



STM32L4+ - OCTOSPI

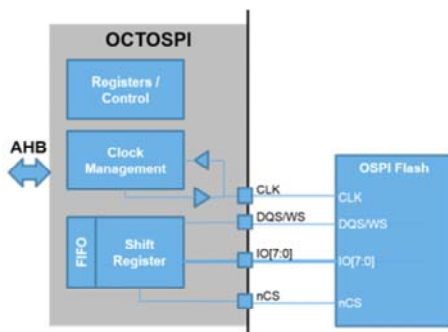
OctoSPI interface

Revision 1.0



Hello, and welcome to this presentation of the STM32 OctoSPI interface that will present the features of this interface, which is widely used to connect external memories to the microcontroller.

- Provides communication interface with external serial Flash memories
 - Fully configurable from single to octal
 - Supports memory mapped read & write
 - Supports eExecute In Place (XIP)
 - Support data qualifier & write strobe



Application benefits

- Supports all SPI flash memories Single to Octal
- Only few pins needed
- Simple integration of additional memory to existing project which can be Flash or RAM



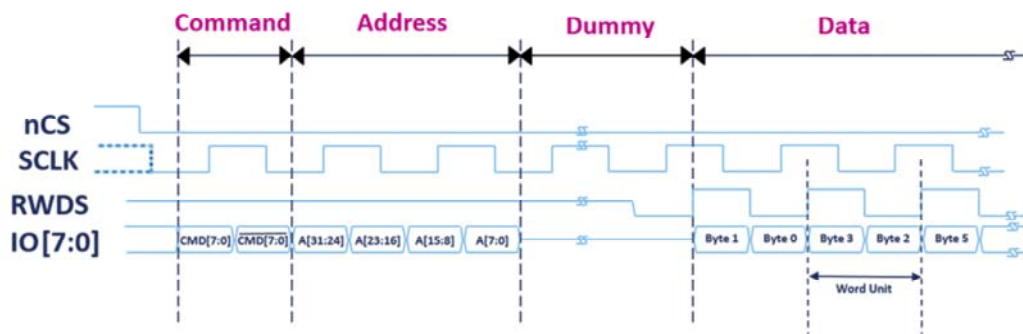
The OctoSPI interface integrated inside STM32 products provides a communication interface allowing the microcontroller to communicate with external single, dual, quad or octal SPI memories. This interface is fully configurable, allowing easy connection of any existing serial memories available today on the market. The external device is memory mapped which allows any system master to access it like any other memory of the system for read and write operations.

Applications will benefit from the easy connection of serial external memory, with only a few pins required. Thanks to the memory mapping feature, external memory could be simply accommodated in the existing project when more memory is needed whether it be Flash or RAM.

Regular Frame Format 3

Extension of the current QuadSPI

- Same configurable phases as QuadSPI
 - Each phase is individually configurable like QuadSPI IP for read and write operations
 - New 8 lane mode to support Octal Memories
 - New RWDS signal for Read & Write Data Strobe



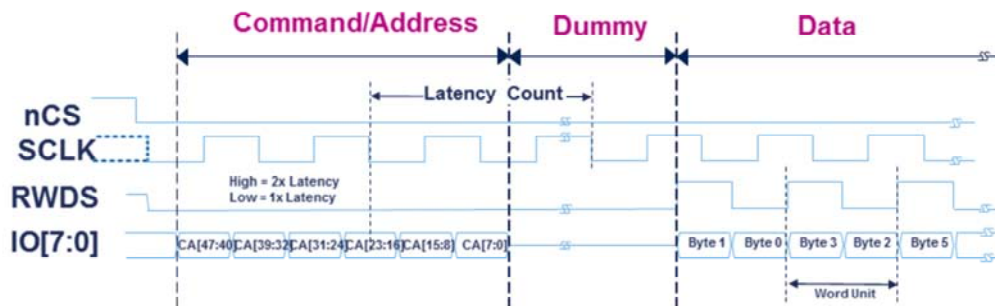
The OctoSPI interface offers high flexibility for frame format configuration to address any serial Flash from single data lane up to 8 data lines. As with regular QuadSPI, the user can enable or disable each of the phases, configure the length of each phase and configure the number of lines used for each phase from 1 to 8. A new signal RWDS acts as either a write strobe during write operations or a read qualifier during read operations.

Hyperbus Frame Format

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Extension of the current QuadSPI

- New protocol
 - Single Command/Address Phase
 - Variable latency
 - New RWDS signal for Read & Write Data Strobe



The OctoSPI supports the new “Hyperbus” mode which combines the command and the addresses in a single initial phase. As with the regular frame format, Hyperbus mode also uses a read qualifier and a write strobe during the data operations. The OctoSPI supports variable or fixed external memory latency as defined by the Hyperbus protocol specification.

- Three operating modes
 - Indirect
 - Status-polling
 - Memory-mapped
- Optimized operations up to 60MHz
 - Single data rate (SDR) support
 - Dual data rate (DDR) support



The OctoSPI integrated inside STM32 products offers three operating modes which will be later explained in this presentation. Communication with external memories supports single or dual data rate operation.

• Flexible operating mode to reduce CPU load

- Indirect mode
 - All the operations are performed through registers (classical SPI)
- Status polling mode
 - Automatic periodical read of the Flash status registers and interrupt generation on match
- Memory mapped mode
 - External Flash seen as internal for read operations



The OctoSPI supports three different modes of operation:

- Indirect mode, where it behaves as a classical SPI interface and all operations are performed through registers,
- Status polling mode, where the Flash status registers are read periodically with interrupt generation
- Memory mapped mode, where external memory is seen as if it is internal memory for read operations.

Indirect Operating Mode 7

Classical SPI interface

- Same usage as a classical communication IP
 - The data is transferred by writing or reading data register
 - Number of bytes is specified in the data length register

- Management of data FIFO with
 - Interrupts flag (Transfer Complete Flag)
 - DMA support

- When does transaction start ?
 - At the writing of the instruction if only instruction is needed
 - At the writing of the address if only instruction & address are needed
 - At the writing of the data when data phase are needed



In Indirect operating mode, the OctoSPI behaves like a classical SPI interface. Transferred data goes through the data register via FIFO. Data exchange is driven by software or by the DMA, using related interrupt flags in the OctoSPI status registers.

Each command is launched by the writing of an instruction, address or data depending on the instruction context.

Status Poling Operating Mode

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Reduced software overhead

- Specific mode for polling a Status Register
 - Programmable register length : 8/16/24/32-bit
 - Repeated the read operation at a defined rate
- Mask the response and generate an interrupt in case of match
 - Programmable mask (PSMKR register)
 - The masked value is compared bit per bit with the match register (PSMAR)
 - The result of the comparison can be ANDed or ORed.
 - Interrupt is generated on success (Stop on Match Flag)
- Automatic stop when a match occurs



A specific mode as been implemented in the OctoSPI interface to autonomously poll status registers in the external Flash. The OctoSPI interface can be configured to periodically read a register in the external Flash. The returned data can be masked to select the bits to be evaluated. The selected bits are compared with their required values stored in the match register. The result of the comparison can be treated in two ways:

- In ANDed mode, if all the selected bits are matching, an interrupt is generated.
- In Ored mode, if one of the selected bits is matching, an interrupt is generated.

When a match occurs, the OctoSPI interface can stop automatically.

Memory Mapped Mode

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- Simple extension of memory into the project
- Low power management

- Prefetch for XiP
- External Flash seen as internal with wait states
 - Read & Write operations are automatically generated on AHB access
 - Frame & opcode defined during IP configuration as for indirect mode
- nCS is held low and clock is stopped to stall the OctoSPI bus and relaunch sequential read if needed
- Timeout counter to release nCS High for low power



The OctoSPI also provides a memory mapped mode. The main application benefit introduced by this mode is the simple integration of an external memory extension with no difference between read or write accesses of internal or externally connected memory, except the number of wait states.

This mode is suitable for both read and write operations and external memories, whether it be RAM or Flash they are seen as internal memory with wait states included to compensate for lower speed of external memory. The maximum size supported by this mode is limited to 256 Mbytes.

A prefetch buffer supports the local execution, therefore the code could be executed directly from the external memory without the need to download it into the internal RAM.

This mode supports also SIOO mode which is supported by some Flash memories, which allows the controller to send

instructions once only and remove the instruction phase for the following accesses.

| Interrupt event | Description |
|-------------------|---|
| Timeout | Set when timeout occurs. |
| Status match | Set in automatic polling mode when the masked received data matches the corresponding bits in the match register. |
| FIFO threshold | Set in indirect mode when the FIFO threshold has been reached. |
| Transfer complete | Set in indirect mode when the programmed number of data has been transferred or in any mode when the transfer has been aborted. |
| Transfer error | Set in indirect mode when an invalid address is being accessed. |

- DMA requests can be generated in indirect mode when THE FIFO threshold is reached.



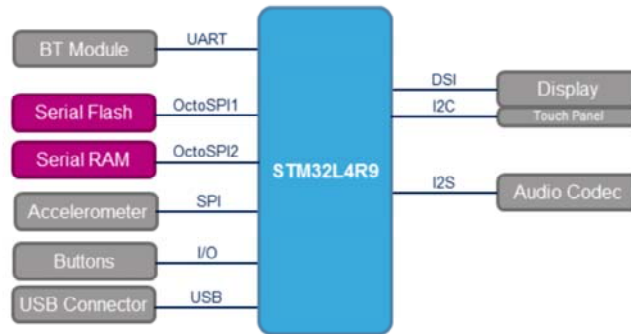
The OctoSPI has 5 interrupt sources: Timeout, Status match when the masked received data matches the corresponding bits in the match register in automatic polling mode, FIFO Threshold, Transfer complete and Transfer error. DMA requests can be generated in indirect mode when the FIFO threshold has been reached.

| Mode | Description |
|-----------------|---|
| Run | Active. |
| Sleep | Active. Peripheral interrupts cause the device to exit Sleep mode. |
| Low-power run | Active. |
| Low-power sleep | Active. Peripheral interrupts cause the device to exit Low-power sleep mode. |
| Stop 1 | Frozen. Peripheral registers content is kept. |
| Stop 2 | Frozen. Peripheral registers content is kept. |
| Standby | Powered-down. The peripheral must be reinitialized after exiting Standby mode. |
| Shutdown | Powered-down. The peripheral must be reinitialized after exiting Shutdown mode. |



The OctoSPI is active in Run, Sleep, Low-power run and Low-power sleep mode. An OctoSPI interrupt can cause the device to exit Sleep or Low-power sleep mode. In Stop1 or Stop2 mode, the OctoSPI is frozen, and its registers content is maintained. In Standby or Shutdown mode, the OctoSPI is powered-down and it must be reinitialized afterward.

- Wearable applications including connectivity and HMI:



- External OctoSPI can store graphical (icons, fonts...etc...) and audio data required for HMI.



Wearable applications are requiring low-power management together with high quality HMI. This can be achieved using the STM32L4 OctalSPI interface to store in an external Flash all the graphical content needed like background images, high resolution icons, or fonts to support multiple languages. Additional audio data for ringtone can also benefit from the large space offered by the external Flash. The low pin count needed to drive such devices allows a very optimized system integration.

- Refer to these peripherals trainings linked to this peripheral:
 - RCC (OctoSPI clock control, OctoSPI enable/reset)
 - Interrupts (OctoSPI interrupt mapping)
 - DMA (OctoSPI data transfer)
 - GPIO (OctoSPI input/output pins)



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You can refer to peripheral training slides related to RCC, interrupts, DMA and GPIO for additional information.

Comparison Across STM32L Series

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| OCTOSPI features | STM32L4 | STM32L0 | STM32L1 |
|------------------------|---------|---------|---------|
| Number of instances | 2 | 0 | 0 |
| Maximum speed | 60 MHz | N/A | N/A |
| Dual Flash | Y | N/A | N/A |
| Software compatibility | N/A | N/A | N/A |



OctoSPI is an exclusive feature of the STM32L4R among the STM32L series.

- For more details, please refer to following sources
 - AN5050: Octal SPI interface (OctoSPI) on STM32 MCUs



For more details, please have a look at Application note AN5050 about the Octal SPI interface.