



FPQ9 - MPC8360E implementation

This course covers PowerQUICC II Pro MPC8360E

Objectives

- The course explains how to optimize the internal traffics flowing through the interconnect CSB bus.
- Cache coherency protocol is introduced in increasing depth.
- The 32-bit e300 core is viewed in detail, especially the MMU and the cache.
- The boot sequence and the clocking are explained.
- The course focuses on hardware implementation of the MPC8360E.
- A long introduction to DDR SDRAM operation is done before studying the DDR2 SDRAM controllers.
- An in-depth description of the PCI controller is performed.
- Two controllers present in the QuiccEngine are particularly studied : Ethernet on UCC and multi-channel, and the course explains how to implement an inter-working between TDM lines and Ethernet.
- The course highlights both hardware and software implementation of gigabit / fast / Ethernet controllers.
- The USB controller is also detailed.
- Generation of a Linux image and Root File System by using LTIB can also be included into the training.
- This course has been delivered several times to companies developing telecom infrastructure equipments.

A lot of programming examples have been developed by ACSYS to explain the boot sequence and the operation of complex peripherals, such as USB and Ethernet.

- They have been developed with Diab Data compiler and are executed under Lauterbach debugger.

A more detailed course description is available on request at training@ac6-training.com

Prerequisites and related courses

- Experience of a 32 bit processor or DSP is mandatory.
- The knowledge of the following interconnect standards may be required:
 - PCI, see our course reference cours [IC1 - PCI 3.0](#)
 - Gigabit Ethernet, see our course reference cours [N1 - Ethernet and switching](#)
 - USB 2.0, see our course reference cours [IP2 - USB 2.0](#)

Environnement du cours

- Cours théorique
 - Support de cours au format PDF (en anglais) et une version imprimée lors des sessions en présentiel
 - Cours dispensé via le système de visioconférence Teams (si à distance)
 - Le formateur répond aux questions des stagiaires en direct pendant la formation et fournit une assistance technique et pédagogique
- Au début de chaque demi-journée une période est réservée à une interaction avec les stagiaires pour s'assurer que le cours répond à leurs attentes et l'adapter si nécessaire

Audience visée

- Tout ingénieur ou technicien en systèmes embarqués possédant les prérequis ci-dessus.

Plan du cours

INTRODUCTION TO MPC8360E

Overview

- Highlighting data paths inside the MPC8360E
- Block diagram : characteristics of each of the 3 internal modules e300 core, Platform, QuiccEngine
- Software migration from MPC82XX/MPC85XX families

THE e300 CORE

THE INSTRUCTION PIPELINE

- e300 pipeline
- Branch processing unit
- Coding guidelines

DATA PATHS

- Load / store buffers
- Sync and eieio instructions
- Store gathering mechanism

CACHES

- Cache basics
- Cache locking
- L1 caches
- Cache coherency mechanism
- The MEI state machine
- Management of cache enabled pages shared with PCI DMAs
- Software enforced cache coherency
- Cache flush routine

SOFTWARE IMPLEMENTATION

- e300 registers
- Addressing modes, load / store instructions
- IEEE754 basics, floating points numbers encoding
- Floating point load / store instructions
- Floating point arithmetical instructions
- The PowerPC EABI
- Linking an application with Diab Data, parameterizing the linker command file

THE MMU

- Thread vs process
- Real mode restrictions
- Memory attributes and access rights definition
- Virtual space benefit
- TLBs organization
- Segment-translation
- Page-translation

- MMU implementation in real-time sensitive applications

THE EXCEPTION MECHANISM

- Exception management mechanism
- Registers updating according to the exception cause
- Requirements to allow exception nesting

THE DEBUG PORT

- JTAG emulation, restrictions
- Hardware breakpoints
- Performance monitor

THE PLATFORM CONFIGURATION

POWER, RESET AND CLOCKING

- DC and AC electrical characteristics
- Configuration signals sampled at reset
- Reset configuration words source
- Utilization of the I2C boot sequencer
- PCI Host / Agent configuration
- Boot memory space
- Clocking in PCI Host mode, system clock domains
- External clock inputs

PLATFORM CONFIGURATION

- Address translation and mapping
- Arbiter and bus monitor
- General purpose inputs / outputs
- Timers
- Dynamic power management

THE DDR2 MEMORY CONTROLLER

- Jedec specification basics
- On-Die termination and calibration
- Differences between DDR1 and DDR2
- Command truth table
- Hardware interface
- ECC error correction
- DDR-SDRAM controller overview
- Address decode
- Timing parameters programming
- Initialization routine

LOCAL BUS CONTROLLER

- Multiplexed or non-multiplexed address and data buses
- Dynamic bus sizing
- GPCM, UPMs states machines

PCI BUS INTERFACES

- Bridge features

- Data flows
- Inbound transactions handling, Outbound transactions handling
- PCI bus arbitration
- PCI hierarchy configuration when operating as host

INTEGRATED DMA CONTROLLER

- Priority between the 4 channels
- Scatter / gathering
- Concurrent execution across multiple channels
- Messaging unit

INTEGRATED PROGRAMMABLE INTERRUPT CONTROLLER

- Interrupt sources
- Definition of interrupt priorities
- System critical interrupt
- Requirements to support nesting

SECURITY ENGINE

- Overview of the encryption mechanism
- Introduction to DES, 3DES and AES algorithms
- Crypto channels
- Snooping by caches
- Implementation of IPSEC

LOW SPEED PERIPHERALS

- Description of the NS16450/16550 compliant Uarts
- FIFO mode
- Flow control signal management
- I2C protocol fundamentals
- Transfer timing diagrams, SCL and SDA pins
- Transmit and receive sequence

QUICC ENGINE

SYSTEM INTERFACE AND CONNECTION TO EXTERNAL COMMUNICATION PORTS

- Serial DMA
- QUICC engine external requests
- Multi-threading
- NMSI vs TDM
- CMX registers
- Baud-rate generators

BUFFER MANAGEMENT

- Utilization of Buffer Descriptors
- Chaining descriptors into rings
- Frame boundary definition
- Interrupt management

SERIAL PERIPHERAL INTERFACE

- Introduction to SPI protocol

- SPI modes of operation in QUICC engine mode
- Transmit and receive sequence

UNIFIED COMMUNICATION CONTROLLERS

- UCC feature set
- Handling UCC interrupts
- Initialization sequence
- UCC as slow communications controllers, UART mode
- UCC for fast protocols, virtual FIFOs

UCC ETHERNET CONTROLLER

- Physical interfaces to transceiver
- Auto-negotiation
- Termination and interworking modes of operation
- IP header checksum
- Frame filtering and address recognition
- Header parsing
- Quality of Service
- Ethernet scheduler, traffic shaper
- BD and Parameter RAM description
- Ethernet statistics, MIB

IEEE1588 ASSIST

- Overview of the IEEE1588 standard
- Timestamp unit key features
- How QuiccEngine and host software interact
- PTP frame reception
- PTP frame transmission

MULTI-CHANNEL CONTROLLER

- Comparison with MPC82XX CPM MCC
- Channel-specific HDLC parameters
- Channel extra parameters
- MCC exceptions
- MCC host commands

QUICC MULTI-CHANNEL CONTROLLER

- QMC and serial interface
- UCC Base and Global multichannel parameters
- Channel-specific HDLC parameters
- QMC exceptions
- QMC host commands

USB

- Host controller limitations
- Endpoint parameters block pointer
- Frame number
- USB BD ring
- Host commands

Linux Target Image Builder (LTIB)

GENERATING THE LINUX KERNEL IMAGE

- Introducing the tools required to generate the kernel image
- What is required on the host before installing LTIB
- Common package selection screen
- Common target system configuration screen
- Building a complete BSP with the default configurations
- Creating a Root Filesystems image
- e-configuring the kernel under LTIB
- Selecting user-space packages
- Setup the bootloader arguments to use the exported RFS
- Debugging Uboot and the kernel by using Trace32
- Command line options
- Adding a new package
- Other deployment methods
- Creating a new package and integrating it into LTIB
 - A lot of labs have been created to explain the usage of LTIB