Summary

Many systems use Byte-wide Peripheral Interface (BPI) flash memory for FPGA configuration and system data storage. Often it is not desirable or even possible to update the flash PROM directly after the system is deployed. One approach to address this issue is to use the FPGA to program the PROM to which it is connected. This methodology is called in-system programming (ISP). An example of ISP is the indirect programming capability supported by iMPACT (a tool featuring batch and GUI operations). In this case, iMPACT uses the JTAG interface port as the communication channel between a host and the FPGA. The iMPACT tool sends the BIT file to the FPGA, which in turn programs the PROM attached to it.

However, many embedded systems do not have such JTAG interface connections available. The FPGA is often an Endpoint on the PCI Express® bus. Because no JTAG interface channel is available through the standard PCIe® peripheral, the only way to program a PROM on the Endpoint is to program across the PCIe system.

This application note provides an ISP reference design to demonstrate the methodology and considerations of programming in-system BPI PROM for Virtex®-6 FPGAs in a PCIe system.

Overview

Figure 1 shows the high-level block diagram of the ISP reference design. The design comprises three major components: an integrated block for PCI Express core, a buffer, and a programming state machine (PSM).

![High-Level Block Diagram](image)

The ISP reference design targets the ML605 board. The development board has an XC6VLX240T-1FFG1156 FPGA device connected to a 256 Mb BPI PROM.

The BPI PROM is a Numonyx JS28F256P30T95 device [Ref 1]. The PROM has a 16-bit data bus and supports synchronous burst read and buffered programming mode for high-performance data access. The entire memory space is divided into multiple blocks that can be individually erased and programmed. This particular PROM is a top boot configuration device in which the first 255 blocks are 128 KB starting from address zero. The last four remaining blocks are 32 KB occupying the top addresses. Figure 2 illustrates the address and block mapping.
The reference design uses the built-in Virtex®-6 FPGA integrated block for PCI Express core v1.6 (generated by the CORE Generator™ software) and eight GTX transceivers. The physical layer operates in eight lanes at Gen1 speed (2.5 Gb/s). The external reference clock frequency is 100 MHz.

The 64-bit-wide transaction layer interface datapath runs at 250 MHz. The base address register 2 (BAR2) is reserved for the ISP.

All PROM data is written to a buffer in programmed I/O (PIO) mode from the host. Therefore, the ISP does not decode the address of the incoming data. The host software only has to copy the data sequentially to the memory range defined in BAR2.

Figure 3 shows the simplified connections between the integrated block for PCI Express and the buffer FIFO on the receive path.
Buffer

The buffer is implemented on a built-in FIFO in programmable logic and serves as a clock domain crossing buffer. One side of the FIFO is connected to the Integrated Block for PCI Express core clock domain operating at 250 MHz. The other side is connected to the PROM programmer clock domain at about 20 MHz. The FIFO size is 2 KB, which is twice the size of the PROM internal buffer used in buffered programming mode. The host application writes 1 KB at a time, then waits until the PROM has completed programming the current set of data before writing another batch of data. Therefore, a data overflow situation should not occur. In addition, if the FIFO becomes close to full, it pauses the integrated block for PCI Express from providing more data as another safeguard to prevent data overflow.

Programming State Machine

The PSM is responsible for setting up and executing native PROM programming operations. Before the PROM program operation can begin, the entire target block in which the data is to be written must be erased. This process is the only way to change programmed bits to an unprogrammed state (or from 0 to 1). In addition, each block is in write protect mode by default. Therefore, it is necessary to unlock the target block before the erase command. The PSM supports the block-unlock and the erase command sequence. Figure 4 shows the connections of the PSM between the BPI PROM and the buffer FIFO.

PSM supports buffered programming mode for high-performance program operation. Buffered programming allows multiple bytes of data to be written at a time. This ability drastically reduces the programming overhead in the non-buffered mode. The programmer writes 64 bytes, the maximum number of bytes allowed in this mode, to the buffer. The PSM supports only PROM data programming and does not perform read operations.
The PSM consists of a main state machine with sub-loops responsible for each of the PROM programming native commands. Figure 5 shows the main command loop.
Figure 6 shows the unlock command loop.

Figure 6: **Unlock Command Loop**
Figure 7 shows the erase command loop.

Figure 7: Erase Command Loop
Figure 8 shows the program command loop.
Table 1 summarizes the recommended programming command sequence and definitions of each command.

**Table 1: Host Software Command Sequence**

<table>
<thead>
<tr>
<th>Sequence</th>
<th>Command</th>
<th>Word Definition</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Start_Address</td>
<td>0x5341[aaaa]</td>
<td>Specifies the starting block address.</td>
</tr>
<tr>
<td>2</td>
<td>End_Address</td>
<td>0x45 [aaaaaa]</td>
<td>Specifies the PROM word end address. Bits 23 to 0 of the command word define the end address.</td>
</tr>
<tr>
<td>3</td>
<td>Unlock</td>
<td>0x556E6C6B</td>
<td>Unlocks contiguous blocks between the addresses specified in the Start_Address and End_Address commands.</td>
</tr>
<tr>
<td>4</td>
<td>Erase</td>
<td>0x45726173</td>
<td>Erases contiguous blocks between the addresses specified in the Start_Address and End_Address commands.</td>
</tr>
<tr>
<td>5</td>
<td>Program</td>
<td>0x50726F67</td>
<td>Initiates the program sequence. The programmer reads data from the buffer and writes to the PROM until the end address is reached.</td>
</tr>
</tbody>
</table>

Figure 9 and Figure 10 illustrate the timing diagrams at the beginning and ending of the buffer program stage.

**Figure 9: Buffered Programming Stage—Beginning**

Notes relevant to Figure 9:

1. CLK is the programmer module clock.
2. ADDR is the start address of the 256 words to be written in the PROM buffer.
3. The status output from the PROM is xx80.
Figure 10: Buffered Programming Stage—Ending

Notes relevant to Figure 10:

1. CLK is the programmer module clock.
2. ADDR is the start address of the 256 words to be written in the PROM buffer.
3. The status outputs from the PROM are xx00 and xx80.
The reference design includes host software to facilitate the demonstration. The host demonstration software comprises drivers and the demonstration application. Figure 11 shows the appearance of the application. The application’s Visual Basic 6 source code is provided in the reference design. The binary-only driver files are provided by Jungo [Ref 2], a third-party vendor. Contact Jungo directly for source code availability.

The application has two functional buttons:

- **Erase All Blocks**
- **Program PROM**

Clicking on the **Erase All Blocks** button erases every block in the PROM. After clicking on the **Program PROM** button, the user is asked to select a PROM file. The application then executes a series of native PROM commands to program the PROM from the data in the user PROM file. The function status and progress are displayed in the console log window. An excerpt of the source code’s program PROM function is listed in Appendix A.
PROM Function Stages

The program PROM function has three major sections:

- File Parsing
- Program Setup
- PROM Programming

File Parsing

During the file parsing stage, the application reads through the entire PROM file to determine the starting and ending extended linear address (ELA) and calculates the PROM data size. Figure 12 shows the flow diagram.
Program Setup

The program setup stage issues unlock, erase, and program commands to prepare for the subsequent programming operations, as shown in Figure 13.

PROM Programming

The PROM programming stage reads 64 sequential bytes of data from the PROM file at a time, fills up a local buffer, and copies the buffer data to the programmer target address (Figure 14). The monitoring routine polls the programmer ready status and repeats the program process until the last byte of PROM data is written.
Figure 14: PROM Programming Flow Diagram
MCS PROM File Format

The demonstration application supports only the Intel MCS-86 Hexadecimal Object (MCS) file format. This section summarizes the constructs of the MCS file. The demonstration application interprets the file based on the definitions and rules laid out in this section and in the ELA Records and MCS File Example sections.

The MCS file is an ASCII text file with lines of text that follow the MCS file format. Each MCS file consists of any number of hexadecimal records. Each record has these fields:

\[
<\text{delimiter}><\text{DataLength}><\text{Address}><\text{RecordType}><\text{Data}><\text{CheckSum}>
\]

Table 2 summarizes the definition of each field.

### Table 2: MCS Record Field Definitions

<table>
<thead>
<tr>
<th>Field</th>
<th>Field Length (Bytes)</th>
<th>Definitions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delimiter</td>
<td>n/a</td>
<td>Indicates the beginning of a hexadecimal record. The record is always denoted by the colon <code>:</code> symbol.</td>
</tr>
<tr>
<td>DataLength</td>
<td>1</td>
<td>Represents the number of data bytes in the record.</td>
</tr>
<tr>
<td>Address</td>
<td>2</td>
<td>Contains the lower two bytes of the starting address of the subsequent data in the record.</td>
</tr>
<tr>
<td>RecordType</td>
<td>1</td>
<td>Represents the following defined types:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 00 = Data record.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 01 = End-of-file record.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 02 = Extended segment address record.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 04 = Extended linear address record.</td>
</tr>
<tr>
<td>Data</td>
<td>0–255</td>
<td>Contains the number of bytes specified in the record length field.</td>
</tr>
<tr>
<td>CheckSum</td>
<td>1</td>
<td>Contains the checksum of the entire record.</td>
</tr>
</tbody>
</table>

ELA Records

The host application also supports ELA records. These records contain the upper two bytes of the data address. The ELA record always has two bytes.

When an ELA record is read, the ELA stored in the data field is saved and is applied to subsequent records read from the MCS file. The linear address remains effective until changed by another extended address record.

The physical memory address of a data record is obtained by adding the address field in the record to the shifted address data from the ELA record. MCS File Example provides details about this process.

MCS File Example

Table 3 is a sample of the record fields of an MCS file generated by the iMPACT software and how to interpret them.

### Table 3: MCS PROM File Sample

<table>
<thead>
<tr>
<th>Record</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>:020000040000FA</td>
</tr>
<tr>
<td>2</td>
<td>:10000000FFFFFFFFFFFFFFFFFFFFFFFFF00</td>
</tr>
<tr>
<td>3</td>
<td>:10001000FFFFFFFFFFFFFFFFFFFFFFFFF0</td>
</tr>
<tr>
<td>4</td>
<td>:100020000000000DD0044882200FFFFFFFFFFFF0D</td>
</tr>
<tr>
<td>5</td>
<td>:10003000995566AA00040000400C800000000000F2</td>
</tr>
</tbody>
</table>
Record 1 sets up the upper two bytes of the physical address. This address remains valid until reaching to the next ELA record in record 8. Table 4 explains the fields in record 1.

### Table 4: Record 1 Descriptions

<table>
<thead>
<tr>
<th>Field</th>
<th>Content</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DataLength</td>
<td>02</td>
<td>There are data bytes in the data field.</td>
</tr>
<tr>
<td>Address</td>
<td>0000</td>
<td>The address field is always 0x0000 for an ELA record.</td>
</tr>
<tr>
<td>RecordType</td>
<td>04</td>
<td>This is an extended linear address record.</td>
</tr>
<tr>
<td>Data</td>
<td>0000</td>
<td>The upper two address bytes are 0x0000.</td>
</tr>
<tr>
<td>CheckSum</td>
<td>FA</td>
<td>Checksum is 0xFA.</td>
</tr>
</tbody>
</table>

Records 2 to 7 are regular data records. Table 5 summarizes the fields in record 7.

### Table 5: Record 7 Descriptions

<table>
<thead>
<tr>
<th>Field</th>
<th>Content</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DataLength</td>
<td>10</td>
<td>There are 16 data bytes in the data field.</td>
</tr>
<tr>
<td>Address</td>
<td>0050</td>
<td>The absolute address is the concatenation of this address field and the current ELA defined in record 1. Therefore, it is 0x00000050.</td>
</tr>
<tr>
<td>RecordType</td>
<td>00</td>
<td>This is a regular data record.</td>
</tr>
<tr>
<td>Data</td>
<td>&lt;data&gt;</td>
<td>There is a total of 16 bytes of data.</td>
</tr>
<tr>
<td>CheckSum</td>
<td>E8</td>
<td>The checksum is 0xE8.</td>
</tr>
</tbody>
</table>

Record 8 updates the upper two bytes of the physical address. This address remains valid for the rest of the file. Table 6 describes the fields in the record.

### Table 6: Record 8 Descriptions

<table>
<thead>
<tr>
<th>Field</th>
<th>Content</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DataLength</td>
<td>02</td>
<td>There are two data bytes in the data field.</td>
</tr>
<tr>
<td>Address</td>
<td>0000</td>
<td>The address field is always 0x0000 for an ELA record.</td>
</tr>
<tr>
<td>RecordType</td>
<td>04</td>
<td>This is an ELA record.</td>
</tr>
<tr>
<td>Data</td>
<td>0021</td>
<td>The upper two address bytes are 0x0000.</td>
</tr>
<tr>
<td>CheckSum</td>
<td>D9</td>
<td>Checksum is 0xD9.</td>
</tr>
</tbody>
</table>

Records 9 to 11 are regular data records. Record 11 is the last data record and often has a number of data bytes fewer than 16 bytes. Table 7 summarizes the fields in record 11.
This section guides the user through setting up and running the reference design demonstration. The demonstration allows users to program the P30 BPI PROM on an ML605 board connected to a host system running Windows XP. Pre-built BIT files and host software applications are available in the reference design.

**System Requirements**

These are required for the demonstration:

- ML605 demonstration platform (XC6VLX240T-FF1156 production device)
- X86 system with Windows XP Service Pack 3 installed

Use these steps to run the reference design demonstration:

1. Extract `xapp518.zip` to the `<ref_design_dir>` directory.
2. Copy all files in `<ref_design_dir>\sw\Jungo\system` to `<WindowsXP_install_path>\system32`.
   
   This step installs the Jungo WinDriver libraries and driver (rev. 10.2) in Windows XP. `COMDLD32.OCX` should be backed up if the file already exists.

3. Set DIP switch S2 on the ML605 board as follows to enable BPI FLASH programming:
   - S2-1 = ON
   - S2-2 = ON
   - S2-3 = OFF
   - S2-4 = ON
   - S2-5 = ON
   - S2-6 = OFF

4. Set DIP switch S1 as follows to avoid loading from the CompactFlash card:
   - S1-1 = OFF
   - S1-2 = OFF
   - S1-3 = OFF
   - S1-4 = OFF

5. Plug in the ML605 board to an available PCIe device slot in a host system:
   - Connect the Advanced Technology eXtended (ATX) power cable to J25.
   - Set switch SW2 to the ON position.

6. Turn on the system.

The demonstration application can program the P30 BPI PROM starting from any address within the PROM address range. These steps describe the procedure to create a PROM file starting from a designated start address:

---

### Table 7: Record 11 Descriptions

<table>
<thead>
<tr>
<th>Field</th>
<th>Content</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DataLength</td>
<td>0C</td>
<td>There are 12 data bytes in the data field.</td>
</tr>
<tr>
<td>Address</td>
<td>BB70</td>
<td>The absolute address is the concatenation of this address field and the current ELA defined in record 1. Therefore, it is 0x0021BB70.</td>
</tr>
<tr>
<td>RecordType</td>
<td>00</td>
<td>This is a regular data record.</td>
</tr>
<tr>
<td>Data</td>
<td><code>&lt;data&gt;</code></td>
<td>There are 12 bytes of data.</td>
</tr>
<tr>
<td>CheckSum</td>
<td>E8</td>
<td>Checksum is 0xBD.</td>
</tr>
</tbody>
</table>
7. Use the promgen command options in Table 8 to create a PROM file for the application.

Table 8: promgen Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>-s &lt;PROM size&gt;</td>
<td>Size must be a power of 2.</td>
</tr>
<tr>
<td>-p &lt;format&gt;</td>
<td>Only MCS format is supported by the application.</td>
</tr>
<tr>
<td>-data_width</td>
<td>The target PROM data width is 16.</td>
</tr>
<tr>
<td>-o</td>
<td>PROM file name.</td>
</tr>
<tr>
<td>-u</td>
<td>Start address.</td>
</tr>
</tbody>
</table>

8. Enter the following command line in a shell or command prompt. This command creates an MCS format file from a BIT file `<user_bit_file>` that targets a 32 MB BPI PROM. The start address is \(0x800000\), which is in the middle of the entire PROM address range.

```shell
promgen -w -s 32768 -p mcs -data_width 16 -o <PROM_File.mcs> -u 0x800000 <user bit_file>
```

9. Run the following command to convert the file to a Visual Basic 6 compatible format.

```shell
unix2dos <PROM_File.mcs>
```

*Note:* The demonstration application cannot correctly read the MCS file created by promgen due to the line wrap convention. The demonstration application hangs if the PROM file is not in DOS compatible format. It is recommended to convert the line wraps by shareware program such as unix2dos (available on many public shareware web sites).

These steps configure the FPGA device to enable the BPI programmer reference design:

10. Connect the mini-USB cable connector to the J22 connector on the ML605 board. Connect the other end to a USB connector to the host system.

11. Launch iMPACT and select the *Boundary Scan* flow.

12. Click the *Initialize Chain* button.

13. Right click the FPGA device in the scan chain and select *Assign New Configuration File*.... Select `<ref_design_dir>/config/bitfile/PCIe_ISP_top.bit`. The resulting iMPACT screen should appear as shown in Figure 15.
14. Right click the FPGA device again and select **Program**. This step configures the BPI programmer in the FPGA device, and the iMPACT screen shown in **Figure 16** appears when the step is completed successfully.

**Note:** The MMCM locked (DS21) and link ready (DS22) LEDs are turned on.

**Figure 15:** **Assign Configuration File to the FPGA Device**

**Figure 16:** **FPGA Configuration Succeeded**
15. Restart the host system.

**Caution!** Do *not* turn off and turn back on the system. The warm restart is necessary for the host system to discover and enumerate the newly configured function (the BPI programmer).

These steps describe how to set up and use the demonstration application to program the BPI PROM from the host system:

16. After Windows restarts, install the programmer drivers by running the batch file:

   `sw\Jungo\driver\install_XAPP518_driver.bat`

   The batch file installs two drivers: DEVICE and PR_PCIe_V6. After completion, the two drivers appear under Jungo in the Windows device manager, as shown in **Figure 17**.

![Device Manager Driver List](image)

**Figure 17**: Device Manager Driver List

17. Launch the application `<ref_design_dir>\sw\XAPP518_PCIe_ISP.exe`

18. Click the **Program PROM** button to open the dialog box shown in **Figure 18**.


   Alternatively, the user can select a generated PROM file available at `<ref_design_dir>\config\PROM\XAPP518_PROM_img.mcs`

20. Click **Open**.
The application begins programming immediately and reports the programming stages and progress in the console window (see Figure 19).
After programming the PROM, the user can independently confirm that the programmed contents are correct by using iMPACT to verify the PROM contents. These steps describe how to set up iMPACT to go through the verification:

21. Launch iMPACT and select **Boundary Scan** flow again.
22. Click **OK**.
23. Right click the target FPGA.
24. Select **Add SPI/BPI Flash**…, as shown in Figure 20.

![Add BPI Flash in iMPACT](image-url)
25. Select the target PROM file from the dialog box. In the Select Attached SPI/BPI dialog box, select 28F256P30 as the BPI PROM and 24:23 as the RS pins, as shown in Figure 21.

![Select Attached SPI/BPI](image)

**Figure 21:** Set Up BPI PROM in iMPACT

26. Click the green **FLASH** device icon attached to the target FPGA.

27. Double click **Verify** in the iMPACT Processes window, as shown in Figure 22.

**Note:** iMPACT reconfigures the FPGA device with its own BPI programmer and erases the ISP as a result.

To use the ISP again, follow the procedure starting from step 14.

![iMPACT Processes](image)

**Figure 22:** Verify BPI PROM in iMPACT
Depending on the size of the PROM file, iMPACT might take some time to read back and verify the PROM contents. A correct match indicates that verification was successful, as shown in Figure 23.

**Figure 23:** PROM Verification Successful
Failsafe PROM Update

Problems can occur during the PROM update process. For example, the system power might be interrupted or the PROM data are corrupted while the new configuration bitstream is being updated in the PROM. The result is that the FPGA cannot configure properly from the PROM after such failed PROM update event. A failsafe methodology needs to be in place to ensure the continued operation and recovery of the system.

One method to address the potential issue is to utilize the FPGA configuration fallback feature. Fallback is control logic that ensures the FPGA is always configured with a default PROM image if there is an error during the configuration process. Such user default system has minimal features with the sole purpose to recover from configuration failure.

During configuration, these errors can trigger fallback: an IDCODE error, a CRC error, a Watchdog Timer time-out error, or a BPI address wraparound error. After configuration, the Watchdog Timer, enabled in the user monitor mode, can also trigger fallback. If fallback reconfiguration fails a second time, configuration stops and both INIT_B and DONE are held Low. Fallback can also be disabled with BitGen option `-g ConfigFallback:Disable`.

During fallback reconfiguration, the FPGA drives new values on the two dual-mode pins RS[1:0] (revision select). RS[1:0] are in high-impedance state and weakly pulled up during the first configuration, and weakly pulled down after configuration by default. The user can use external pull-up/pull-down resistors to override the FPGA weak pull-up resistor during first configuration to load the desired bitstream. When a configuration error is detected, the configuration logic generates an internal reset pulse and actively drives RS[1:0] to 00 for loading the fallback bitstream.

The ML605 board can demonstrate fallback configuration. For example, let the on-board BPI PROM be divided into two halves of equal size containing two images—a user function image and a fallback image. The user function image has the bitstream of intended normal operation and should be stored in the upper half of the PROM address range. The fallback image has the golden bitstream that is for recovery after an unsuccessful configuration event and should be stored in the lower half of the PROM address range. Figure 24 shows the PROM address mapping.

![Figure 24: PROM Address Map](XAPP518_30_061312.png)

One of the FPGA revision select pins, RS[0], is connected to the most significant address bit (A[24] pin) of the PROM shown in Figure 25 (RS[1] is not connected). A[24] is connected to a weak pull-up resistor through DIP switch S2-6.
When the configuration mode is set to master BPI-up mode, the BPI address pin Addr[22:0] is set to logic zero upon power-up. If DIP switch S2-6 is closed, the address presented to the PROM is $0x800000$. Therefore, the FPGA begins loading the configuration bitstream from the upper memory region starting from address $0x800000$ where the user configuration bitstream is located.

If there is any error event during configuration it triggers fallback configuration. The internal configuration logic drives the RS[0] pin and BPI address pins Addr[22:0] to all zeros, effectively pointing the PROM address to $0x0$. It then restarts the configuration process starting from $0x0$ loading the fallback bitstream.

**Fallback Demonstration**

These steps demonstrate the fallback feature on the ML605 board:

1. Set DIP switch S2 on the ML605 board as follows to enable BPI PROM programming:
   - S2-1 = ON
   - S2-2 = ON
   - S2-3 = OFF
   - S2-4 = ON
   - S2-5 = ON
   - S2-6 = OFF
   - S1-1 = OFF
   - S1-2 = OFF
   - S1-3 = OFF
   - S1-4 = OFF

2. Launch the application `<ref_design_dir>\sw\XAPP518_PCIe_ISP.exe`.

3. Click the **Program PROM** button. Select a pre-made PROM file available at `<ref_design_dir>\config\PROM\XAPP518_corrupted_PROM_img.mcs`.

4. Click **Open**.
   
   This MCS file is a corrupted image file and causes configuration failure during loading. The start address of this particular image file is $0x800000$.

5. Click the **Program PROM** button again. Select a pre-made PROM file available at `<ref_design_dir>\config\PROM\XAPP518_fallback_PROM_img.mcs`.

6. Click **Open**.
   
   This MCS file is the fallback image file and contains a simple design that turns on all user LEDs on the ML605 board. The start address of this particular image file is $0x0$.
At this point the PROM has the user function bitstream located in the upper half of the PROM and the fallback bitstream in the lower half.

7. Set DIP switch S2 on the ML605 board as follows to enable master BPI-up configuration:
   - S2-1 = OFF
   - S2-2 = ON
   - S2-3 = OFF
   - S2-4 = ON
   - S2-5 = OFF
   - S2-6 = ON

8. Recycle power of the host system.

   The FPGA first loads the user function bitstream from PROM address 0x800000. Because the bitstream is corrupted, the configuration fails on CRC error. A short time after power-up, the INIT LED flashes momentarily, indicating configuration error. The FPGA then triggers fallback configuration. The FPGA loads the fallback bitstream from PROM address 0x0. After completing the fallback configuration, the fallback design illuminates all user LEDs on the ML650 board.
Building the Reference Design

These steps describe how to build the reference design:

1. Extract the contents of the reference design ZIP file \texttt{xapp518.zip} to a user directory \texttt{<ref\_design\_dir>}. 

2. Open design project file \texttt{<ref\_design\_dir>\hw\ISE\PCIe\ISP\PCIe\ISP.ise}. The project should appear as shown in Figure \ref{fig:project_design_view}.

3. Select the design top-level module PCIe\_ISP\_top in the Hierarchy pane.

4. Right click \textbf{Generate Programming File} in the Processes pane (see Figure \ref{fig:processes_panels}) to start the implementation process and create a BIT file.

\begin{figure}
\centering
\includegraphics[width=\textwidth]{project_design_view.png}
\caption{Project Design View in Project Navigator}
\end{figure}
Figure 27: Implement Top Module
The reference design files for this application note can be downloaded at: https://secure.xilinx.com/webreg/clickthrough.do?cid=184933

Table 9 shows the reference design matrix.

**Table 9: Reference Design Matrix**

<table>
<thead>
<tr>
<th>Reference Design Matrix</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>General</strong></td>
<td></td>
</tr>
<tr>
<td>Developer Name</td>
<td>Xilinx</td>
</tr>
<tr>
<td>Target Devices (Stepping Level, ES, Production, Speed Grades)</td>
<td>Virtex-6 FPGA (XC6VLX240T-FF1156-1)</td>
</tr>
<tr>
<td>Source Code Provided?</td>
<td>Yes</td>
</tr>
<tr>
<td>Source Code Format</td>
<td>Verilog</td>
</tr>
<tr>
<td>Design Uses Code or IP from Existing Reference Design, Application Note, Third Party, or CORE Generator Software?</td>
<td>Yes</td>
</tr>
<tr>
<td><strong>Simulation</strong></td>
<td></td>
</tr>
<tr>
<td>Functional Simulation Performed?</td>
<td>Yes</td>
</tr>
<tr>
<td>Timing Simulation Performed?</td>
<td>No</td>
</tr>
<tr>
<td>Testbench Provided for Functional and Timing Simulations?</td>
<td>No</td>
</tr>
<tr>
<td>Testbench Format</td>
<td>Verilog</td>
</tr>
<tr>
<td>Simulator Software and Version</td>
<td>ModelSim SE 6.4b</td>
</tr>
<tr>
<td>SPICE/IBIS Simulations?</td>
<td>No</td>
</tr>
<tr>
<td><strong>Implementation</strong></td>
<td></td>
</tr>
<tr>
<td>Synthesis Software Tools and Version</td>
<td>XST 13.4</td>
</tr>
<tr>
<td>Implementation Software Tools and Version</td>
<td>ISE® Design Suite 13.4</td>
</tr>
<tr>
<td>Static Timing Analysis Performed?</td>
<td>Yes</td>
</tr>
<tr>
<td><strong>Hardware Verification</strong></td>
<td></td>
</tr>
<tr>
<td>Hardware Verified?</td>
<td>Yes</td>
</tr>
<tr>
<td>Hardware Platform Used for Verification</td>
<td>ML605 Rev. D board</td>
</tr>
</tbody>
</table>

Users should read these guidelines before adopting the reference design in their own projects:

- The reference design does not program the last four 16 Kword blocks.
- This reference design demonstrates the front-to-back flow and mechanism to program a BPI PROM via PCIe technology in FPGAs. In real situations, the programming function needs to share the PCIe bus with the user functions, i.e., certain design integration is needed. Sharing of the PCIe interface between the user and PROM programming mode must also be managed. This sharing falls under the user hardware design and software control and is beyond the scope of this reference design.
- Although the PCIe bus can sustain relatively high throughput even in PIO mode (~20 MB/s), the overall system performance is limited by the BPI PROM interface performance. The PROM erase and program times make up the significant parts of the total programming time.
- This reference design was tested only in Gen1 x8 configuration.
- The reference design supports only 32-word buffered programming mode to be backward compatible with older technology PROMs. Some newer P30 PROMs can support...
1,024-word buffered programming mode. The buffer size in the HDL should be adjusted to take advantage of the performance.

### Resource Utilization

Table 10 shows the resource utilization for the reference design.

**Table 10: Resource Utilization**

<table>
<thead>
<tr>
<th>Resources</th>
<th>Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td>LUTs</td>
<td>1,331</td>
</tr>
<tr>
<td>Registers</td>
<td>1,284</td>
</tr>
<tr>
<td>Block RAMs/FIFO</td>
<td>9</td>
</tr>
</tbody>
</table>

### Performance

System performance depends on many factors such as the host bus, software application, and PROM programming throughput. User design performance can vary significantly from this demonstration. On average, this design can program a 25 MB PROM file in 96 seconds from start to finish on a system similar to the one listed in Tested Systems, page 30.

### Tested Systems

The reference design was tested in these host system environments:

- ASUS p5B-VM:
  - CPU: Pentium 4 531 (3.0 GHz)
  - Chipset: Intel P965/G965
  - Southbridge: Intel 828011HB/HR (ICH8/R)
- Intel desktop D975XBX:
  - CPU: Pentium D (3.0 GHz)
  - Chipset: Intel 975 Express Chipset
  - Southbridge: Intel 82801GR (ICH7R)

### References

This application note uses these references:

1. Numonyx Axxcell Flash Memory (P30-65 nm) data sheet
3. **UG517**, *Virtex-6 FPGA Integrated Block for PCI Express User Guide*
Appendix A

This appendix contains the Visual Basic 6 function responsible for programming the flash PROM.

```vbnet
dim pData as long
Dim Commands(2) as long
Dim CmdUnlock, CmdErase, CmdProgram, ReadData as long
Dim FileName as string
Dim fnum, fnum_read as integer
Dim ReadMask, CmpVal as long
Dim LineFile as string
Dim RecType, RecLength, RecAddr as long
Dim byte_cnt as integer
Dim StartBlockSet as boolean
Dim StartBlock, EndBlock, LastAddr as string
Dim RecData as string
Dim DataOut(511) as long
Dim LoopNumber as long
LoopNumber = 16
Dim i, j as integer
Dim FileSize, ProgressCount as long
Dim StartAddr_cmd as string
Dim StartBlock_w, StartAddr, EndAddr_cmd as long
Dim TextPos as integer

CmdUnlock = &H556E6C6B 'Unlock command
CmdErase = &H45726173 'Erase command
CmdProgram = &H50726F67'Program command
StartBlockSet = false

on error goto ErrHandle

'obtain pointer to the hardware from driver

With ComDiagRead
    .Filter = "*.mcs|*.mcs"
    .CancelError = true
    .ShowOpen
End With
FileName = ComDiagRead.FileName
fnum = FreeFile
Open FileName For Input As fnum

'Calculate the total number of PROM blocks targetted

while not eof(fnum)
    line input #fnum, LineFile 'read a line from the PROM file
    RecType = Mid(LineFile, 8, 2)
    if RecType = 4 then 'Extended Address record type?
        if StartBlockSet <> true then
            StartBlock = Mid(LineFile, 10, 4)
            StartBlockSet = true
        else
            EndBlock = Mid(LineFile, 10, 4)
        end if
    else
        if RecType = 0 then 'Data record type?
            LastAddr = Mid(LineFile, 4, 4)
        end if
    end if
end if
```

XAPP518 (v1.1) August 28, 2012 www.xilinx.com
Wend

Close fnum 'close file

'Calculate file size

StartBlock_w = Val("&h" & StartBlock) / 2
If StartBlock_w <= 15 Then
   StartAddr_cmd = "0" & Hex(StartBlock_w) & "00" 'address in PROM word
Else
   StartAddr_cmd = Hex(StartBlock_w) & "00" 'address in PROM words
End If
EndAddr_cmd = Val("&h" & EndBlock & LastAddr) / 2 'address in PROM words
StartAddr = Val("&h" & StartBlock & "0000") / 2
FileSize = EndAddr_cmd - StartAddr 'file size in bytes

ReadMask = "&h00008000"

Call memcpy(VarPtr(ReadData), pData, 4) 'read programmer status
CmpVal = ReadMask And ReadData
If CmpVal = 32768 Then
   Text1.Text = "Programmer ready" & vbCrLf
Else
   Text1.Text = "Programmer initialization error!" & vbCrLf
   Exit Sub
End If

Text1.SelStart = Len(Text1.Text)
Text1.SelText = "Unlocking PROM" & vbCrLf

' Unlock blocks for erase
Commands(0) = "&h" & "5341" & StartAddr_cmd 'start address
Commands(1) = "&h" & "45" & Hex(EndAddr_cmd) 'end address
Commands(2) = CmdUnlock 'unlock command
Call memcpy(pData, VarPtr(Commands(0)), 12) 'issue commands to the target

CmpVal = 0
While Not CmpVal = 32768 'Poll Programmer ready status
   Call memcpy(VarPtr(ReadData), pData, 4)
   CmpVal = ReadMask And ReadData
Wend

Text1.SelStart = Len(Text1.Text)
Text1.SelText = "Unlocking PROM done" & vbCrLf & "Erasing PROM..." & vbCrLf

' Erase blocks
Commands(0) = CmdErase 'Erase command
Call memcpy(pData, VarPtr(Commands(0)), 4)

CmpVal = 0
While Not CmpVal = 32768 'Poll Programmer ready status
   Call memcpy(VarPtr(ReadData), pData, 4)
   CmpVal = ReadMask And ReadData
Wend

Text1.SelStart = Len(Text1.Text)
Text1.SelText = "Erasing PROM done" & vbCrLf & "Programming PROM" & vbCrLf
' Already reached EOF. Need to reopen the file to reset sequential read pointer
fnum = FreeFile 'grab a new free file number again
Open File_Name For Input As fnum

'Send out the Program command
Commands(0) = CmdProgram
Call memcpy(pData, VarPtr(Command(0)), 4)

TextPos = Len(Text1.Text)
Text1.SelStart = TextPos

ProgressCount = 0
ReadMask = "&h000000FF" 'change read mask to filter the lowest byte
While Not EOF(fnum)
i = 0
'check status
Call memcpy(VarPtr(ReadData), pData, 4)
CmpVal = ReadMask And ReadData
If CmpVal = 128 Then
ProgressCount = ProgressCount + 32 '32 words at a time
Text1.SelStart = TextPos
Text1.Sellength = 15
Text1.SelText = (Math.Round(ProgressCount / FileSize * 100)) & " %
completed"
End If
Else
If CmpVal = 144 Then 'program error
Close fnum
FrmML507.LblInfo.Caption = "Programming Error!"
'Exit Sub
End If
End If

Do While i < LoopNumber
Line Input #fnum, LineFile
RecLength = Val("&h" & Mid(LineFile, 2, 2))
RecType = Mid(LineFile, 8, 2)
RecData = Mid(LineFile, 10, 32)
byte_cnt = RecLength / 4

If RecType = 1 Then 'end-of-file record?
Exit Do 'exit the write data loop routine
Else
If RecType = 0 Then 'data record
j = 0
While j <> byte_cnt
DataOut(i) = "&h" & (Mid(LineFile, 10 + j * 8, 8))
j = j + 1
i = i + 1
End If
End If
Loop
Call memcpy(pData, VarPtr(DataOut(0)), 64)
Else
If CmpVal = 144 Then 'program error
Close fnum
FrmML507.LblInfo.Caption = "Programming Error!"
'Exit Sub
End If
End If
Wend

Close fnum
Text1.SelStart = Len(Text1.Text)
Text1.SelText = vbCrLf & "Programming Completed" & vbCrLf
Exit Sub
ErrHandle:
    Err.Clear
    On Error GoTo 0

FrmML507.LblInfo.Caption = "Error!"
    'Close fnum_read
    Close fnum
    Exit Sub

End Sub
Appendix B

This appendix contains a summary of the integrated block configuration definitions in the CORE Generator tool for this reference design:

- BAR type: memory
- BAR addressing: 32 bits
- BAR memory size: 2 KB
- Vendor ID: 10EE
- Device ID: 1969
- Revision ID: 00
- Subsystem vendor ID: 10EE
- Subsystem ID: 1969
- Base class: 05
- Sub-class: 80
- Interface: 00
- Cardbus CIS pointer: 00000000
- Payload size: 512 bytes
- Target board: ML605 board
- Reference clock frequency: 100 MHz

Other parameters not mentioned above are set to defaults.

For more information about the integrated block, see *Virtex-6 FPGA Integrated Block for PCI Express User Guide* [Ref 3].
Appendix C

This appendix shows the reference design hierarchical structure. The format is module name/(instance name).

```
PCIe_ISP_top()
  IOBUF (bidir_IO[15..0])
  Programmer (programmer_i)
  xilinx_pcie_2_0_ep_v6 (pcie_pio_app)
    v6_pcie_v1_7 (core)
      trn_lnk_up_n (trn_lnk_up_n_i)
      trn_lnk_up_n_int (trn_lnk_up_n_int_i)
      trn_reset_n (trn_reset_n_i)
      trn_reset_n_int (trn_reset_n_int_i)
      trn_reset_delay (trn_reset_delay_i)
      pcie_clocking (pcie_clocking_i)
    MMCM_ADV (mmcm_adv_i)
    pcie_2_0_v6 (pcie_2_0_i)
      PCIe_2_0 (pcie_block_i)
      pcie_pipe_v6 (pcie_pipe_i)
      pcie_gtx_v6 (pcie_gtx_v6)
        gtx_wrapper_v6 (gtx_v6_i)
          GTXE1 (GTXD[7..0])
      pcie_bram_top_v6 (pcie_bram_i)
    pcie_upconfig_fix_3451_v6 (pcie_upconfig_fix_3451_v6_i)
  pcie_app_v6 (app)
  PIO (PIO)
    PIO_TO_CTRL (PIO_TO)
    PIO_EP (PIO_EP)
      data_transfer (data_transfer_i)
        config_FIFO (config_FIFO_i)
      PIO_EP_MEM_ACCESS (EP_MEM)
      PIO_64_RX_ENGINE (EP_RX)
      PIO_64_TX_ENGINE (EP_TX)
```
The following table shows the revision history for this document.

<table>
<thead>
<tr>
<th>Date</th>
<th>Version</th>
<th>Description of Revisions</th>
</tr>
</thead>
<tbody>
<tr>
<td>03/27/12</td>
<td>1.0</td>
<td>Initial Xilinx release.</td>
</tr>
<tr>
<td>08/28/12</td>
<td>1.1</td>
<td>Added Failsafe PROM Update section.</td>
</tr>
</tbody>
</table>

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