

Course Description

Advanced Features and Techniques of Embedded Systems Design provides embedded systems developers the necessary skills to develop complex embedded systems and enables them to improve their designs by using the tools available in the Vivado® IP Integrator. This course also helps developers understand and utilize advanced components of embedded systems design for architecting a complex system in the Zynq® All Programmable System on a Chip (SoC) or MicroBlaze™ soft processor. This course builds on the skills gained in the *Embedded Systems Design* course. Labs provide hands-on experience with developing, debugging, and simulating an embedded system. Utilizing memory resources and implementing high-performance DMA are also covered. Labs use demo boards in which designs are downloaded and verified.

Level – Embedded Hardware 4

Course Duration – 2 days

Course Part Number – EMBD-ADVHW-ILT

Who Should Attend? – Hardware, firmware, and system design engineers who are interested in Xilinx embedded systems development flow

Prerequisites

- *Embedded Systems Development* course or experience with embedded systems design and the Vivado Design Suite
- Basic C programming
- Working knowledge of the Zynq All Programmable SoC or MicroBlaze processor

Software Tools

- Vivado Design or System Edition 2016.3

Hardware

- Architecture: Zynq-7000 All Programmable SoC and 7 series FPGAs*
- Demo board: Zynq-7000 All Programmable SoC ZC702 or ZedBoard*

* This course focuses on the Zynq-7000 All Programmable SoC and 7 series FPGA architectures. Check with your local Authorized Training Provider for the specifics of the in-class lab board or other customizations.

After completing this comprehensive training, you will have the necessary skills to:

- Assemble an advanced embedded system
- Take advantage of the various features of the Zynq All Programmable SoC and Kintex® FPGAs, Cortex™-A9 and MicroBlaze processors, including the AXI interconnect, and the various memory controllers
- Apply advanced debugging techniques, including the use of the Vivado logic analyzer tool for debugging an embedded system and HDL system simulation of processor-based designs
- Identify the steps involved in integrating a memory controller into an embedded system using the Cortex-A9 and MicroBlaze processors
- Integrate an interrupt controller and interrupt handler into an embedded design
- Design a flash memory-based system and boot load from off-chip flash memory
- Perform HDL-based system simulation

Course Outline

Day 1

- Overview of Embedded Hardware Development {Demo}
- Hardware-Software Flow {Lab}
- Software Overview
- Zynq-7000 All Programmable SoC Architecture Overview {Lab, Demo}
- MicroBlaze Processor Architecture Overview {Lab}
- Zynq UltraScale+ MPSoC Overview {Lab, Demo}

- Debugging
 - Hardware Introduction {Demo}
 - Hardware - Marking Nets {Lab}
 - Hardware-Software Co-Debugging (Cross-Triggering) {Lab}
- Memory Types
 - Memory Overview
 - Block RAM Controllers
 - Static Memory Controllers
 - DDRx Memory Operation
 - Dynamic Memory Controller (Zynq-7000 Device)
- Interrupt Concepts
 - Introduction to Interrupts
 - Interrupts and the Zynq-7000 Device
 - General Interrupt Controller
 - Interrupts and the MicroBlaze Processor
 - AXI Interrupt Controller for the MicroBlaze Processor

Day 2

- AXI Concepts
 - AXI Streaming: Introduction
 - MicroBlaze Processor Streaming Ports
 - AXI Streaming FIFO
 - Connecting AXI IP {Demo}
 - DMA
- Zynq-7000 Device PS-PL Interface {Demo}
- PS Peripherals
 - High-Speed: USB
 - High-Speed: Gigabit Ethernet {Lab}
 - Low-Speed: Overview {Lab}
 - Low-Speed: CAN {Demo}
 - Low-Speed: I2C
 - Low-Speed: SD/SDIO
 - Low-Speed: SPI
 - Low-Speed: UART {Demo}
- Utility Logic
- Sharing PS Resources (Hardware Perspective) {Lab}
- Multi-Processor Hardware Architecture
- Caching
- Processor Caching and SCLR
- Accelerator Coherency Port
- Booting
 - Flow
 - PL {Lab}
 - Flash Image Generation
- QEMU: Introduction {Demo}

Topic Descriptions

Day 1

- Overview of Embedded Hardware Development – Provides an overview of embedded hardware development.
- Hardware-Software Flow – Illustrates how design information generated during the hardware development process is moved into the SDK tool realm.
- Software Overview – Provides a thorough understanding of how the integrated design environment works, including how the compiler and linker behave, basics of makefiles, DMA usage, and variable scope.
- Zynq-7000 All Programmable SoC Architecture Overview – Overview of the Zynq-7000 All Programmable SoC architecture.
- MicroBlaze Processor Architecture Overview – Overview of the MicroBlaze microprocessor architecture.

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Course Specification

- Zynq UltraScale+ MPSoC Overview – Overview of the Zynq UltraScale+ MPSoC architecture.
- Debugging
 - Hardware Introduction – Introduces the need and offers a solution for in-chip testing of hardware designs.
 - Hardware - Marking Nets – Reviews the process of marking nets to show which signals should be monitored without having to explicitly instantiate ILA cores.
 - Hardware-Software Co-Debugging (Cross-Triggering) – Describes how to enable events in hardware to pause the software execution and breakpoints in software to cause an ILA trigger.
- Memory Types
 - Memory Overview – Provides a brief overview of the different types of memory available, as well as when one type of memory would be selected over another.
 - Block RAM Controllers – Introduces two versions of block RAM controllers and how and why they are needed.
 - Static Memory Controllers – Discusses static memory controllers in general and the SMC implementation in the Zynq-7000 family of devices.
 - DDRx Memory Operation – Provides additional details regarding how DDRx memory interfaces with a controller.
 - Dynamic Memory Controller (Zynq-7000 Device) – Covers how the DMC is implemented as well as many of its key behaviors.
- Interrupt Concepts
 - Introduction to Interrupts – Introduces the concept of interrupts, basic terminology, and generic implementation.
 - Interrupts and the Zynq-7000 Device – Presents the details of how the Zynq-7000 platform uses interrupts from both a hardware and software perspective.
 - General Interrupt Controller – Introduces the general interrupt controller (GIC), its features, and some examples of its use.
 - Interrupts and the MicroBlaze Processor – Describes how interrupts are handled within the MicroBlaze processor system from a hardware perspective.
 - AXI Interrupt Controller for the MicroBlaze Processor – Introduces the AXI Interrupt Controller, which augments the MicroBlaze processor's interrupt capabilities by managing multiple interrupt sources.

Day 2

- AXI Concepts
 - AXI Streaming: Introduction – Provides the context and background for the the streaming configuration of the AXI protocol.
 - MicroBlaze Processor Streaming Ports – Describes and illustrates how data streaming is performed using the MicroBlaze processor.
 - AXI Streaming FIFO – Introduces the AXI Streaming FIFO and its capabilities.
 - Connecting AXI IP – Focuses on the relationships between different types of AXI interfaces and how they can be connected to form hierarchies.
 - DMA – Introduces various IP that supports DMA and DMA-like functionality.
- Zynq-7000 Device PS-PL Interface – Discusses the various connection points between the PS and PL.
- PS Peripherals
 - High-Speed: USB – Introduces the USB high-speed peripheral.
 - High-Speed: Gigabit Ethernet – Introduces the Gigabit Ethernet high-speed peripheral.
 - Low-Speed: Overview – Introduces the low-speed peripherals in the Zynq All Programmable SoC.
 - Low-Speed: CAN – Introduces the CAN low-speed peripheral.
 - Low-Speed: I2C – Introduces the I2C low-speed peripheral.
 - Low-Speed: SD/SDIO – Introduces the SD/SDIO low-speed peripheral.
 - Low-Speed: SPI – Introduces the SPI low-speed peripheral.

- Low-Speed: UART – Introduces the UART low-speed peripheral.
- Utility Logic – Covers the IP that provides basic logic support within the block design.
- Sharing PS Resources (Hardware Perspective) – Illustrates from the hardware design perspective how a master in the PL can leverage resources within the PS.
- Multi-Processor Hardware Architecture – Addresses some of the mechanisms that a designer can leverage to support cross-processor communications.
- Caching – Introduces the concept of caching and describes how this technique is implemented using the Xilinx processor systems.
- Processor Caching and SCLR – Introduces the concepts behind processing caching and the System-Level Control Register.
- Accelerator Coherency Port – Describes the purpose and general behavior of the accelerator coherency port (ACP).
- Booting
 - Flow – Provides a low-level view of the booting process.
 - PL – Introduces the concepts behind configuring the PL at boot.
 - Flash Image Generation – Introduces the Flash Image Generator tool, which is used to collect up a variety of files and order them properly in the Flash so that the FSBL can correctly read them.
- QEMU: Introduction – Introduction to the Quick Emulator, which is the tool used to run software for the Zynq device when hardware is not available.

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