



IP3 - USB 3.0

This course covers USB3.0 and related specifications: OTG 3.0, xHCI, UAS and AV classes

Objectives

- *The course details the hardware implementation and clarifies the operation of 8b10b encoder/decoder.*
 - *All tests required to qualify the physical layer are detailed.*
 - *The course also covers the PIPE interface, which is used to interconnect the Link layer and the PHY.*
 - *A lot of sequences are used to explain the flow control mechanism, the error recovery mechanism and packet acknowledgment.*
 - *The dual operation of USB 2.0 and USB 3.0 is clarified, especially the initialization sequence used by the device to select the operation speed.*
 - *The course explains all requirements regarding low power management, particularly the consequences on hub design.*
 - *The enumeration is studied step by step.*
 - *The one-day part on xHCI, UAS and AV classes are covered on request only.*
 - *Note that this course is a mature course already delivered to main companies developing SoCs for wireless solutions.*
- A more detailed course description is available on request at training@ac6-training.com*

Prerequisites

- *Knowledge of USB 2.0 is required, see our course reference cours [IP2 - USB 2.0](#)*
- *For on-site courses, an additional day covering USB 2.0 fundamentals may be prepended to this USB 3.0 course.*

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

SYSTEM ARCHITECTURE

- *Dual-bus approach*
- *Dual simplex operation, concurrent IN and OUT transactions*
- *Explicitely routed packet traffic instead of USB 2.0 broadcast*
- *Multi-level link power management*
- *New features of data flow model*
- *Robustness*

DATA FLOW MODEL

- *USB 3.0 transaction model*
- *Low power link state transitions*
- *Latency tolerance messaging*
- *Bus interval adjustment*
- *Link-level power management*
- *Super-speed packet format*
- *Bulk transfers, stream ID*

SOFTWARE ORGANIZATION

- *Host Controller Driver, purpose of EHCI, xHCI*
- *USB driver*
- *Enumeration*
- *Client drivers*
- *Virtual communication between client drivers and endpoint through communication pipes*
- *Overview of UAS and Video Display new classes*

USB OTG 3.0

- *Objectives of OTG specification*
- *Session Request Protocol*
- *OTG 2.0 Host Negotiation Protocol*
- *Impact on PHY layer, voltage thresholds and timeouts*
- *Impact on Link and upper layers*
- *Differences between OTG 2 and OTG 3*
- *Embedded Host*
- *OTG 3 Role Swapping Protocol*
- *Symmetry, SSPC-OTG*
- *Defining who is the default Host through Port capabilities*

PHYSICAL LAYER

- *AC-coupled lines*
- *Receiver detection*
- *Low Frequency Periodic Signaling, utilization of LFPS*
- *Spread Spectrum Clocking*
- *8b10b coding scheme*
- *Elasticity buffer*
- *Pre-emphasis, receiver equalization*
- *Lane polarity inversion detection*
- *Qualifying the physical layer, eye-diagrams*
- *Mathematical processing that must be performed in the oscilloscope*
- *Tests required by the USB Implementer Forum*
- *Loopback BERT*

PIPE INTERFACE

- *Interface clocking and reset*
- *16- or 32-bit data bus width*
- *Rx polarity*
- *Selecting transmitter voltage levels*
- *Rx status codes*
- *Clock tolerance compensation*
- *Transmitting and detecting LFPS*
- *Low power states*

LINK LAYER

- *Flow control, header buffer credit*
- *Buffering for data and protocol layer informations*
- *Transmitter timers*
- *Packetization*
- *Specified encoded control sequences*
- *Packet replay in case of error detection*
- *Power-on reset, in-band reset*
- *Link training and status state machine, understanding the main important transitions*
- *Clarifying which transitions are required to enter test modes (loopback and compliance)*

PROTOCOL LAYER

- *End-to-end communication rules*
- *Burst of back-to-back data packets*
- *End-to-end flow control, NRDY / ERDY transaction packets*
- *Link management packet*
- *TP sequences, highlighting differences with USB 2.0*
- *Host flexibility in performing isochronous transactions*

HUB

- *Repeater / forwarder*
- *Routing outbound packets to explicit downstream ports*
- *Aggregating inbound packets to the upstream port*
- *Propagating time-stamp packet*
- *USB 3.0 new descriptors and requests*

SUPER SPEED POWER MANAGEMENT

- *Power states of links, devices and functions*
- *Driving the power management policy*
- *Related in-band protocol mechanisms*
- *Inactivity timers*
- *Enabling remote wake sources*

ENUMERATION

- *Device states*
- *Function suspend*
- *New commands: SetSel()*
- *Binary Device Object Store (BOS)*
- *SuperSpeed device capability*
- *Interface association*
- *SuperSpeed endpoint companion descriptor*

EXTENSIBLE HOST CONTROLLER INTERFACE (xHCI)

- *Host Controller hardware requirements*
- *Memory structures, buffer rings and TRBs*
- *Transfer ring, command ring, event ring*
- *Transaction scheduling*
- *Error detection and handling*
- *Device attachment / removal*
- *Utilization of doorbell*
- *Single Root I/O virtualization*

- *Debug capability*

UAS CLASS

- *Mass storage class specification*
- *SCSI architecture model*
- *Command queuing*
- *SAM-4 command identifier*
- *Transport protocol, command Information Unit*
- *Utilization of USB 3 streams*
- *Task management*
- *Transport protocol services*
- *Pipe usage class descriptor*

AUDIO / VIDEO CLASS

- *AV profile definition, Basic Device Profile*
- *AVCore, AVCluster, Hierarchy*
- *AVFunction, AVData*
- *Multi-channel audio*
- *Track selector*
- *Channel configuration*
- *TV set example*
- *Feature unit VideoControls*
- *Video Processing Unit*
- *AVControl interface*
- *AV synchronization types, asynchronous, synchronous, adaptive*
- *AV description document*
- *Request and control sequences, HDMI controls*
- *Support of HDCP 2*