Design of an Arbiter for DDR3 Memory

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Abstract

A regular RAM module is designed for use with one system. This project designed a memory arbiter in Verilog that allows for more than one system to use a single DDR3 RAM module in a controlled manner. The arbiter uses fixed priority scheme with an additional timeout feature to avoid starvation. The design was verified in simulation and validated on a Xilinx ML605 evaluation board with a Virtex-6 FPGA.

Executive Summary

Standard memory modules to store (and access) data are designed for use with a single system accessing it. More complicated memory modules would be accessed through a memory controller, which are also designed for one system. For multiple systems to access a single memory module there must be some facilitation that allows them to access the memory without overriding or corrupting the access from the others. This was done with the use of a memory arbiter, which controls the flow of traffic into the memory controller. The arbiter has a set of rules to abide to in order to choose which system gets through to the memory controller. Teradyne requested a project to design a flexible memory arbiter with no idle time if an access is being requested. The arbiter was written in Verilog (targeting the Virtex-6 FPGA) and should interface with a DDR3 RAM module on an ML605 Evaluation board.

To design the arbiter, a functional memory controller for DDR3 RAM was needed in order to actually perform the accesses. The memory controller should be able to perform burst length 8 (BL8) commands and allow both read and write commands to random addresses. A memory controller for DDR3 RAM is a very complex module because DDR3 RAM requires a significant amount of precision with refresh cycles and synchronization. Xilinx's design tools provide a memory controller as an intellectual property core (IP core) for use in designs, which was used for that purpose. To use that IP core an interface was created to properly enable commands to be sent from a single system. This memory controller allowed the arbiter to pass accesses that would actually be executed by the memory itself.

The arbiter itself was then designed for two systems, with the requirement that there should be no idle if there is an access waiting. The arbiter must properly pass every access from each system in order. To do this, we used a fixed priority scheme that assigns priority levels to each system (high or low) and passes the commands through based on which system is requesting, and which system has the higher priority. It is possible for the high priority system to starve the lower priority system; however this was solved by adding a timeout feature to the lower priority system. These rules allowed the arbiter to pass commands through with a structured method so that both systems properly received access to the memory.

For validation of the arbiter, two systems that generate commands should interface with the arbiter and the results of their accesses checked to verify that the memory controller has carried them out. A traffic generator module was created to emulate traffic flow that two systems

might create. First in first out queues (FIFOs) were used to queue commands from the traffic generators, so that they may send accesses at their own rate. These FIFO queues are IP core memory units from Xilinx. The arbiter de-queues these accesses at the memory controller rate (200MHz) based on whether or not the memory controller is ready to receive a command.

For testing and validation, simulation was used extensively and then hardware demonstration of the function of the blocks was created on the ML605 board. Simulation was used for each individual module. Each important signal's function was verified under a variety of test cases to fully validate the module. Following the testing of each module individually, the interaction between each module was verified, up until the whole design was simulated using a model for the DDR3 RAM provided by Micron. The simulations allowed the group to debug many bugs and issues that arose while designing the project. The hardware demonstrations were then done by creating a serial communication link between the ML605 board and the PC using a Microblaze Processor, another IP core. The processor was programmed to allow the user on the PC terminal to control the traffic generators, the arbiter and the memory controller. The user could then test a variety of situations, and perform memory dumps on the range of addresses that the traffic generators were using.

The simulations and hardware demonstrations showed that the arbiter was functioning properly, and met the requirements that were set out. The arbiter has a theoretical max throughput of 512 bits/cycle. With the 200MHz clock onboard the ML605, that equates to 102 Gbps. The programmable timeout feature controls the throughput of each individual system, with a single timeout cycle, the max arbiter throughput is halved for each system since they get an equal share (51Gbps) and for two timeout cycles divided by three (34Gbps). However, the memory controller significantly dampens the throughput because the average access time is around 20ns which leads to a 25.6Gbps average throughput of the arbiter.

The arbiter has been successfully created and validated and meets the requirements that were given. The fixed priority arbiter scheme was quite effective for two systems, but might be too restrictive for even more systems since this design does not allow for two systems to have the same level of priority. It is possible to add multiple arbitration schemes, and have the user be able to select which arbitration scheme to use. The memory controller interface that was created also significantly lowers the throughput for our arbiter. This could be improved so that it takes full advantage of the features the memory controller has to offer. However, the design of the

arbiter is independent of the memory controller and can be used with a different, more efficient one.

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1 Introduction

Fast volatile memory is designed for use with one system. In order for multiple systems to use the same memory, there must be some facilitation between the two systems and the memory in order to avoid errors and data corruption. This can be very helpful for many different applications to cut costs, save space, reduce complexity or more. Teradyne has requested the design of an arbiter so that it can possibly be used to aid in a variety of testing applications. For example, if one of their test units has any interaction with a memory unit, another system must validate that interaction and thus also access that unit. One method to facilitate the two systems communication is by implementing an arbiter.

An arbiter is the term used for an object that facilitates or arbitrates interaction between two distinct blocks [1]. The arbiter follows a set of rules to pass the communication between the two blocks. While arbiters can be used in a variety of applications, in this case it is implemented on a Field Programmable Gate Array (FPGA) between some systems and a single memory module where the systems are distinct. A consideration that a memory arbiter needs to take is how it determines which system is granted access in order to fairly share access.

This project set out to design and create the arbiter using an HDL (hardware description language) (Verilog), and validate it using an ML605 evaluation board. There are a few goals that were essential for the progression and completion of this project. First, sending read/write commands to memory was done with no arbiter so that there is a functioning interface to memory. Second, the arbiter rules were created and the arbiter was designed. Thirdly, a validation process for the arbiter was designed and carried out. These three goals were necessary to create a useful, functional memory arbiter.

2 Background

Today random access memory (RAM) is widely used in computers and other electronics as a way to access and store data. This type of computer memory can be accessed randomly and without the need to access preceding or following data addresses. However, RAM is volatile memory and will only retain data as long as power is on. Once the system loses power, it loses any data stored in memory. RAM has evolved over time as engineers try to achieve better speed and efficiency [2].

2.1 Static Random Access Memory (SRAM)

Static Random Access Memory (SRAM) is a variation of RAM. SRAM is designed to fill two needs: provide a direct interface to CPUs at speeds unattainable by DRAMs (will be covered later) and replace DRAMs in systems that require very low power consumption [3]. SRAM performs very well in low power applications due to the nature of the device. SRAM cells are comprised of six MOSFETs. Below in Figure 1 shows this.

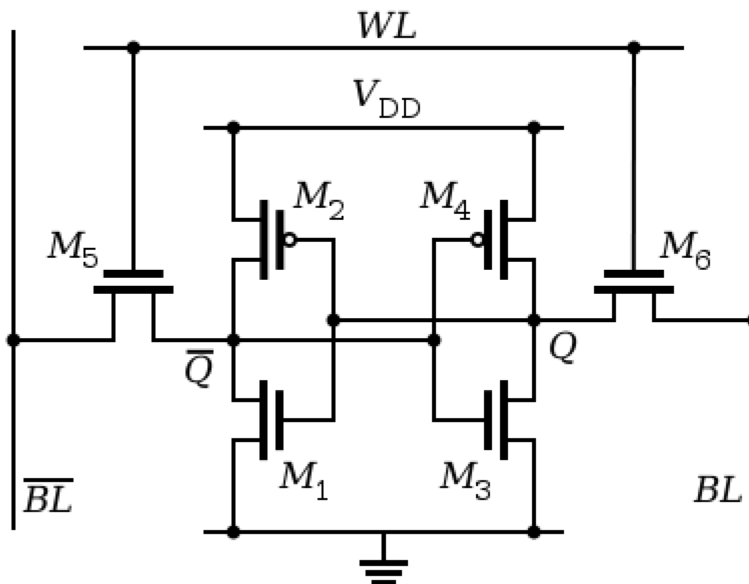

Figure 1 - SRAM Six Transistors [4]

Four transistors act as cross coupled inverters holding the bit information, while the remaining transistors control access to data during read/write operations. SRAM is preferred in portable equipment because of its low power capability and because it does not require a refresh cycle due to the absence of capacitors in its design. Although SRAM is still volatile, data will not leak away. This type of RAM is not used in more applications simply due to its price [5].

2.2 Dynamic Random Access Memory (DRAM)

The other major category of RAM is Dynamic Random Access Memory (DRAM). As with SRAM, DRAM fundamentally holds onto the information of individual bits, but unlike SRAM, it is designed with capacitors along with transistors, shown below in Figure 2.

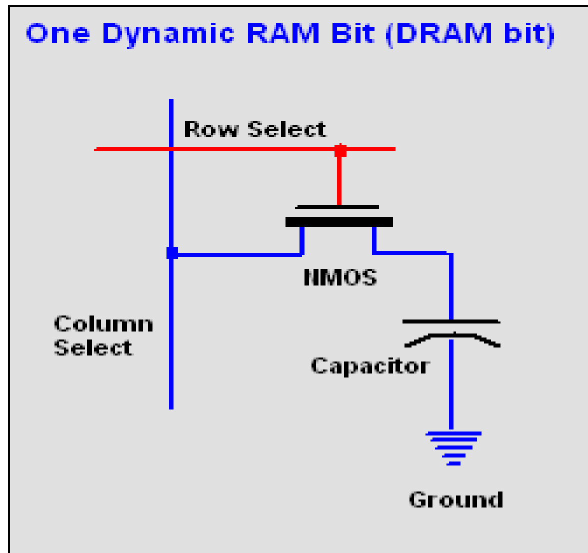

Figure 2 - DRAM Schematic [6]

The number of transistors is reduced to one in DRAM making it fundamentally simpler than SRAM. However since capacitors lose their charge over time, a refresh is needed to maintain stored data, which increases power usage due to the voltage of the capacitors The inability to maintain information without a refresh is why DRAM is considered dynamic as opposed to its “static” counterpart [7].

DRAM is used for its simplicity and its lower cost, however at the price of performance and efficiency. Engineers have been pushing the technology forward to improve its performance. When analyzing RAM it is important to look at bandwidth and latency. Bandwidth is the amount of data transferred per second, and latency is the time between sending an address to memory and receiving the data back on the data bus [8].These improvements are seen in various iterations of DRAM.

2.2.1 Synchronous DRAM (SDRAM)

SDRAM is synchronized with the system’s clock. This interface waits for a clock signal before responding to inputs, resulting in data being available at every clock cycle. Asynchronous

RAM attempts to respond to commands as soon as possible. To increase efficiency, memory is divided into several banks, enabling simultaneous processing of memory access commands. An address is comprised of bank, row, and column information [7].

2.2.2 Double Data Rate 1 (DDR1) SDRAM

To increase bandwidth, double data rate is introduced in DDR1 memory. Without having to increase clock speed, DDR1 transfers data on both the rising and falling edge of the clock. Additional power efficiency is achieved by reducing the supply voltage from 3.3V to 2.5V.

A 2n-prefetch architecture is introduced which allows 2 bits of data to be transferred to the queue in two separate pipelines. Without changing the clock, bandwidth is doubled with this interface [7].

2.2.3 DDR2 SDRAM

DDR2 makes further improvements upon earlier variations of SDRAM. Operation voltage lowered to 1.8V, decreasing total power consumption. Additionally, a 4n-prefetch buffer is added. Improving upon the previous 2 bits, 4 bits are now able to be transferred per clock cycle from the memory array to the data bus. DDR2 data rates are up to eight times faster than the original SDRAM [7].

2.2.4 DDR3 SDRAM

As with previous generations, DDR3 decreases power consumption and increases bandwidth. DDR3 uses a 1.5V power supply as opposed to the 1.8V power supply used in DDR2 and its bandwidth can be up to twice that of DDR2 [8]. DDR3 has eight banks, which allows more efficient bank access than in previous interfaces with four. Additionally, the prefetch buffer is increased to 8 bits wide, resulting in an 8n interface [7].

Two modes are used in DDR3 memory interface: burst chop (BC4) and burst length eight (BL8). BL8 can be seen in the timing diagram below in Figure 3.

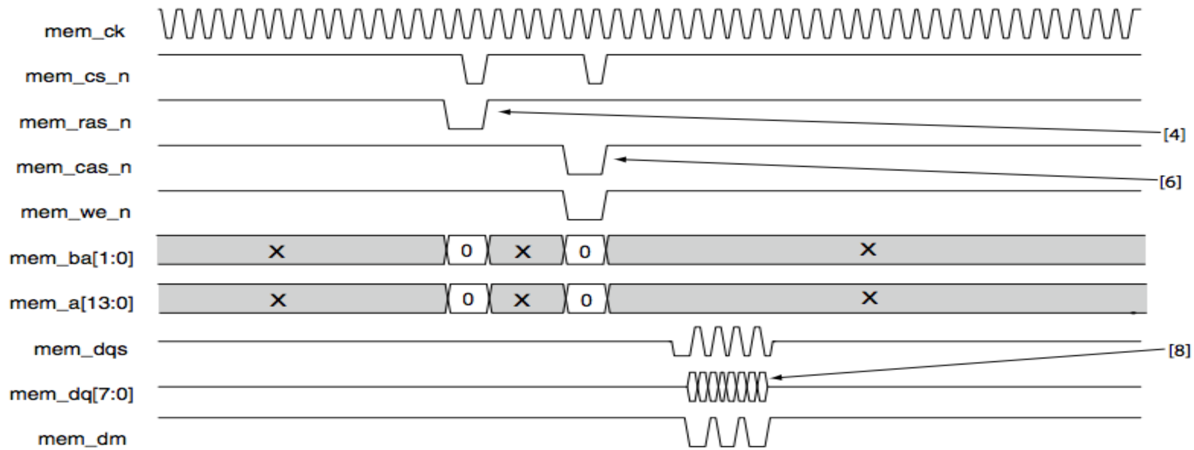

Figure 3 - DDR3 Timing Diagram [9]

BL8 allows for addressing to occur once every eight data packets are sent, because consecutive memory addresses are used. BC4 allows bursts of four by treating data as though half of it is masked. Of the two options, BL8 is more widely used [8].

2.3 Arbitration

Many systems exist in which a large number of requesters must access a common resource. In this case, the resource is shared memory. An arbiter is needed to control the flow of traffic between the requestors and shared memory [1].

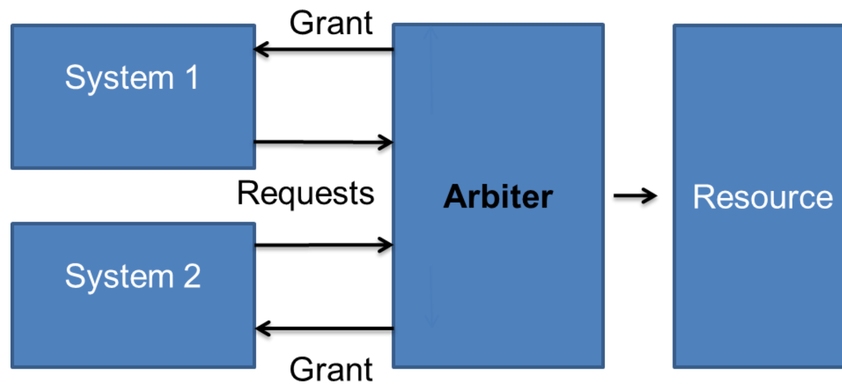

Figure 4 - Example Arbiter Block Diagram

It determines how the resource is allocated amongst the requesters as shown in Figure 4 above. Arbiters have internal logic that determines how requesters get access based off of the applications needs. When designing an arbiter it is important to keep the interface, size, and speed in mind [1].

2.3.1 Arbitration Schemes

Many arbitration schemes already exist. These include round robin, first in first out, priority, and dynamic priority. The section below describes some of the schemes that we researched before the design of our own arbiter.

2.3.1.1 Round robin

In round robin, each system receives a specific amount of time to access memory and the systems cycle through in a pre-defined order [1]. A timing diagram of this technique can be seen below. The ready signal seen at the top of the timing diagram in Figure 5 is a depiction of the memory cycles, with each grant occurring at the positive edge of each cycle.

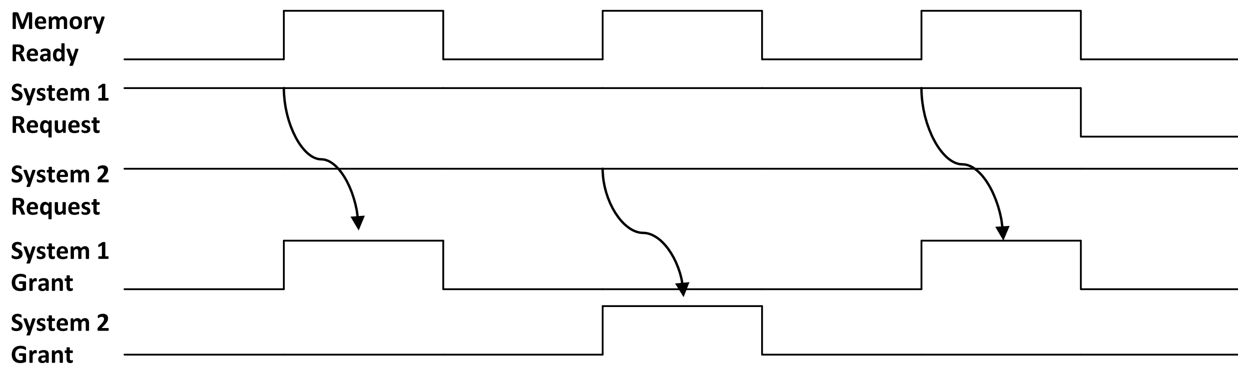

Figure 5 - Round Robin Timing Diagram

In round robin systems are granted access entirely based off order rather than requests. This makes it an unfavorable option for arbiter designs stressing efficiency as systems may be granted access when not requesting, which results in arbiter idle time.

2.3.1.2 First In First Out

In first in first out whichever system asks for the memory first receives it. The arbiter keeps track of which system asserted its ready signal first and then gives it to that system [1]. An example of FIFO timing can be seen below in Figure 6. System 1 requests access first and receives initial grant. System 2 then requests access to memory and is then shown to be given access after System 1 de-asserts its request.

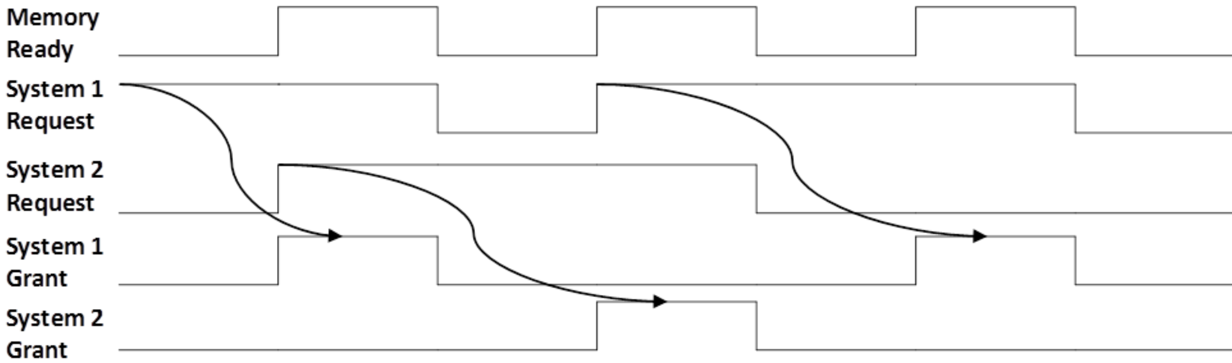

Figure 6 - FIFO Timing Diagram

Unlike round robin, FIFO only provides access to those systems who are requesting. Resources are never wasted in this situation.

2.3.1.3 Priority

The priority method stores a specific priority value to each of the systems (low, medium, high etc.) and then grant access to whichever system has the highest priority. How the priority is assigned depends on the application. It might assign higher priorities to slower systems in order to prevent them from starving or assign high priorities to important systems [1]. In a priority system, care must be taken in order to avoid starvation of a system. An example of priority is shown below in Figure 7 where System 1 has high priority.

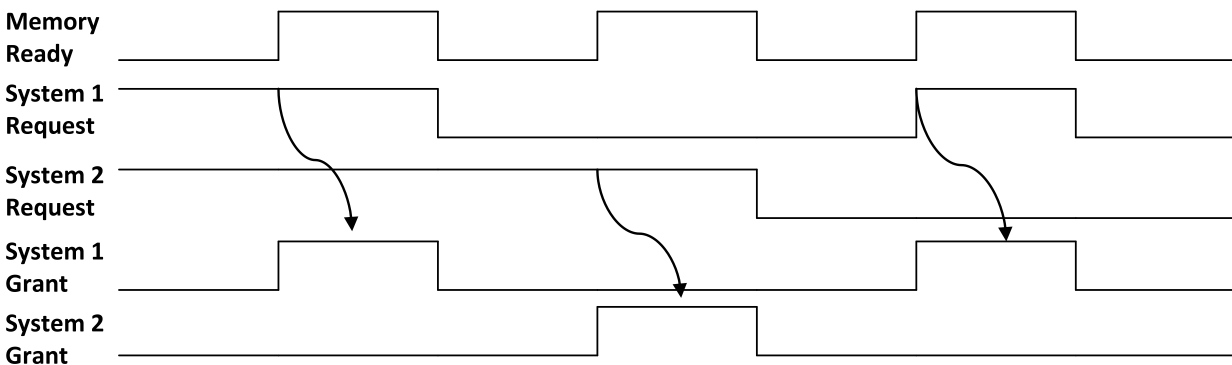

Figure 7 - Priority Timing Diagram

Each time System 1 requests access to memory it is given it. System 2 will only receive resources if & when System 1 is no longer requesting.

A priority system is either fixed or dynamic. Fixed priorities are either hard coded within the arbiter design or assigned on the fly using features on-board. A dynamic priority system allows the priorities of different systems to change based on pre-determined factors [1]. For example, if

one system was accessing memory more often than another system, the higher traffic system could gain higher priority. Another example would be to change priority based on how long a system goes without accessing memory. The scheme chosen depends on the requirements of the system.

3 Methodology

This section describes the methods used for completion of the project. The hardware and tools that were used in the project are discussed, as well as tools used for design and validation. Following that discussion, the project's requirements that were decided upon at the start of the project are described. Finally, the methods of validation for the project are described.

3.1 Hardware

Our project was designed for and implemented on the ML605 Board, which is shown in Figure 8 below. This development board contained the Virtex-6 LX240T FPGA and a host of additional peripherals and connections. On the board there was a 512MB DDR3 memory, communication ports through Ethernet, SFP transceiver connector, GTX port, USB to UART Bridge, and PCI Express board connector. There were three clock sources on the board: a 200MHz differential oscillator, 66 MHz single-ended oscillator and SMA connectors for an external clock. For additional use, the board also contained push buttons, DIP switches, LEDs, and an LCD display [10]. Finally, the Virtex-6 FPGA had 241,152 logic cells and 31,687 configurable logic block slices, with each slice composed of four look-up tables and eight flip-flops [11].

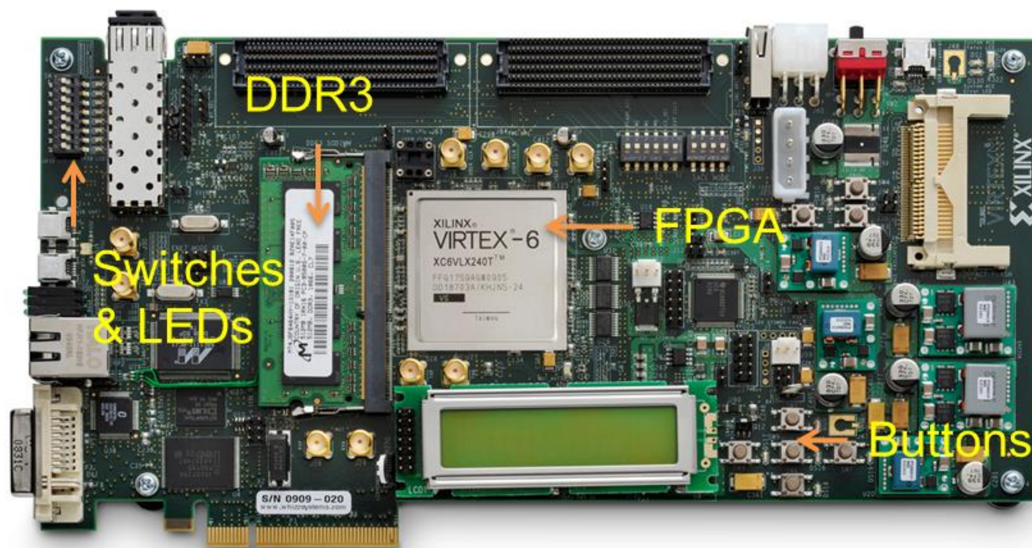

Figure 8 - ML605 Board [12]

3.1.1 Onboard DDR3 Memory

As mentioned above the ML605 board came with a Micron 512 MB DDR3 Memory SODIMM. DDR3 is the third generation of SDRAM. It provides two burst modes for both Reads/Writes burst chop and burst length eight. The first mode is burst chop (BC4), which allows bursts of four by treating data as though half of it is masked. The second method, burst length eight (BL8), is the primary burst mode. This is done with a pre-fetch of 8n, which means that during a read operation, eight data-words can be read with one address request [7].

3.2 Project Requirements

During our design meetings with Teradyne we decided upon many project requirements. These were the guidelines we followed during the design of the arbiter. Below the requirements are described in more detail.

3.2.1 Multiple Systems

The arbiter was designed to allow multiple systems to access the shared DDR3 memory. It was able to handle two separate systems with the prospect of adding more. Creating systems that generate read and write commands similar to what might be generated by real systems was the method used to validate the functionality of our arbiter design. These systems were represented by generating traffic within the FPGA.

3.2.2 Programmable Priority

The arbiter exhibited on-the-fly priority. This allows the arbiter to be able to dynamically change which system receives priority without having to modify the Verilog source code. This can be done utilizing module I/O ports. The arbiter should have a signal that can control which system has priority.

3.3 Development Tools

For our design we used the Xilinx Integrated Software Environment (ISE). Here we created modules, test benches, and generate other necessary cores for our project. Our main method of programming was the Verilog HDL. Additionally, Xilinx IP Cores were generated to assist in the development and testing of various modules.

3.3.1 Xilinx Integrated Software Environment

The design of the arbiter/memory interface was done using the using Xilinx Integrated Software Environment. When creating a project within the ISE the user is given many design options. For our project, we chose the ML605 as the targeted platform and Verilog as the chosen HDL. This ensured that all clocks, user I/O, and pins work correctly. Once the project was created the Project Navigator allowed us to easily organize the Verilog modules. Figure 9 below shows a screenshot of the environment.

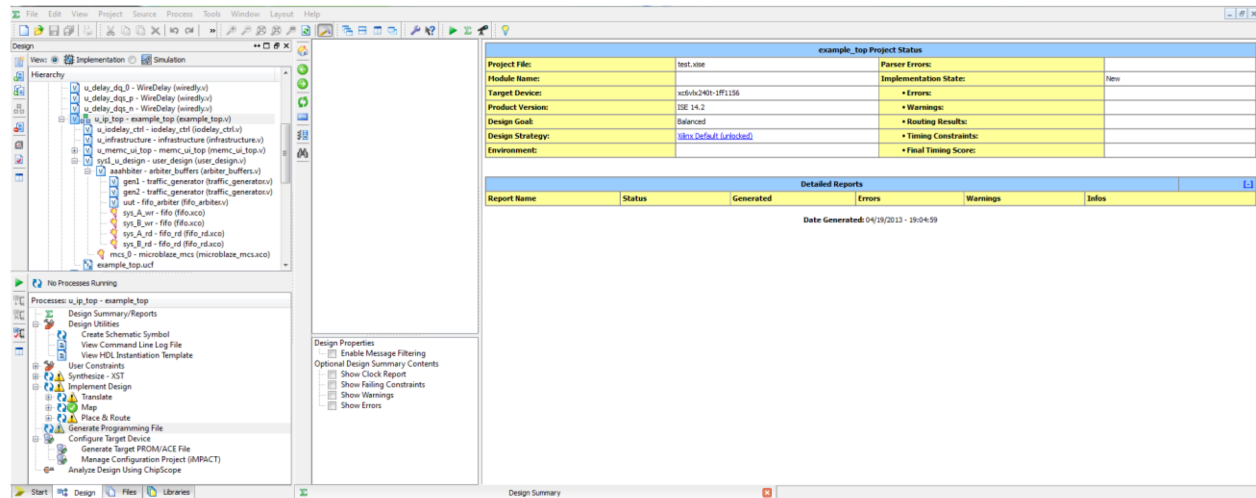

Figure 9 - Project Navigator Screenshot

Various windows are shown to the user within the Project Navigator. On the top left is the hierarchical view of modules within the design. Clicking on an individual module causes the Verilog code to appear in the large window on the right where the user can input/modify code. The bottom left window displays various processes that are running and the status of Synthesis, Implementation, and Generation. These steps are necessary before the design can be downloaded onto the board.

During synthesis the Verilog design becomes the net list files that are accepted as input to the implementation step. Implement Design converts the logical design into a physical file format to be downloaded onto the targeted platform. Implementation is broken down into three steps, Translate, Map, and Place & Route. The final stage, Generate Program File, creates the bit file that can be downloaded onto the board. [13]

3.3.2 Xilinx Core Generator

The core generator became a very useful tool used for design, implementation, and verification. Xilinx allows users to choose from a variety of IP Cores that they create to simplify design. Figure 10 below shows the various IP Cores that can be generated through Xilinx.

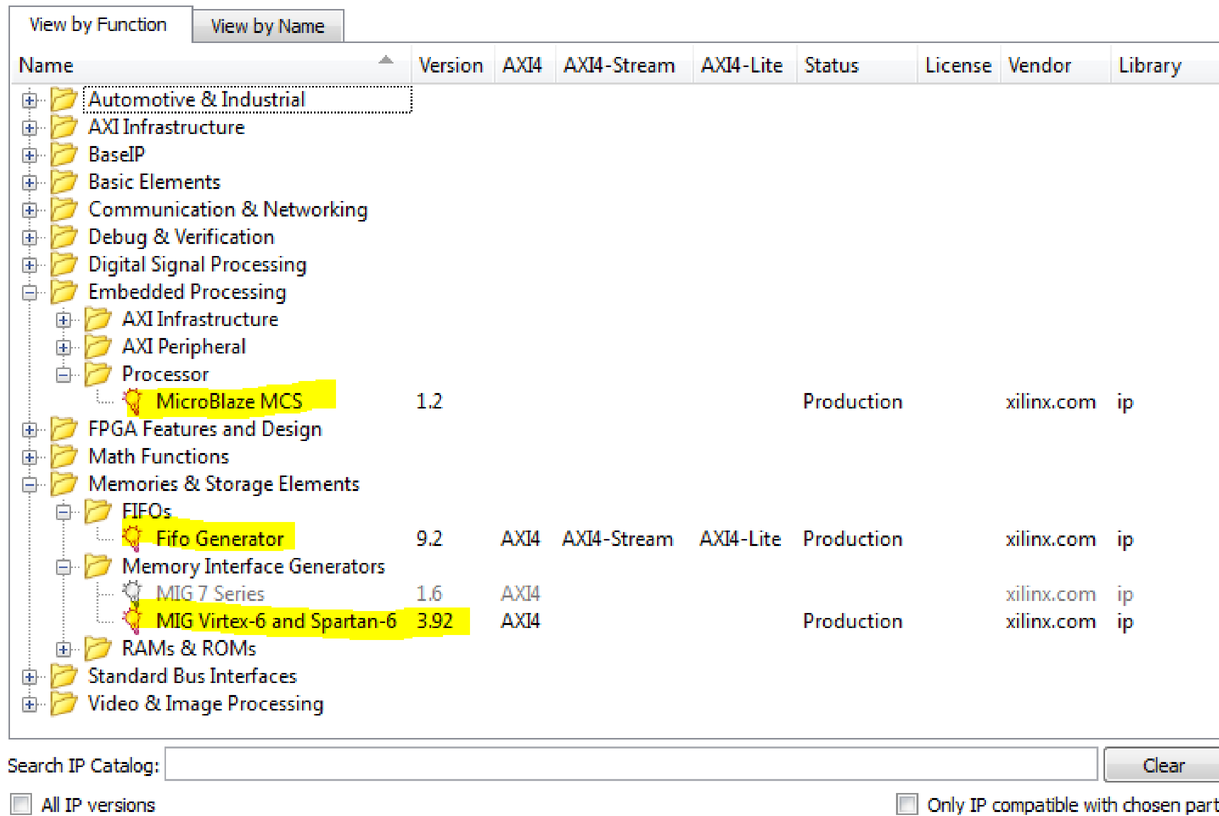

Figure 10 - Xilinx IP Cores

Highlighted in the figure above are the cores used in our design. The Xilinx Memory Interface Generator (MIG) was the most important. This created a memory controller with a much simpler to design user interface. Additionally, we were able to generate a Microblaze Soft core Processor used for hardware validation and also various FIFOs dedicated for queuing commands. Each of these cores will be discussed in greater detail within the Design & Implementation Chapter.

3.3.3 Software Development Kit

The Software Development Kit was used in the design of the Microblaze soft core processor mentioned in the previous section. This gave us an easy development environment to

write, compile and debug a C/C++ application. Linking this to our ISE project gave us the ability to download the programs onto the FPGA. Below in Figure 11 is a screenshot of the SDK.

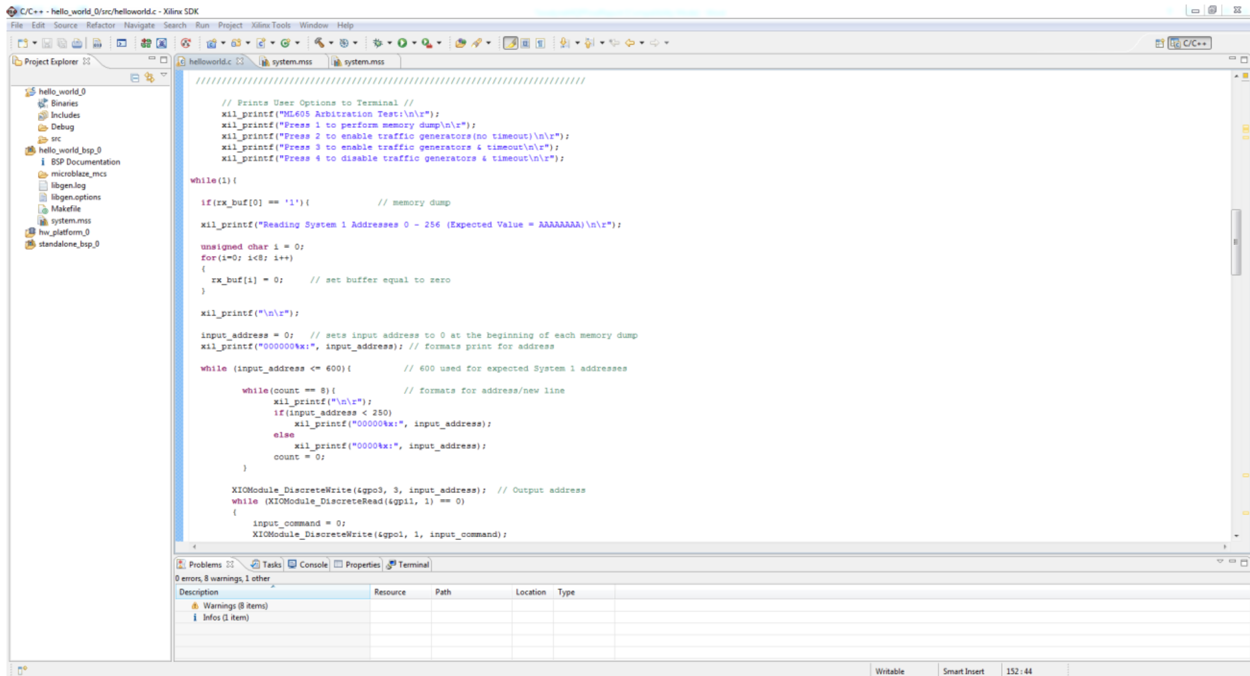

Figure 11 - SDK Screenshot

In the main screen is the design in C code. In the left window the user can find the source and project files.

3.4 Design Validation

Our project requires two steps of validation, simulation and hardware implementation. The Project Navigator described above allows for both of these steps to easily be done. Below is a description of how each step is completed.

3.4.1 Simulation

Before the design can be downloaded to the board is it important that we first verified that the logic worked correctly in simulation. Xilinx provides the Isim tool to allow for simulation using test benches. Within test benches we created a clock and provided various input stimulus. Combining this with the DDR3 model provided by Micron we quickly tested our design. Simulation was done without generating a bit file and only required synthesis of the project, which significantly reduces the time before the results can be verified. Below is an example of what a simulation in Isim looks like in Figure 12.

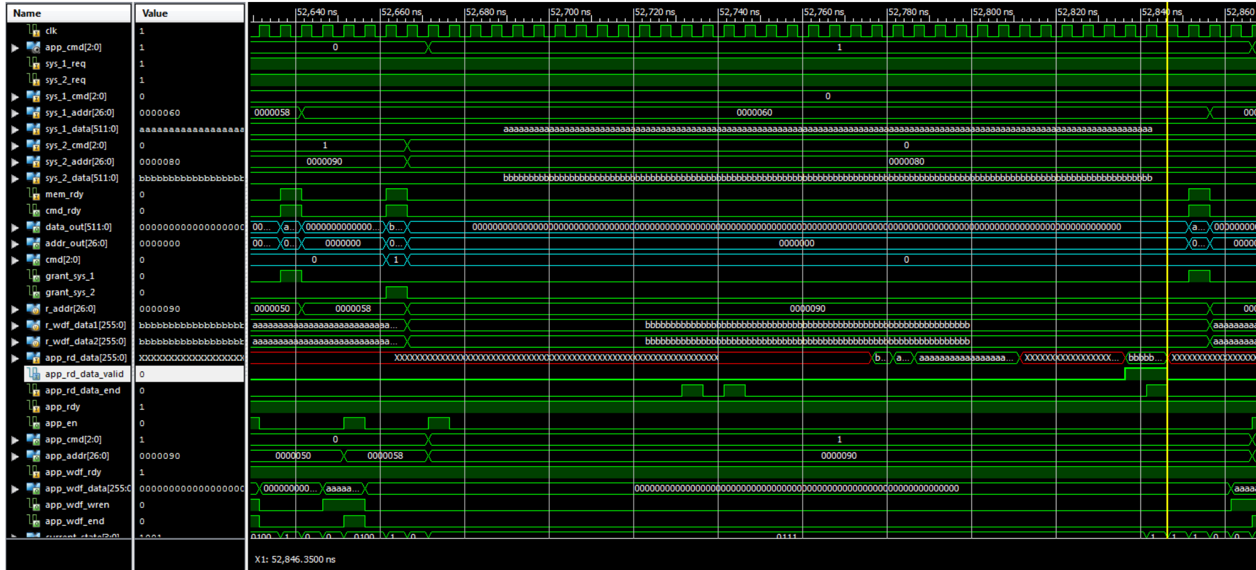

Figure 12 - Isim Screenshot

The simulation was very helpful in showing timing and signal values. For our purposes we needed to know that commands and various signals were being asserted on the proper clock edge by the memory controller. Overall, simulation was a very quick method of testing that allowed for simple debugging of our logic. However, validation in simulation does not guarantee validation on hardware.

3.4.2 Hardware

Validation through hardware is the only method to be certain that a design is working properly. For this reason, hardware validation became the hardest method of verification. Unlike simulation, the hardware does not show individual signals unless designed to do so within the Verilog code. Various input/output were used during the stages of hardware validation. In early validation stages Buttons/Switches changed states, while LEDs were used to output information. Eventually, a display was used for more in-depth validation. These steps will be described in greater detail in the Design & Implementation Chapter. Overall, hardware validation took much longer than simulation and required additional code within the design. However, hardware validation confirmed that our design was working on the targeted platform.

4 Design & Implementation

This section explains the design of the memory interface, arbiter and surrounding modules. Each module relevant to the function of the arbiter is described in detail.

4.1 Memory Interface

The memory controller that was required to handle the complexity of DDR3 usage has specific signals that are provided to the user for control of the controller itself. These signals have very specific timings that are necessary to ensure proper data transfer to the DDR3 memory. Each type of command requires a different sequence of signal changes. Xilinx's documentation for their IP was important to understand exactly how to interface with the memory controller. This section will examine the necessary execution sequence on the signals of the memory controller and then describe the solution that was used for it.

Firstly, the write path described in the memory interface user guide [14] requires the use of a single 256bit data line and some control signals. The command and address signals must be set and held until the memory is ready, while simultaneously placing the data one the data line. This is shown in Figure 13, a timing diagram from the user guide. It should be noted that this is burst length 8 accesses where the DDR3 has addresses widths of 64 bits.

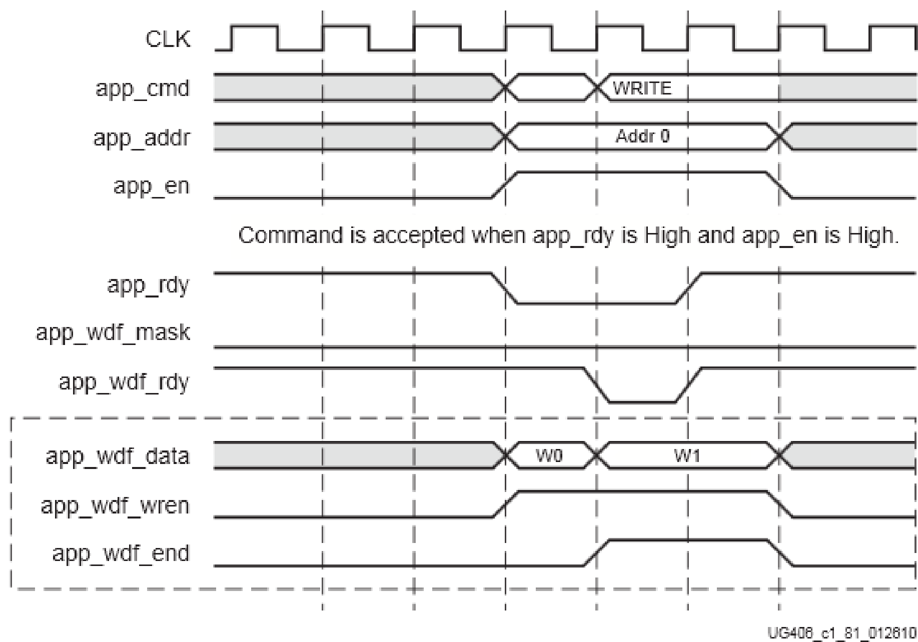

Figure 13: Write Timing Diagram [14]

It is important that the *app_rdy* and *app_wdf_rdy* signals were monitored to ensure that the command is ready to be accepted and the memory controller was not executing a refresh or busy.

The read path required a similar enable sequence without the need to place anything on the data line. The timing diagram is shown in Figure 14. As can be seen, the enable sequence occurs and then after an undefined period of time the data appears on a separate data line which is delineated with the *app_rd_data_valid* signal.

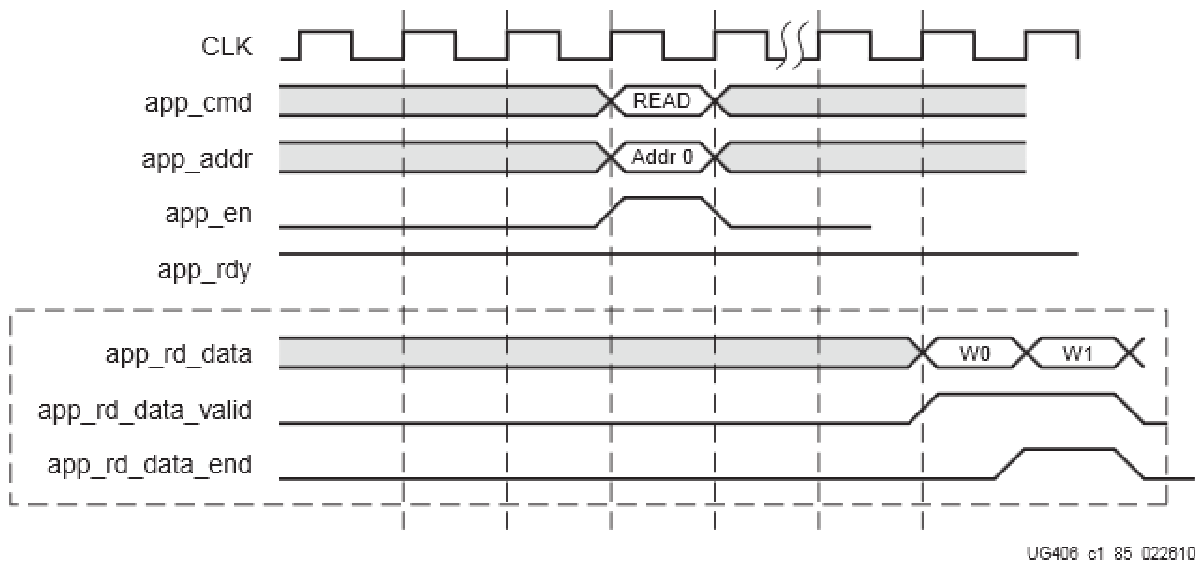

Figure 14: Read Timing Diagram [14]

To meet these specifications in timing for these signals, a state machine was created that uses the signals that must be polled as inputs and then controls the sequences that must change. A state diagram is shown in Figure 15 which shows how each state can change between each other. The *app_rdy*, *wdf_rdy* and similar signals triggered the changes between some of the states.

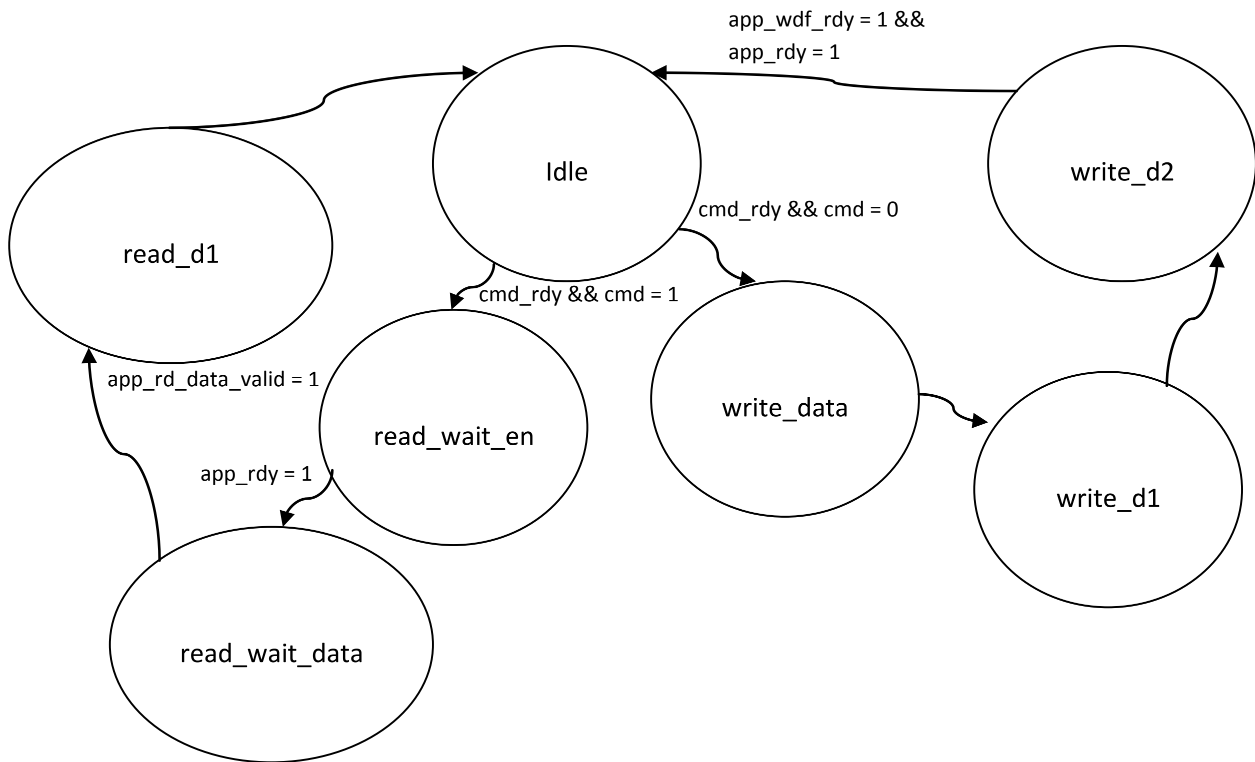

Figure 15: State Diagram for Memory Interface

The system begins in the idle state, where the state machine waits for a command. Once a command is sent, it checks which type of command it is and goes to the appropriate state *read_wait_en* or *write_data*. The first read state is where the enable sequence begins and the address is latched into the memory controller. This enable sequence must be held until *app_rdy* is asserted. Once that occurs, the next state *read_wait_data* waits for the *app_rd_data_valid* signal to assert itself so that the data can be saved.

If a write command was detected, the data and address are latched in the first state. The next state begins the enable sequence and puts the second half of the data on the data line. Since the second half is the end data this state also asserts *app_wdf_end* to tell the memory controller it is the last data that must be written. The next state is simply a state that waits until both the *app_wdf_rdy* and *app_rdy* signals are asserted so that the data does not have to be held, and the enable sequence does not need to be held.

This memory interface was crucial to use when accessing memory, and was the first module that was created in order to complete this project.

4.2 Microblaze Processor

As mentioned in the methodology, the Microblaze is a soft processor core designed for Xilinx FPGAs. As other IPs, it is completely designed and provided by Xilinx. When adding a Microblaze to a project the user is presented with many design options. These include, clock speed, UART, General Purpose Outputs (GPO), General Purpose Inputs (GPI), Fixed Interval Timing, Programmable Interval Timing, and Interrupts. For the purposes of this project only the clock, UART, and GPO/I need to be used. The table below shows the characteristics of the generated processor.

Clock	Located on ML605	66Mhz
Memory Size	Created within Virtex6	64KB
UART	Receiver/Transmitter	9600 Baud Rate
GPO	Up to 4	32 Bits
GPI	Up to 4	32 Bits

Initially, the GPO/I were the most important factors to worry about regarding the Microblaze. These data determine how information was transferred between the rest of the FPGA and the processor. The GPOs output commands, data, and addresses from the processor. Similarly, the processor receives GPIs for read data and addresses. The remaining data lines were used for various debugging purposoes.

The Microblaze processor was generated within the FPGA. It is important to note that it is not an external processor. By creating a workspace within the SDK we were able to use C programming to code the soft core processor. This allowed for computations and display to be done much simpler. A block diagram of the interface between the Microblaze and the memory interface module is shown below in Figure 16.

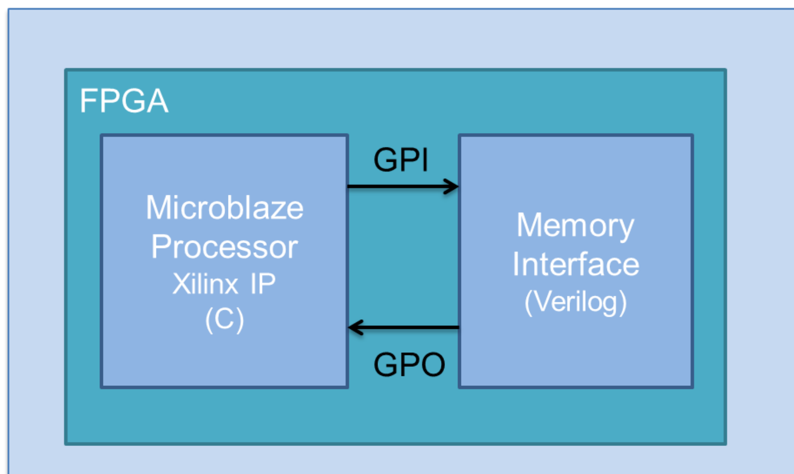

Figure 16 – Interface between Microblaze & Memory Interface

The Microblaze processor allowed for a variety of validation and debugging techniques to be used. The UART specifications, as depicted in the table above allows for the possibility of a user interface through serial communication. These validation techniques will be discussed in further sections.

4.3 Single System Interface

Before implementing and designing the arbiter, the first step was to design a single system interface. Creating this interface allowed for the validation of the memory controller. The block diagram of this design is shown in Figure 17 below.

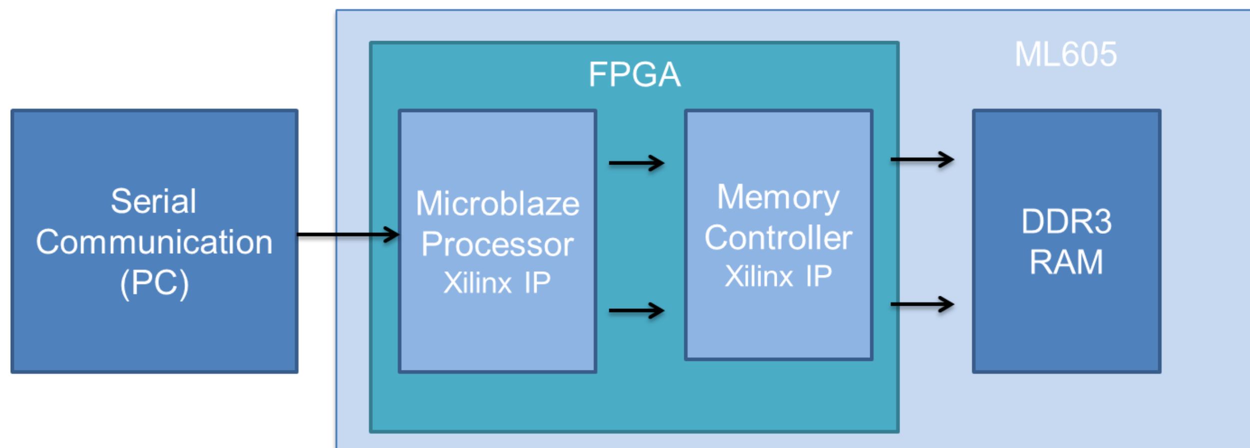

Figure 17 - Single System Interface

Validating the memory controller was achieved by demonstrating successful read/write operations. Accomplishing this was a large milestone as it was necessary in order to move the design from a single system to multiple and from the memory interface to the arbiter.

Building off the block diagrams in previous sections, the figure above shows the complete single system interface. An important feature that is added is Serial Communication. This feature allowed for a user interface. A user was given the option of various read/write commands, with the corresponding data being displayed. These commands were sent to the FPGA through GPO and initiate a read/write sequence within the memory controller. If a read command was given, the command and read address were given and the data at the given address was returned. Similarly, if a write command was given, only the command, address, and data were output.

4.4 Two System Interface

In order for two systems to access the same DDR3 module, the arbiter that we were tasked to design must be used. Figure 18 below shows the intended use of the arbiter, as it displays two external systems communicating with an arbiter that passes commands to the DDR3 memory. The arbiter block was necessary in order to facilitate the two separate accesses of the systems.

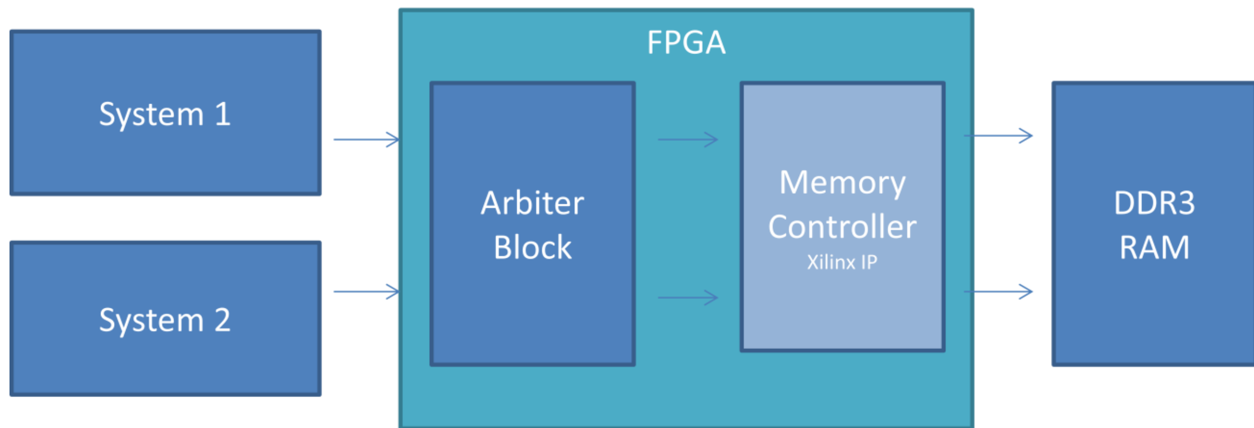

Figure 18 - Two System Interface w/ DDR3

For our purposes, we created traffic generators in order to simulate two distinct systems, rather than use external systems. This was because our project was more concerned with the arbiter/memory interface rather than the system's interface. Our arbiter block was able to be placed within any design as long as the systems interface with it properly (the interface is described in Appendix B). The arbiter block is expanded and the traffic generators are shown in Figure 19 below. As can be seen, there are two FIFOs between the systems (traffic generators) and the fixed priority arbiter. This allowed for command buffering by each system, and also

allowed the systems to send data at whichever rate they chose to. Each module will be discussed in detail in order to show their function in detail so that the overall system can be understood.

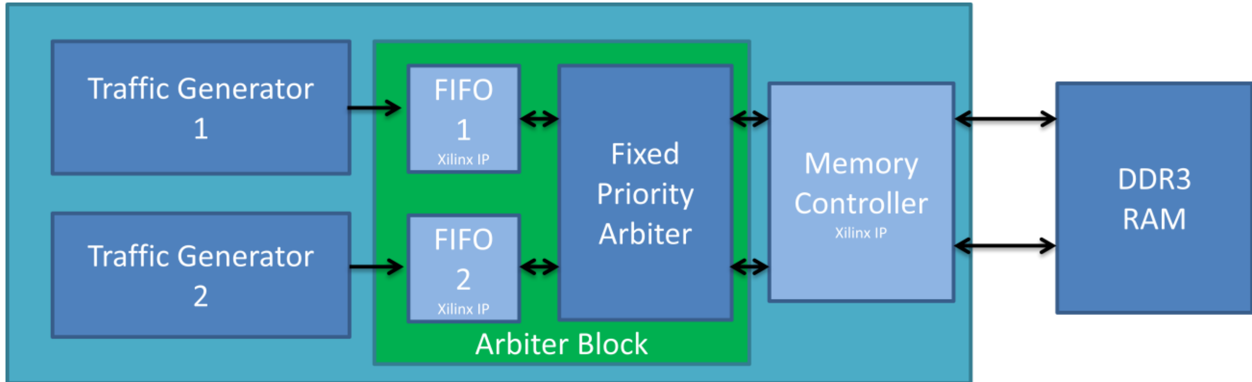

Figure 19 - Expanded Block Diagram Showing Arbiter Block

The traffic generators are a single repeated module. It is a state machine that loops between sending write commands, not sending any commands and sending read commands. It can be disabled to allow proper testing of multiple systems. A top level block is shown below in Figure 20, showing the inputs and outputs.

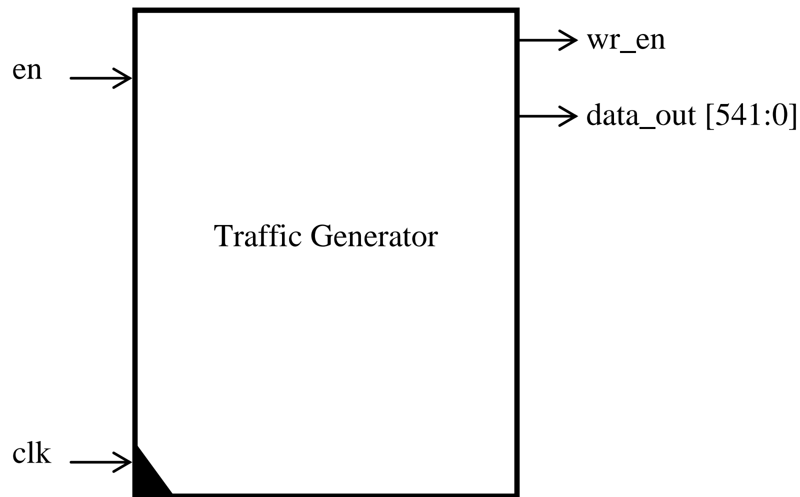

Figure 20 - Traffic Generator Top Level Block

The *en* signal is an input that turns the traffic generator on or off, when off, the traffic generator stores its previous state and loops in a "disabled" state. When turned on again, it returns to the previous state and continues from there.

The *wr_en* signal is an output that tells the FIFO buffer that there is valid data on the output. This is necessary for the FIFO buffer in the following block to acknowledge the traffic generator.

The *data_out* contains the command, the address and for a write command, the data to be written. {data, addr, cmd}. This is written into the FIFO buffers when *wr_en* is asserted and then broken down into individual data, address and command signals before being passed to the arbiter.

There are also 3 parameters that are useful in testing different situations of the arbiter. There is a parameter that controls the data that is sent for write commands, one that controls the amount of accesses that are sent per state and one that controls the starting address (so that different systems can write to different addresses).

Now that the top level of the traffic generator is described, the state diagram is shown in Figure 21 below. The transitions between each state occur after a specific amount of accesses have been written to the FIFOs which are hard coded through parameters.

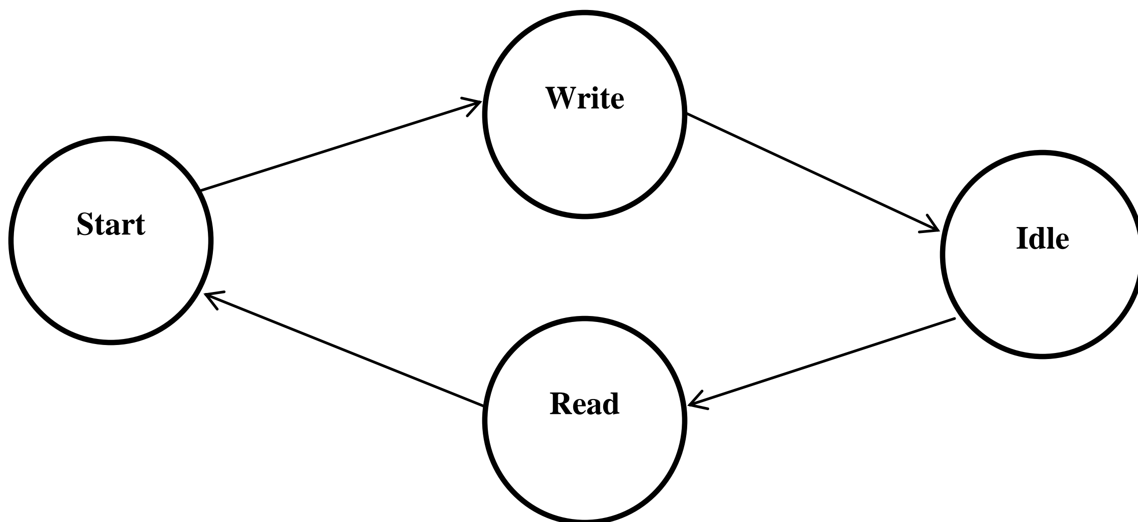

Figure 21 - State Diagram for Traffic Generator

The next module in the design are the FIFOs, which are standard cores generated by the Xilinx. The top level block is still shown in Figure 22. Data is queued into the FIFO's memory and de-queued in order.

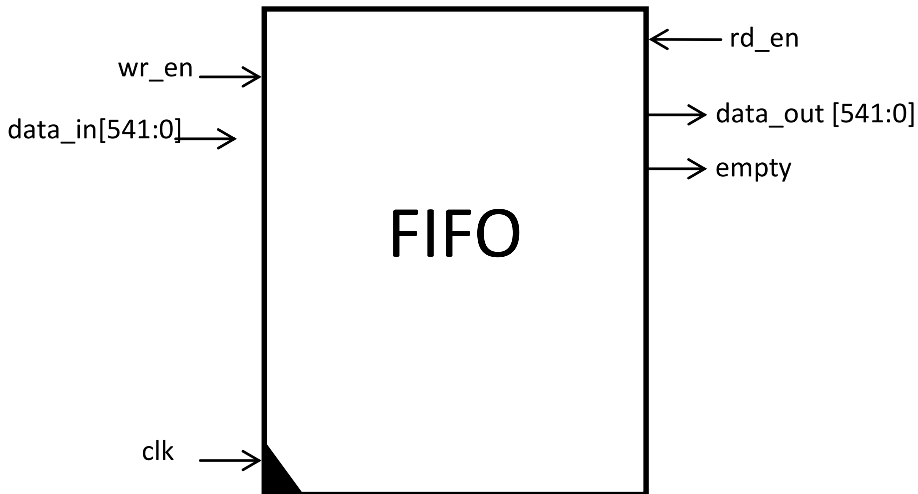

Figure 22 - FIFO Top Level Block

The *wr_en* signal is an input that latches the data into the internal memory. This occurs on the positive edge of the clock. Each clock cycle the data must change or the *wr_en* signal must be deasserted, otherwise the same data can be written twice into the FIFO. The *rd_en* signal is used by the module that reads the data from the FIFO. It works in the same way as the *wr_en* signal.

The *data_in* signal is a 542 bit wide input that contains the data that will be latched into the FIFO on the positive clock edges. In this case, the data should contain the address, command code and actual data to be written. The *data_out* signal is the output version of the data_in.

The *empty* signal is an output that shows whether or not the the FIFO has any data within its memory.

The next block is the fixed priority arbiter which is shown below in Figure 23. It contains some combinational logic as well as a counter for a timeout feature.

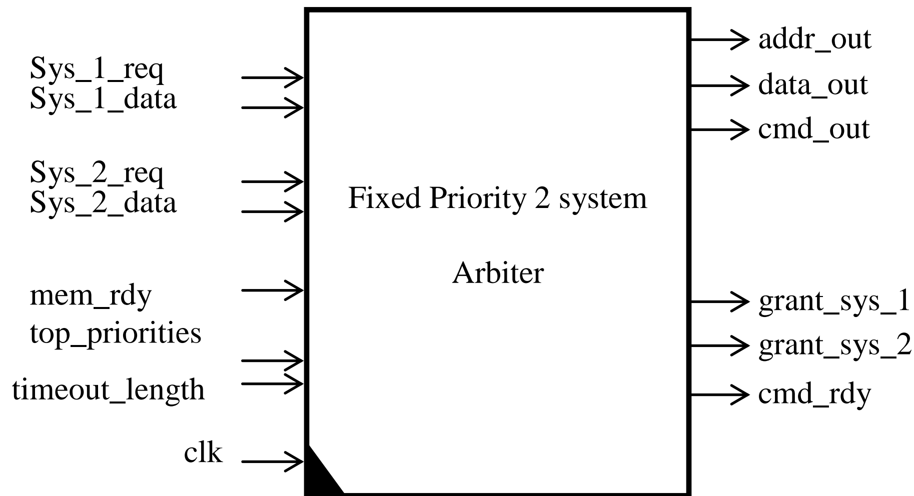

Figure 23 - Fixed Priority Arbiter Top Level Block

The *sys_req* signals are inputs that allow the arbiter to tell which systems have valid data on the inputs (*sys_data)* signals.

The *mem_rdy* signal is a signal that comes from the memory controller that allows the arbiter to know whether it can send a command.

The *out* signals is the granted system's data.

The *grant* signals shows which system is granted access and can send a command to the input of the arbiter.

The *cmd_rdy* signal allows the memory controller to know when there is a command on the output of the arbiter. This signal is never asserted if the *mem_rdy* signal is de-asserted.

The *top_priorities* signal is an input that controls which system has priority. There are only two possible combinations, either the first system or the second system has high priority.

The *timeout_length* signal is an input that controls how many cycles the low priority system can be starved before receiving access.

Each of these signals was used to determine which system gets access and is fulfilled by the memory controller. The following two figures (Figure 24 and Figure 25) show the flow charts for the internal logic of the arbiter.

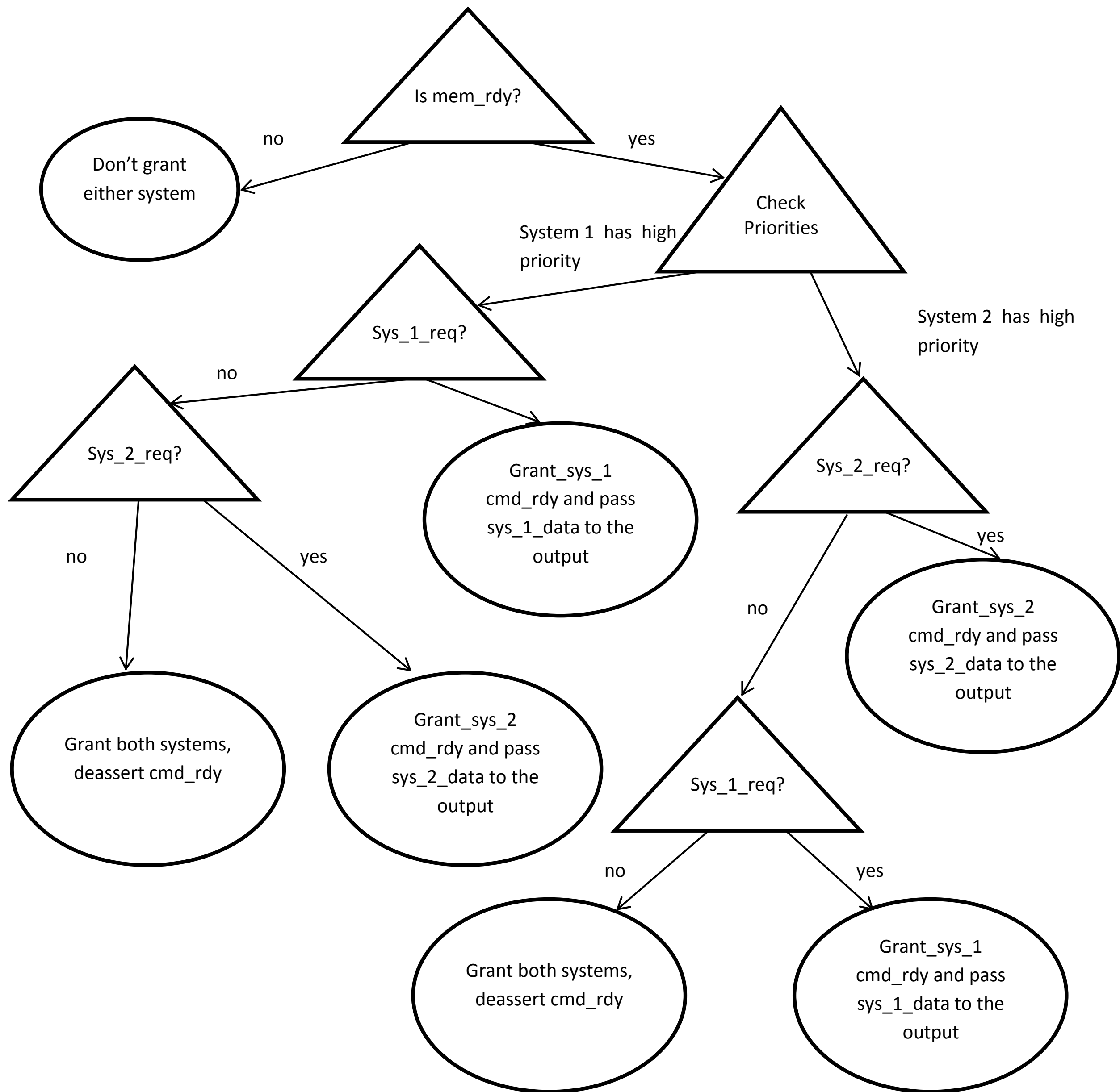

Figure 24 - Flow Chart for Fixed Priority Arbiter

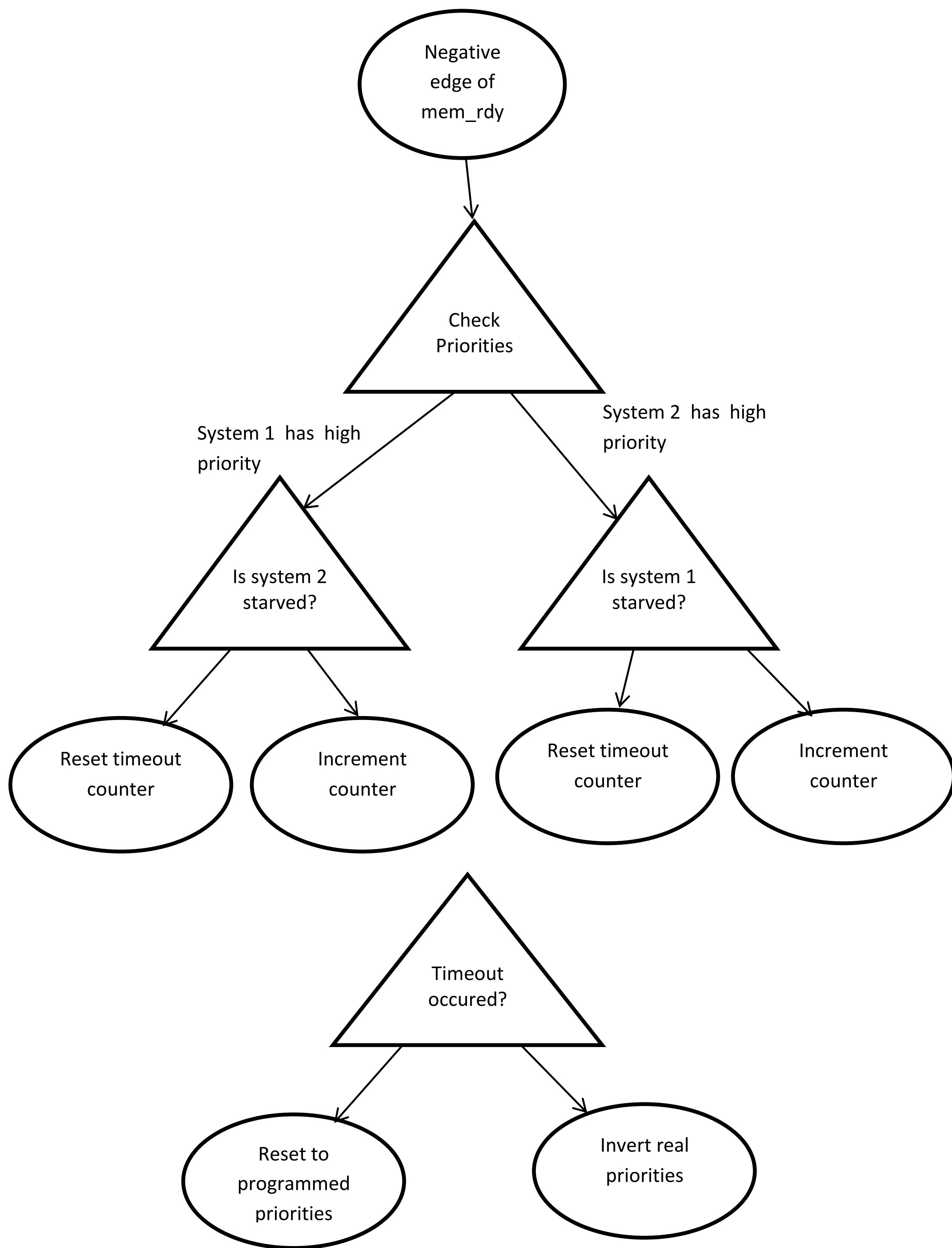

Figure 25: Flow chart for timeout logic

The interaction of each module described above can be seen in Appendix A which goes on to connect with the memory controller.

5 Arbiter Validation & Results

After designing the arbiter, its function was tested by using the two traffic generators as distinct systems. This was carried out in simulation and in hardware on-board the ML605. Simulation was carried out in the ISim tool using a Micron DDR3 model provided by the memory interface generator. By examining the relevant signals it was possible to verify that the arbiter was functioning with the provided model as well as provided significant help in debugging issues. On-board, a Microblaze processor monitored and performed memory checks on the addresses affected by the traffic generators. The results that were sent to the Microblaze were then printed on a PC terminal (TeraTerm) through serial communication. Both of these methods were essential in confirming that the arbiter was functional.

5.1 Validation in Simulation

This section describes the verification phases in simulation. Simulation allowed us to look directly at individual signals within the design and check their function. This was the tool to use for debugging, as it was the fastest way to check whether something was functioning as it should. It also allowed us to verify every single module individually, then the interaction between them and finally the overall design, which was not as feasible on hardware as some modules do not have any visible I/O to the hardware.

5.1.1 Single-System Interface

The single system interface was the most difficult to debug, as it was very reliant on the DDR3 memory and memory controller IP core which were both very complex pieces. For this, we used a DDR3 memory model provided by Micron. The DDR3 model allowed us to see whether or not commands were being carried out, and whether or not they returned the proper data. As seen in a previous section, the memory controller requires very strict timings on the important signals in order to properly carry out the commands. Each command has a different protocol, so looking at the timing that we generate for each command is important. Recall that the interface to the memory controller used a state machine to generate the proper timing.

Firstly, the write path is investigated to ensure that writes were being carried out as they should. For the write path it is important that the *app_rdy* and *app_wdf_rdy* signals are adhered to, but also that sending the data through to the memory controller occurs within 2 clock cycles of the enable sequence. Figure 26 shows the simulation results from with the relevant signals

being changed as expected. It should be noted that the entire sequence for a write path only takes 2 clock cycles (10 ns). Also, the data "aaaa…" is being written to address "8", where we will perform a read command to check the data within that address.

Figure 26: Write Path Simulation

Secondly, the read path was investigated to ensure that data that is written can actually be read back. The read path was simpler than the write path, as when the enable sequence occur, it was a simple matter of polling the *app_rd_data_valid* signal until the data becomes available. Figure 26 displays the enable sequence, and shows *app_rd_data_valid* not asserting, after a few clock cycles Figure 27 shows the data being retrieved when *app_rd_data_valid* is asserted.

Figure 27: Read Path Simulation (Enable Sequence)

The read command in these figures was being performed on address 8, which was written to earlier in the simulation. As seen in Figure 28, the data was correct when valid which was exactly what we expected. This time period was exactly when the data should be sent back to the system that requested this command.

Figure 28: Read Path Simulation (app_rd_data_valid)

The signals in these simulations are working correctly, and are ready to be tested on hardware. Section 5.2.1 describes the hardware validation of the single system interface.

5.1.2 Arbiter Simulation

After designing the arbiter, its various functions were tested within a small test bench before adding it to the memory controller. This allowed us to first get rid of any bugs within the arbiter itself, and then the interfaces to the surrounding blocks can be verified. Recall that the arbiter is de-queuing commands from the FIFO queues based on its internal rules, and the traffic generators are filling the FIFO queues with accesses. First we will verify that the arbiter rules are being followed, and then the timeout features

In our initial simulations, system 1 (or A) had high priority, and system 2 (or B) had low priority, the timeout length was 2 cycles long. If both systems are requesting in this case system 1 will be granted over system 2. If only one system is requesting, it will be granted. If neither system is requesting they will both be granted until one of them requests again. The screenshot below in Figure 29 shows the case when both systems were requesting and system 1 was granted since it had higher priority.

Figure 29: Arbitration of System 1 over System 2

If system 1 is not requesting, system 2 should be granted. This is shown in Figure 30 below, as system 2 is granted when system 1 is never requesting. This shows the zero idle time within this arbiter design.

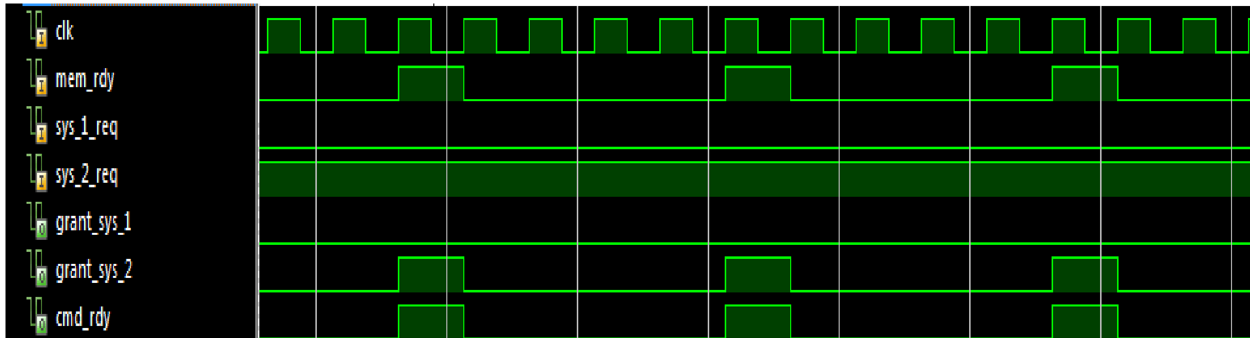

Figure 30: Low Priority System Grant (No starvation)

With a timeout length of two cycles, system 2 will be granted after system 1 is granted twice in a row. This is shown below in Figure 31 where system 2 is granted after 2 cycles even though system 1 is also requesting.

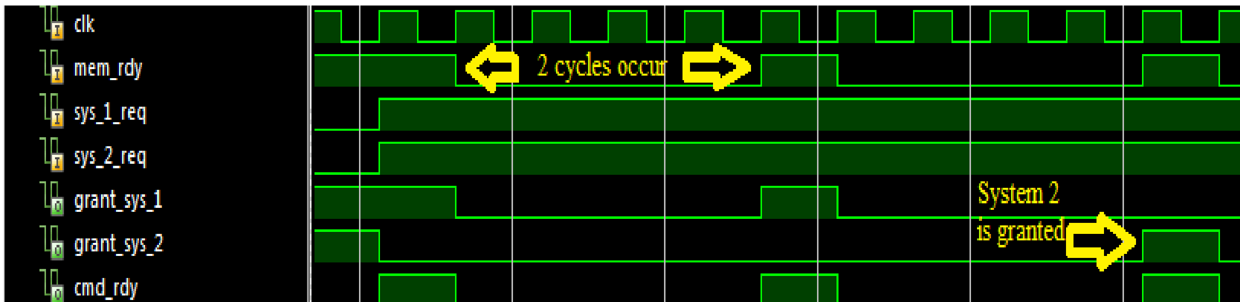

Figure 31: Timeout (2 cycles) System 2 is Granted over System 1

Furthermore, it was important to verify whether or not the commands get carried out by the memory controller after being granted and passed through the arbiter. Below in Figure 32, three cycles are shown, and the memory controller timing that was discussed in the previous section is properly taking the data from the arbiter and carrying out the command to memory. The read commands from the traffic generators were also verified in this manner.

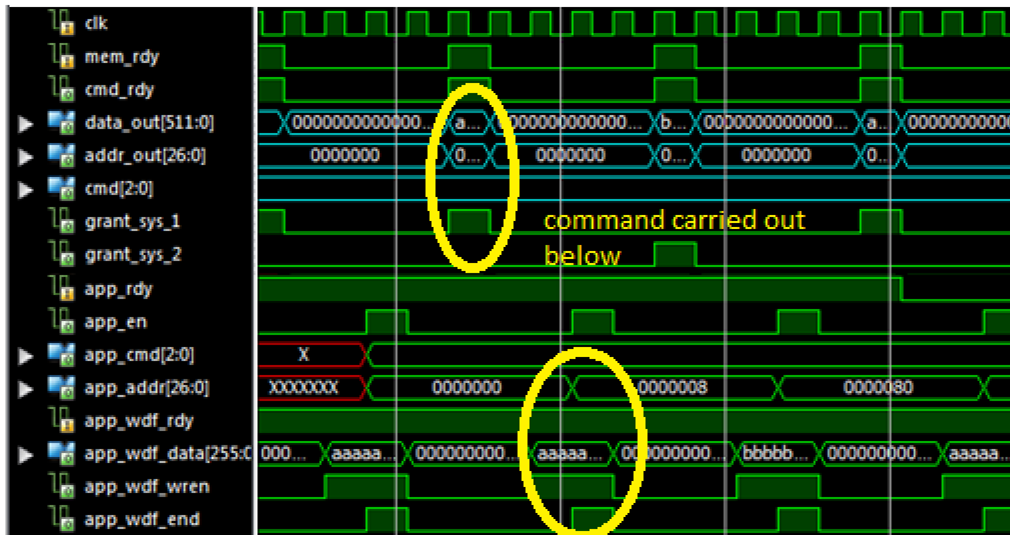

Figure 32: Three Write Commands through to Memory Controller

5.2 Hardware Validation

This section serves to discuss the multiple steps of hardware validation. As simulations were verified, hardware tests followed. Three distinct tests were done to verify functionality of the memory controller and the arbiter. Single system, memory, and arbiter tests were created.

5.2.1 Single-System Interface

As described above a single system was created to test the function of the memory controller. The serial interface acts as an individual system, but is quite slow (frequency of commands) when compared to realistic systems. It sends one command at a time, taking commands from a user and displaying the results on the screen. Additionally, it was found that the single system only validates the memory controller on the small scale, meaning that only a small amount of addresses are actually accessed. It was this reason that the single system was modified for additional support of a memory test function.

5.2.1.1 Memory Test

A memory test was created to further prove functionality by modifying the Verilog code. Additional logic was developed within the FPGA to demonstrate read/write commands over a large amount of addresses. The test consists of two write/read phases and a results phase. The first phase simply modifies the write states of the memory controller to write incrementing data to incrementing addresses. For instance, the addresses 2, 4, and 8 hold the data 2, 4 and 8 respectively. The data is then read back and compared to the expected value. The second phase

performs a byte-swap on the addresses. A single write operation writes 512 bits to 8 addresses. The swap reads back data from the initial write sequence, writing it to a different address. As errors occur a counter is incremented and then displayed to the user through serial communication. Overall, the test validates that the memory controller is functioning as expected. Figure 33 below shows a screenshot taken from the single- system & memory test.

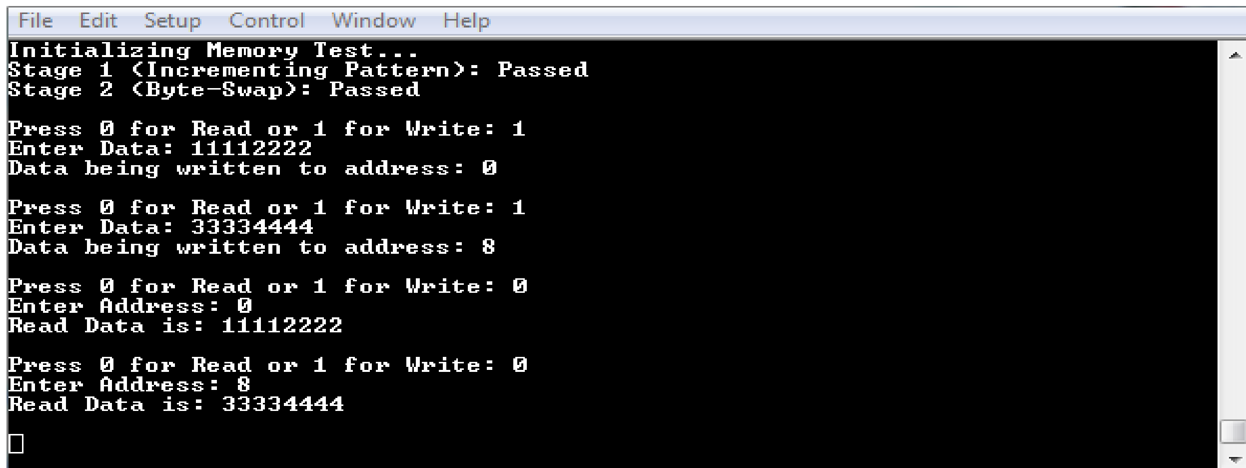

Figure 33 - Single System/Memory Test

As the picture shows, the memory test was performed first to demonstrate the memory controller was functioning. After these two steps were completed simple write/read operations were completed to further show that the interface was working. Two write commands are performed, followed by two read operations. The read commands further displayed that the correct data was being written/read on an individual basis.

5.2.2 Arbiter

Arbiter validation involved verifying the traffic generators and subsequent arbitration. Referring to the block diagram introduced in the single system interface, the Microblaze block was modified to monitor the arbiter. As previously described the traffic generators allowed the user to choose parameters for the number of commands, starting address, and data that each system will be defined by. Knowing this predetermined pattern the block is modified to display the results. The parameters for the traffic generator modules are as follows:

Specification	System 1	System 2
Starting Address:	0000000h	0001000h
Quantity of Commands:	25	25
Data Code:	A	B

Modifying the C-code in the Microblaze to perform reads across all of the written addresses validates that the arbiter was successfully providing access to memory to both systems. This memory dump assisted in validating arbitration. For demonstration & validation purposes a sequence of three memory checks were executed by the Microblaze. These sequences include:

1. Before traffic generators are enabled
2. After traffic generators are enabled, but before timeout
3. After timeout has been enabled

The first memory sequence was designed to display the memory addresses prior to enabling traffic. The data within the read addresses should not mean anything to any user and should be completely random. A screenshot is shown below in Figure 34.

```
ML605 Arbitration Test:
Press 1 to perform memory dump
Press 2 to enable traffic generators(no timeout)
Press 3 to enable traffic generators & timeout
Press 4 to disable traffic generators & timeout
Your command was 1

Reading System 1 Addresses 0 - 256 (Expected Value = AAAAAAAA)

0000000: FFFFFFFF 0 73C8334C 33CC13CC 12C54344 73C8338C 12802344 32CC33CD
0000040: 12C503C4 33DCB3CC 13D013C4 33DD33DC 52C82344 B3CC33CC 13C4134C 33C9038C
0000080: 92D02344 B3C473C4 32D44344 33CC63BC 32C04344 33CC1340 32CC13CC 32C433DC
00000C0: 33C40344 33D433CC D2C483C4 73C133CC B2CD33C5 33CC23CC 52C433C4 73C533CC
0000100: B3D8035D 3A8C335C 12C413C4 33CC03CD 71CC13C4 33DD23CC 43892244 33D8139C
0000140: 33C0134C 33CC23DC 32C81344 32DC13CC 33CC43D4 33CC23CC 12D0014C 13CCB35C
0000180: 31C4234C 73C413CC 13C13344 33DC354C 33DC3355 3244334C 5348C30C 32C033CD
00001C0: 32D92355 33D533CC 32C8734C 13CC33C0 31C01244 13DC334C 32C413C4 23C833CC
0000200: 3C50348 33CC03CD 12DC33C4 33CC03CD 32C913C5 33C03344 33CE13C4 93CC33C4
0000240: 33C013C4 13CC23CC 2CC635C 13DC33CC

Reading System 2 Addresses 1000 - 1256 (Expected Value = BBBBBBBB)

0001000: 12C0339D 32CC33DC 33C053C4 33C833CC 53C0534C 974C33CC 33CC03C4 32C8B3CC
0001040: 12CC13C4 32D533CC 32C1234C 31CC73CC 13C452C4 33CC33C5 12C803C4 32CD03CC
0001080: B2DC33CC 33CC33CC 73C82354 32CC33C5 53C423C4 338C33CD 52C84344 33DC53DC
00010C0: 12CC134C B3CD23CC 2DC235D B2C0335D 52C043C4 138C734C 12C41344 33C83BCC
0001100: B2C833C4 32CC33CC 12C0B3CC 32CCB3CC B2C8134C 33CC23CC 13C1634C 33DD33CC
0001140: 12D823C4 32C4334C 32CC03CC 11CC338C 12C823C4 33CC33CC 53C2134C 13CC33DC
0001180: 72CC1344 33DC035C 33C82304 33CC33CC 13C833C4 33C8134C 12D0034C 7BDC33C4
00011C0: 124D2350 31C833C5 32C903CC F3D433CC 32C113C4 31CC23C5 73C82345 33CC12CC
0001200: 92D403CC 13CD5348 13D4334C 93CC31CC 12CC13C4 33DC13CC 12C033CC 13CC03C4
0001240: 13902344 33D833CC 12C513C4 13C853C8
Memory dump completed
```

Figure 34 - Pre-Enable

The second memory sequence demonstrated the starvation of System 2. Both System 1 and System 2 were generating commands at the same rate (Quantity of Commands Parameter). Additionally, System 1 was given priority. Based on the design of the arbiter System 2 should be completely starved and never given access to memory. This screenshot is shown below in Figure 35.

```
ML605 Arbitration Test:
Press 1 to perform memory dump
Press 2 to enable traffic generators(no timeout)
Press 3 to enable traffic generators & timeout
Press 4 to disable traffic generators & timeout
Your command was 2

Traffic Enabled
ML605 Arbitration Test:
Press 1 to perform memory dump
Press 2 to enable traffic generators(no timeout)
Press 3 to enable traffic generators & timeout
Press 4 to disable traffic generators & timeout
Your command was 1

Reading System 1 Addresses 0 - 256 (Expected Value = AAAAAAAA)

0000000: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000040: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000080: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
00000C0: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000100: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000140: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000180: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
00001C0: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000200: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000240: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA

Reading System 2 Addresses 1000 - 1256 (Expected Value = BBBBBBBB)

0001000: 12C0339D 32CC33DC 33C053C4 33C833CC 53C0534C 974C33CC 33CC03C4 32C8B3CC
0001040: 12CC13C4 32D533CC 32C1234C 31CC73CC 13C452C4 33CC33C5 12C803C4 32CD03CC
0001080: B2DC33CC 33CC33CC 73C82354 32CC33C5 53C423C4 338C33CD 52C84344 33DC53DC
00010C0: 12CC134C B3CD23CC 2DC235D B2C0335D 52C043C4 138C734C 12C41344 33C83BCC
0001100: B2C833C4 32CC33CC 12C0B3CC 32CCB3CC B2C8134C 33CC23CC 13C1634C 33DD33CC
0001140: 12D823C4 32C4334C 32CC03CC 11CC338C 12C823C4 33CC33CC 53C2134C 13CC33DC
0001180: 72CC1344 33DC035C 33C82304 33CC33CC 13C833C4 33C8134C 12D0034C 7BDC33C4
00011C0: 124D2350 31C833C5 32C903CC F3D433CC 32C113C4 31CC23C5 73C82345 33CC12CC
0001200: 92D403CC 13CD5348 13D4334C 93CC31CC 12CC13C4 33DC13CC 12C033CC 13CC03C4
0001240: 13902344 33D833CC 12C513C4 13C853C8
Memory dump completed
```

Figure 35 - Traffic Enable, Starvation

The final memory sequence enabled the timeout feature. This is the final step in arbiter validation. Enabling this feature within the arbiter allowed both System 1 and System 2 access to memory.

```
ML605 Arbitration Test:
Press 1 to perform memory dump
Press 2 to enable traffic generators(no timeout)
Press 3 to enable traffic generators & timeout
Press 4 to disable traffic generators & timeout
Your command was 3

Timeout & Traffic Enabled
ML605 Arbitration Test:
Press 1 to perform memory dump
Press 2 to enable traffic generators(no timeout)
Press 3 to enable traffic generators & timeout
Press 4 to disable traffic generators & timeout
Your command was 4

Traffic disabled, timeout disabled
ML605 Arbitration Test:
Press 1 to perform memory dump
Press 2 to enable traffic generators(no timeout)
Press 3 to enable traffic generators & timeout
Press 4 to disable traffic generators & timeout
Your command was 1

Reading System 1 Addresses 0 - 256 (Expected Value = AAAAAAAA)

0000000: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000040: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000080: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
00000C0: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000100: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000140: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000180: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
00001C0: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000200: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA
0000240: AAAAAAAA AAAAAAAA AAAAAAAA AAAAAAAA

Reading System 2 Addresses 1000 - 1256 (Expected Value = BBBBBBBB)

0001000: BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB
0001040: BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB
0001080: BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB
00010C0: BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB
0001100: BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB
0001140: BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB
0001180: BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB
00011C0: BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB
0001200: BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB
0001240: BBBBBBBB BBBBBBBB BBBBBBBB BBBBBBBB
Memory dump completed
```

Figure 36 - Timeout Validation

Indicated in the screenshot above (Figure 36) the arbiter was successfully functioning as expected. Both Systems were successfully writing to their allotted addresses. System 1 was writing all A’s and System 2 was writing all B’s. Overall, the three previous screenshots demonstrated that the arbiter was working in hardware by showing individual levels of design, functionality, and programmability.

6 Discussion

Completion of each goal in the project led to the successful design of a two system arbiter. First, the single system interface with memory was essential in utilizing the memory and carrying our system accesses. Second, the requirements that were set at the beginning of the project for the arbiter were important in meeting the goals. Thirdly, the validation process was necessary to debug and verify all key features of the design. With the success of each goal, the arbiter can be considered validated and successful. There are still some additions and improvements that can be made and adding these could be a useful continuation of the project.

The memory controller significantly dampened the throughput of the arbiter, as the average access time to memory was quite high. The arbiter has a theoretical max throughput of 512 bits per cycle and is only limited by the efficiency of the memory controller and clock speed on board. The theoretical max would only be possible with a memory controller that allowed accesses that take only 1 cycle to complete. For the ML605 board with a 200MHz clock the arbiter could transfer 102.4Gbps. In reality, with the memory controller that was used (average access time of 20ns) the transfer rate is 25.6 Gbps. With a lower average access time, that throughput could approach the max transfer rate of the arbiter. The memory controller could definitely be improved to take full advantage of Xilinx's IP features and decrease that access time. One of the features that might be useful to take advantage of is the back to back write commands, which significantly improve the throughput for write commands. The timing for this is shown below in Figure 37 , and it reaches 512 bits per 2 cycles.

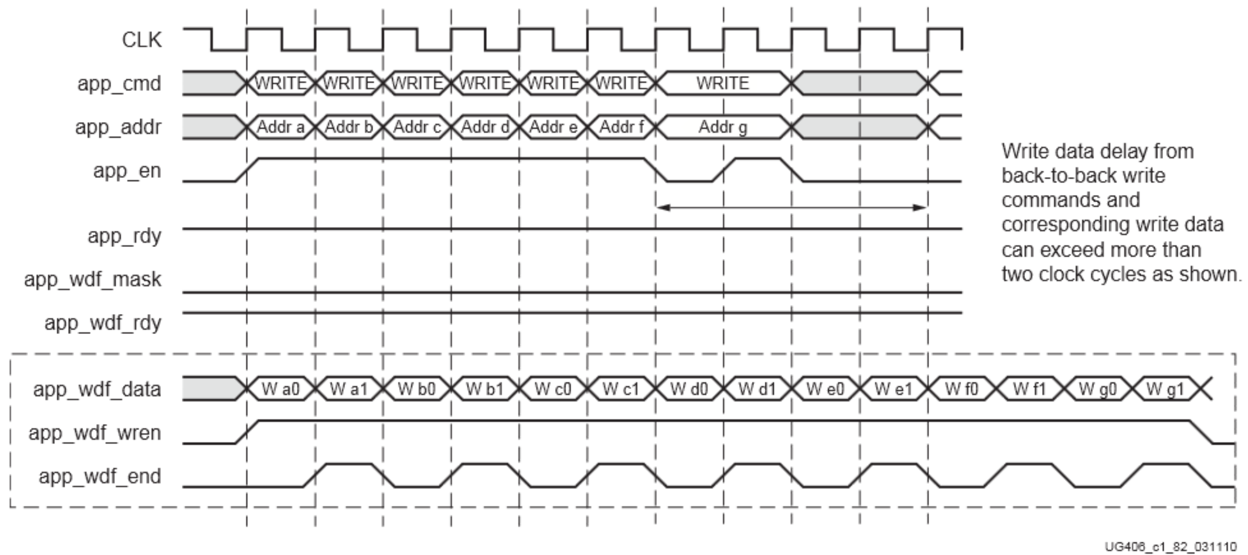

Figure 37: Timing for Back to Back Write Commands [14]

With regards to the arbiter itself, it could be further expanded to three or four systems. If that were the case, adding additional arbitration schemes would be ideal since for more than two or three systems the fixed priority arbiter would need some design changes, whereas a round robin arbiter would be simple to implement for high number of systems. For a three system fixed priority arbiter it would be simple to add an extra priority level for the third system and also add the logic to handle that. Extra timeout counters would also be necessary in order to track the timeouts for multiple systems. For n systems, there would be $n-1$ timeout counters for each of the systems that have priority lower than the highest. This would allow the timeouts for each of the systems to be independent of other systems. This is the limiting factor in adding additional systems to the fixed priority arbiter, as it gets increasingly more complex for each addition of a system. This is why implementation of multiple arbitration schemes is also an important addition to the arbiter.

Additional arbitration schemes can be added within the current arbiter, and made to be selectable by an external I/O port. Other arbitration schemes can not only be less complex to implement for a different number of systems, but also can be more useful. With the fixed priority arbiter, the throughput of each system can be controlled, however, in some cases the user might like to share the resources equally. The fixed priority arbiter can do that, by setting a timeout length of 1 cycle, however a round robin arbiter could implement that with much fewer resources.

With these additions and changes the arbiter that was designed in this project can become even more useful than it currently is. The modular design of the arbiter block makes the design robust in that it can be used with any memory controller or FIFOs and not necessarily the Xilinx IP cores that we used in our validation design. If improvements are to be made, the modularity of the design should be upheld. This project not only provides a useful flexible arbiter design as set out to do, but also provides a basis for future work in arbiter design.

7 References

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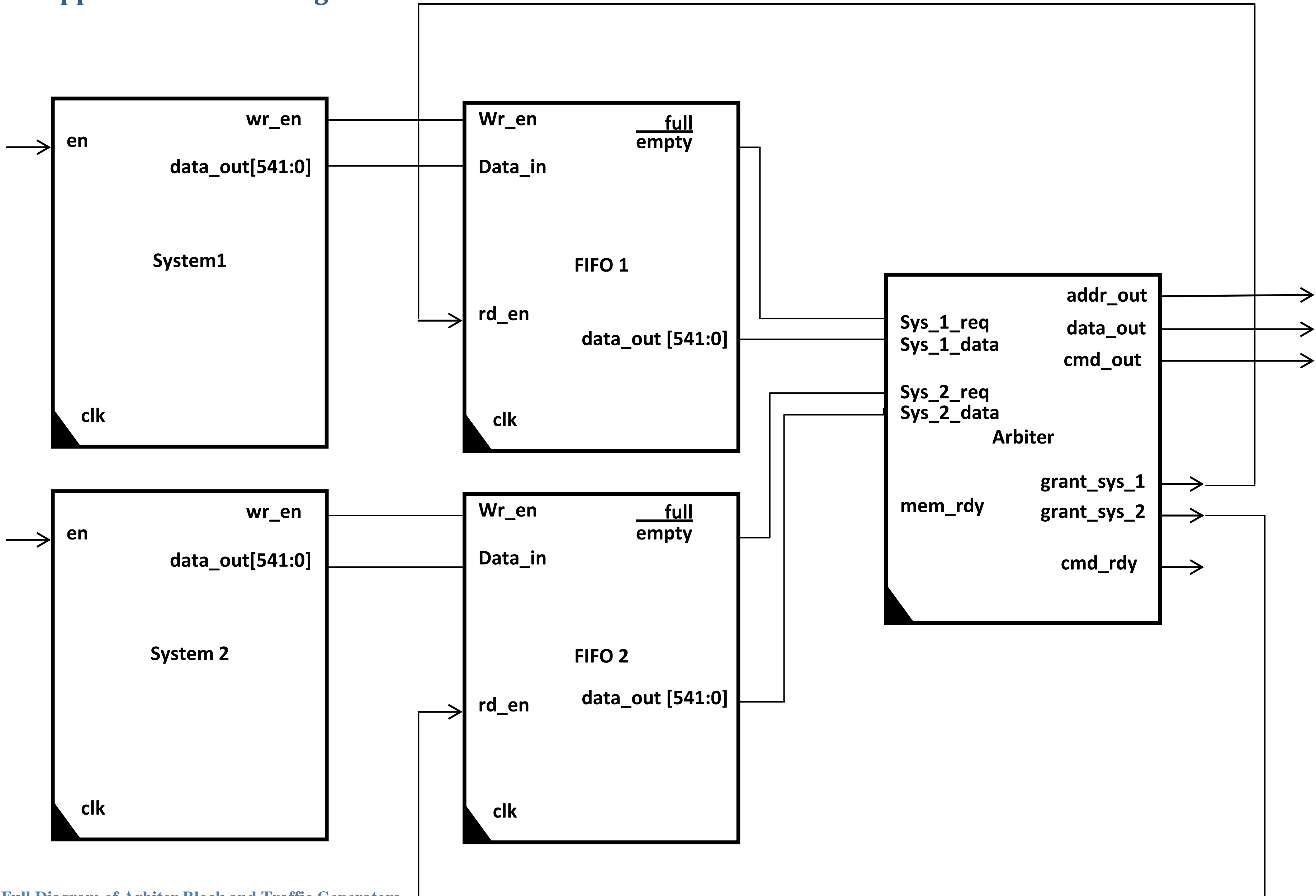
8 Appendix A: Block Diagram for Traffic Generators to Arbiter



Full Diagram of Arbiter Block and Traffic Generators

9 Appendix B: Interfacing Systems to the Arbiter Block

Appendix A showed how our traffic generators were connected to the arbiter and arbiter block. This can serve as an example for when using external systems with our arbiter design. There are two signals that the systems need to provide to the FIFOs. The *wr_en* which controls whether or not the FIFO will write the data on the next clock edge and the *data_in* signal which is the data that needs to be written.

The *wr_en* signal should be asserted when there is valid data on the *data_in* line of the FIFO. The *data_in* signal is a wide signal that contains the command (3bits) (read: 001 and write: 000), the 27 bit address to execute the command on, and in the case of a write command the 512 data bits themselves. The order for these is {data, address, command} and this is unpacked to individual signals when being de-queued by the arbiter.