

# VciFdAccess

## 1) Functional Description

This VCI component is both a target and an initiator.

- It is addressed as a target to be configured for a transfer.
- It is acting as an initiator to do the transfer

There is only one access context handled at a time, but the file descriptor can be changed for each operation, and several file descriptors can be open at the same time. An IRQ is optionally asserted when transfer is finished.

This hardware component checks for segmentation violation, and can be used as a default target.

It contains the following memory-mapped registers:

- `FD_ACCESS_FD` File descriptor for the transfer
- `FD_ACCESS_BUFFER` Physical address of the buffer in SoC memory
- `FD_ACCESS_SIZE` Size of the transfer (number of bytes)
- `FD_ACCESS_HOW` Type of `open()` operation
- `FD_ACCESS_WHENCE` Type of offset when changing file pointer
- `FD_ACCESS_OP` Type of operation, writing here initiates the operation.  
This register goes back to `FD_ACCESS_NOOP` when operation is finished.
- `FD_ACCESS_RETVAL` Return value
- `FD_ACCESS_ERRNO` Errno
- `FD_ACCESS_IRQ_ENABLE` Boolean enabling the IRQ line
- `FD_ACCESS_MODE` (aliases with `WHENCE`) Mode for `open()` with a `O_CREAT`

The following operations codes are defined:

- `FD_ACCESS_NOOP` Nothing
- `FD_ACCESS_OPEN` `open()`  
path: `FD_ACCESS_BUFFER`  
`FD_ACCESS_SIZE` must contain the length of path  
returned fd is in `FD_ACCESS_RETVAL`
- `FD_ACCESS_CLOSE` `close()`
- `FD_ACCESS_READ` `read()`

- FD\_ACCESS\_WRITE write()
- FD\_ACCESS\_LSEEK lseek()

For extensibility issues, you should access this component using globally-defined offsets. You should include file `soclib/fd_access.h` from your software, it defines `FD_ACCESS_FD`, `FD_ACCESS_BUFFER`, ...

Sample code:

```
#include "soclib/fd_access.h"

static const void* fd_base = 0xc0000000;

int open( const char *path, const int how, const int mode )
{
    soclib_io_set(fd_base, FD_ACCESS_BUFFER, (uint32_t)path);
    soclib_io_set(fd_base, FD_ACCESS_SIZE, strlen(path));
    soclib_io_set(fd_base, FD_ACCESS_HOW, how);
    soclib_io_set(fd_base, FD_ACCESS_MODE, mode);
    soclib_io_set(fd_base, FD_ACCESS_OP, FD_ACCESS_OPEN);
    while (soclib_io_get(fd_base, FD_ACCESS_OP))
        ;
    errno = soclib_io_get(fd_base, FD_ACCESS_ERRNO);
    return soclib_io_get(fd_base, FD_ACCESS_RETVAL);
}

int close( const int fd )
{
    soclib_io_set(fd_base, FD_ACCESS_FD, fd);
    soclib_io_set(fd_base, FD_ACCESS_OP, FD_ACCESS_CLOSE);
    while (soclib_io_get(fd_base, FD_ACCESS_OP))
        ;
    errno = soclib_io_get(fd_base, FD_ACCESS_ERRNO);
    return soclib_io_get(fd_base, FD_ACCESS_RETVAL);
}

// Beware your caches could contain stale memory image after this call
int read( const int fd, const void *buffer, const size_t len )
{
    soclib_io_set(fd_base, FD_ACCESS_FD, fd);
    soclib_io_set(fd_base, FD_ACCESS_BUFFER, (uint32_t)buffer);
    soclib_io_set(fd_base, FD_ACCESS_SIZE, len);
    soclib_io_set(fd_base, FD_ACCESS_OP, FD_ACCESS_READ);
    while (soclib_io_get(fd_base, FD_ACCESS_OP))
        ;
    errno = soclib_io_get(fd_base, FD_ACCESS_ERRNO);
    return soclib_io_get(fd_base, FD_ACCESS_RETVAL);
}

int write( const int fd, const void *buffer, const size_t len )
{
    soclib_io_set(fd_base, FD_ACCESS_FD, fd);
    soclib_io_set(fd_base, FD_ACCESS_BUFFER, (uint32_t)buffer);
    soclib_io_set(fd_base, FD_ACCESS_SIZE, len);
    soclib_io_set(fd_base, FD_ACCESS_OP, FD_ACCESS_WRITE);
    while (soclib_io_get(fd_base, FD_ACCESS_OP))
        ;
    errno = soclib_io_get(fd_base, FD_ACCESS_ERRNO);
    return soclib_io_get(fd_base, FD_ACCESS_RETVAL);
}

int lseek( const int fd, const off_t offset, int whence )
{
    soclib_io_set(fd_base, FD_ACCESS_FD, fd);
```

```

        soclib_io_set(fd_base, FD_ACCESS_SIZE, offset);
        soclib_io_set(fd_base, FD_ACCESS_WHENCE, whence);
        soclib_io_set(fd_base, FD_ACCESS_OP, FD_ACCESS_LSEEK);
        while (soclib_io_get(fd_base, FD_ACCESS_OP))
            ;
        errno = soclib_io_get(fd_base, FD_ACCESS_ERRNO);
        return soclib_io_get(fd_base, FD_ACCESS_RETVAL);
    }

```

(add -I/path/to/soclib/include to your compilation command-line)

## 2) Component definition & usage

source:trunk/soclib/module/connectivity\_component/vci\_fd\_access/caba/metadata/vci\_fd\_access.sd

See [SoclibCc/VciParameters](#)

```
Uses( 'vci_fd_access', **vci_parameters )
```

## 3) CABA Implementation

### CABA sources

- interface :  
[source:trunk/soclib/soclib/module/connectivity\\_component/vci\\_fd\\_access/caba/source/include/vci\\_fd\\_access.h?](#)
- implementation :  
[source:trunk/soclib/soclib/module/connectivity\\_component/vci\\_fd\\_access/caba/source/src/vci\\_fd\\_access.cpp?](#)

### CABA Constructor parameters

```

VciFdAccess(
    sc_module_name name,    // Component Name
    const soclib::common::IntTab & index, // Target index
    const soclib::common::MappingTable &mt ) // MappingTable

```

### CABA Ports

- sc\_in<bool> **p\_resetn** : Global system reset
- sc\_in<bool> **p\_clk** : Global system clock
- soclib::caba::VciTarget<vci\_param> **p\_vci\_target** : The VCI target port
- soclib::caba::VciInitiator<vci\_param> **p\_vci\_initiator** : The VCI initiator port
- sc\_out<bool> **p\_irq** : Interrupt port

## 4) TLM-T Implementation

The TLM-T implementation is not yet available.