

# VciMultilcu

## 1) Functional Description

This VCI target is a multi-channels memory mapped peripheral implementing a vectorized interrupt controller. It can concentrate up to 32 input interrupts **p\_irq\_in[i]** to 8 output interrupts **p\_irq\_out[k]**.

It behaves as 8 independant **VciIcu** components, and can be used in a multi-processors architecture to dispatch the peripheral interrupts to 8 processors, using the software programmable registers **ICU\_MASK[k]**.

There is one independant set of registers for each channel [k] (i.e. for each output interrupt) and each input interrupt can be individually masked through the programmable register **ICU\_MASK[k]**.

In principle, the values contained in the **ICU\_MASK[k]** registers must be non-overlapping, because a given input interrupt should be routed to only one processor.

For a given channel, the priority scheme is fixed : The lower indexes have the highest priority.

For each channel [k], the **ICU\_IT\_VECTOR[k]** register can be addressed to return the index of the highest priority, non masked, active interrupt **p\_irq\_in[i]**.

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

For each channel [k] there is five addressable registers:

- **ICU\_INT[k]** Each bit in this register reflects the state of the corresponding input interrupt line. This is read-only.
- **ICU\_MASK[k]** Each bit in this register reflects the state of the enable for the corresponding interrupt line. This is read-only.
- **ICU\_MASK\_SET[k]** Each bit set in the written word will be set in the ICU MASK. ( $ICU\_MASK = ICU\_MASK \vee written\_data$ ). This is write-only.
- **ICU\_MASK\_CLEAR[k]** Each bit set in the written word will be reset in the ICU MASK. ( $ICU\_MASK = ICU\_MASK \wedge \sim written\_data$ ). This is write-only.
- **ICU\_IT\_VECTOR[k]** This register gives the index of the highest-priority active interrupt. If no interrupt is active, (-1) is returned. This is read-only.

For extensibility issues, you should access your ICU using globally-defined offsets.

You should include file `soclib/icu.h` from your software, it defines **ICU\_INT**, **ICU\_MASK**, **ICU\_MASK\_SET**, **ICU\_MASK\_CLEAR**, **ICU\_IT\_VECTOR**.

## 2) Component definition & usage

source:trunk/soclib/module/infrastructure\_component/interrupt\_infrastructure/vci\_multi\_icu/caba/metadata/vci\_multi\_icu.sd

```
Uses( 'vci_icu')
```

### 3) CABA Implementation

#### CABA sources

- interface :  
[source:trunk/soclib/soclib/module/infrastructure\\_component/interrupt\\_infrastructure/vci\\_multi\\_icu/caba/source/include](#)
- implementation :  
[source:trunk/soclib/soclib/module/infrastructure\\_component/interrupt\\_infrastructure/vci\\_multi\\_icu/caba/source/src/v](#)

#### CABA Constructor parameters

```
VciIcu(  
    sc_module_name name, // Component Name  
    const soclib::common::InTab &index, // Target index  
    const soclib::common::MappingTable &mt, // Mapping Table  
    size_t nirq_in, // Number of input interrupts  
    size_t nirq_out); // Number of channels (output interrupts)
```

#### CABA Ports

- **p\_resetn** : Global system reset
- **p\_clk** : Global system clock
- **p\_vci** : VCI target port
- **p\_irq\_in[i]** : Up to 32 input IRQ ports
- **p\_irq\_out[k]** : Up to 8 output IRQ ports