



# **OHCI Registers and Interrupts**

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# Set/Clear Registers

- ◆ **Some registers have separate set and clear addresses**
- ◆ **This avoids the need to perform read/mask/write operations**
  - **A ‘1’ in the set register sets the bit. A ‘1’ in the clear register clears the bit**
  - **A ‘0’ in either register leaves the bit unchanged**
- ◆ **These registers are marked as “set” and “clear” registers**



# Interrupt Registers

- ◆ **Event (set and clear) and Mask (set and clear)**
- ◆ **Specific bits**
  - **DMA complete**
    - **Asynch request & response, isoch transmit & receive**
  - **Asynch Context Progress**
    - **Receive Request Received, Receive Response Received**
  - **Erroneous Behavior**
    - ***Posted write*: Asynch data received and acknowledged, but there was an error sending it to memory**
    - ***Cycle Lost*: A cycle start was expected, not received**
    - ***Cycle Inconsistent*: Cycle start number didn't match Cycle Timer Register**
    - ***Unrecoverable*: Some error causing all or some subunits to stop (such as master abort on a context program fetch)**
    - ***Cycle Too Long*: > 125 usec between cycle start and subaction gap**



# Interrupt Registers

- ◆ **Specific Bits (continued)**
  - **Self ID Complete**
  - **Bus Reset Encountered**
  - **Phy request through status transfer**
  - **Phy register received**
  - **New isoch cycle started**
  - **Cycle 64 Seconds**
  - **Vendor Specific**



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# **Isoch Interrupt Registers**

- ◆ **Additionally, the Isochronous registers have more specific interrupts, with interrupt masks**
  - **Isoch Transmit Event (set and clear)**
  - **Isoch Transmit Mask (set and clear)**
  - **Isoch Receive Event (set and clear)**
  - **Isoch Receive Mask (set and clear)**
- ◆ **All registers are 32 bits. Each bit represents an isochronous context number**



# Filter / Mask Registers

- ◆ **Isoch Receive Channel Mask (set and clear)**
  - 64 bit register: Bit location indicates channel number
  - When set, channel is masked. Packets are ignored
- ◆ **Asynch Request Filter (set and Clear)**
  - Used for requests that do not access first 1K of CSR Configuration ROM
  - 64 bit register: Bit location indicates channel number
  - When set, request is ignored.
- ◆ **Physical Request Filter**
  - Used for asynch requests when the offset is below 48'h0001\_0000\_0000
  - 64 bit register: Bit location indicates channel number
  - When set, request is ignored.



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# Compare/Swap Registers

- ◆ **CSRReadData - 32 bits**
- ◆ **CSRCompareData - 32 bits**
- ◆ **CSRControl**
  - **Compare/swap done**
  - **Selection**
    - **2'h0 = BUS\_MANAGER\_ID**
    - **2'h1 = BANDWIDTH\_AVAILABLE**
    - **2'h2 = CHANNELS\_AVAILABLE\_HI**
    - **2'h3 = CHANNELS\_AVAILABLE\_LO**



# Host / Link Registers

- ◆ **Host Control**
  - Link Enabled, Host Controller soft reset, PostedWriteEnable
- ◆ **LinkControl: Specific bits**
  - External/Internal cycle source
  - Enables OHCI as cycle master, enables cycle timer
  - Allows PHY packet and self ID reception
- ◆ **NodeID**
  - Valid ID, is root, cable power is OK
  - Bus Number, Node Number
- ◆ **PhyControl: Register reads/writes**
  - Register access done
  - 4 bit address, 8 bit read data, read/write direction, 8 bit write data





# ROM Registers

- ◆ **Config Rom Header (1394 spec, section 8.3.2.5.3)**
  - Info\_Length, CRC\_Length, Rom\_CRC\_Value
- ◆ **Bus Info Block (1394 Spec, section 8.2.3.5.4)**
  - Bus ID
    - 32'h31333934 = "1394"
  - Bus Options
    - IRMC, CMC, ISC, BMC, Max\_Rec, Cyc\_Clk\_Acc
  - Global Unique ID Hi
    - 24 bit Node\_Vendor\_ID, 8 bit Chip\_ID\_Hi
  - Global Unique ID Lo
    - 32 bit Chip\_ID\_Lo



# Other Registers

- ◆ **Version: OHCI major and minor versions**
  - For 0.9, major version = “0h”, minor version = “9h”
- ◆ **GUID ROM (optional)**
  - Used to access the GUID ROM, if it exists
  - 8 bit data, data ready
- ◆ **Retries: maximum # of transmit retries that will be performed**
  - 4 bit Physical Response Count
  - 4 bit Asynch Transmit Response Count
  - 4 bit Asynch Transmit Request Count
- ◆ **Cycle Timer**
  - 7 bit second count, 13 bit cycle count, 12 bit cycle offset



# *OPEN* Other Registers cont.

- ◆ **Configuration Rom Mapping Register**
  - 1k Aligned 32 bit address
- ◆ **Posted Write Address**
  - 64 bit address
  - When a posted write error occur, 16 bit sourceID, 48 bit address stored, interrupt event is set
  - This is a Queue: When interrupt event cleared, next in queue appears at this address
- ◆ **Vendor Company ID**
  - registration number with IEEE
  - 8 bit vendor unique, 24 bit company ID



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# Other Registers cont.

- ◆ **ContextControl**
- ◆ **CommandPtr**
- ◆ **ContextMatch**
- ◆ **SelfID Registers**