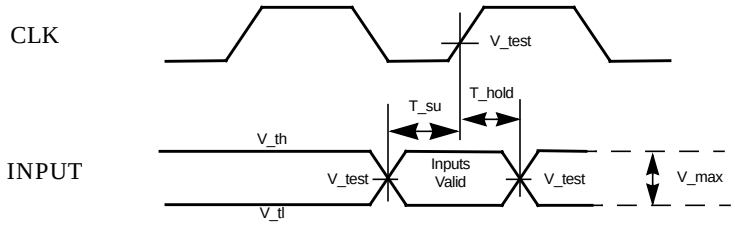


FIGURE 7-3 **Input Timing Measurement Conditions**

TABLE 7-8 Measurement Condition Parameters

Symbol	5 V Signaling	3.3 V Signaling	Units
V_{TH}	2.4	0.6 V_{CC}	V [2]
V_{TL}	0.4	0.2 V_{CC}	V [2]
V_{TEST}	1.5	0.4 V_{CC}	V
V_{STEP} (rising edge)	n/a	0.285 V_{CC}	V
V_{MAX}	2.0	0.4 V_{CC}	V [3]
Input Signal Edge Rate	1 V/ns		
V_{STEP} (falling edge)	n/a	0.615 V_{CC}	V
V_{TRISE}	n/a	0.285 V_{CC} [1]	V
V_{TFALL}	n/a	0.615 V_{CC}0	V

1. V_{TRISE} and V_{TFALL} are reference voltages for timing measurements only.Developers of 66 MHz PCI systems need to design buffers that launch enough energy into a 25 Ohm transmission line so that correct input levels are guaranteed after the first reflection.
2. The input test for the 5 V environment is done with 400 mV of overdrive (over VIH and VIL); the test for the 3.3 V environment is done with 0.1 VCC of overdrive. Timing parameters must be met with no more overdrive than this.
3. VMAX specifies the maximum peak-to-peak waveform allowed for measuring input timing. Production testing may use different voltage values, but must correlate results back to the parameters in TABLE 7-8.

7.3 272 PBGA Pin Assignment

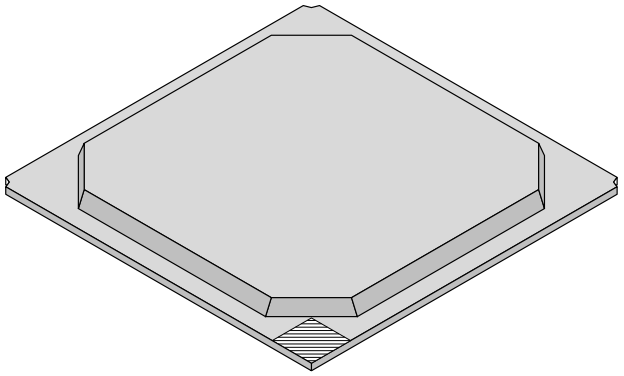
TABLE 7-9 272 PBGA Pin Assignment

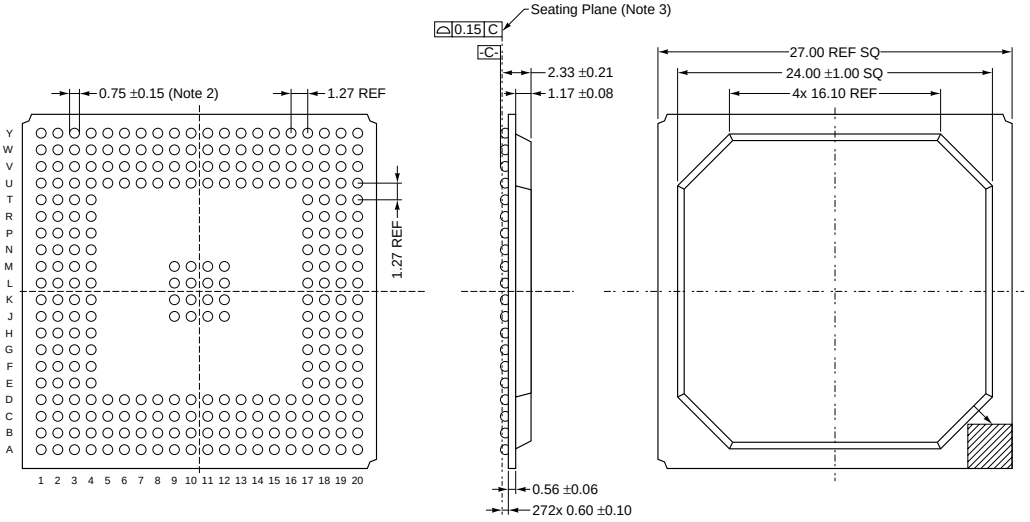
Pin	Pin Name	Pin	Pin Name	Pin	Pin Name	Pin	Pin Name
A1	VSS	D9	Rst#	L1	AD[10]	U13	GND
A2	Idsel	D10	NC	L2	AD[9]	U14	A_Req[1]#
A3	NC	D11	3.3V VDD	L3	AD[8]	U15	3.3V VDD
A4	AD[25]	D12	pllbias	L4	C/BE[0]#	U16	A_Gnt[1]#
A5	AD[28]	D13	GND	L9	GND	U17	GND
A6	AD[31]	D14	B_Gnt[0]#	L10	GND	U18	B_AD[2]
A7	Gnt#	D15	3.3V VDD	L11	GND	U19	B_AD[1]
A8	tn	D16	B_Req[1]#	L12	GND	U20	B_AD[4]
A9	Boot	D17	GND	L17	3.3V VDD	V1	A_AD[6]
A10	TCK	D18	B_AD[26]	L18	B_C/BE[1]#	V2	A_C/BE[0]#
A11	TDO	D19	B_AD[24]	L19	5V VDD	V3	A_AD[8]
A12	mtest	D20	B_C/BE[3]#	L20	B_Par	V4	NC
A13	pllp2	E1	C/BE[2]#	M1	AD[7]	V5	A_AD[14]
A14	Clk	E2	AD[16]	M2	AD[6]	V6	A_C/BE[1]#
A15	B_Gnt[2]#	E3	NC	M3	AD[5]	V7	A_Perr#
A16	B_Rst#	E4	NC	M4	AD[4]	V8	A_Trdy#
A17	B_Req[2]#	E17	NC	M9	GND	V9	A_C/BE[2]#
A18	NC	E18	NC	M10	GND	V10	A_AD[17]
A19	NC	E19	B_AD[23]	M11	GND	V11	A_AD[21]
A20	NC	E20	5V VDD	M12	GND	V12	5V VDD
B1	AD[21]	F1	Trdy#	M17	B_AD[13]	V13	A_AD[27]
B2	C/BE[3]#	F2	Irdy#	M18	B_AD[14]	V14	A_AD[31]
B3	AD[23]	F3	NC	M19	NC	V15	A_Req[2]#
B4	NC	F4	3.3V VDD	M20	B_AD[15]	V16	NC
B5	AD[26]	F17	3.3V VDD	N1	NC	V17	NC
B6	AD[29]	F18	NC	N2	AD[3]	V18	NC
B7	Req#	F19	B_AD[21]	N3	AD[2]	V19	5V VDD
B8	DRAIN	F20	B_AD[20]	N4	GND	V20	NC
B9	NC	G1	Perr#	N17	GND	W1	NC
B10	TMS	G2	Stop#	N18	NC	W2	A_AD[9]
B11	plliddtn	G3	Devsel#	N19	B_AD[11]	W3	A_AD[10]
B12	pllen	G4	Frame#	N20	B_AD[12]	W4	A_AD[11]

TABLE 7-9 272 PBGA Pin Assignment *(Continued)*

Pin	Pin Name	Pin	Pin Name	Pin	Pin Name	Pin	Pin Name
B13	pllagnd	G17	B_AD[22]	P1	AD[1]	W5	A_AD[15]
B14	NC	G18	NC	P2	AD[0]	W6	A_Serr#
B15	B_Gnt[1]#	G19	B_AD[19]	P3	A_AD[0]	W7	A_Stop#
B16	B_Req[3]#	G20	B_AD[18]	P4	A_AD[2]	W8	A_Irdy#
B17	B_AD[31]	H1	Par	P17	B_C/BE[0]#	W9	NC
B18	B_AD[30]	H2	Serr#	P18	NC	W10	5V VDD
B19	B_AD[29]	H3	NC	P19	B_AD[9]	W11	A_AD[20]
B20	B_AD[28]	H4	GND	P20	B_AD[10]	W12	A_C/BE[3]#
C1	AD[18]	H17	GND	R1	NC	W13	A_AD[26]
C2	NC	H18	B_AD[17]	R2	A_AD[1]	W14	A_AD[29]
C3	AD[22]	H19	B_AD[16]	R3	A_AD[3]	W15	5V VDD
C4	AD[24]	H20	B_C/BE[2]#	R4	3.3V VDD	W16	A_Req[3]#
C5	NC	J1	AD[14]	R17	3.3V VDD	W17	NC
C6	NC	J2	NC	R18	B_AD[7]	W18	A_Gnt[2]#
C7	AD[30]	J3	AD[15]	R19	5V VDD	W19	A_Gnt[3]#
C8	EMPTY	J4	C/BE[1]#	R20	B_AD[8]	W20	B_AD[0]
C9	TRST#	J9	GND	T1	NC	Y1	NC
C10	Clk_33	J10	GND	T2	5V VDD	Y2	5V VDD
C11	TDI	J11	GND	T3	NC	Y3	A_AD[13]
C12	pllvss	J12	GND	T4	NC	Y4	NC
C13	pllvdd	J17	B_Frame#	T17	B_AD[3]	Y5	NC
C14	B_Gnt[3]#	J18	5V VDD	T18	B_AD[5]	Y6	5V VDD
C15	5V VDD	J19	B_Irdy#	T19	NC	Y7	A_Devsel#
C16	NC	J20	B_Trdy#	T20	B_AD[6]	Y8	NC
C17	B_Req[0]#	K1	AD[11]	U1	A_AD[4]	Y9	A_AD[16]
C18	5V VDD	K2	AD[13]	U2	A_AD[5]	Y10	A_AD[18]
C19	B_AD[27]	K3	AD[12]	U3	A_AD[7]	Y11	A_AD[19]
C20	B_AD[25]	K4	3.3V VDD	U4	GND	Y12	A_AD[23]
D1	AD[17]	K9	GND	U5	A_AD[12]	Y13	A_AD[25]
D2	AD[20]	K10	GND	U6	3.3V VDD	Y14	A_AD[28]
D3	AD[19]	K11	GND	U7	A_Par	Y15	A_AD[30]
D4	GND	K12	GND	U8	GND	Y16	A_Req[0]#
D5	NC	K17	B_Devsel#	U9	A_Frame#	Y17	A_Rst#
D6	3.3V VDD	K18	B_Stop#	U10	3.3V VDD	Y18	A_Gnt[0]#
D7	AD[27]	K19	B_Perr#	U11	A_AD[22]	Y19	5V VDD
D8	GND	K20	B_Serr#	U12	A_AD[24]	Y20	NC

7.4 272 PBGA Package Information





Notes: 1. Dimensions in mm.
2. Measured at maximum solder ball diameter parallel to primary datum -C-.
3. Primary datum -C- and seating plane are defined by the spherical crowns of the solder balls.

APPENDIX **A**

Board Design Checklist

Power supply

_____ VDD is 3.3 V.

_____ VDD5 is 5 V.

_____ PLLVDD is 3.3 V.

_____ VDD does not exceed VDD5 by more than 1 V for more than 100 ms unless rst_l is asserted.

_____ Inputs do not reach or exceed 3.3 V until VDD has exceeded 3 V.

Signal levels

_____ If any device on a secondary bus can drive to 5 V, all devices drive to 5 V or are explicitly 5 V tolerant.

_____ No devices on primary bus drive to 5 V.

_____ Both primary and secondary clock signal levels are 3.3 V.

PLL

_____ Correct component values have been used.

_____ PLLAGND is not tied to board ground.

_____ PLLBIAS resistor is connected to ground (not VCC).

_____ T-filter is present between VDD and PLLVDD (recommended).

_____ PLLIDDTN is tied low or is left floating.

_____ If PLL is to be used, PLLEN is held low until PLLVDD reaches 2 V and is driven high (3.3 V) thereafter.

_____ If PLL is not to be used, PLLEN is tied low.

Select pins

_____ TN is tied high (to 3.3 V).

_____ Boot pin is tied high (to 3.3 V) if the boot PROM is accessed through APB or tied low if the boot prom is not accessed through APB.

_____ a_gnt_l[3] is pulled high to enable internal arbiter on bus A or low to disable internal arbiter on bus A.

_____ b_gnt_l[3] is pulled high to enable internal arbiter on bus B or low to disable internal arbiter on bus B.

Pullups

_____ Pullups on primary bus are pulled to 3.3 V.

_____ Pullups on secondary busses are pulled to 5 V if any devices will drive to 5 V, 3.3 V otherwise.

_____ frame_l, irdy_l, trdy_l, stop_l, devsel_l, perr_l, serr_l are pulled high in conformance with the PCI specification.

_____ a_frame_l, a_irdy_l, a_trdy_l, a_stop_l, a_devsel_l, a_perr_l, a_serr_l are pulled high as per the PCI specification.

_____ b_frame_l, b_irdy_l, b_trdy_l, b_stop_l, b_devsel_l, b_perr_l, b_serr_l are pulled high as per PCI specification.

_____ a_req_l, b_req_l, a_req_0_l, b_req_0_l are pulled high. This is not required, but is recommended.

_____ a_gnt_l, b_gnt_l, a_gnt_0_l, b_gnt_0_l are pulled high when the internal arbiter is used. This is not required, but is recommended.

Resets

_____ rst_l is asserted for at least 1 ms after clock is started.

_____ trst_l is asserted for at least 20 ns after power is good.

Clocks

_____ Secondary bus clock frequency is equal to or 1/2 the primary bus clock frequency.

_____ Skew between the rising edge of the secondary bus clock at the clock pin of ANY secondary bus component and the rising edge of the primary bus clock at the clock pin (clk) of APB is < 2 ns.

_____ Secondary bus clock duty cycle adheres to guidelines in the AC specification.

_____ If APB is to be used in 2:1 mode, secondary bus clock is attached to clk_33 pin.

_____ If APB is to be used in 1:1 mode, clk_33 pin is tied high (or low).

_____ If APB is to be used in 1:1 mode, maximum primary bus clock frequency is 33 MHz.

_____ If primary bus clock frequency is > 33 MHz, PLL is enabled.

_____ If primary bus clock frequency is ≤ 33 MHz, PLL is disabled.

Other

_____ Boot PROM is not accessed through bus A.

_____ If an external arbiter is used, it is enabled at power-up and reset.

Glossary

DAC	Dual address cycle
Datapath	A target/master unit pair with a FIFO between them; there are four datapaths in APB: PIO-A, PIO-B, DMA-A, and DMA-B. See FIGURE 2-1
Destination	The bus that contains the final target for a transaction
DMA	Accesses by a master on the secondary bus to a target on the primary bus; equivalent to upstream
Downstream	Accesses by a master on the primary bus to a target on the secondary bus; equivalent to PIO
Doubleword	The PCI doubleword, that is 32 bits
Master	An agent that initiates transactions
Master unit	A block within APB that can initiate transactions
Originating	The bus containing the original master for a transaction
PCI	Peripheral Component Interconnect (bus). A high-performance 32 or 64-bit bus with multiplexed address and data lines
PIO	Accesses by a master on the primary bus to a target on the secondary bus; equivalent to downstream
Probing algorithm	The algorithm used by configuration software to detect PCI devices, assign address spaces, and configure bridges
Target	An agent that responds to a transaction
Target unit	A block within APB which responds to transactions
Upstream	Accesses by a master on the secondary bus to a target on the primary bus; equivalent to DMA

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Institute of Electrical and Electronics Engineers (IEEE) 1990. *IEEE Std 1149.1-1990, IEEE Standard Test Access Port and Boundary-Scan Architecture*. New York: IEEE.

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These books and papers are available in printed form, and some are also available through the World Wide Web. See “On Line Resources” below for information about the microelectronics WWW pages.

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