

CS4803DGC Design Game Console

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Prof. Hyesoon Kim

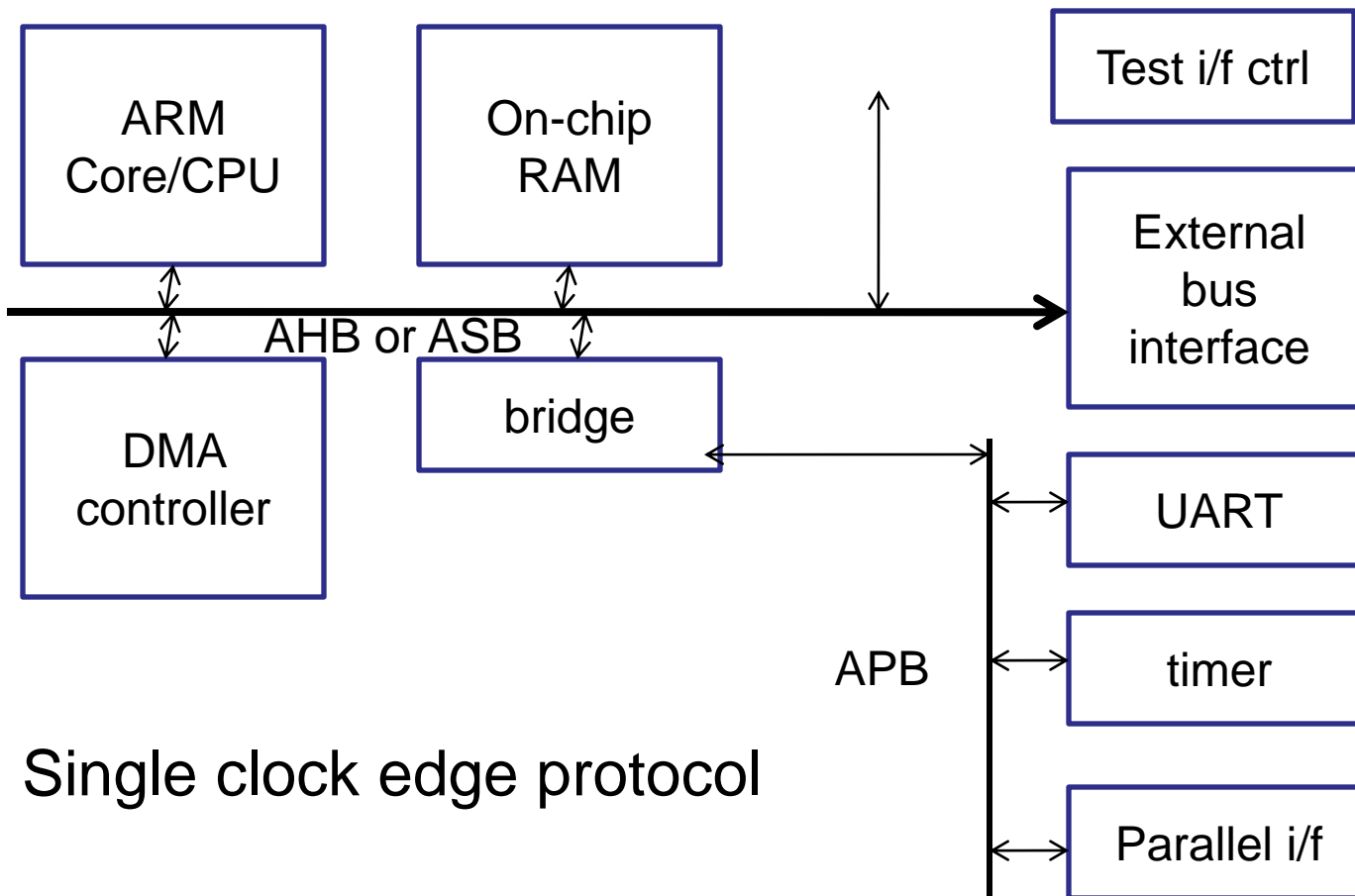


**Georgia
Tech**



College of
Computing

Advanced Microcontroller Bus Architecture (AMBA)



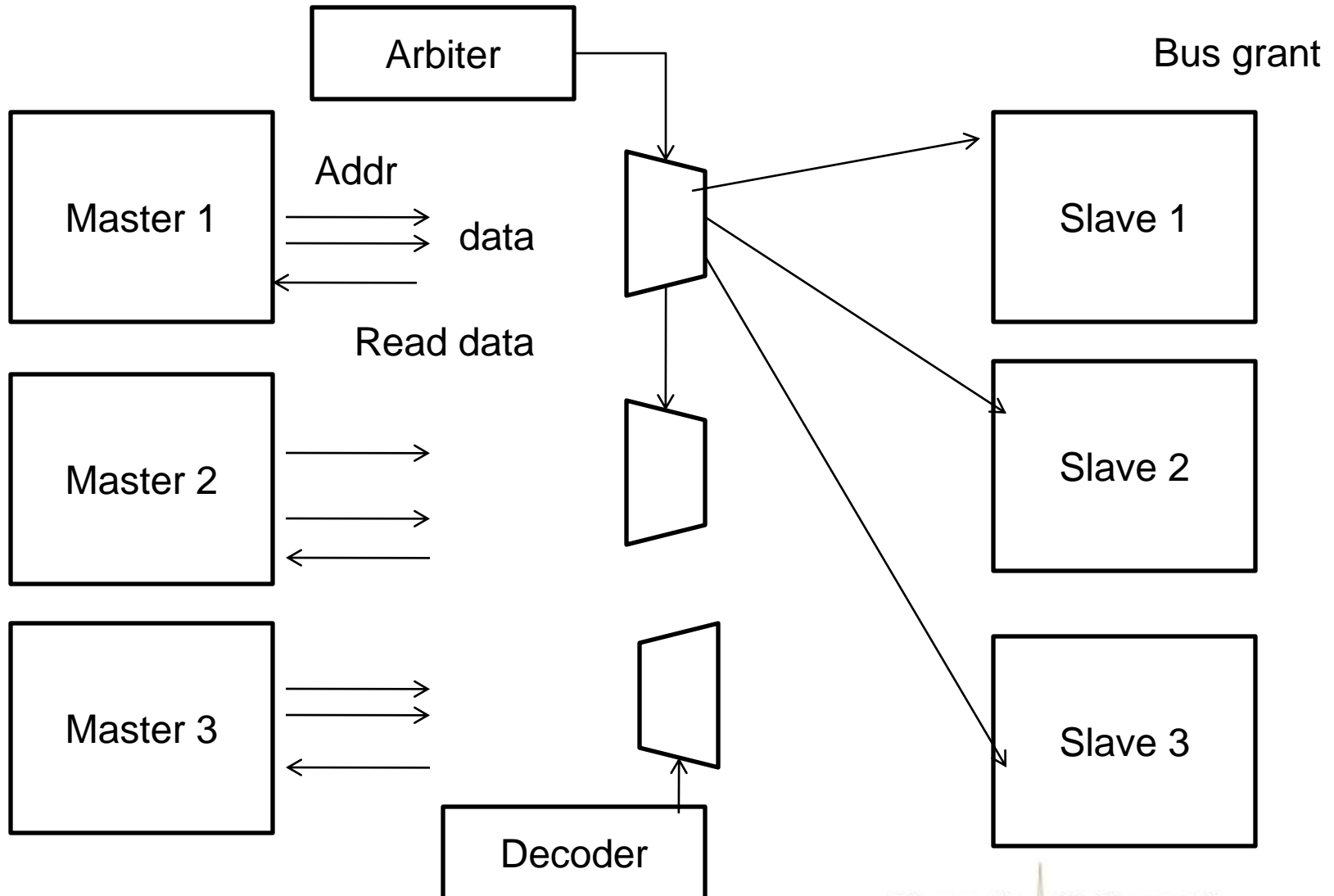
- Single clock edge protocol

AMBA



- AHB (Advanced High-performance Bus)
 - New standard
 - Connect high-performance system
 - Burst mode data transfer and split transactions
 - Pipelined
- ASB (Advanced System Bus)
 - Old standard
 - Connect high-performance system
 - Pipelined
 - Multiple systems
- APB (Advanced Peripheral Bus)
 - A simpler interface for low-performance peripherals
 - Low power
 - Latched address, simple interface

Bus Arbitration





AMBA Arbitration

- A bus transaction is initiated by a bus master which requests access from a central arbiter.
- The arbiter decides priorities when there are conflicting requests.
- The design of the arbiter is a system specific issue.
- The ASB only specifies the protocol:
 - The master issues a **request** to the arbiter
 - When the bus is available, the arbiter issues a **grant** to the master.



Bus Pipelining

- A memory access consists of several cycles (including arbitration)
- Since the bus is not used in all cycles, pipelining can be used to increase performance

Write Access

	AR	ARB	AG	RQ	ACK
Arb request	█				
Arbiter		█			
Arb grant			█		
Bus				█	█

Read Access

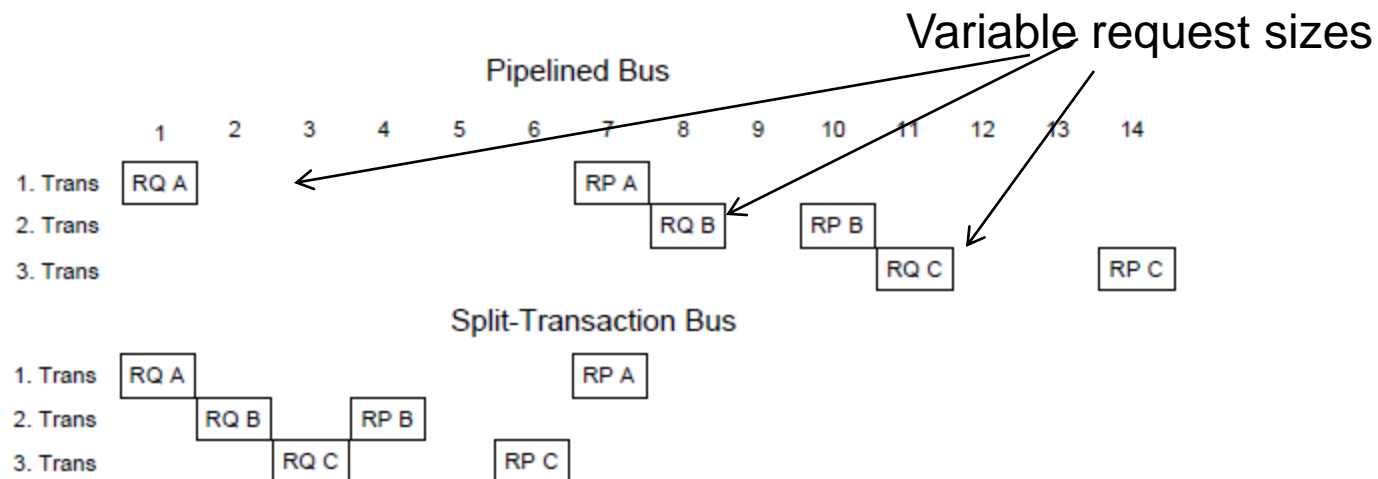
	AR	ARB	AG	RQ	P	RPLY
Arb request	█					
Arbiter		█				
Arb grant			█			
Bus				█		█

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1. Read	AR	ARB	AG	RQ	P	RPLY									
2. Write		AR	ARB	AG	Stall	Stall	RQ	ACK							
3. Write			AR	ARB	Stall	Stall	AG	Stall	RQ	ACK					
4. Read				AR	Stall	Stall	ARB	Stall	AG	Stall	RQ	P	RPLY	RQ	
5. Read							AR	Stall	ARB	Stall	AG	RQ	P	RPLY	
6. Read								AR	Stall	ARB	AG	Stall	Stall	RQ	
Bus busy				█		█	█	█	█	█	█	█	█	█	█



Split Transactions

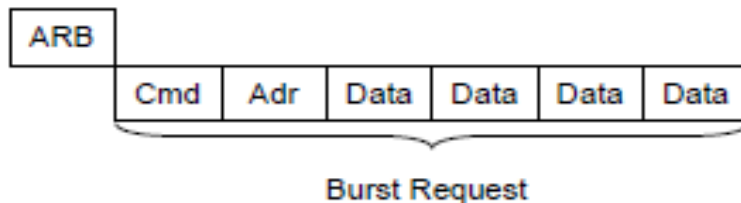
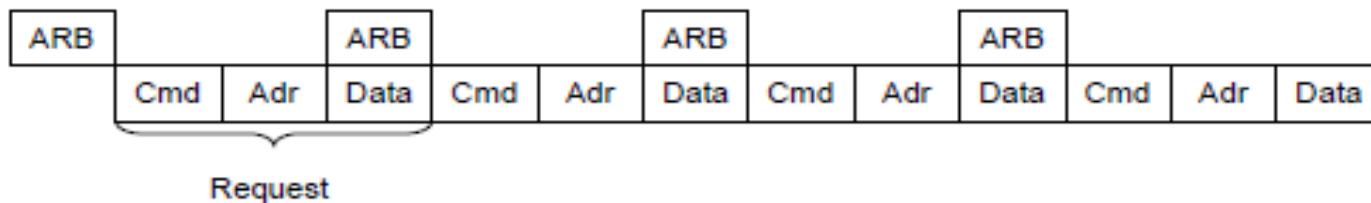
- A transaction is splitted into a two transactions
 - Request-transaction
 - Reply-transaction
- Both transactions have to compete for the bus by arbitration





Burst Messages

- Overheads can be reduced if the requests are sent as a burst
- Overheads
 - Arbitration, Addressing, Acknowledgement
- Better efficiency, but be careful with long requests





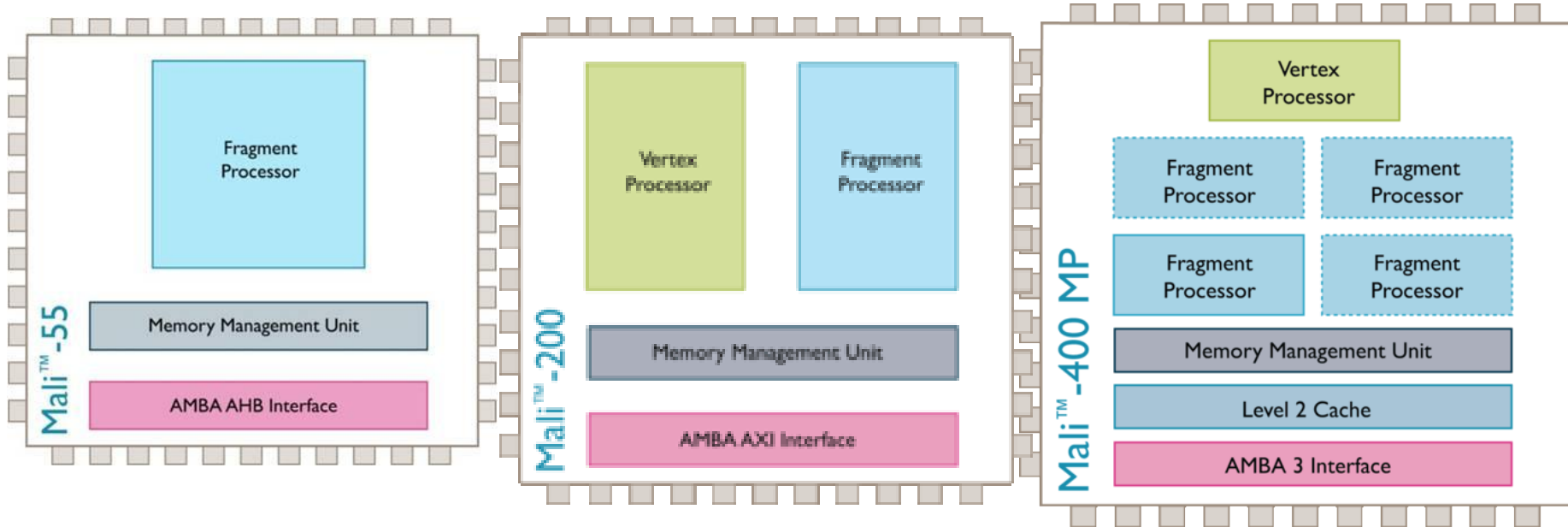
Bus Bridges

- Bus bridges are used to separate high-performance devices from low-performance devices
- All communication from high-performance bus with the low performance device goes via the bridge



ARM GPUS

ARM Mali Graphics Processors



- Mali-55: smallest graphics processors
- Mali-200
- Mali-400 MP