### Mark & Hold

Miklos Lukacs, April 2017

### Adding a technical feature now!?

- We are about to go to Sponsor Ballot, the time to add new features has passed.  $\checkmark$
- BUT...
- lacktriangle Mark & Hold is an easy to implement feature that offers wide benefits  $\bigvee$

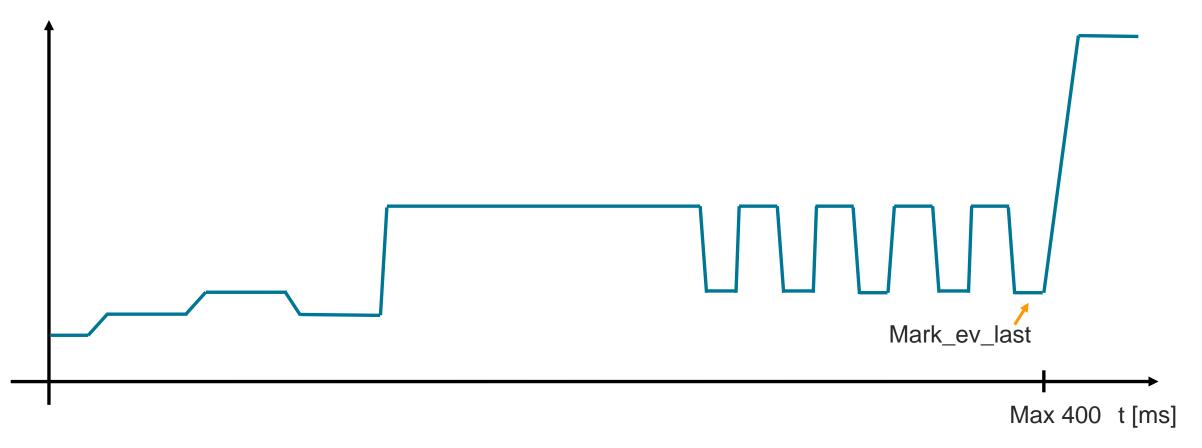


- Plan:
  - Discuss the concept May
     Create baseline for review in July
     Final decision to adopt it September

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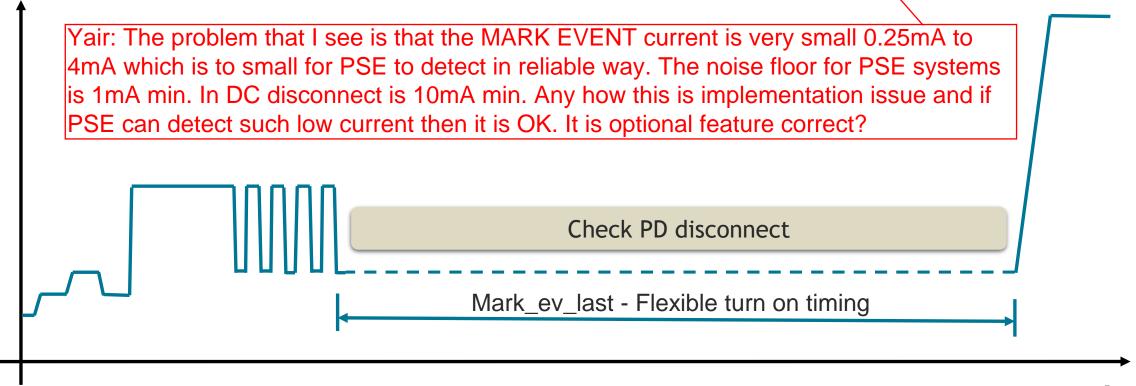
# What is Mark & Hold - Tpon today

- PSE must turn on the PD, max Tpon (400ms) after the end of detection.
- This restriction exists to prevent a PD from being swapped with another device (similar to TMPDO). ✓



### What is Mark & Hold

- Mark & Hold allows a PSE to delay POWER\_ON
- The PSE can extend MARK\_EV\_LAST and choose the POWER\_ON moment
- PSEs will check the mark current to detect PD disconnects



t [ms]

#### **Benefits**

- Get all PDs turned on faster in multi-port PSEs
- ullet Simultaneous turn on of both pairsets of a dual signature PD  $\bigvee$
- Deep sleep mode is possible for PDs and PSEs, with fast turn-on
- Synchronized multi-port turn-on

Yair: Why faster? per your presentation it allows to prolong TPON

Yair: Very good feature!!!!!

Yair: Not sure that this is a good thing however YES if you want to do it, it allows it.

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### Benefits in detail - not to present this slide

- Multi port PSEs can get all of the connected PDs turned on faster
- PSE can wait in the Mark & Hold state until it gets permission from the host controller to turn on the port, and doesn't need to wait until the next window



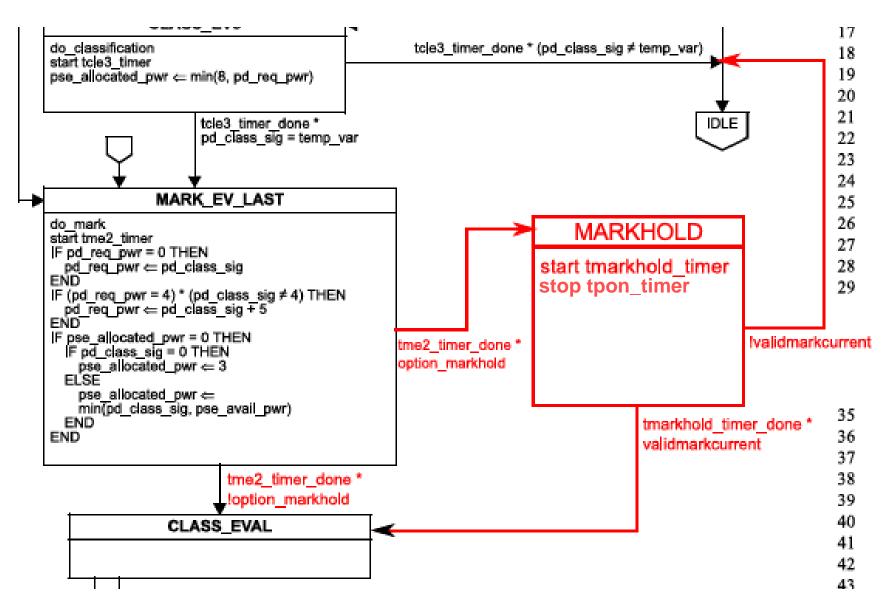
- Also saves power (no repeated cc-det-class like today in semi-auto mode)  $\sqrt{\phantom{a}}$
- Allows simultaneous turn on of both pairset of a dual signature PD with PSEs \
  having shared resources \
- Holding the PD in mark consumes very little power, but allows to turn on instantaniously - creates a deep sleep mode option for the PDs
- Synchronized turn on useful for PoE lighting helps to avoid the visually unpleasant turning on in a semi-random fashion

### What do we need to change?

- PSE Changes:
  - Add a "waiting" state to the PSE classification state diagram "MARKHOLD" \//
  - Change normative text that restricts turn on to within Tpon of detection //
  - Set rules for disconnect detection during MARKHOLD state \( / \)
  - Stop Tpon timer when entering to MARKHOLD.

- PD ChangesNone

# PSE State Machine change



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#### Check PD Disconnect - in MARKHOLD state

- Tpon prevents a device to be powered if the device is swapped right after detection
- ullet Same level of protection needs to stay in effect  $ec{ec{ec{ec{v}}}}$
- Tpon to apply either to powering the PD, or to reaching the MARKHOLD state
- In the MARKHOLD state, PSE checks for PD disconnect by looking for MARK current or detection current
- Details on how to check if PD has disconnected
  - 100ms ≤ cycle time ≤ 300ms
  - Current always has to be >250uA