
***Interfacing IGLOO2 FPGA with External
LPDDR Memory through MDDR Controller
- Libero SoC v11.5***

DG0534 Demo Guide

Superseded

Revision History

Date	Revision	Change
March 3, 2015	3	Third Release
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Confidentiality Status

This document is a Non-Confidential.

Superseded

Table of Contents

Preface	5
About this document	5
Intended Audience	5
References	5
Microsemi Publications	5
Interfacing IGLOO2 FPGA with External LPDDR Memory through MDDR Controller	5
Introduction	5
Design Requirements	5
Demo Design	6
Introduction	6
Demo Design Features	8
Demo Design Description	8
Running the Demo using Simulation	11
Simulation	12
Running the Simulation	15
Setting up the Hardware Demo	17
Programming the Demo Design	19
Setting up the Device	20
Programming the Device	21
Steps to Run GUI	22
Performing Single Data Transfer	23
Performing Burst Data Transfer	25
Conclusion	27
Appendix A: Configuring MDDR Controller	28
MDDR Configuration Tab	28
Appendix B: Finding Correct COM Port Number when Using USB 3.0	32
Appendix C: Performing Write/Read Operation when Non 64-bit Aligned Address is Provided	34
A List of Changes	36
A Product Support	37
Customer Service	37
Customer Technical Support Center	37
Technical Support	37
Website	37
Contacting the Customer Technical Support Center	37
Email	37
My Cases	38
Outside the U.S.	38
ITAR Technical Support	38

Preface

About this document

This demo guide is for IGLOO[®]2 field programmable gate array (FPGA) devices. It provides instructions on how to use the corresponding reference design.

Intended Audience

The following designers using the IGLOO2 devices:

- FPGA designers
- System-level designers

References

Microsemi Publications

- *IGLOO2 FPGA High Speed DDR Interfaces User Guide*
- *IGLOO2 FPGA High Performance Memory Subsystem User Guide*
- *IGLOO2 System Builder User Guide*
- *IGLOO2 Evaluation Kit User Guide*
- *CoreUART Handbook*

Refer to the following web page for a complete and up-to-date listing of IGLOO2 device documentation:
http://www.microsemi.com/index.php?option=com_content&id=2034&lang=en&view=article#documents.

Interfacing IGLOO2 FPGA with External LPDDR Memory through MDDR Controller

Introduction

This demo shows that the high performance memory subsystem (HPMS) DDR controller accessing the external DDR SDRAM memories in the IGLOO2 devices.

The demo has two parts:

- Demo using simulation
- Demo using the IGLOO2 Evaluation Kit

In the demo design, the AXI Master in the FPGA Fabric accesses the low power DDR (LPDDR) memory present in the IGLOO2 Evaluation Kit board using the MDDR Controller. A utility, `IGL2_MDDR_Demo` is provided along with the demo deliverables. Using the utility, you can drive the AXI Master logic. The AXI Master converts the commands from the utility to AXI transactions for the MDDR Controller to perform the read/write operations on the LPDDR memory.

Design Requirements

Table 1 shows the design requirements.

Table 1 • Design Requirements

Design Requirements	Description
Hardware Requirements	
IGLOO2 Evaluation Kit: <ul style="list-style-type: none">• FlashPro4 programmer• 12 V adapter• USB A to Mini-B cable	Rev C or later
Host PC or Laptop	Any 64-bit Windows Operating System
Software Requirements	
Libero® System-on-Chip (SoC)	v11.5
FlashPro programming software	v11.5
Microsoft .NET Framework 4	-
Host PC Drivers	USB to UART drivers

Demo Design

Introduction

The demo design files are available for download from the following path in the Microsemi® website:
http://soc.microsemi.com/download/rsc/?f=m2gl_dg0534_liberov11p5_df

Design files include:

- Demo_Utility
- Libero_project
 - IGL2_MDDR_Demo
- Programming_file
- Source_files
- readme.txt

Figure 1 shows the top level structure of the design files. For further details, refer to the `readme.txt` file.

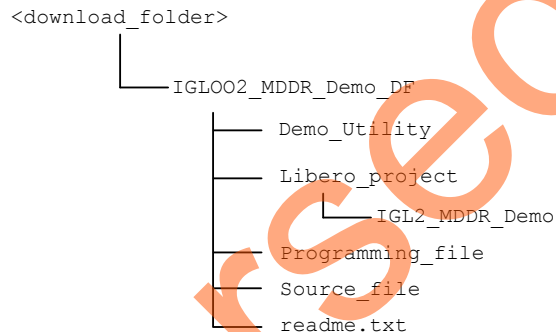


Figure 1 • Demo Design Files Top Level Structure

Figure 2 on page 7 shows the top level view of demo design.

In the demo design, the AXI Master implemented in the FPGA Fabric accesses the LPDDR memory present in the IGLOO2 Evaluation Kit board using the MDDR Controller. The AXI Master logic communicates to the MDDR controller through CoreAXI interface and the DDR_FIC interface. The read/write operations initiated by the `IGL2_MDDR_Demo` utility are sent to the `UART_IF` block using the UART protocol. The AXI Master receives the address and data from the `UART_IF` block.

During a write operation, the `UART_IF` block sends the address and data to the AXI Master logic.

During a read operation, the `UART_IF` block sends the address to the AXI Master and stores the read data in TPSRAM. When the read operation is complete, the read data is sent to the Host PC through UART.

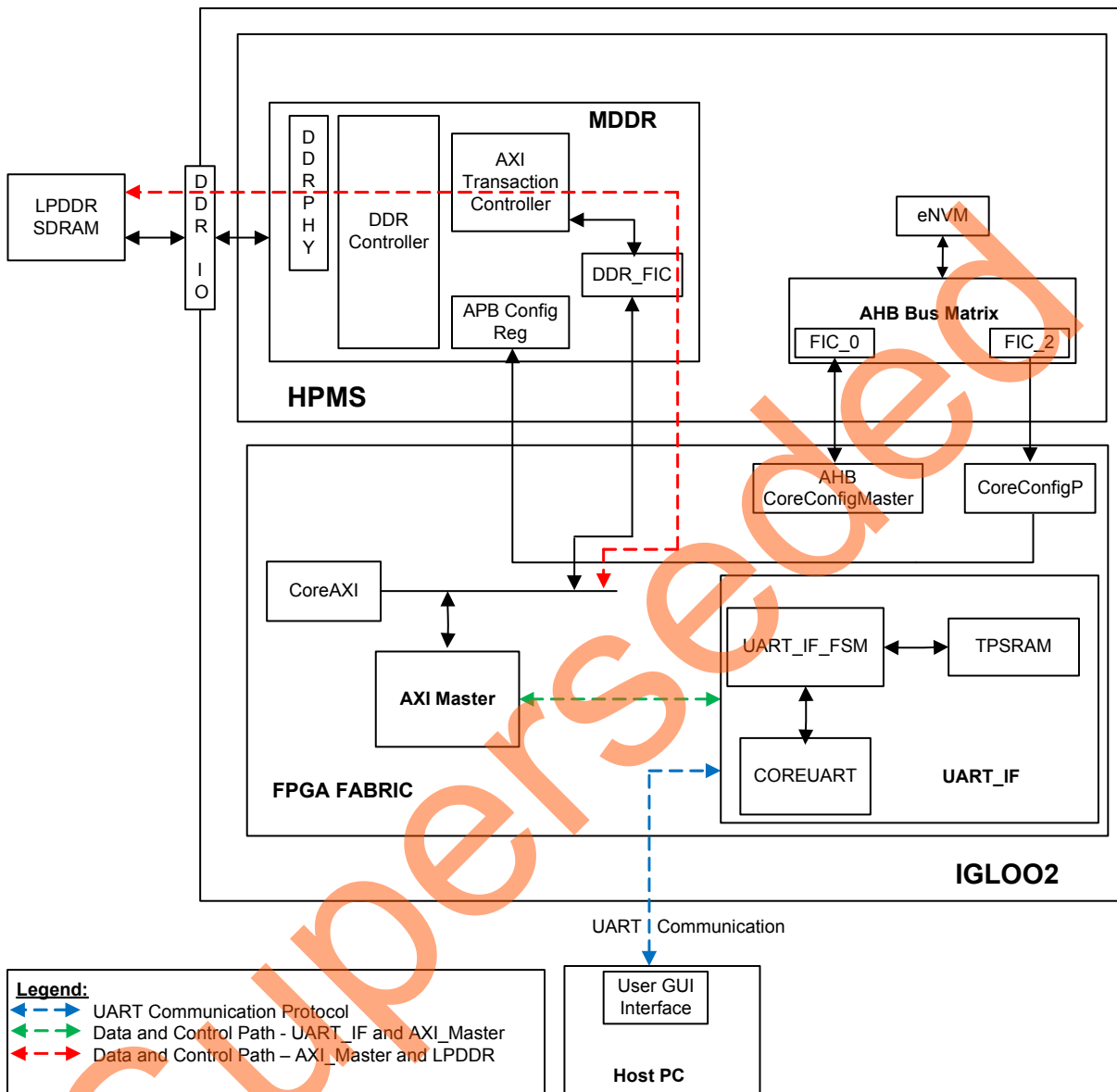


Figure 2 • IGLOO2 MDDR Demo Block Diagram

In this demo design, different blocks are configured as shown below:

- MDDR Controller is configured for LPDDR memory available in the IGLOO2 Evaluation Kit board. The LPDDR memory is a Micron DRAM (Part Number: MT46H32M16LF).
- DDR_FIC is configured for AXI bus interface.
- AXI clock is configured for 80 MHz and LPDDR clock is configured for 160 MHz.

- CoreUART IP has the following configuration:
 - Baud Rate: 115200
 - Data Bits: 8
 - Parity: None
- TPSRAM IP has the following configuration:
 - Write port depth: 256
 - Write port width: 64
 - Read port depth: 2048
 - Read port width: 8

Refer to "Appendix A: Configuring MDDR Controller" on page 28 for information on how to configure the DDR controller.

Demo Design Features

The IGLOO2 MDDR demo design has the following features:

- Single AXI read/write transactions
- 16-beat burst AXI read/write transactions
- LPDDR memory model simulation using SmartDesign testbench
- Design validation using the IGLOO2 Evaluation Kit board that has the LPDDR memory
- Initiation of the read/write transactions using IGL2_MDDR_Demo utility

Demo Design Description

The demo design consists of the following SmartDesign components:

- **MDDR_Demo_top_0**: This SmartDesign handles the data transactions between the MDDR controller and LPDDR SDRAM.
- **UART_IF_0**: This SmartDesign handles the communication between the Host PC and the IGLOO2 Evaluation Kit Board.

Figure 3 shows the MDDR_Demo_top_0 and UART_IF_0 connection.

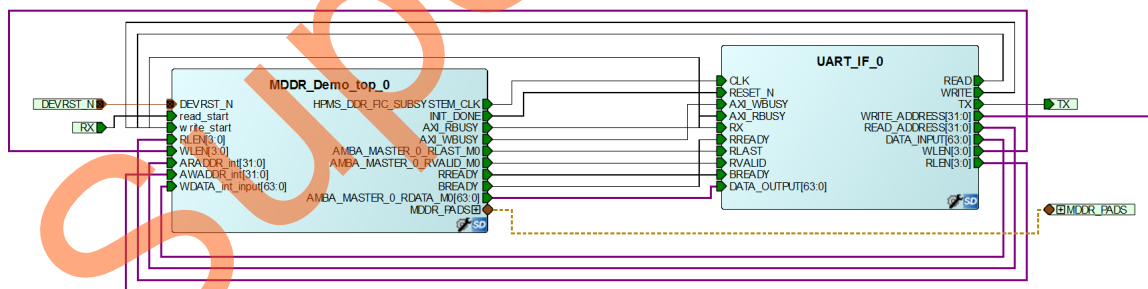


Figure 3 • IGL2_MDDR_Demo SmartDesign

MDDR_Demo_top_0

This consists of the MDDR_Demo_0 subsystem generated using the System Builder and the AXI_IF_0 master logic. The AXI_IF_0 master logic is an RTL code that implements the AXI read and write transactions. It receives the read/write operations, burst length (RLEN and WLEN), address and data as inputs. Based on inputs received, it communicates with the LPDDR memory through the MDDR controller.

Figure 4 shows the MDDR_Demo_top_0 SmartDesign component.

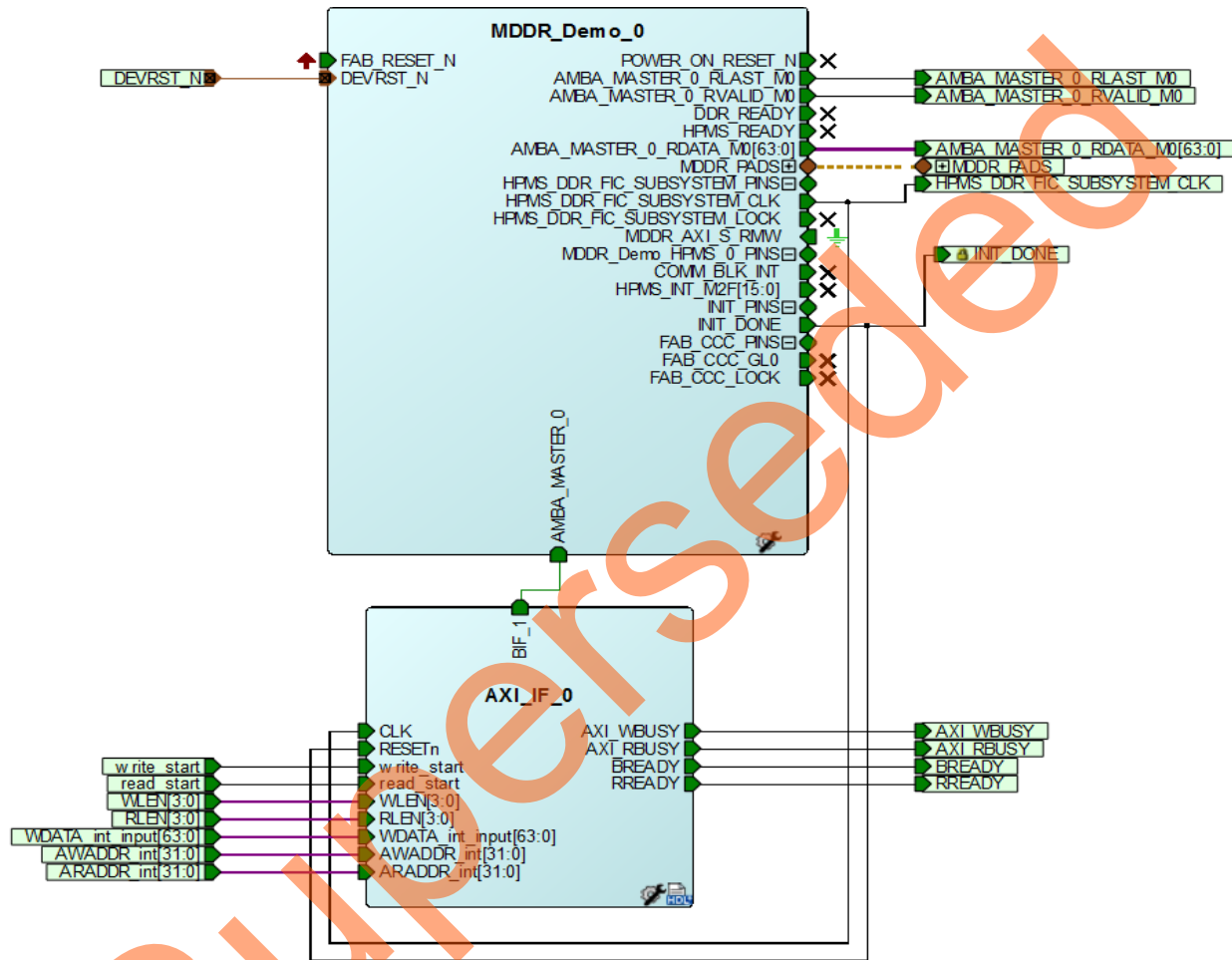


Figure 4 • MDDR_Demo_top_0 SmartDesign Component

UART_IF_0

The UART_IF_0 SmartDesign component handles the UART communication between Host PC demo utility and the AXI Master logic. The COREUART_0 IP receives the UART signals from Host PC user interface. The UART_IF_FSM_0 is a wrapper for the COREUART_0, collects the data from the COREUART_0 IP and converts the data to the relevant AXI_IF_0 master signals.

For a single write operation, the UART_IF_FSM_0 wrapper receives the address and data from the demo utility. For a burst write operation, the address and data are received from the demo utility and the subsequent incremental data are provided by the UART_IF_FSM_0 wrapper.

For a burst read operation, UART_IF_FSM_0 collects the address from the demo utility and sends that to the AXI_IF_0 master logic. It then receives the read data from the AXI_IF_0 master logic and stores it in the TPSRAM_0. After completion of the read burst transactions, the UART_IF_FSM_0 wrapper fetches the stored data from the TPSRAM_0 and sends it to the COREUART IP.

Figure 5 shows the UART_IF_0 SmartDesign component.

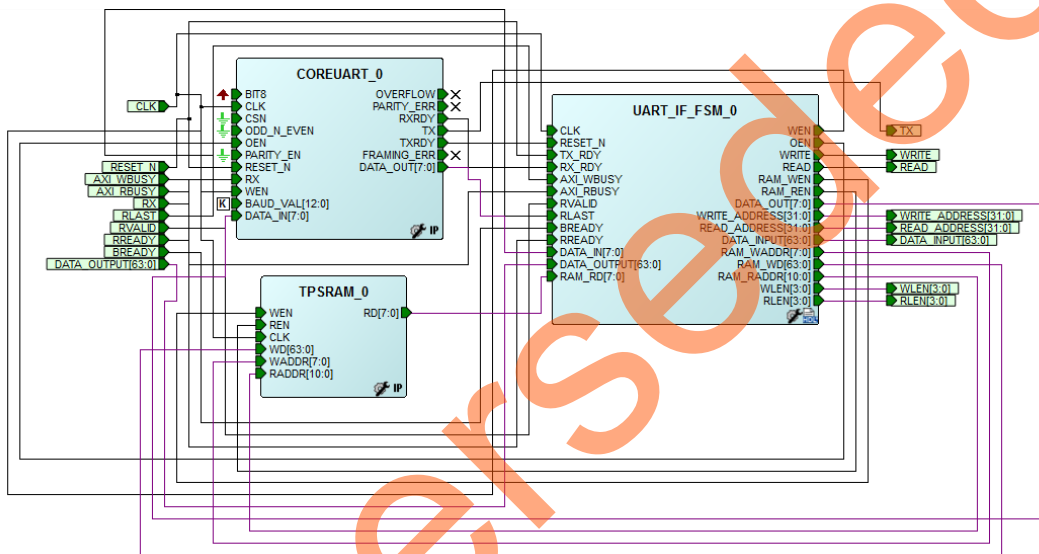


Figure 5 • UART_IF_0 SmartDesign Component

Running the Demo using Simulation

The demo design can be simulated using SmartDesign Testbench and LPDDR memory model (MT46H32M16LF with 512 Mb density).

The simulation is set to run the following:

- Single AXI write and read operation
- 16-beat AXI burst write and read operation

Figure 6 shows the AXI_LPDDR_Simulation SmartDesign Testbench. The AXI_testbench provides the read/write operations, burst length, address, and data to the MDDR_Demo_top_0 SmartDesign component.

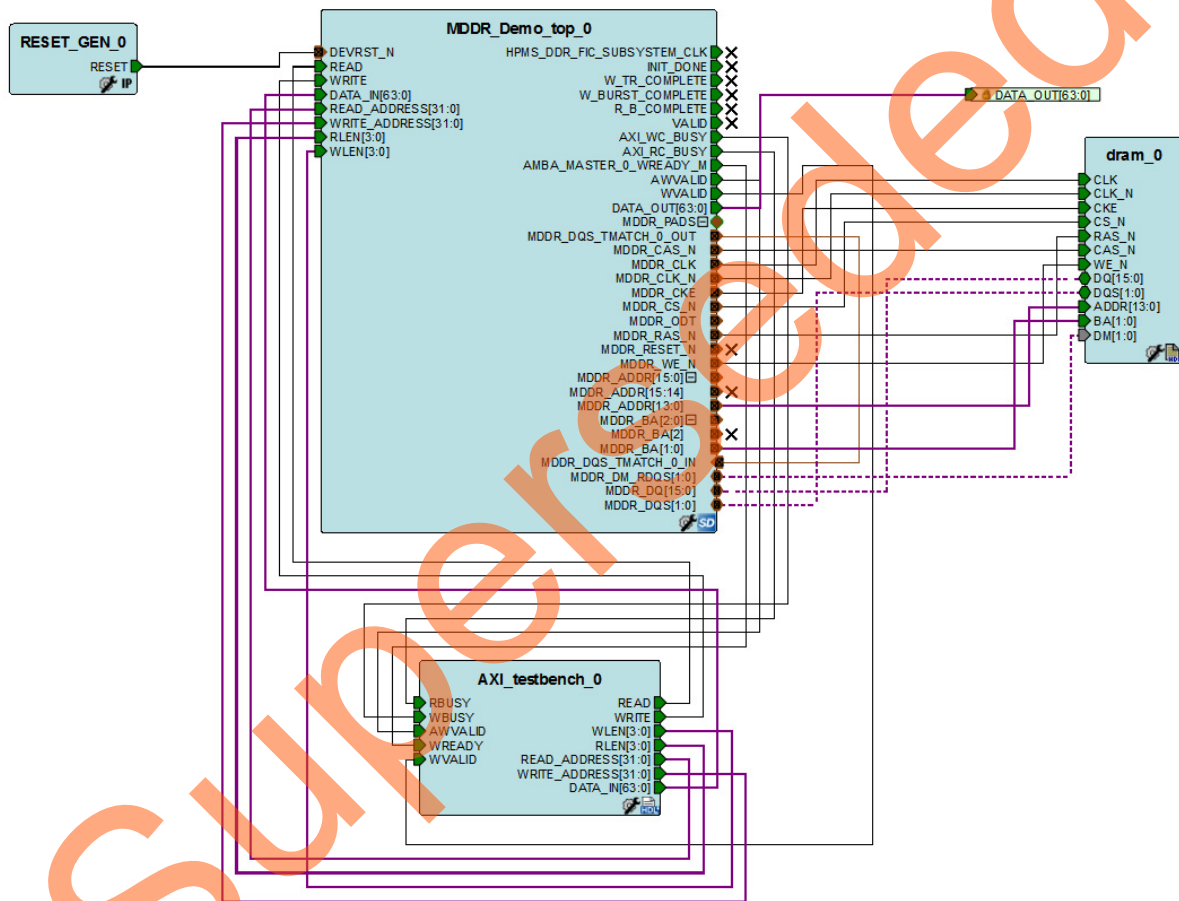


Figure 6 • AXI_LPDDR_Simulation SmartDesign Testbench

To run the simulation, ensure that the following files are present in the Libero SoC project:

- dram.v
- dram_parameters.vh
- AXI_testbench.v

The default location of the files is:

<Download folder>\IGLOO2_MDDR_Demo_DF\Libero_project\IGL2_MDDR_Demo\stimulus

Simulation

Simulation setup configuration can be set properly by using the following steps:

1. Launch the Libero SoC software.
2. Browse the IGL2_MDDR_Demo project provided in the design file.
3. Go to **Project > Project Settings > Simulation Options**.
4. Ensure that the **DO File** tab has the configuration as shown in [Figure 7](#)

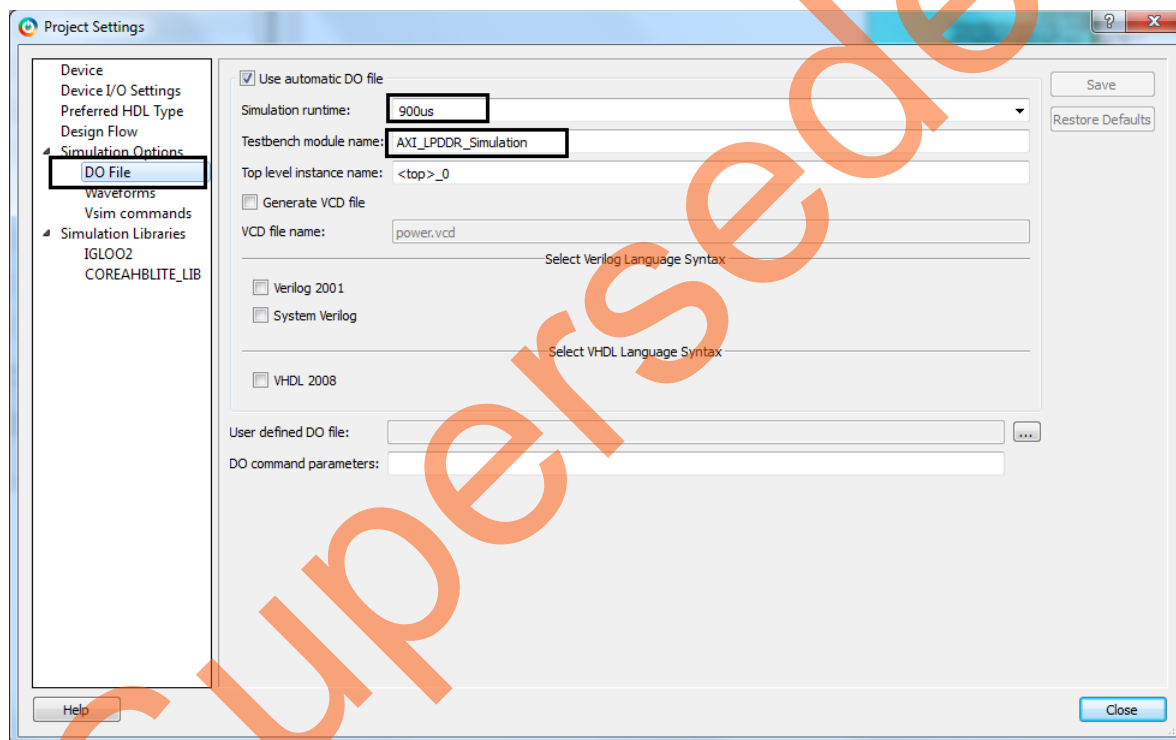


Figure 7 • DO File Settings

5. Ensure that the **Waveforms** tab has the configuration as shown in [Figure 8](#).

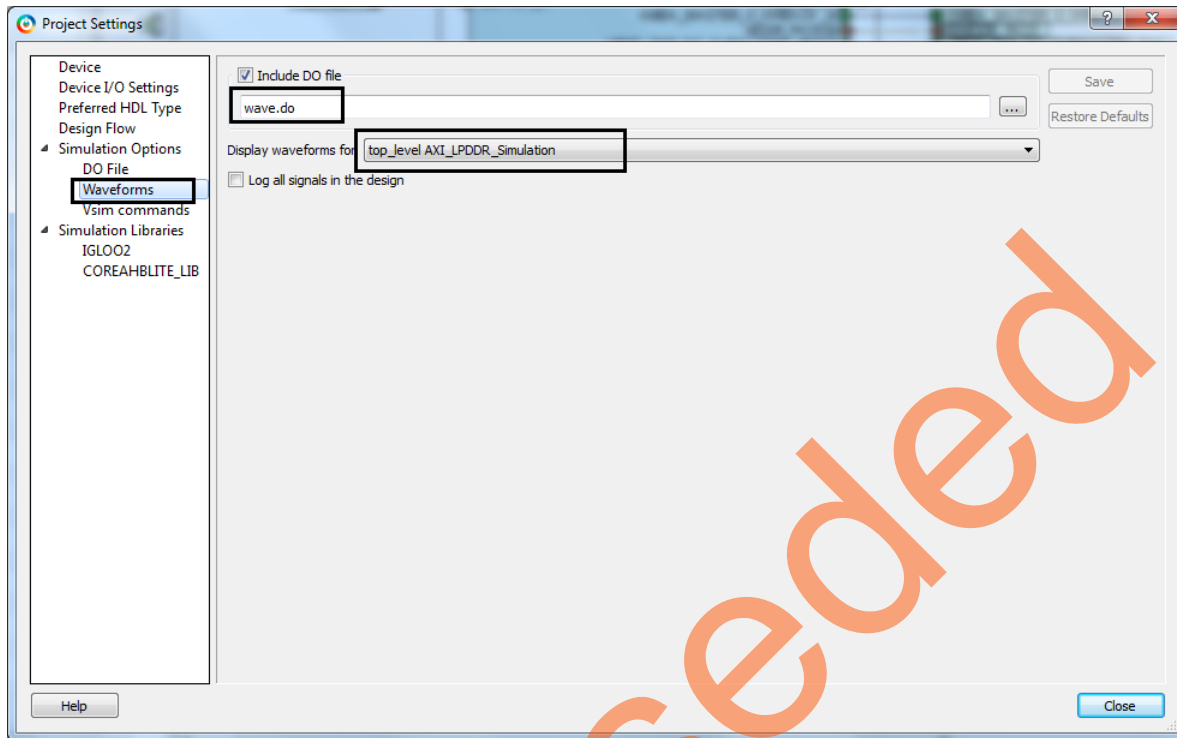


Figure 8 • Waveforms Settings

6. Go to **Design Flow** tab.
7. Right-click **Simulate** under **Verify Pre-Synthesized Design** and select **Organize Input Files > Organize Stimulus Files...**, as shown in Figure 9.

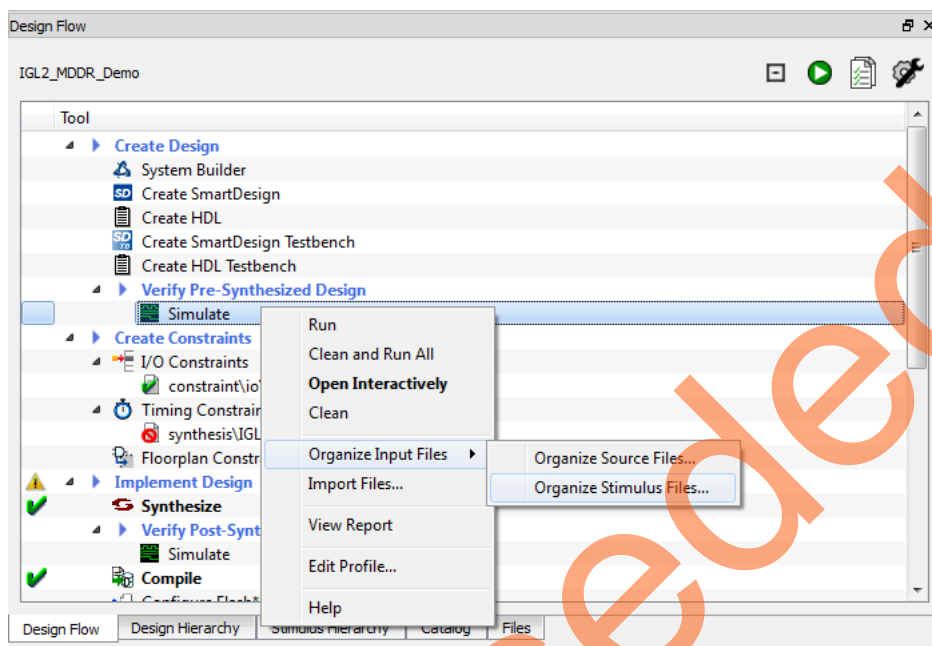


Figure 9 • Invoking Organize Stimulus Files Window

8. Ensure that the **Organize Stimulus files** window has the configuration as shown in Figure 10.

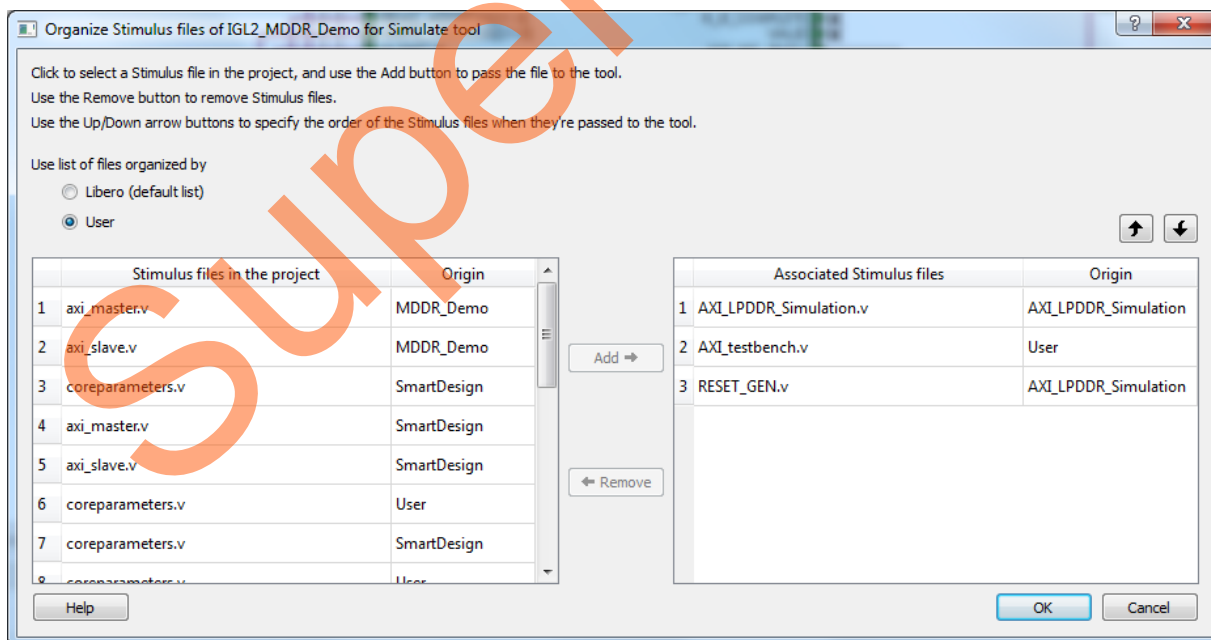


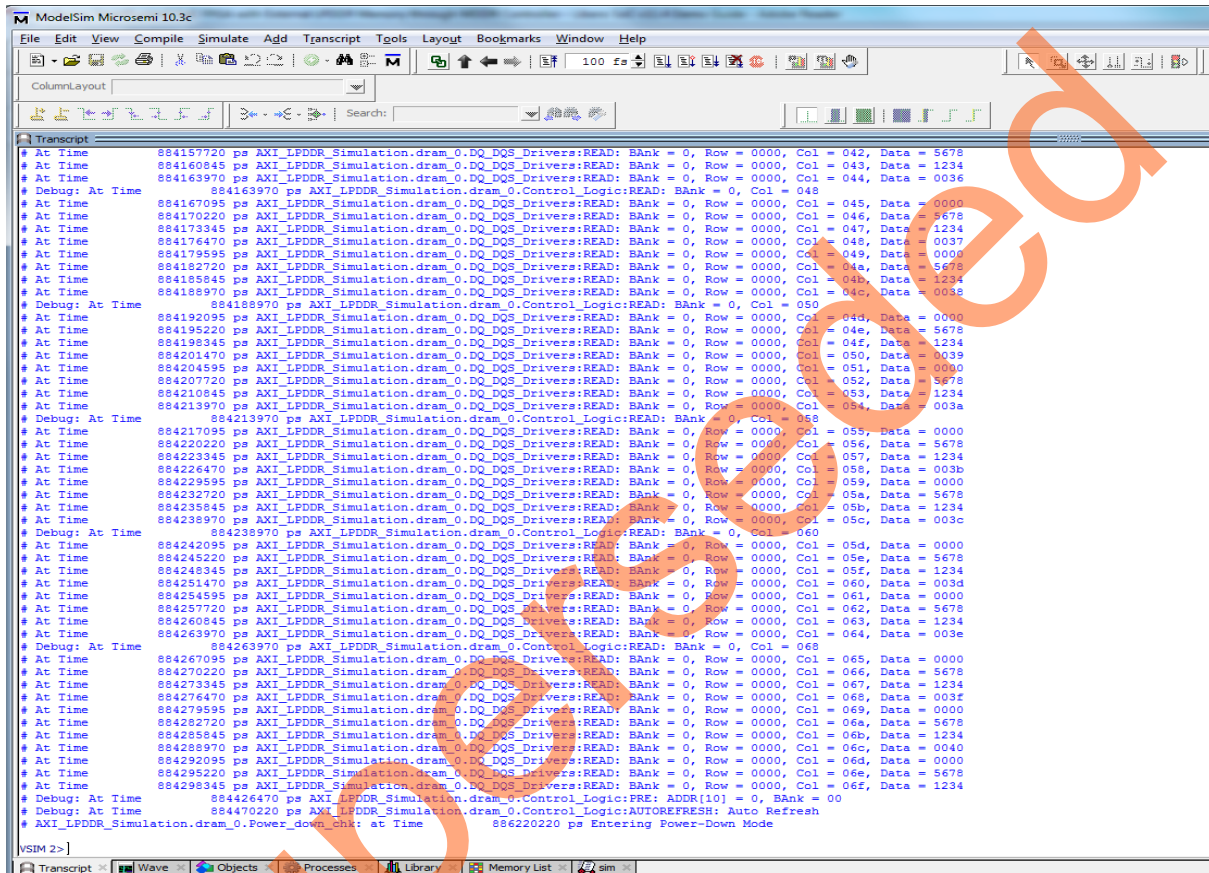
Figure 10 • Organize Stimulus Files Window

Running the Simulation

The following steps describe how to run the simulation:

1. Right-click **Simulate** under **Verify Pre-Synthesized Design**.
2. Click **Open Interactively**.
3. Simulation run time is 900us, as shown in Figure 7 on page 12.

Figure 11 shows the transcript window of the simulation.



```

ModelSim Microsemi 10.3c
File Edit View Compile Simulate Add Transcript Tools Layout Bookmarks Window Help
ColumnLayout
Transcript
# At Time 884157720 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 042, Data = 5678
# At Time 884160845 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 043, Data = 1234
# At Time 884163970 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 044, Data = 0036
# Debug: At Time 884163970 ps AXI_LPDDR_Simulation.dram_0.Control.Logic:READ: Bank = 0, Col = 045
# At Time 884167095 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 045, Data = 0000
# At Time 884170220 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 046, Data = 5678
# At Time 884173345 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 047, Data = 1234
# At Time 884176470 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 048, Data = 0037
# At Time 884179595 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 049, Data = 0008
# At Time 884182720 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 04a, Data = 5678
# At Time 884185845 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 04b, Data = 1234
# At Time 884188970 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 04c, Data = 0038
# Debug: At Time 884188970 ps AXI_LPDDR_Simulation.dram_0.Control.Logic:READ: Bank = 0, Col = 050
# At Time 884192095 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 04d, Data = 0000
# At Time 884195220 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 04e, Data = 5678
# At Time 884198345 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 04f, Data = 1234
# At Time 884201470 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 050, Data = 0039
# At Time 884204595 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 051, Data = 0000
# At Time 884207720 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 052, Data = 5678
# At Time 884210845 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 053, Data = 1234
# At Time 884213970 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 054, Data = 003a
# Debug: At Time 884213970 ps AXI_LPDDR_Simulation.dram_0.Control.Logic:READ: Bank = 0, Col = 055
# At Time 884217095 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 055, Data = 0000
# At Time 884220220 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 056, Data = 5678
# At Time 884223345 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 057, Data = 1234
# At Time 884226470 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 058, Data = 003b
# At Time 884229595 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 059, Data = 0000
# At Time 884232720 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 05a, Data = 5678
# At Time 884235845 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 05b, Data = 1234
# At Time 884238970 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 05c, Data = 003c
# Debug: At Time 884238970 ps AXI_LPDDR_Simulation.dram_0.Control.Logic:READ: Bank = 0, Col = 060
# At Time 884242095 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 05d, Data = 0000
# At Time 884245220 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 05e, Data = 5678
# At Time 884248345 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 05f, Data = 1234
# At Time 884251470 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 060, Data = 003d
# At Time 884254595 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 061, Data = 0000
# At Time 884257720 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 062, Data = 5678
# At Time 884260845 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 063, Data = 1234
# At Time 884263970 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 064, Data = 003e
# Debug: At Time 884263970 ps AXI_LPDDR_Simulation.dram_0.Control.Logic:READ: Bank = 0, Col = 065
# At Time 884267095 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 065, Data = 0000
# At Time 884270220 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 066, Data = 5678
# At Time 884273345 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 067, Data = 1234
# At Time 884276470 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 068, Data = 003f
# At Time 884279595 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 069, Data = 0000
# At Time 884282720 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 06a, Data = 5678
# At Time 884285845 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 06b, Data = 1234
# At Time 884288970 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 06c, Data = 0040
# At Time 884292095 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 06d, Data = 0000
# At Time 884295220 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 06e, Data = 5678
# At Time 884298345 ps AXI_LPDDR_Simulation.dram_0.DQ_DQS_Drivers:READ: Bank = 0, Row = 0000, Col = 06f, Data = 1234
# Debug: At Time 884426470 ps AXI_LPDDR_Simulation.dram_0.Control.Logic:PRE: ADDR[10] = 0, Bank = 0
# AXI_LPDDR_Simulation.dram_0.Power_down_chk: at Time 886220220 ps Entering Power-Down Mode
V$SIM 2>

```

Figure 11 • Transcript Window

Figure 12 shows the single AXI write and AXI read operation.

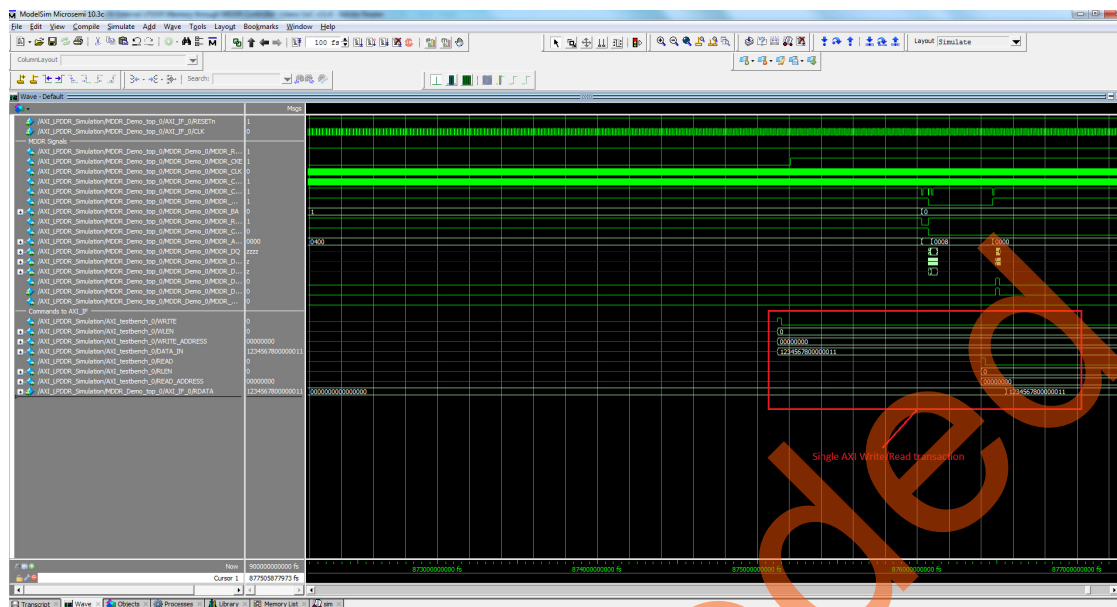


Figure 12 • Single Write and Read Operation

Figure 13 shows the 16-beat AXI burst write and read operation.

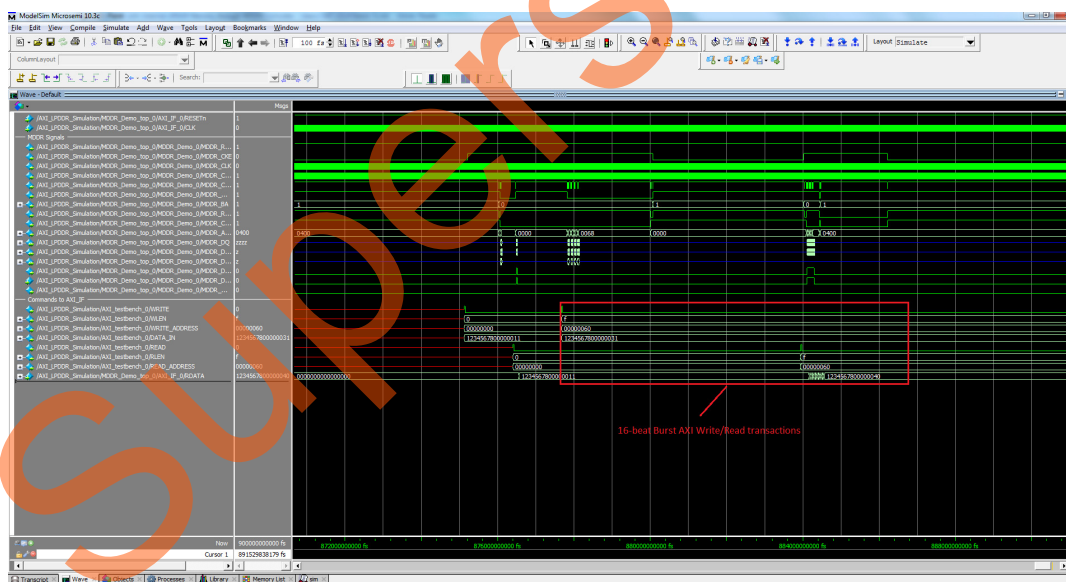


Figure 13 • 16-Beat AXI Burst Write and Read

Setting up the Hardware Demo

The following steps describe how to setup the hardware demo:

1. Connect the jumpers on the IGLOO2 Evaluation Kit as shown in [Table 2](#).

Table 2 • IGLOO2 FPGA Evaluation Kit Jumper Settings

Jumper	Pin (from)	Pin (to)	Comments
J22	1	2	default
J23	1	2	default
J24	1	2	default
J8	1	2	default
J3	1	2	default

CAUTION: Ensure that the power supply switch **SW7** is switched off while connecting the jumpers.

2. Connect the Power supply to the J6 connector, switch on the power supply switch, **SW7**.
3. Connect the FlashPro4 programmer to the J5 connector of the IGLOO2 Evaluation Kit.
4. Connect the Host PC USB port to the IGLOO2 Evaluation Kit board's J18 USB connector using the USB mini-B cable.

[Figure 14](#) shows the board setup for running the IGLOO2 MDDR demo on the IGLOO2 Evaluation Kit.

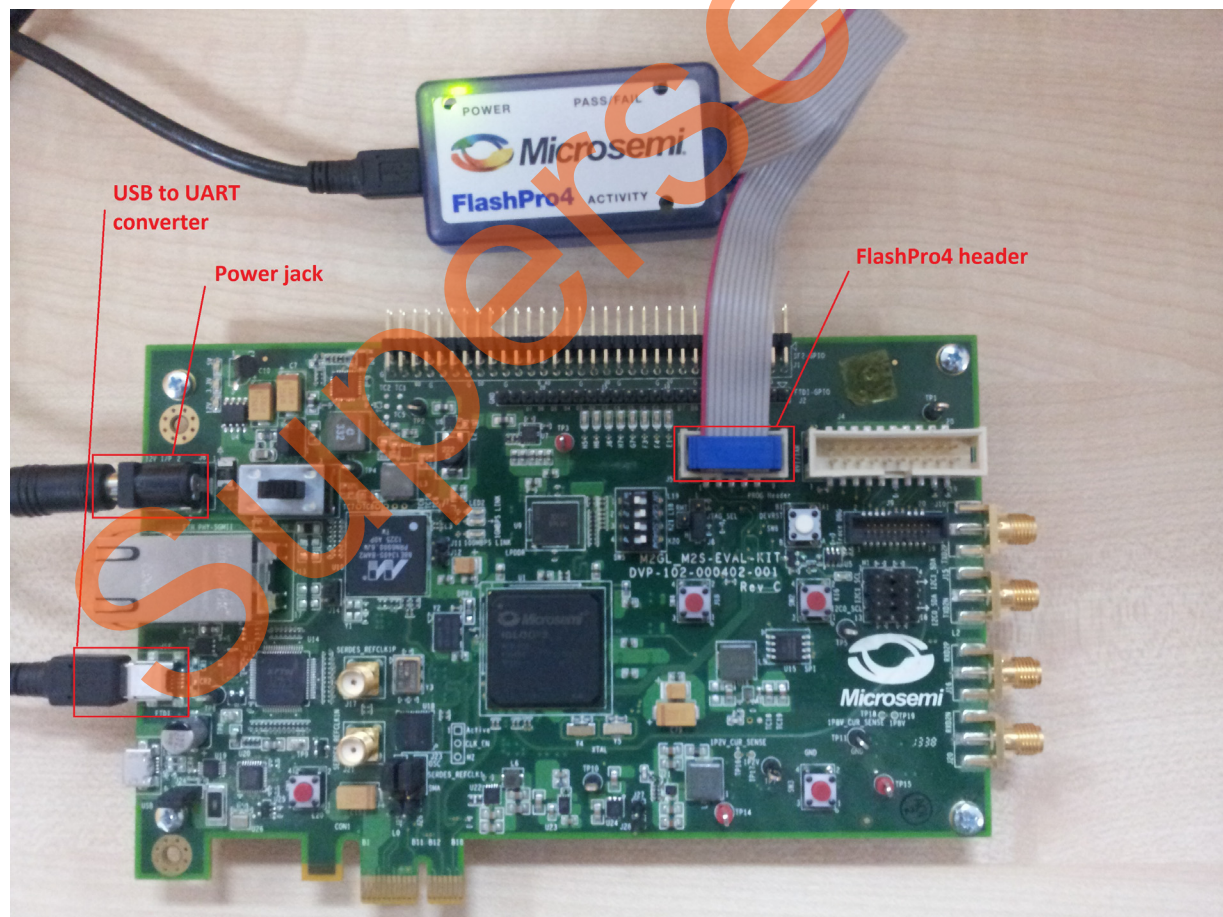


Figure 14 • IGLOO2 Evaluation Kit

5. Ensure that the USB to UART bridge drivers are automatically detected. This can be verified in the **Device Manager** of the Host PC. The FTDI USB to UART converter enumerates four COM ports. For USB 2.0, note down the USB Serial Converter D COM port number to use it in the GUI. [Figure 15](#) shows the USB 2.0 Serial port properties. As shown in [Figure 15](#), COM10 is connected to USB Serial Converter D. Refer to "[Appendix B: Finding Correct COM Port Number when Using USB 3.0](#)" on [page 32](#) for finding the correct COM port in USB 3.0.

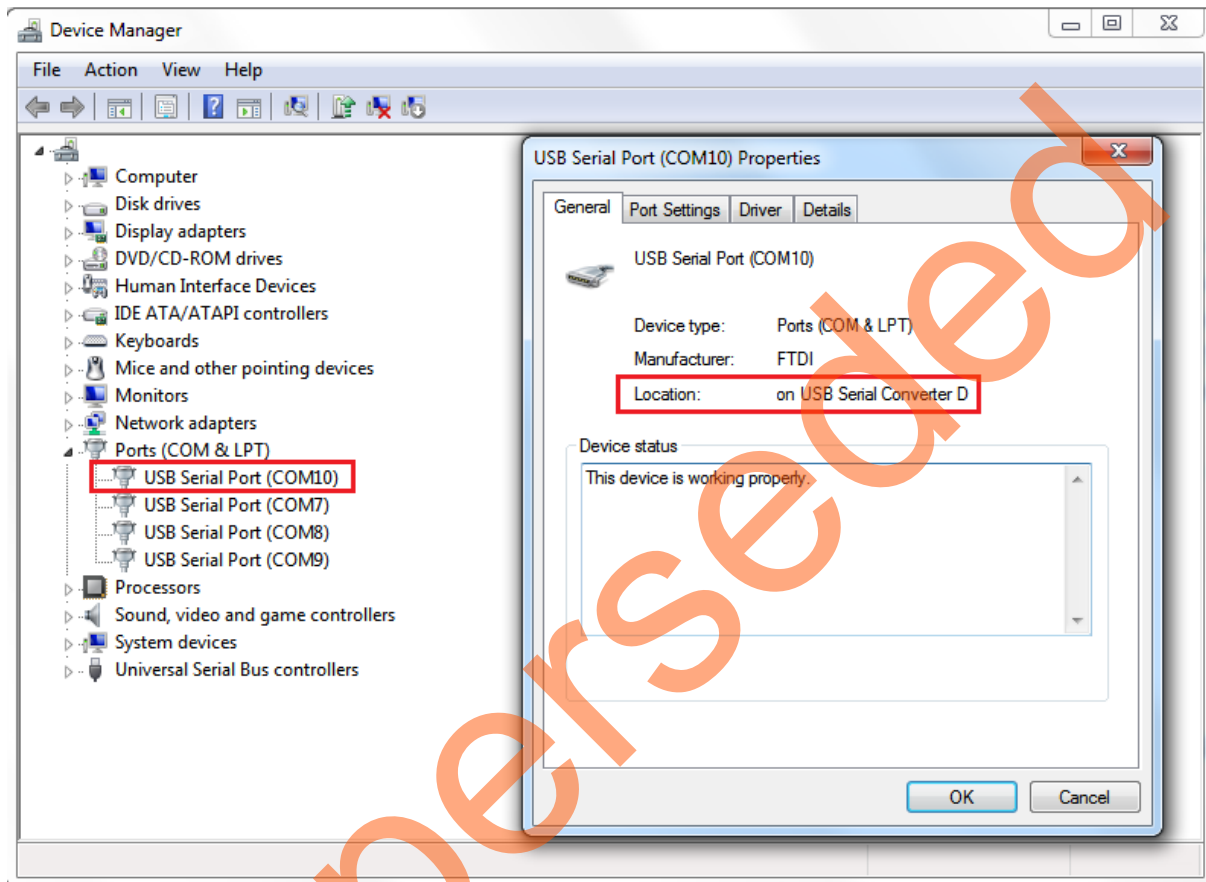


Figure 15 • USB Serial 2.0 Port Properties

6. If the USB to UART bridge drivers are not installed, download and install the drivers from www.microsemi.com/soc/documents/CDM_2.08.24_WHQL_Certified.zip.

Programming the Demo Design

The following steps describe how to program the demo design:

1. Download the demo design from the following link:
http://soc.microsemi.com/download/rsc/?f=m2gl_dg0534_liberov11p5_df
2. Switch **ON** the power supply switch **SW7**.
3. Launch the FlashPro software.
4. Click **New Project**.
5. In the **New Project** window, type the project name as IGL2_MDDR_Demo .
6. Click **Browse** and navigate to the location where you want to save the project.
7. Select **Single device** as the **Programming mode**.
8. Click **OK** to save the project.

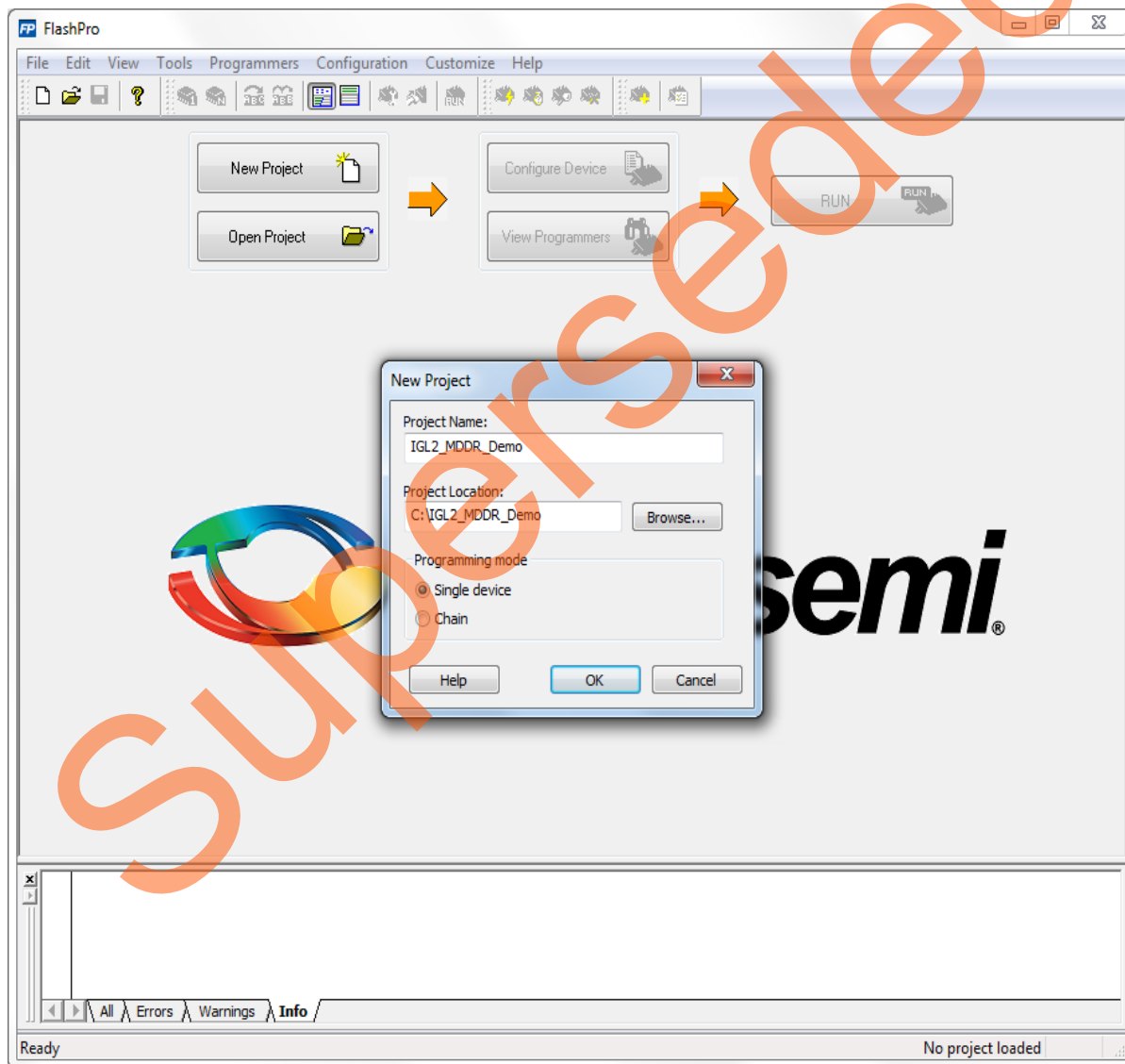


Figure 16 • FlashPro New Project

Setting up the Device

The following steps describe how to configure the device:

1. Click **Configure Device** on the FlashPro GUI.
2. Click **Browse** and navigate to the location where IGL2_MDDR_Demo.stp file is located, and select the file. The default location is:
`<download_folder>\IGLOO2_MDDR_Demo_DF\Programming_file\.`
3. Click **Open**. The required programming file is selected and is ready to be programmed in the device.

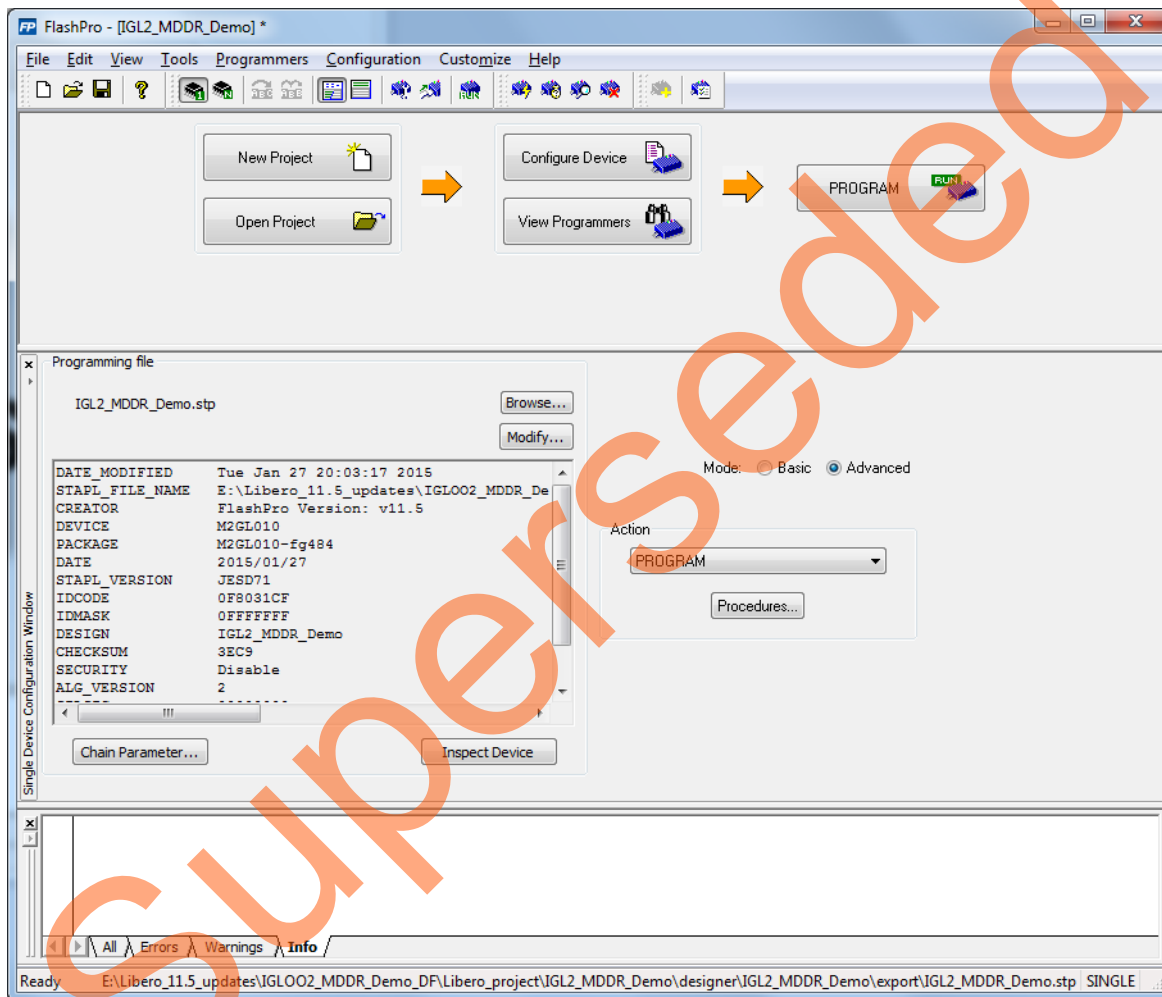


Figure 17 • FlashPro Project Configuration

Programming the Device

Click **PROGRAM** to start programming the device. Wait until the Programmer Status is changed to **RUN PASSED**.

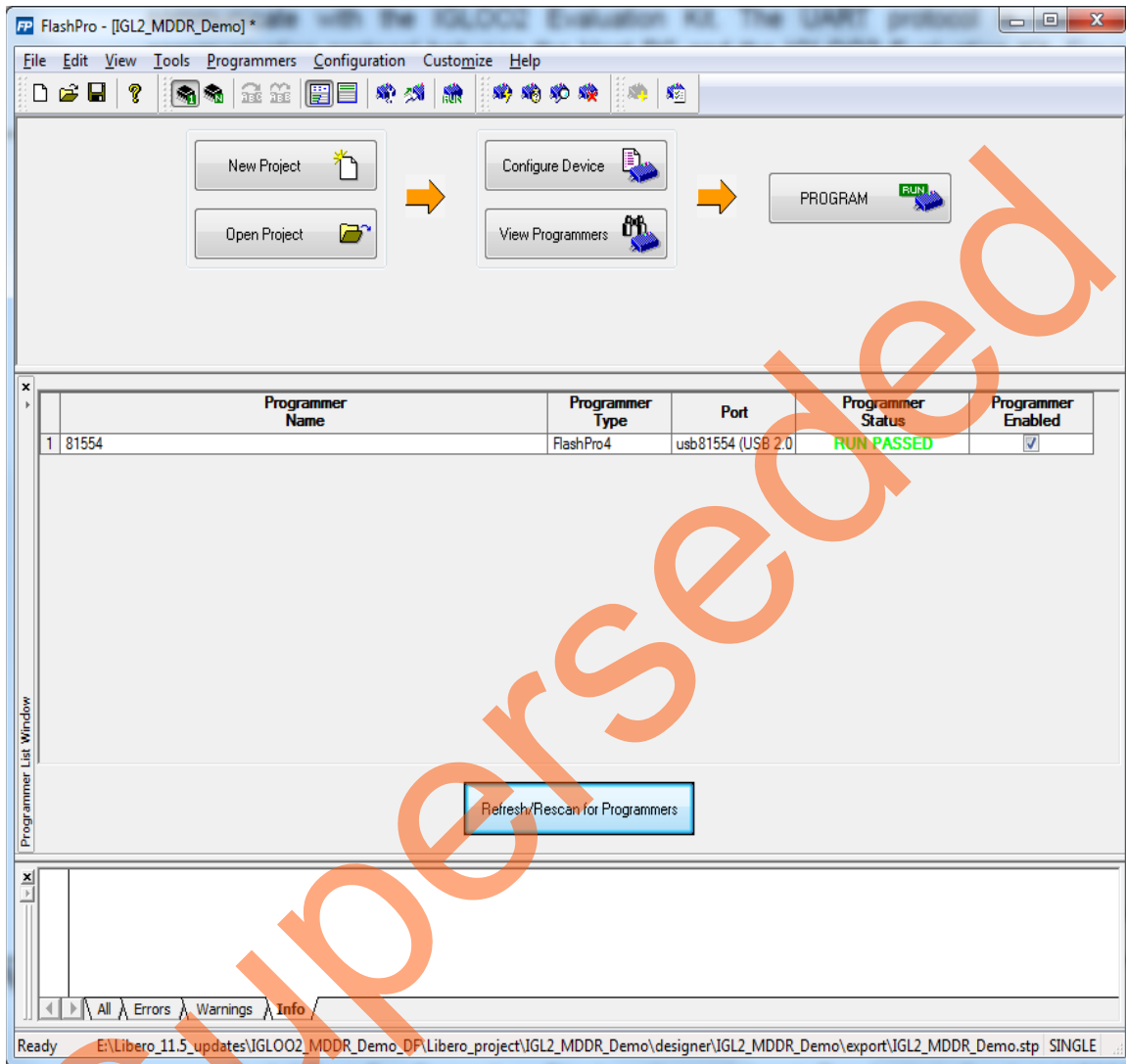


Figure 18 • FlashPro Program Passed

Running the Hardware Demo

The IGLOO2 MDDR demo comes with utility, IGL2_MDDR_Demo that runs on the Host PC to communicate with the IGLOO2 Evaluation Kit. The UART protocol is used as the underlying communication protocol between the Host PC and the IGLOO2 Evaluation Kit.

Figure 19 shows initial screen of the IGL2_MDDR_Demo utility.

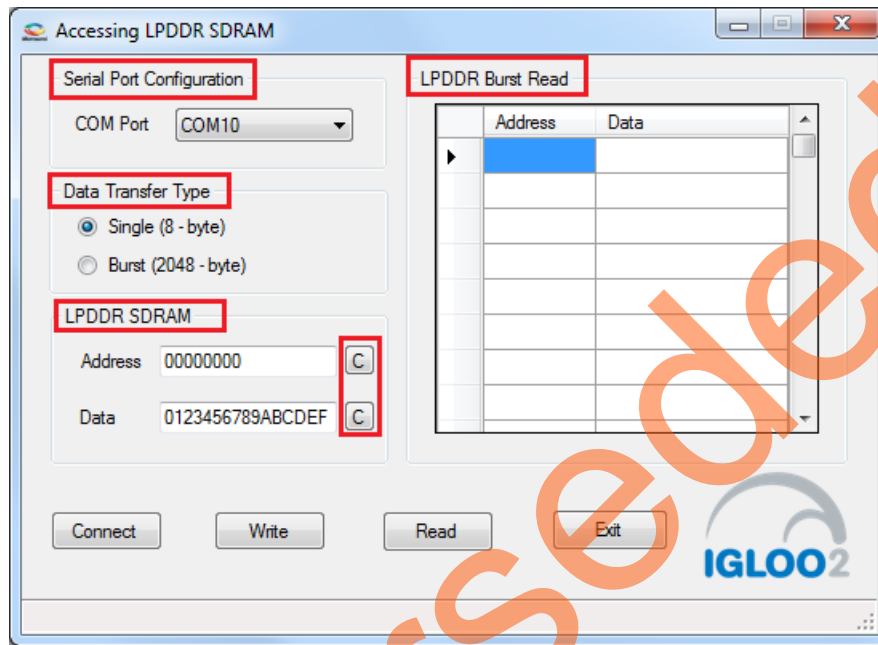


Figure 19 • IGL2_MDDR_Demo Utility

The IGL2_MDDR_Demo utility consists of following sections:

- **Serial Port Configuration:** Displays the serial port. Baud rate is fixed at 115200.
- **Data Transfer Type:** Single or Burst.
- **LPDDR SDRAM:** Provides Address and Data.
- **LPDDR Burst Read:** Displays the Burst Read Values for the corresponding address.
- **C:** Clears the existing data.

Steps to Run GUI

The following steps describe how to run the GUI:

1. Launch the utility. The default location is:
`<download_folder>\IGLOO2_MDDR_Demo_DF\Demo_Utility\IGL2_MDDR_Demo.exe.`
2. Select the appropriate COM port from drop down menu. In this case, it is COM 10.
3. Click **Connect**. The connection status along with the COM Port and Baud rate is shown in the left bottom corner of the screen.

Figure 20 shows the connection status of the utility.

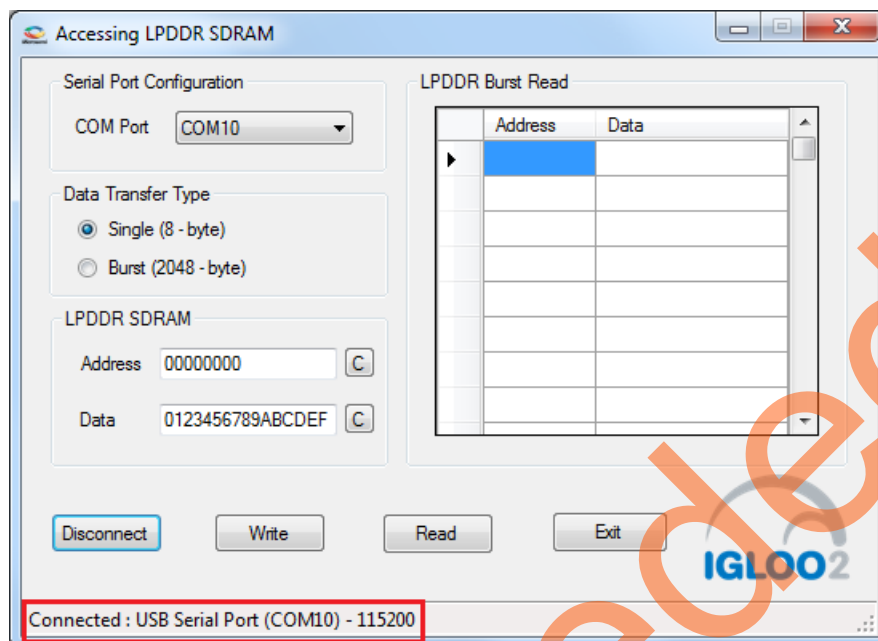


Figure 20 • IGL2_MDDR_Demo- Connection Status

Performing Single Data Transfer

For a single write or read operation, the AXI Master logic is configured to transfer a burst length of 1 (that is, 8 bytes). For a write operation, the utility sends a 32-bit address and 64-bit (8 bytes) data. The data is then written to the LPDDR SDRAM. For a read operation, the utility sends a 32-bit address and receives 64-bit data from LPDDR and is displayed in the utility.

The following steps describe how to perform a single data transfer:

1. Select **Single (8-bytes)** as **Data Transfer Type**.
2. A 64-bit aligned address is required in the address field. Enter a 32-bit HEX Address in the range 0x00000000 - 0x03FFFFFF8. When a non 64-bit aligned address is provided, the GUI converts it to 64-bit aligned address and performs the write/read. Refer to ["Appendix C: Performing Write/Read Operation when Non 64-bit Aligned Address is Provided"](#) on page 34 to perform write/read when non 64-bit aligned address is provided.
3. In the **Data** field, enter a 64-bit data in HEX format.
4. Click **Write**. The entered data is written to the LPDDR memory.

Figure 21 shows the **Address** and **Data** values entered for a Single Write operation.

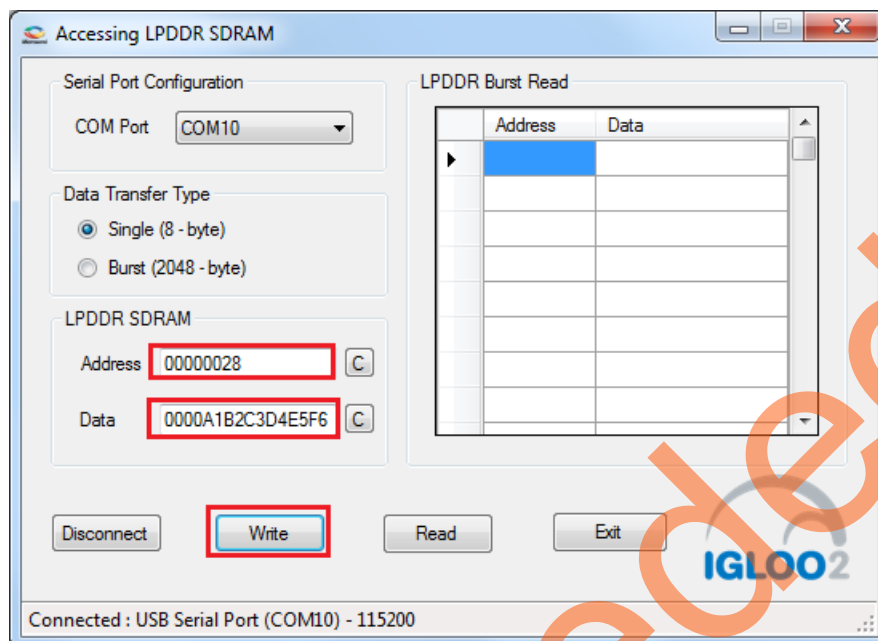


Figure 21 • Single Write Operation

5. To verify the write operation, perform a read operation to the same address where the data is written.
6. Press **C** to clear the data present in the **Data** field. Figure 22 highlights the Clear button, C.

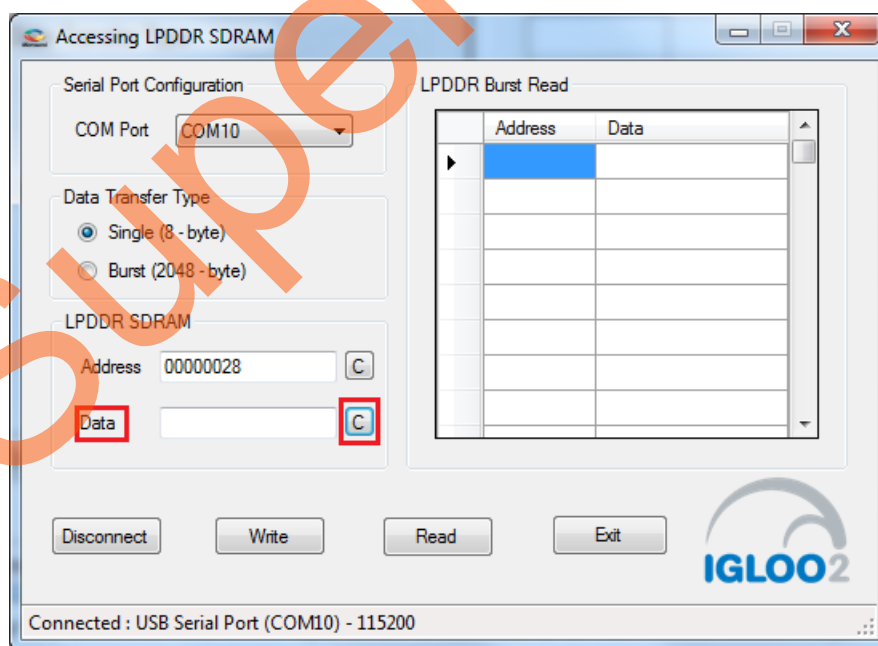


Figure 22 • Clear Data Field

7. Click **Read** to read the data from the LPDDR SDRAM.

Figure 23 shows the data read from the LPDDR SDRAM.

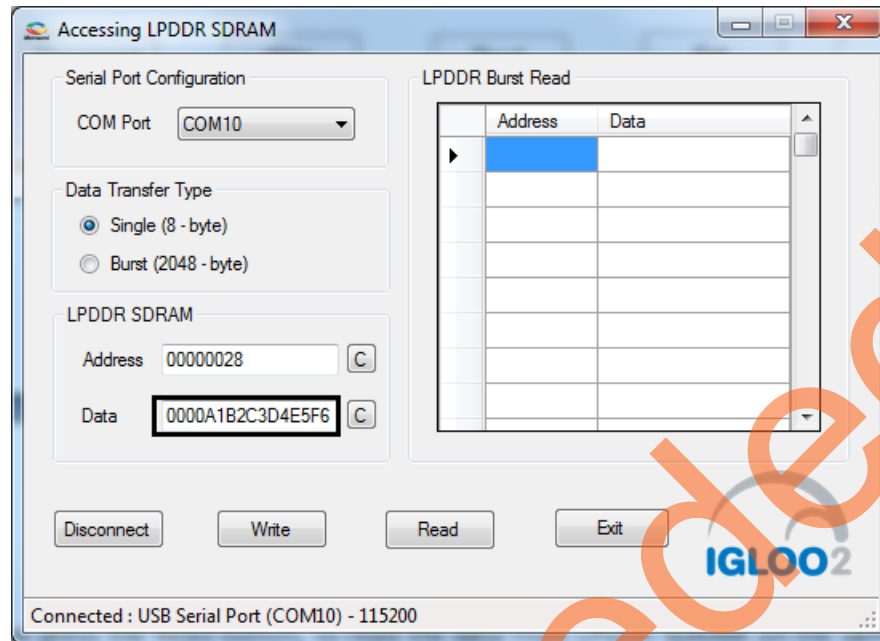


Figure 23 • Single Read Operation

8. Compare the read and write data. The write and read data being same establishes that the write and read operations to the LPDDR SDRAM were successful.

Performing Burst Data Transfer

For a burst write or read operation, the AXI Master logic is configured to transfer a burst length of 16 (that is, 128 bytes). In this demo, 16 transfers of 16-beat burst operations are implemented (16 transfers x 16-beat burst data = 2048 bytes data). For a write operation, the utility sends a 32-bit initial address and 64-bit (8 bytes) initial data. After the initial write operation, incremental data is written. For a read operation, the utility sends a 32-bit address and receives 2048 bytes of data from the LPDDR SDRAM and the data is displayed in the utility.

The following steps describe how to perform a burst data transfer:

1. Select **Burst (2048-bytes)** as **Data Transfer Type**.
2. A 64-bit aligned address is required in the address field. Enter a 32-bit HEX Address in the range 0x00000000 - 0x03FFF7F8. When a non 64-bit aligned address is provided, the GUI converts it into 64-bit aligned address and performs the write/read operation. Refer to "[Appendix C: Performing Write/Read Operation when Non 64-bit Aligned Address is Provided](#)" on page 34 to perform write/read when non 64-bit aligned address is provided.
3. In the **Data** field, enter a 64-bit data in HEX format.
4. Click **Write**. The entered data is written to the Address location specified in the Address field and then the data is incremented by 1 and written to the next address location. This is repeated 256 times to write all the 2048 bytes of data.

Figure 24 shows the **Address** and **Data** values entered for a Burst Write operation.

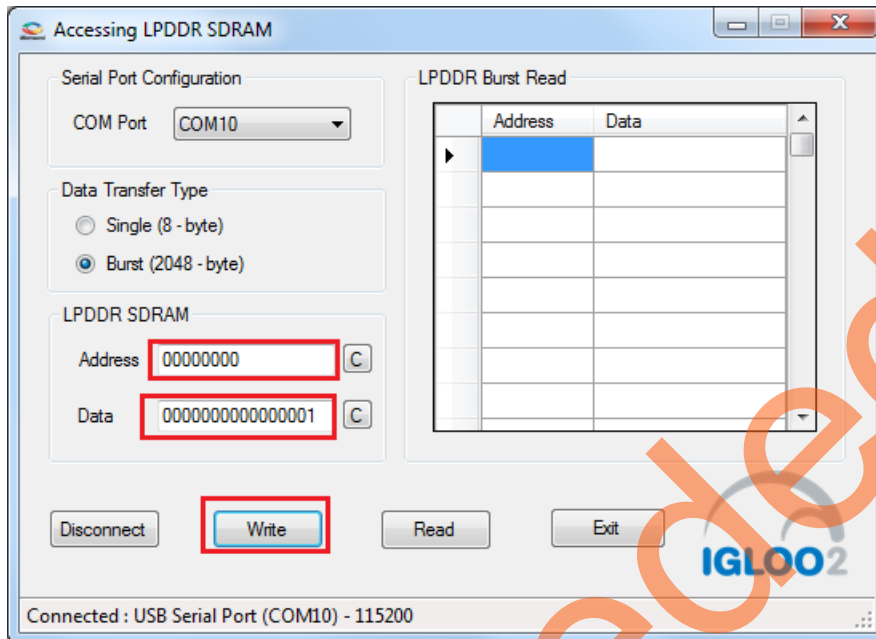


Figure 24 • Burst Write Operation

5. To verify the write operation, perform a read operation to the same address where the data is written.
6. Click **Read**. All the 2048 bytes of data written to the LPDDR is read, and the read data is displayed on the **LPDDR Burst Read** panel.

Figure 25 shows the burst read data.

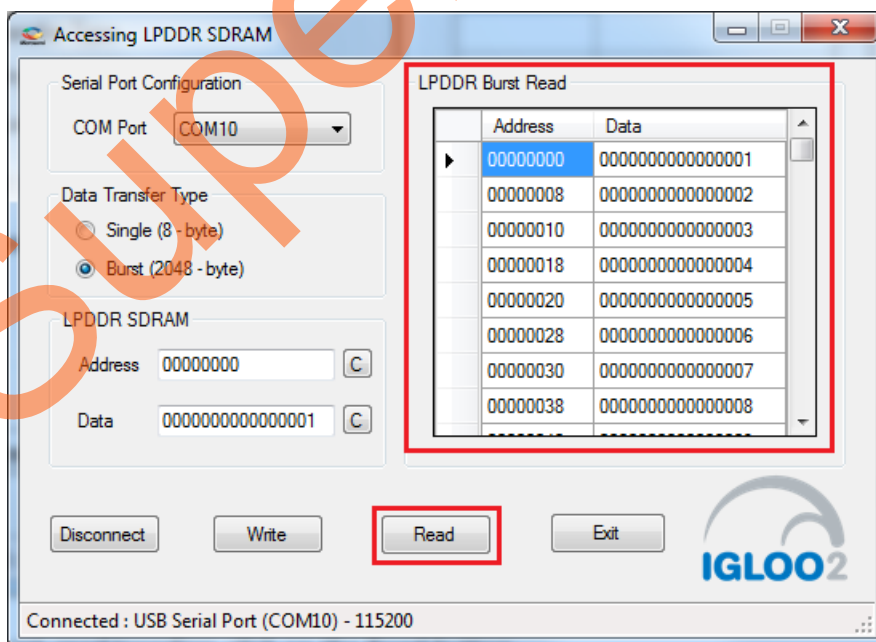


Figure 25 • Burst Read Operation

7. Click **Exit** to exit the utility.

Conclusion

This demo shows how to perform Read/Write operations to LPDDR SDRAM using IGLOO2 MDDR controller. Options are provided to simulate the design using a SmartDesign testbench and validate the design on the IGLOO2 Evaluation Kit using a GUI interface.

Superseded

Appendix A: Configuring MDDR Controller

This section describes how to configure the MDDR Controller registers using Libero SoC. Configuration options for MDDR are available at the **MDDR** tab of the **Memories** tab in System Builder. Figure 26 shows the **MDDR** tab.

The IGLOO2 Evaluation Kit has the LPDDR memory from Micron. All values provided here are from the Micron datasheet, part number, MT46H32M16LF.

Note: The *Automotive Mobile Low-Power DDR SDRAM* datasheet is available for download from Micron website.

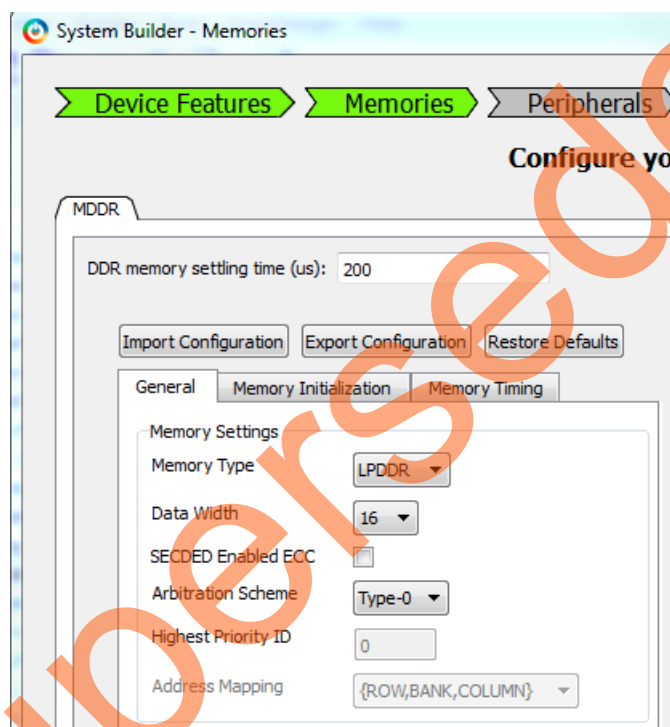


Figure 26 • System Builder - Memories - MDDR Tab

MDDR Configuration Tab

When using an external memory, the memory controller must wait for the memory to initialize (settling time) before accessing it. The IGLOO2 Evaluation Kit uses the LPDDR memory. Therefore, the DDR Controller has to wait at least 200us. Provide 200 as the value for the field, **DDR memory settling time (us)**.

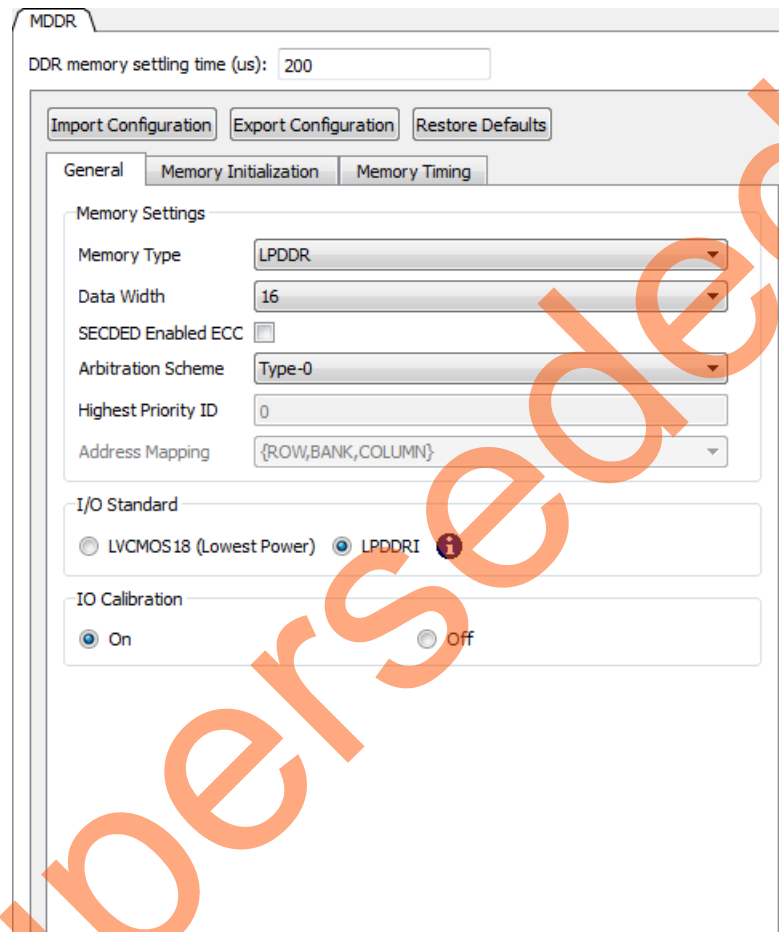
Note: All the values provided here are from the Micron datasheet. The parameters can be configured according to the user's requirements.

General

This section shows the configurations of the **General** tab.

- **Memory Type:** LPDDR
- **Data Width:** 16

Figure 27 shows the **General** tab after configuration parameters are set.



MDDR

DDR memory settling time (us): 200

Import Configuration Export Configuration Restore Defaults

General Memory Initialization Memory Timing

Memory Settings

Memory Type LPDDR

Data Width 16

SECEDED Enabled ECC ☐

Arbitration Scheme Type-0

Highest Priority ID 0

Address Mapping {ROW,BANK,COLUMN}

I/O Standard

☐ LVCMS18 (Lowest Power) ☒ LPDDR1

IO Calibration

☒ On ☐ Off

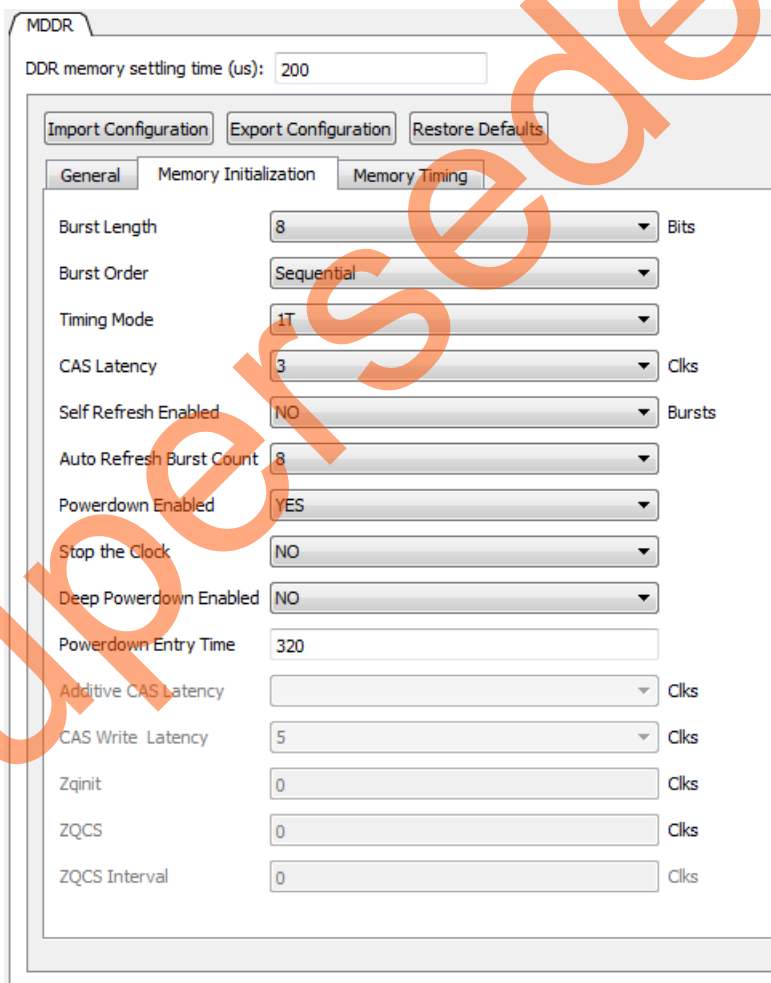
Figure 27 • System Builder MDDR Configuration – General Tab

Memory Initialization

This section shows the configurations of the **Memory Initialization** tab.

- **Burst length:** 8
- **Burst Order:** Sequential
- **Timing Mode:** 1T
- **CAS Latency:** 3
- **Self Refresh Enabled:** NO
- **Auto Refresh Burst Count:** 8
- **Power Down Enabled:** YES
- **Stop the clock:** NO
- **Deep Power Down enabled:** NO
- **No Activity clocks for Entry:** 320

Figure 28 shows the **Memory Initialization** tab after configuration parameters are set.



MDDR

DDR memory settling time (us): 200

Import Configuration Export Configuration Restore Defaults

General Memory Initialization Memory Timing

Burst Length 8 Bits

Burst Order Sequential

Timing Mode 1T

CAS Latency 3 Clks

Self Refresh Enabled NO Bursts

Auto Refresh Burst Count 8

Powerdown Enabled YES

Stop the Clock NO

Deep Powerdown Enabled NO

Powerdown Entry Time 320

Additive CAS Latency Clks

CAS Write Latency 5 Clks

Zqinit 0 Clks

ZQCS 0 Clks

ZQCS Interval 0 Clks

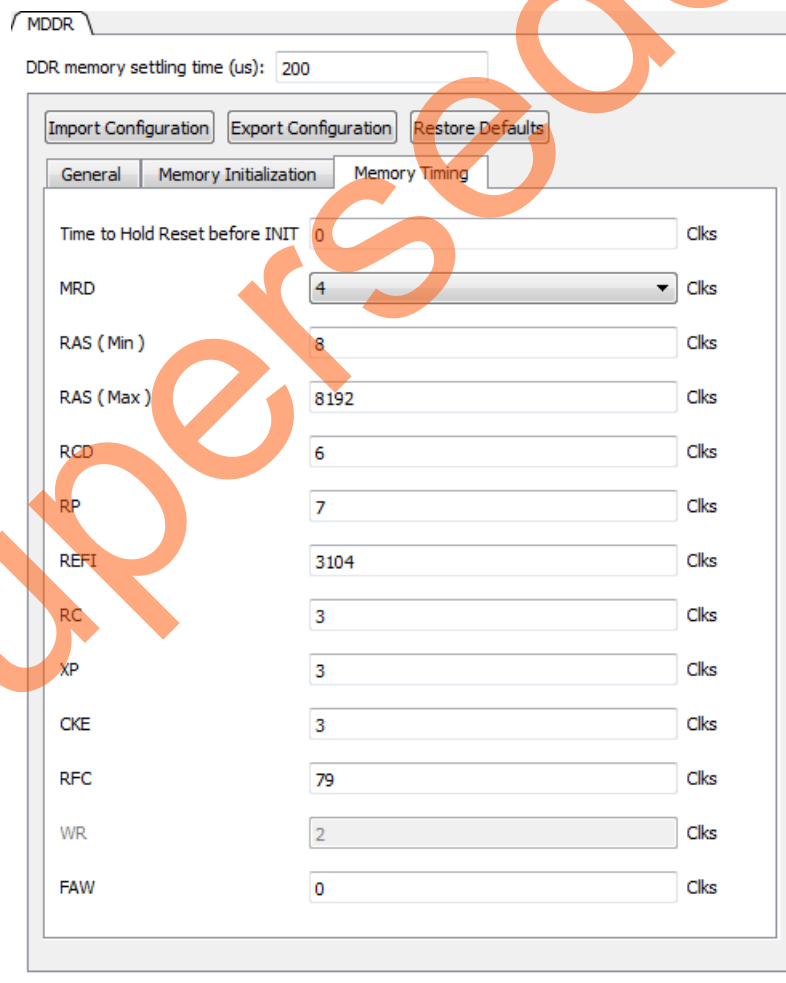
Figure 28 • System Builder MDDR Configuration – Memory Initialization Tab

Memory Timing

This section shows the configurations of the **Memory Timing** tab.

- **Time To Hold Reset Before INIT** – 0 clks
- **MRD**: 4 Clks
- **RAS (Min)**: 8 Clks
- **RAS (Max)**: 8192 Clks
- **RCD**: 6 Clks
- **RP**: 7 Clks
- **REFI**: 3104 Clks
- **RC**: 3 Clks
- **XP**: 3 Clks
- **CKE**: 3 Clks
- **RFC**: 79 Clks
- **FAW**: 0 Clks

Figure 29 shows the **Memory Timing** tab after configuration parameters are set.



MDDR

DDR memory settling time (us): 200

Import Configuration Export Configuration Restore Defaults

General Memory Initialization Memory Timing

Time to Hold Reset before INIT 0 Clks

MRD 4 Clks

RAS (Min) 8 Clks

RAS (Max) 8192 Clks

RCD 6 Clks

RP 7 Clks

REFI 3104 Clks

RC 3 Clks

XP 3 Clks

CKE 3 Clks

RFC 79 Clks

WR 2 Clks

FAW 0 Clks

Figure 29 • System Builder MDDR Configuration – Memory Timing Tab

Appendix B: Finding Correct COM Port Number when Using USB 3.0

FTDI USB to UART converter enumerates the four COM ports. In USB 3.0, the four available COM ports are in Location 0. [Figure 30](#) shows the USB 3.0 Serial port properties.

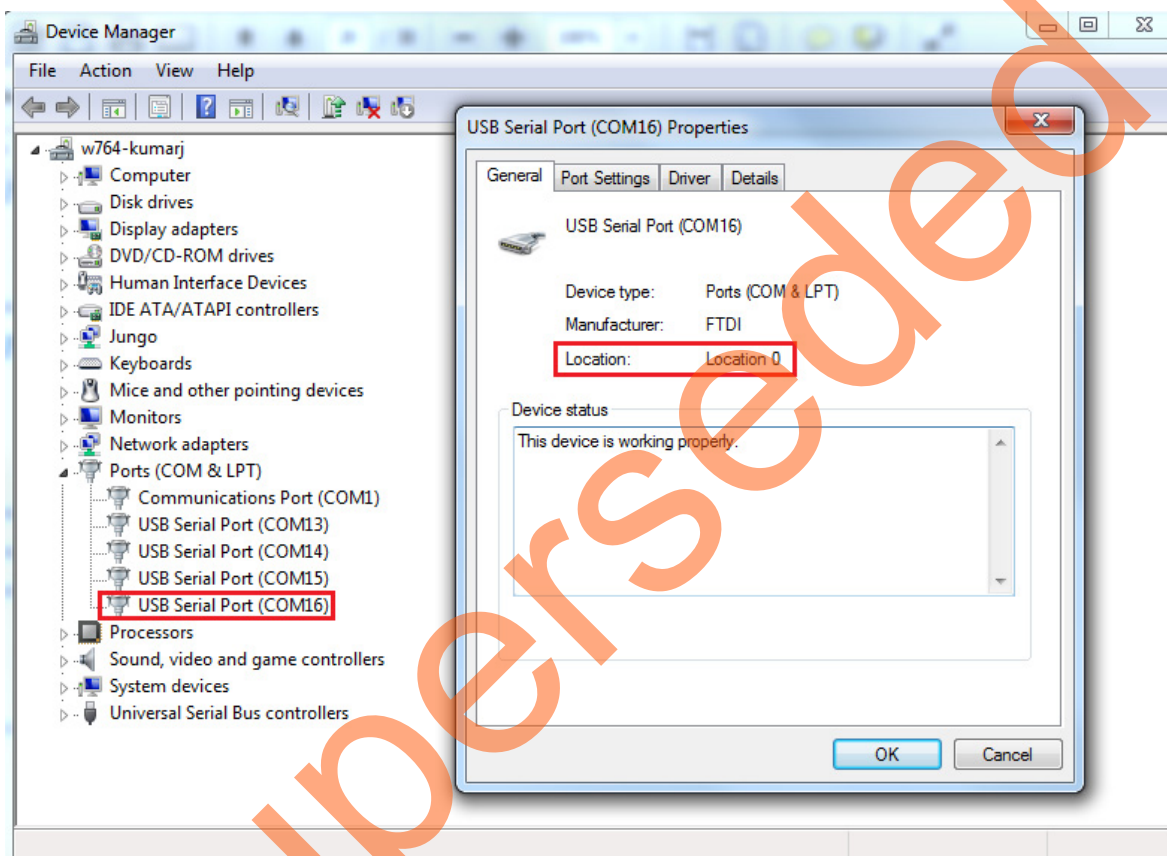


Figure 30 • USB 3.0 Serial Port Properties

To find out the correct COM port, program the IGLOO2 Evaluation Kit board with provided programming file. Connect each available COM port and click **Write**. If wrong COM port is selected, the GUI displays the read error. Try with all four available COM ports until this message disappears. [Figure 31](#) shows the read error message.

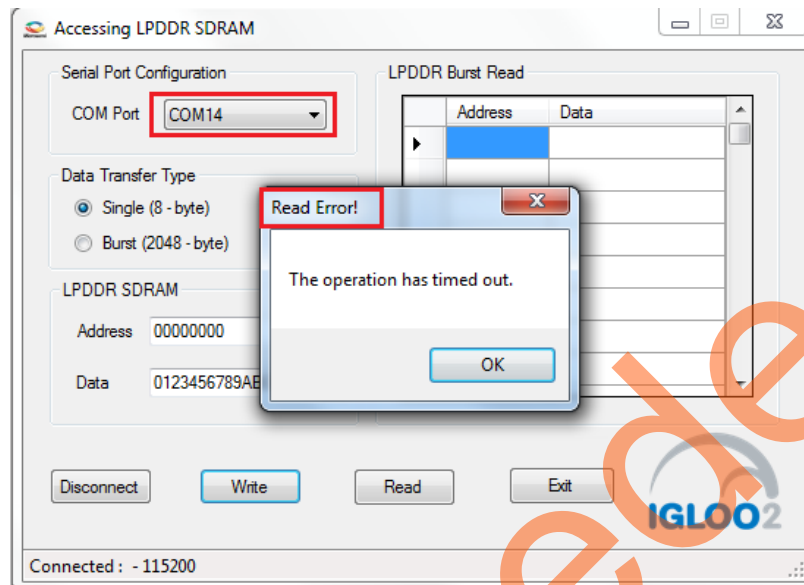


Figure 31 • Read Error

Appendix C: Performing Write/Read Operation when Non 64-bit Aligned Address is Provided

When a non 64-bit aligned address is provided in the GUI, the GUI converts it into the 64-bit aligned address (0, 8, 10, 18, 20, 28, 30, 38 ...) and performs the write/read operation.

1. Enter the non 64-bit aligned 32-bit address in HEX format.
2. Enter the 64-bit data in HEX format.

Figure 32 shows the non 64-bit aligned address entered in the GUI.

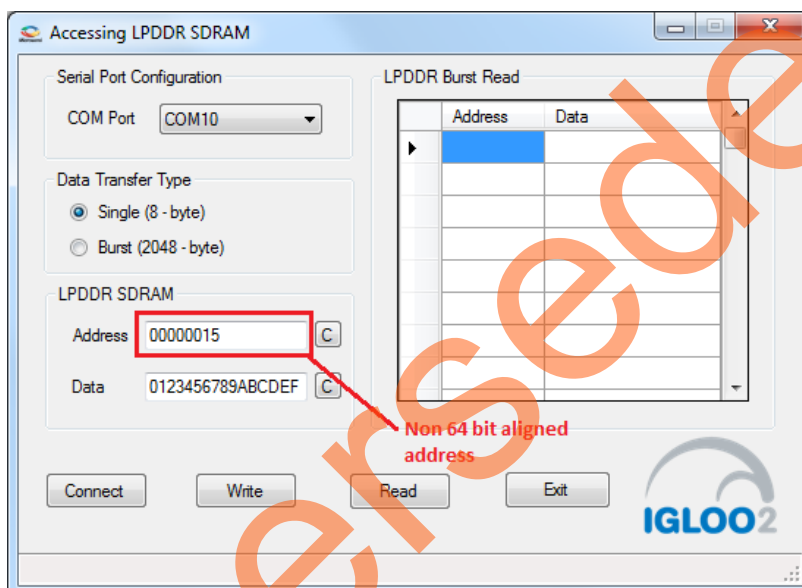


Figure 32 • Non 64-bit Aligned Address

3. Click **Write** to perform write operation. GUI converts the address into 64-bit aligned address and performs the write operation.

Figure 33 shows the GUI pop up information message and converted 64-bit aligned address.

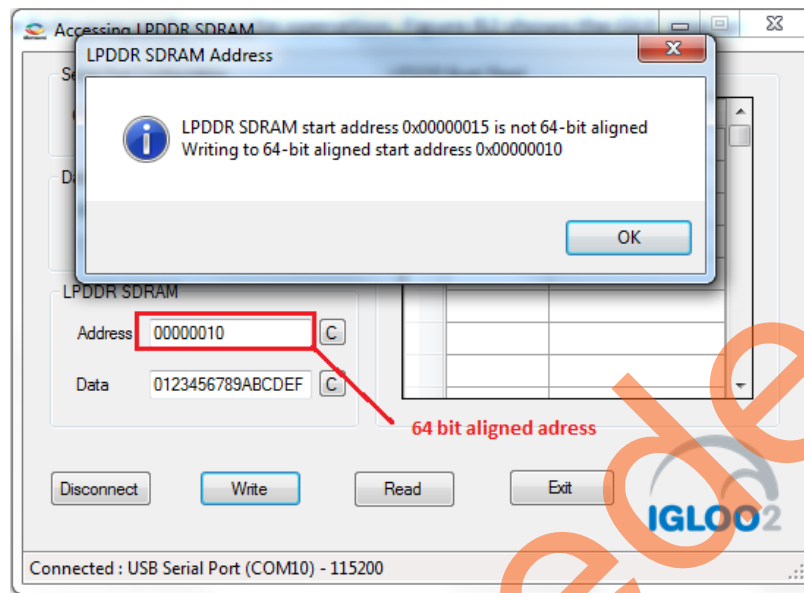


Figure 33 • Converted 64-bit Aligned Address

A – List of Changes

The following table shows important changes made in this document for each revision.

Date	Changes	Page
Revision 3 (March 2015)	Updated the document for Libero SoC v11.5 (SAR 65209).	NA
Revision 2 (August 2014)	Updated the document for Libero SoC v11.4	NA
Revision 1 (March 2014)	Initial release	NA

Superseded

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