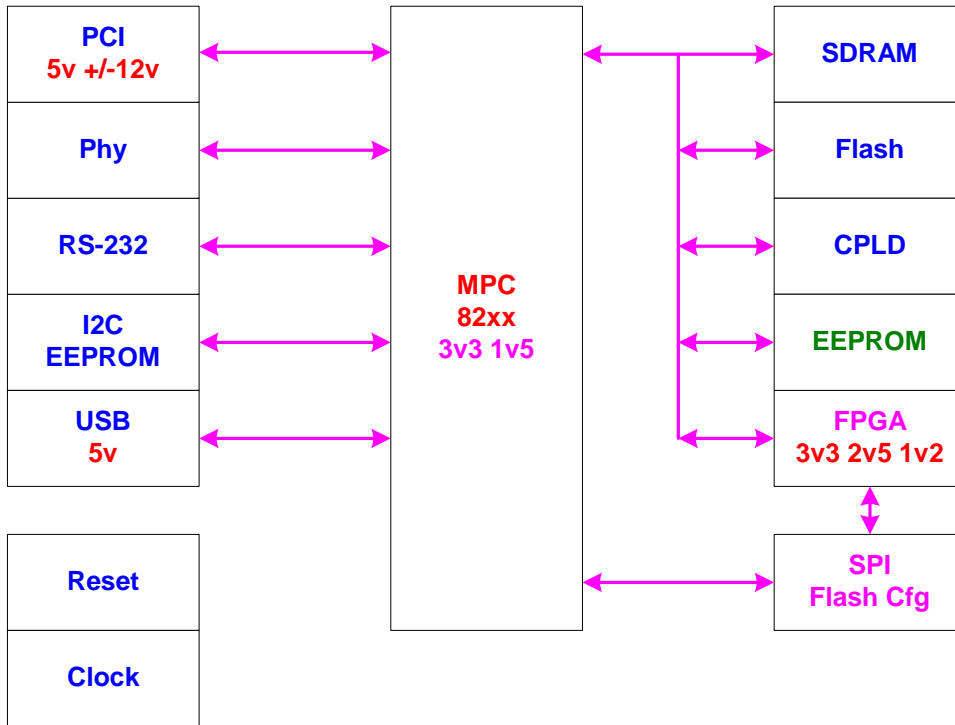


# Treadstone HW Architecture

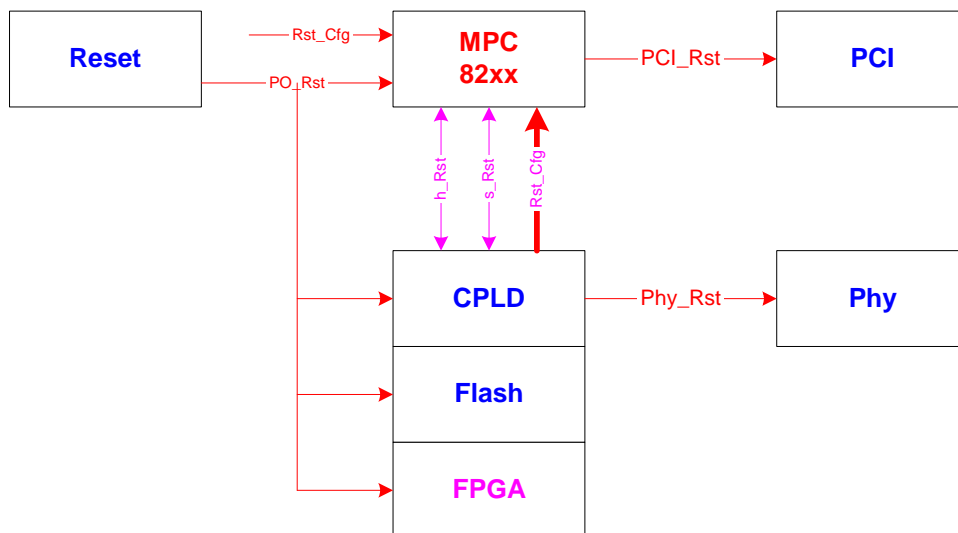
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Apr 24 2006

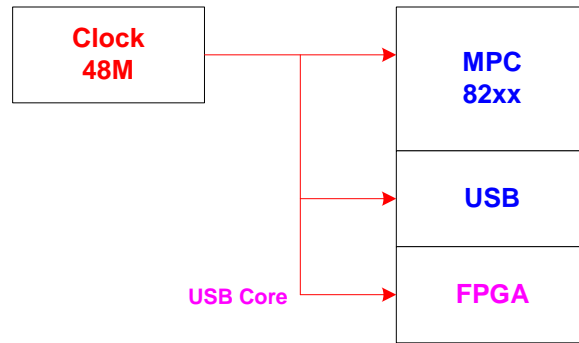
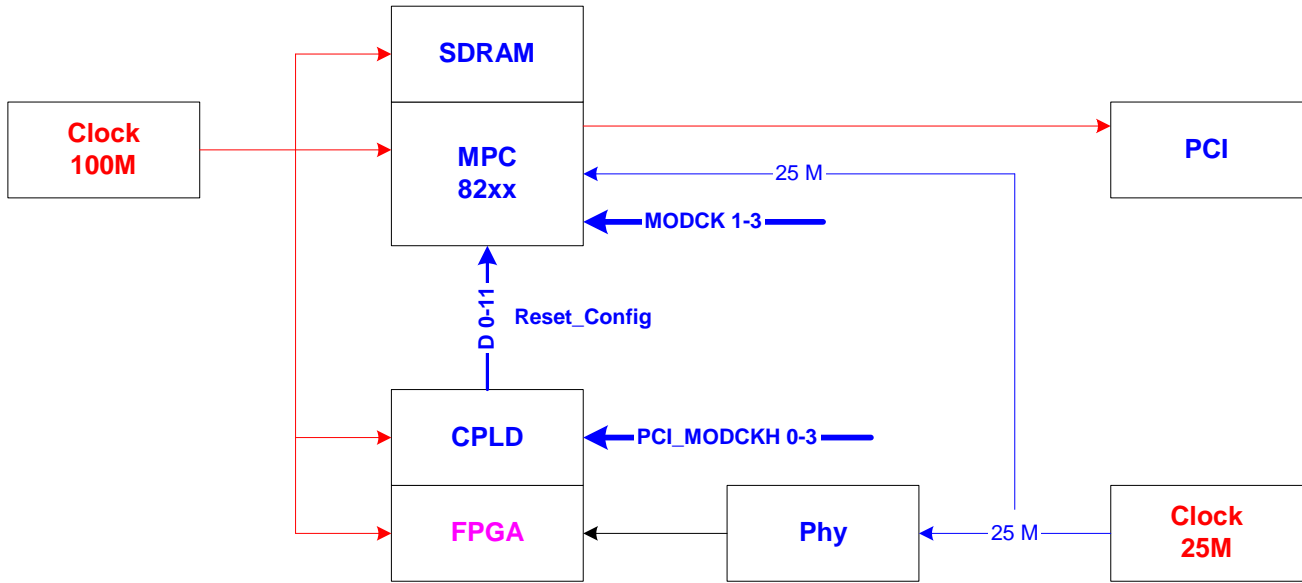
## 1. OverView



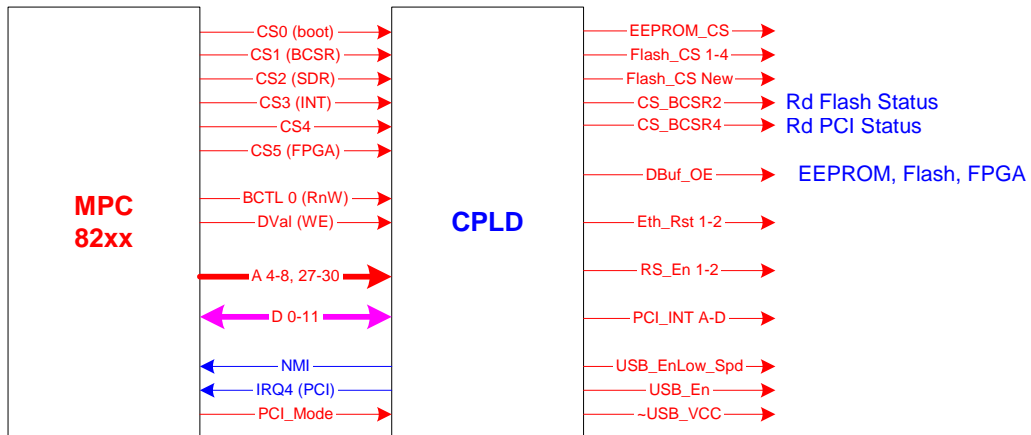
## 2. Reset



### 3. Clock



### 4. CPLD



The two possible configuration words are the following:

- FLASH/BCSR is the boot device. CS0 is assigned to the FLASH and CS4 is assigned to the E<sup>2</sup>PROM.
- E<sup>2</sup>PROM is the boot device. CS0 is assigned to the E<sup>2</sup>PROM and CS4 is assigned to the FLASH.

Chip Select:	Assignment	Bus	Timing Machine
CS0	Flash SIMM / E <sup>2</sup> PROM <sup>1</sup>	60X (Buffered)	GPCM
CS1	BCSR	60X (Buffered)	GPCM
CS2	SDRAM	60X (Main)	SDRAM Machine 1
CS3	PCI Interrupt Controller	60X (Buffered)	GPCM
CS4	E <sup>2</sup> PROM / Flash SIMM <sup>a</sup>	60X (Buffered)	GPCM
CS5	ATM UNI Microprocessor I/F	60X (Main)	GPCM
CS6	Communication Tool M/P Interface CS1.	60X (Buffered)	GPCM/UPMx
CS7	Communication Tool M/P Interface CS2.	60X (Buffered)	GPCM/UPMx

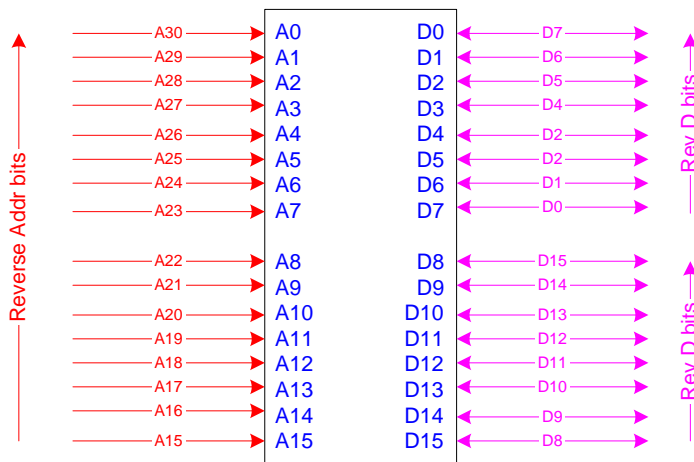
<sup>1</sup> Selection is done by a dip-switch.

## 5. Bit Order

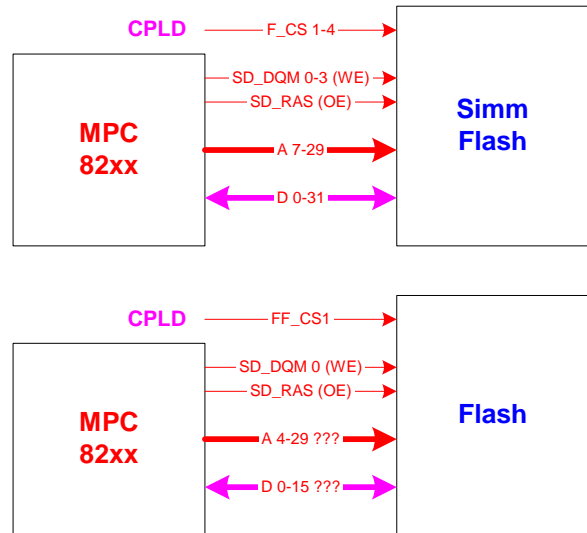
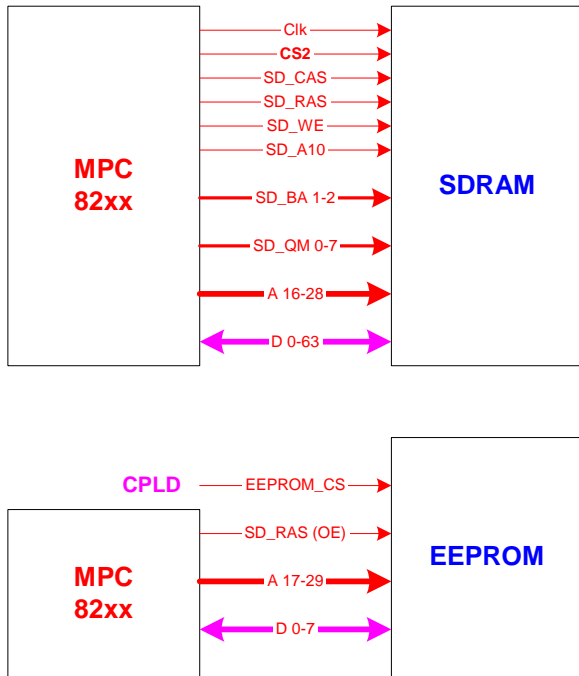
PowerPC supports both big and little endians in case multi-byte access. High byte goes to high address in big endian but goes to low address in little endian.

Endian is about byte order. In addition, **PowerPC has reverse bit order**. Normally, we're dealing with A[31..0] and D[15..0]. Now we're working with A[0..31] and D[0..15].

For PowerPC, we have to **reverse address bit**. For data bit, we may not want reverse data bit in accessing RAM as we'll find no difference at all if we write into some order and read in exactly the same order. However, if we need to read some chip ID, we have take bit order into account. Note that if we want **byte access**, we have to **reverse data bit order on byte boundary**.



## 6. System Bus



BCSR2\_CS : {SWOPT[0-1], 'b00},  
 {BVER[1-0], BREV[1-0]},  
 {SWOPT2, F\_PD[7-5]},  
 {F\_PD[4-1]}

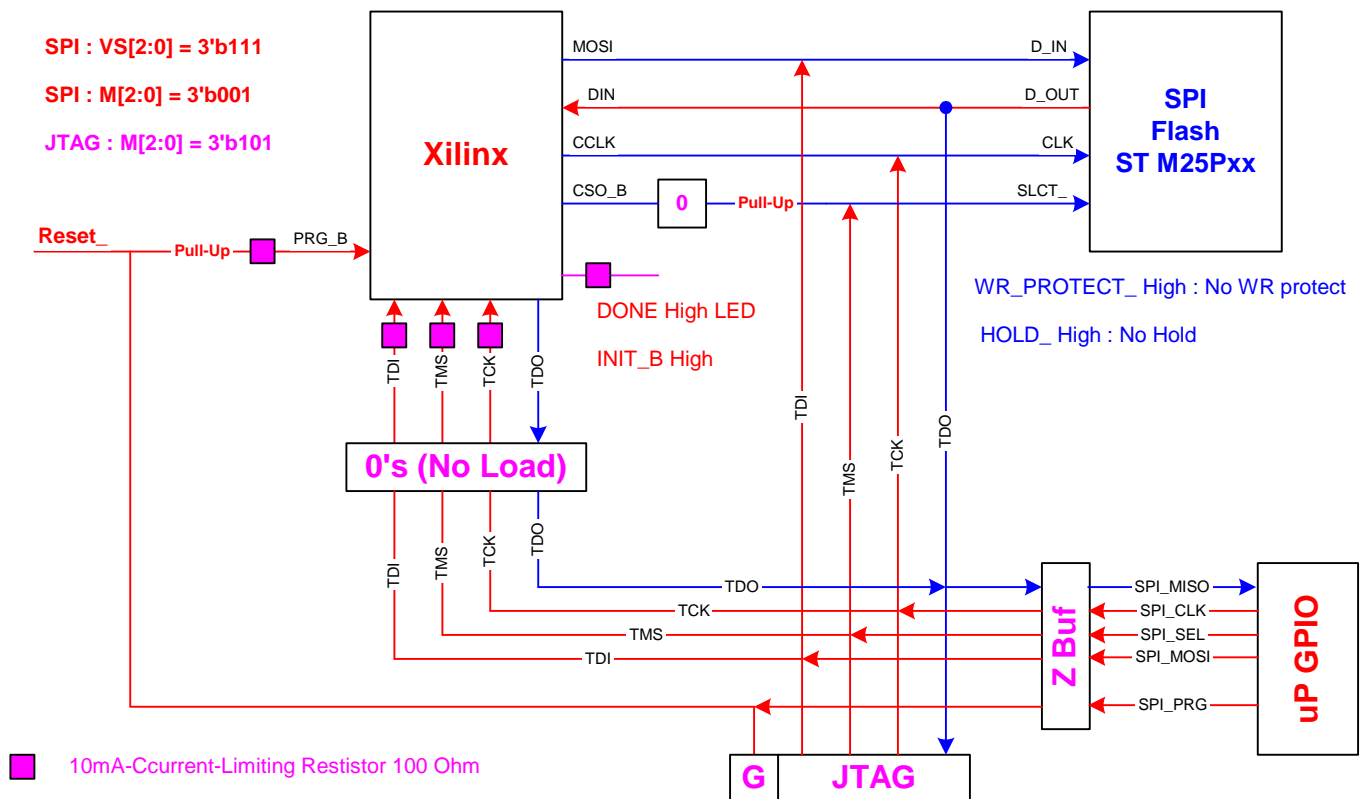
BCSR4\_CS : {PCI\_PRSNT0[1-2], PRSNT1[1-2]}  
 {2'b0, PCI\_M66EN, 1'b0}

CPLD -> DBUF\_EN : DAT[0-15] -> BDAT[0-15]

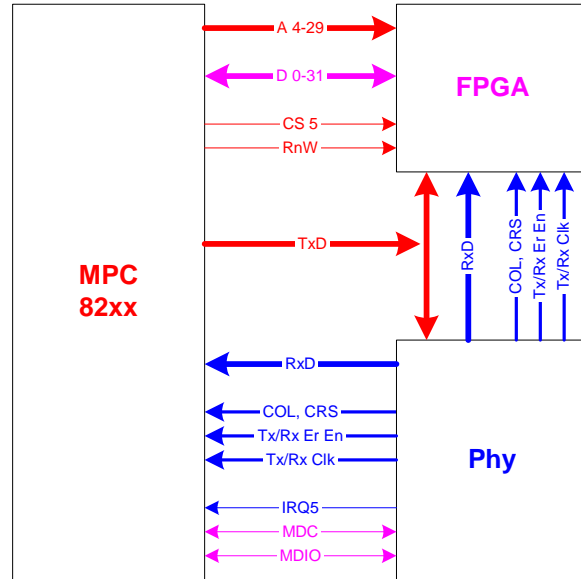
## 7. SPI Flash

### Requirements:

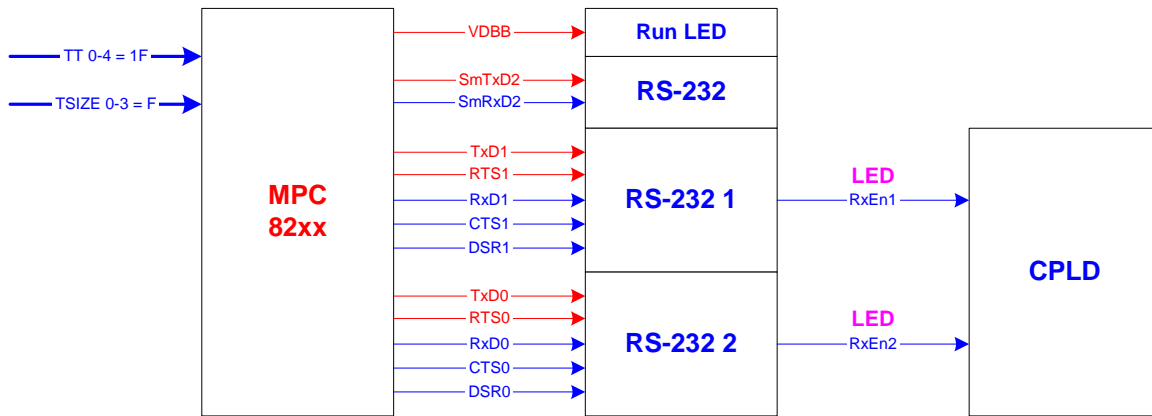
- Xilinx is configured by SPI flash. In normal operation, board reset drives PROG\_B low, hence CS\_B low to start configuring FPGA from SPI flash;
- Xilinx is also configured by PC via JTAG in case failure with SPI flash, 4 resistors of 0 Ohm must be loaded to do this job;
- SPI flash is programmed by uP SPI, an extra GPIO pin of PPC is used to activate Z buf and drive PROG to zero for tristating FPGA. In normal operation, this Z buf is in Z-state;
- SPI flash is also programmed by PC in case failure of uP SPI (either code unavailable, or something else); a jumper is required to drive PROG to zero for Z-stating FPGA.



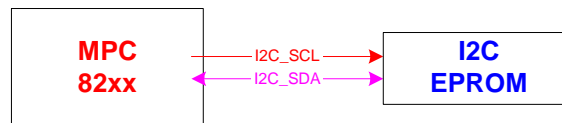
## 8. FPGA



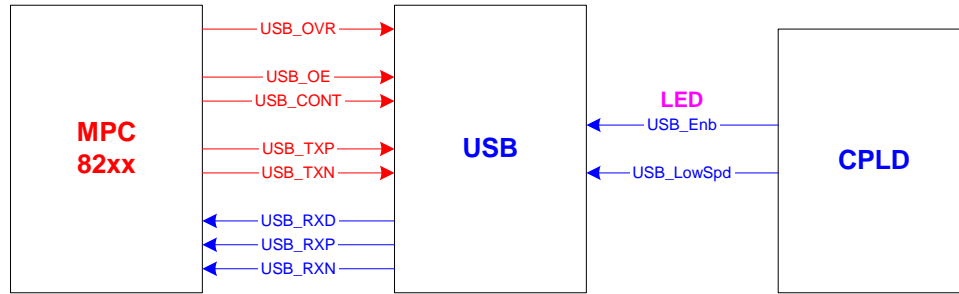
## 9. Peripheral



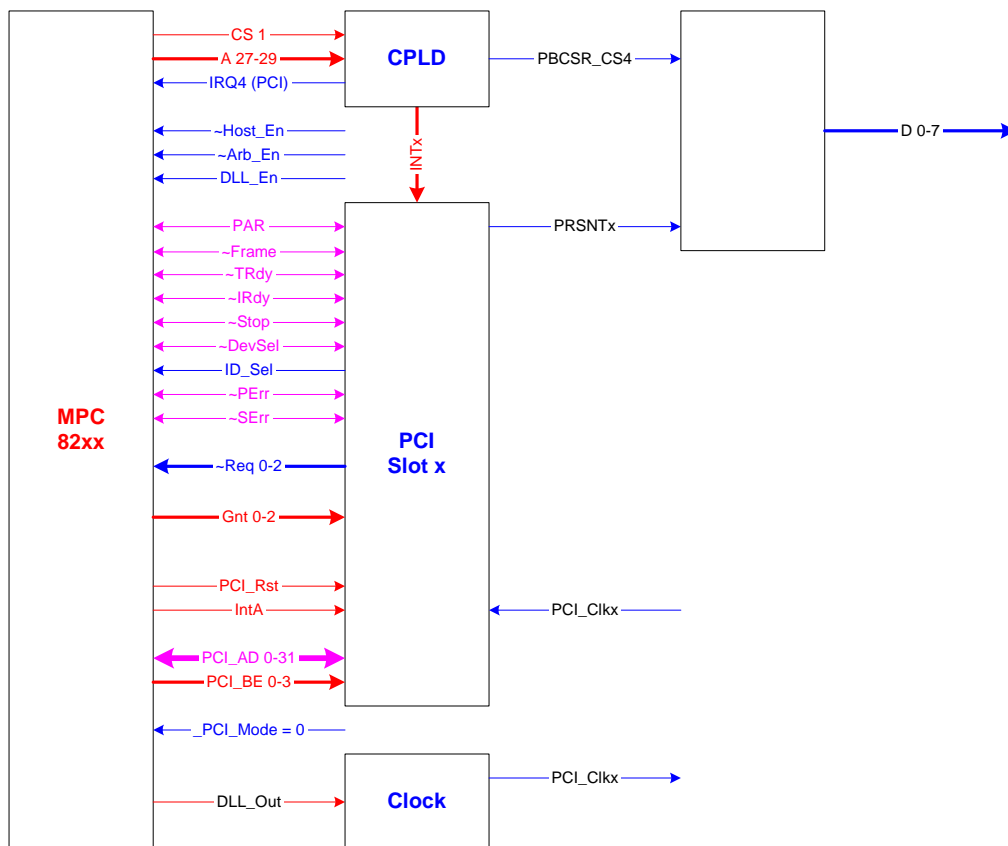
## 10. Serial Storage



## 11. USB



## 12. PCI



## 13. Bus Timing

