

# **MICROCHIP Video DMA IP Chip User Guide**

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# Introduction (Ask a Question)

In the video applications space, it is required to write a continuous stream of incoming data (frames) from sources such as a video camera to memory. Video Direct Memory Access (VDMA) IP attempts to address the need for writing a continuous burst of data to DDR memory.

There are control registers that need to be configured within the IP. These registers are configured through AXI4 Lite interface.

The following figure shows the VDMA input and output ports.

Figure 1. VDMA Input Output Ports

# VDMA\_CO\_O \_ACLK\_I \_ARESETN\_I \_DDR\_CLK\_RSTN\_I \_DDR\_CLK\_I \_VIDEO\_CLK\_RSTN\_I \_VIDEO\_CLK\_I \_FRAME\_START\_I \_DDR\_CTRL\_READY\_I \_DATA\_VALID\_I \_DATA\_VALID\_I \_DATA\_I[15:0] AXI4L\_VDMA VDMA\_CO

#### Summary

The following table provides a summary of the Video DMA IP characteristics.

Table 1. Video DMA IP Characteristics

Core Version	This document applies to Video DMA IP v1.1
Supported Device Families	The Video DMA IP supports the following families:
	• PolarFire® SoC
	• PolarFire
	• RTG4 <sup>™</sup>
	• IGLOO® 2
	• SmartFusion® 2
Supported Tool Flow	Requires Libero® SoC v12.0 or later releases
Licensing	No RTL license is required for this IP and clear RTL is available.

#### **Features**

- The Video DMA IP has the following key features:
- 32-bit addressing for the AXI4 Lite Interface
- 38-bit addressing for the AXI4 Interface to DDR
- Configurable Input Data Bus Width to 8-bit, 16-bit, and 32-bit
- Fixed Output Data Bus Width of 64-bit
- Supports Interrupt generation
- 32-bit Programmable Buffer Address to write the frames to DDR
- Supports Multiple Resolution (example: 640 × 360, 1280 × 720, 1920 × 1080)
- Frame Size for every written frame Available

#### Installation Instructions

The IP core must be installed to the IP Catalog of Libero® SoC software automatically through the IP Catalog update function in Libero SoC software, or it is manually downloaded from the catalog. Once the IP core is installed in Libero SoC software IP Catalog, it is configured, generated, and instantiated within SmartDesign for inclusion in the Libero project

#### **Description (Ask a Question)**

A video source generates a continuous stream of data which needs to be written to the DDR memory as video frames. The memory location for the frame buffers is configured through the control registers. For each processed frame, VDMA presents the frame size in the corresponding control register.

DDR memory requires 38-bit addressing. The processor provides for the 32-bit address to which the video frame has to be written. The VDMA appends all 0s to the lower 6 bits of the required 38-bit address, that is, 38-bit address = "MSB 32-bit address provided by the processor" + "LSB 6 bits are 0". Multiple buffer addresses are provided and stored in VDMA. Maximum number of pending buffer addresses within VDMA is 32, at any given instance.

The DDR memory write agent is responsible to collect the video data from camera and write these as frame data to the DDR memory. It uses AXI4 interface to access the DDR memory. VDMA has internal buffers which store the incoming data before writing it to DDR through the AXI4 interface. The global interrupt register needs to be set to use the interrupt feature of the VDMA IP. When enabled, the required interrupts are enabled as seen from the control register map. For all the enabled interrupts, processor receives interrupt onto a single line. For example, when the end of frame interrupt is enabled, for every frame written to the DDR memory an interrupt is generated. This interrupt line to the processor is held high till the processor clears it through the interrupt status control register. Hence, the processor is notified whenever the frame is available for processing. An event may take place wherein, while the processor is clearing the interrupt, another interrupt event occurs. In such scenarios, VDMA IP raises the interrupt line high immediately after the processor clears the first interrupt. The processor identifies the source of the interrupt from the interrupt status control register. The same register is used to clear the interrupt as well.

The following figure shows the DMA architecture block diagram.

Figure 1-1. DMA Architecture Block Diagram

camera source

control signals

Control Registers

Control Register

# **Configuration Settings (Ask a Question)**

User can select 8, 16, and 32-bit Input Data Width for the Video DMA IP.

# Inputs and Output Signals (Ask a Question)

The following table lists the Video DMA IP input and output signals.

Table 3-1. Input and Output Signal Description

Signal name	Directi on	Width	Description
ACLK_I	Input	1	AXI4 Lite interface clock
ARESETN_I	Input	1	AXI4 Lite interface reset signal
DDR_CLK_I	Input	1	DDR clock for writing
DDR_CLK_RSTN_I	Input	1	DDR clock reset signal
VIDEO_SOURCE_CLK_	Input	1	Video clock for data input
VIDEO_SOURCE_CLK_ RSTN_I	Input	1	Video clock reset signal
DDR_CTRL_READY_I	Input	1	DDR controller ready signal to indicate that DDR memory is ready to accept commands from the VDMA IP
FRAME_START_I	Input	1	Indicates a start of frame for the camera data input
DATA_VALID_I	Input	1	Indicates that a valid data is available on the data bus
DATA_I	Input	8, 16, and 32	Camera data which has to be written to DDR memory
AXI4L_VDMA	Input	AXI4 Lite interf ace	AXI4 Lite interface to access control registers of the VDM A IP
INT_DMA_O	Output	1	This signal is held high till an interrupt clear signal is received. It will be generated for every frame data written to the DDR memory.
mAXI4_SLAVE	Output	AXI4 interface	This mirrored AXI4 slave interface is connected to the DD R memory for the frames to be written

# **Design Specifications (Ask a Question)**

The following table lists the design specifications of the VDMA IP.

Table 4-1. Design Specification and Parameter

Sr num	Design parameter	Value
		WIDTH: 32
1	Buffer address FIFO	DEPTH: 32
		WIDTH: 32
2	Frame size FIFO	DEPTH: 32

# **Register Summary and Maps (Ask a Question)**

Offset	Name	Bit P os	7	6	5c	4	3	2	1	0	
		7:0		•	•		IP VEI	RSION[7:0]			
0x00	IP_VER	15:8		IP VERSION[15:8]							
0.000	ir_ven	23:16		IP VERSION[23:16]							
		31:24									
		7:0						FIFO RE SET	IP RESE T	ENABLE/ D ISABLE	
0x04	0v04 Control Bosistor	15:8									
0x04 Control_Register	23:16										
		31:24									
		7:0				FRAME SIZE FI FO EM PTY	FRAME SIZE FI FO FUL	BUFFER ADDRES S FIFO E MPTY	BUFFER ADDRES S FIFO F ULL	END OF FR AME INTERRUP T	
0x08	GLBL_INT_EN	15:8									
		23:16									
		31:24									
		7:0				FRAME SIZE FI FO EM PTY	FRAME SIZE FI FO FULL	BUFFER ADDRES S FIFO E MPT	BUFFER ADDRES S FIFO F ULL	END OF FR AME INTERRUP T	
0x10	Interrupt_Enab e	15:8									
		23:16									

		31:24							
0x14 0x1 B	Reserved								
		7:0	BUFFER ADDRESS FIFO[7:0]						
0x1C	Buffer_Address_FIF	15:8	BUFFER ADDRESS FIFO[15:8]						
SX16	0	23:16	BUFFER ADDRESS FIFO[23:16]						
			BUFFER ADDRESS FIFO[31:24]						
0x20 0x2 3	Reserved								
		7:0	•		·	FRAME S	SIZE FIFO[7:	0]	
0x24	0x24 Frame_Size_FIFO	15:8			l	FRAME S	IZE FIFO[15	:8]	
		23:16			F	FRAME SI	ZE FIFO[23:	16]	
		31:24			F	FRAME SI	ZE FIFO[31:	24]	

# IP Version (Ask a Question)

Name: IP\_VER
Offset: 0x000
Reset: 0x10100
Property: Read-only

Current Video DMA IP version number

Bit	31	30	29	28	27	26	25	24
Access								
Reset								
Bit	23	22	21	20	19	18	17	16
				IP VERSIC	N[23:16]			
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	1
Bit	15	14	13	12	11	10	9	8
				IP VERSION	ON[15:8]			
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	1
Bit	7	6	5	4	3	2	1	0
[				IP VERSI	ON[7:0]			
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 23:0 - IP VERSION[23:0] Current Video DMA IP version number

### **Control Register (Ask a Question)**

Name: Control\_Register

Offset: 0x004 Reset: 0x1

Property: Read/Write

# Register to Enable/Disable/Reset the Video DMA IP

Bit	31	30	29	28	27	26	25	24
Access								
Reset								
Bit	23	22	21	20	19	18	17	16
Access								
Reset								
Bit	15	14	13	12	11	10	9	8
Access								
Reset								
Bit	7	6	5	4	3	2	1	0
						FIFO RESET	IP RESET	ENABLE/
								DISABLE
Access						W	W	R/W
Reset						0	0	1

**Bit 2 – FIFO RESET** Writing a value of '1' flushes all the FIFOs within the Video DMA IP core. It does not hold the written value, that is, writes are combinatorial in nature

**Bit 1 – IP RESET** Writing a value of '1' resets the IP core and flushes all the FIFOs within the Video DMA IP core. It does not hold the written value, that is, writes are combinatorial in nature.

**Bit 0 – ENABLE/DISABLE** This setting manages the activation and deactivation of the IP. Setting it to '1' will enable the IP, while setting it to '0' will disable it.

# **Enable Global Interrupt (Ask a Question)**

Name: GLBL\_INT\_EN

Offset: 0x008 Reset: 0x0

Property: Read/Write

# Global Interrupt Enable

Bit	31	30	29	28	27	26	25	24
\								
Access Reset								
Reset								
Bit	23	22	21	20	19	18	17	16
. [								
Access Reset								
Reset								
Bit	15	14	13	12	11	10	9	8
[								
Access								
Reset								
Bit	7	6	5	4	3	2	1	0
								GLOBAL
								INTERRUPT
ا Access								ENABLE R/W
Reset								0

Bit 0 – GLOBAL INTERRUPT ENABLE Enables the interrupts globally at Video DMA IP level.

# Interrupt Status (Ask a Question)

Name: Interrupt\_Status

Offset: 0x00C Reset: 0x0

Property: Read/Write

Interrupt Status Register

Bit	31	30	29	28	27	26	25	24
Access Reset								
Bit	23	22	21	20	19	18	17	16
Access Reset								
Bit	15	14	13	12	11	10	9	8
Access Reset								
Bit	7	6	5	4	3	2	1	0
				FRAME SIZE FIFO EMPTY	FRAME SIZE FIFO FULL	BUFFER ADDRESS FIFO EMPTY	BUFFER ADDRESS FIFO FULL	END OF FRAME INTERRUPT
Access ' Reset				R/W 0	R/W 0	R/W 0	R/W 0	R/W 0

**Bit 4 – FRAME SIZE FIFO EMPTY** When enabled, it indicates to the processor that the frame size FIFO is getting empty. Writing a value of '1' will clear this interrupt.

Bit 3 – FRAME SIZE FIFO FULL When enabled, it indicates to the processor that the frame size FIFO is in full condition. Writing a value of '1' will clear this interrupt.

**Bit 2 – BUFFER ADDRESS FIFO EMPTY** When enabled, buffer address FIFO empty interrupt will be generated, when the Video DMA IP has processed all the buffer addresses provided by the processor. Writing a value of '1' will clear this interrupt.

**Bit 1 – BUFFER ADDRESS FIFO FULL** When enabled, buffer address FIFO full interrupt will be generated when the Video DMA IP is unable to accept any more buffer addresses from the processor, indicating that the FIFO is in full condition. Writing a value of '1' will clear this interrupt.

**Bit 0 – END OF FRAME INTERRUPT** When enabled, End Of Frame interrupt is generated after every frame is written to the memory. This frame is written to the buffer address provided by the processor. Reading a value of '1' in this register indicates that the Frame End interrupt event has occurred. Writing a value of '0' clears the interrupt.

# **Enable Interrupt (Ask a Question)**

Name: Interrupt\_Enable

Offset: 0x010 Reset: 0x0

Property: Read/Write

Interrupt Enable Register

Bit	31	30	29	28	27	26	25	24
Access								
Reset								
D:4	22	22	21	20	10	1.0	17	16
Bit r	23	22	21	20	19	18	17	16
Access								
Reset								
Neset								
Bit	15	14	13	12	11	10	9	8
Access								
Reset								
Bit	7	6	5	4	3	2	1	0
				FRAME SIZE	FRAME SIZE	BUFFER	BUFFER	END OF
				FIFO EMPTY	FIFO FULL	ADDRESS	ADDRESS	FRAME
						FIFO EMPTY	FIFO FULL	INTERRUPT
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

**Bit 4 – FRAME SIZE FIFO EMPTY** Writing a value of '1' enables the interrupt generation for frame size FIFO empty condition.

Bit 3 – FRAME SIZE FIFO FULL Writing a value of '1' enables the interrupt generation for frame size FIFO full condition.

**Bit 2 – BUFFER ADDRESS FIFO EMPTY** Writing a value of '1' enables the interrupt generation for buffer address FIFO empty condition.

**Bit 1 – BUFFER ADDRESS FIFO FULL** Writing a value of '1' enables the interrupt generation for buffer address FIFO full condition.

**Bit 0 – END OF FRAME INTERRUPT** Writing a value of '1' enables the Frame End interrupt. The interrupt will be generated for every frame getting written to the memory.

#### FIFO Buffer Address (Ask a Question)

Name: Buffer Address FIFO

Offset: 0x01C Reset: 0x0

Property: Write-only

Buffer address provided by the external agent, like processor, should be written to this address register.

Bit	31	30	29	28	27	26	25	24
			ŀ	BUFFER ADDR	ESS FIFO[31:24	.]		
Access	W	W	W	W	W	W	W	W
Reset	0	0	0	0	0	0	0	0
Bit _	23	22	21	20	19	18	17	16
			[	BUFFER ADDR	ESS FIFO[23:16	5]		
Access	W	W	W	W	W	W	W	W
Reset	0	0	0	0	0	0	0	0
Bit _	15	14	13	12	11	10	9	8
				BUFFER ADDR	RESS FIFO[15:8]			
Access	W	W	W	W	W	W	W	W
Reset	0	0	0	0	0	0	0	0
Bit _	7	6	5	4	3	2	1	0
				BUFFER ADDI	RESS FIFO[7:0]			
Access	W	W	W	W	W	W	W	W
Reset	0	0	0	0	0	0	0	0

**Bits 31:0 – BUFFER ADDRESS FIFO[31:0]** The buffer address, to which the frame should be written, is programmed by the external agency into this control register. The provided 32-bit address is internally converted to 38-bit address, as shown below. This 38-bit address is used by the FIC interface to access the DDR memory, by the MSS processor.

Value	Description
MSS 37:6 address	32-bit address programmed into the buffer address FIFO
MSS 5:0 address	Lower 6 bits are hard coded to the value of 0

# FIFO Frame Size (Ask a Question)

Name: Frame\_Size\_FIFO

Offset: 0x024 Reset: 0x0

Property: Read-only

Size of the frame which was written to the DDR memory

Bit	31	30	29	28	27	26	25	24
	FRAME SIZE FIFO[31:24]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0
Bit _	23	22	21	20	19	18	17	16
	FRAME SIZE FIFO[23:16]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0
Bit	15	14	13	12	11	10	9	8
	FRAME SIZE FIFO[15:8]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0
Bit	7	6	5	4	3	2	1	0
	FRAME SIZE FIFO[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

**Bits 31:0 – FRAME SIZE FIFO[31:0]** Frame size, which is written to the DDR memory, can be read from this control register. This register should be read after receiving the End Of Frame interrupt, which indicates a valid memory write operation.

#### **Testbench Simulation (Ask a Question)**

A sample testbench is provided to simulate the VDMA IP core. To simulate the testbench, perform the following steps:

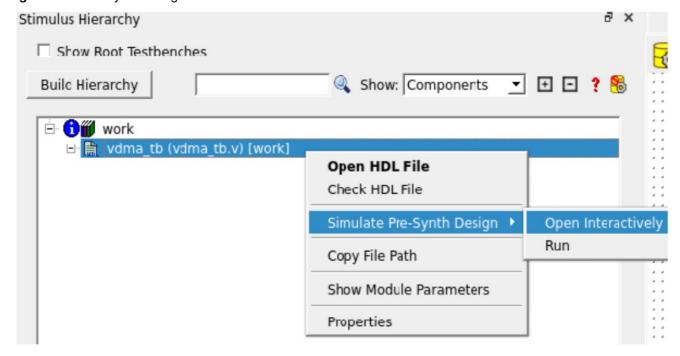
- 1. In Libero SoC tool, click View > Windows > IP Catalog and search for VDMA entry.
- 2. To configure the IP, double-click VDMA and click OK.
- 3. Navigate to Stimulus Hierarchy and click Build Hierarchy, as shown in the following figure.

Figure 6-1. Stimulus Hierarchy



4. To run the testbench in interactive mode, navigate to the Stimulus Hierarchy tab, right-click vdma\_tb > Simulate Pre-Synth Design > Open Interactively. The IP gets simulated for a single frame with 320 × 240 resolution, as shown in the following figure.

Figure 6-2. Pre-Synth Design Simulation

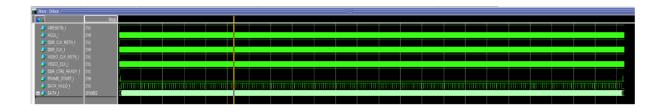


The testbench runs and the simulator waveforms are added to view the data transfer from the video source to the VDMA IP, as shown in the following figures.

Figure 6-3. Testbench Transcript

```
🎉 sim 🗵
Library
          Memory List
                                                      ∢ >
Transcript F
# Loading ieee.std_logic_1164(body)
# Loading ieee.numeric_std(body)
# Loading ieee.std_logic_arith(body)
# Loading ieee.std_logic_unsigned(body)
# Loading work.read_demux(read_demux)#1
# Loading work.read_mux(read_mux)#1
# Loading work.request_scheduler(request_scheduler)#1
# Loading work.write_demux(write_demux)#1
# Loading work.write_mux(write_mux)#1
# Loading ieee.math_real(body)
# Loading work.data_packer(data_packer)#1
 Simulation Test Case Passed
 : /tmp/vdma/component/Microchip/SolutionCore
 ** Note: $stop
    Time: 466814 ns Iteration: 0 Instance: /vdma_tb
# Break in Module vdma_tb at /tmp/vdma/component/Microchip/Solut
VSIM(paused)>
```

Figure 6-4. Model Sim Tool Window



**Important:** If the simulation is interrupted due to the runtime limit specified in the .do file, use the run-all command to complete the simulation.

#### Resource Utilization (Ask a Question)

The following table lists the resource utilization of VDMA IP design made for PolarFire® SoC.

Family	Device	Fabric 4L UT	Fabric D FF	Interface 4L UT	Interface D FF	uSRA M	LSRA M	Chip Glob al
PolarFire® S oC	MPFS250 TS	1052	1093	624	321	1	17	3

#### Revision History (Ask a Question)

The revision history describes the changes that were implemented in the document. The changes are listed by revision, starting with the most current publication.

Table 8-1. Revision History

Revision	Date	Description
В	05/2024	Added Register Maps, see: <u>5. Register Summary and Maps</u> .
Α	02/2024	Initial Release

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# **Customer Support**

Users of Microchip products can receive assistance through several channels:

- · Distributor or Representative
- · Local Sales Office
- Embedded Solutions Engineer (ESE)
- Technical Support

Customers should contact their distributor, representative or ESE for support. Local sales offices are also available to help customers. A listing of sales offices and locations is included in this document.

Technical support is available through the website at: www.microchip.com/support



#### **Documents / Resources**



MICROCHIP Video DMA IP Chip [pdf] User Guide DS50003651B, Video DMA IP Chip, DMA IP Chip, IP Chip, Chip

# References

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