

# **AHB generator**

**v1. 0**

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**1Introduction**

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An AHB system is made of masters slaves and interconnections. A general approach to include all possible "muxed" implementation of multi layered AHB systems and arbitrated AHB ones can be thought as an acyclic graph where every source node is a



**The handshake mechanism implemented could be customized to "asynchronous" interface, i.e. cores containing memory resources accessible with different time constraints: in that case fixed parameters are not useful, but core side has to generate the ack response with its internal timing.**

**AHB slave**

**Arbiter block.**

The arbitration policies are fixed, round robin or pseudo-random, and all the requesting transactions that aren't currently selected by internal arbiter are waited (no retry-split capability, because multi slave interface allows the connection of masters from up to 16 AHB-lite layers to the same slave).

The bridge only function is to repeat the ahb-1 type of transfer to ahb-2, but due to













