

Making EEE GPHY more robust on corner cases

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IEEE 802.3az Task Force

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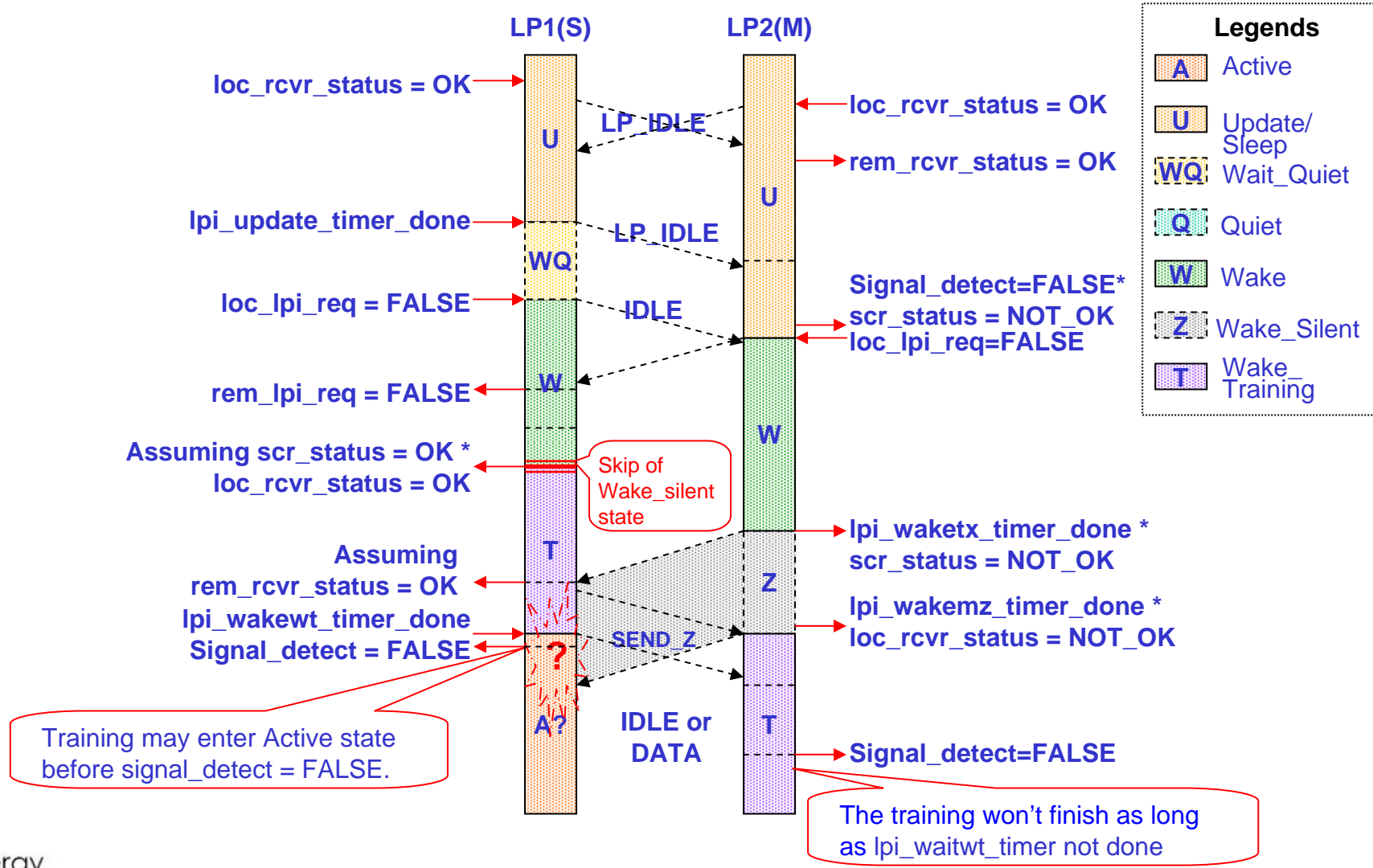
Contributors and Supporters

- ❑ Michael Grimwood (Broadcom)
- ❑ Xiaotong Lin (Broadcom)
- ❑ Dachin Tseng (Realtek)

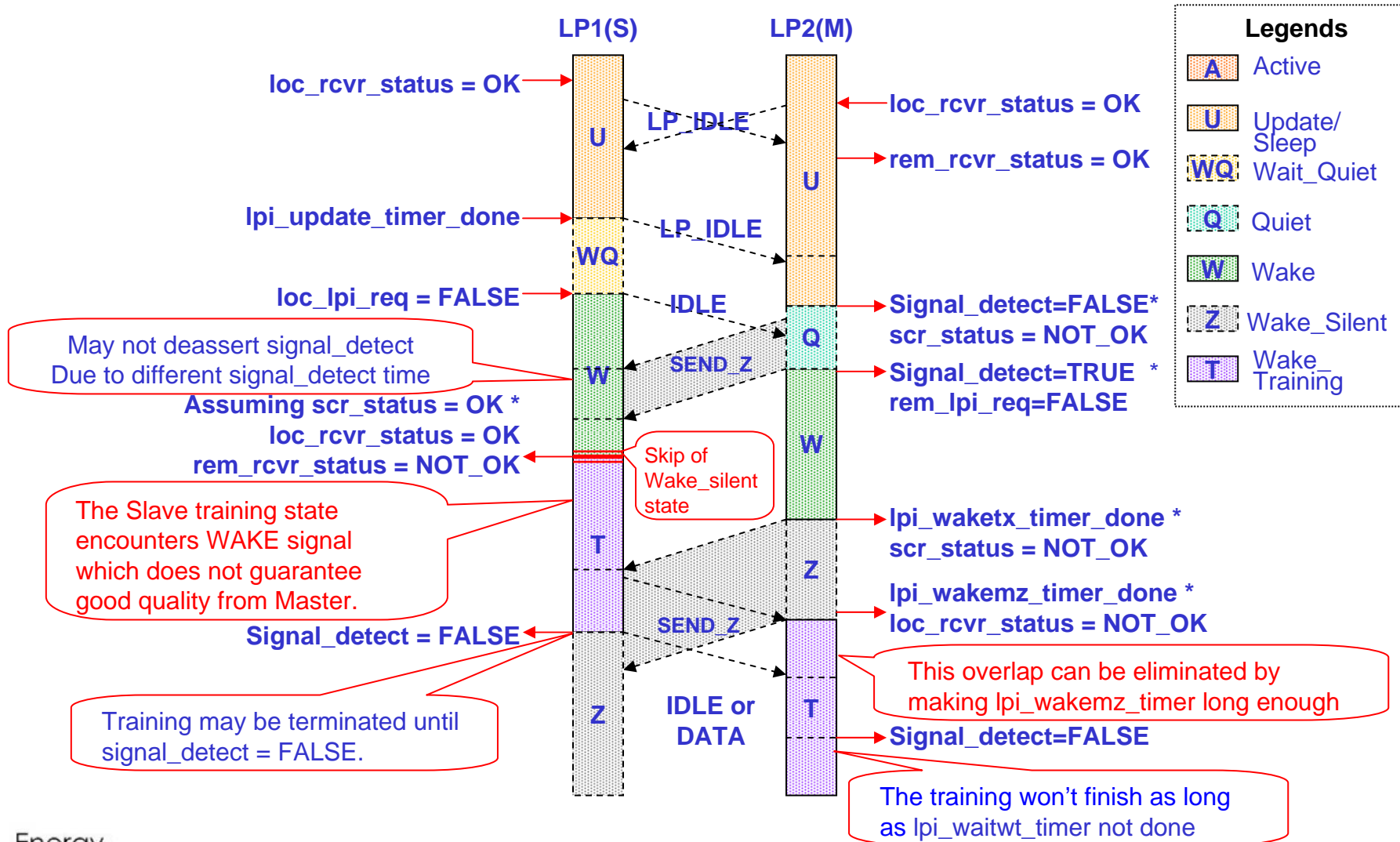
Motivations: LPI states out of sync

- ❑ The spirit of EEE GPHY state transitions is to mimic the cold start of GPHY link with shorter timer value so that the local and remote sites, either Master or Slave, can maintain synchronization of training states to complete the appropriate CDR loop.
- ❑ However, either party of an EEE link segment can exit any intermediate state and accelerate the transition of rest of states resulting in possible loss of state synchronization due to the round trip delay of signal exchanged and implementation dependent logic delay of generating a local signal or processing a remote signal .
- ❑ During the acceleration of state transition, **the skip of WAKE_SILENT state** (which is similar to Slave_Silent state in non-EEE standard) and improper setting of timer value may cause the Slave device to move to Active state prematurely.
- ❑ Furthermore, in another case, the Slave device may enter Training state while it is still receiving Master WAKE signal which may not have good quality.

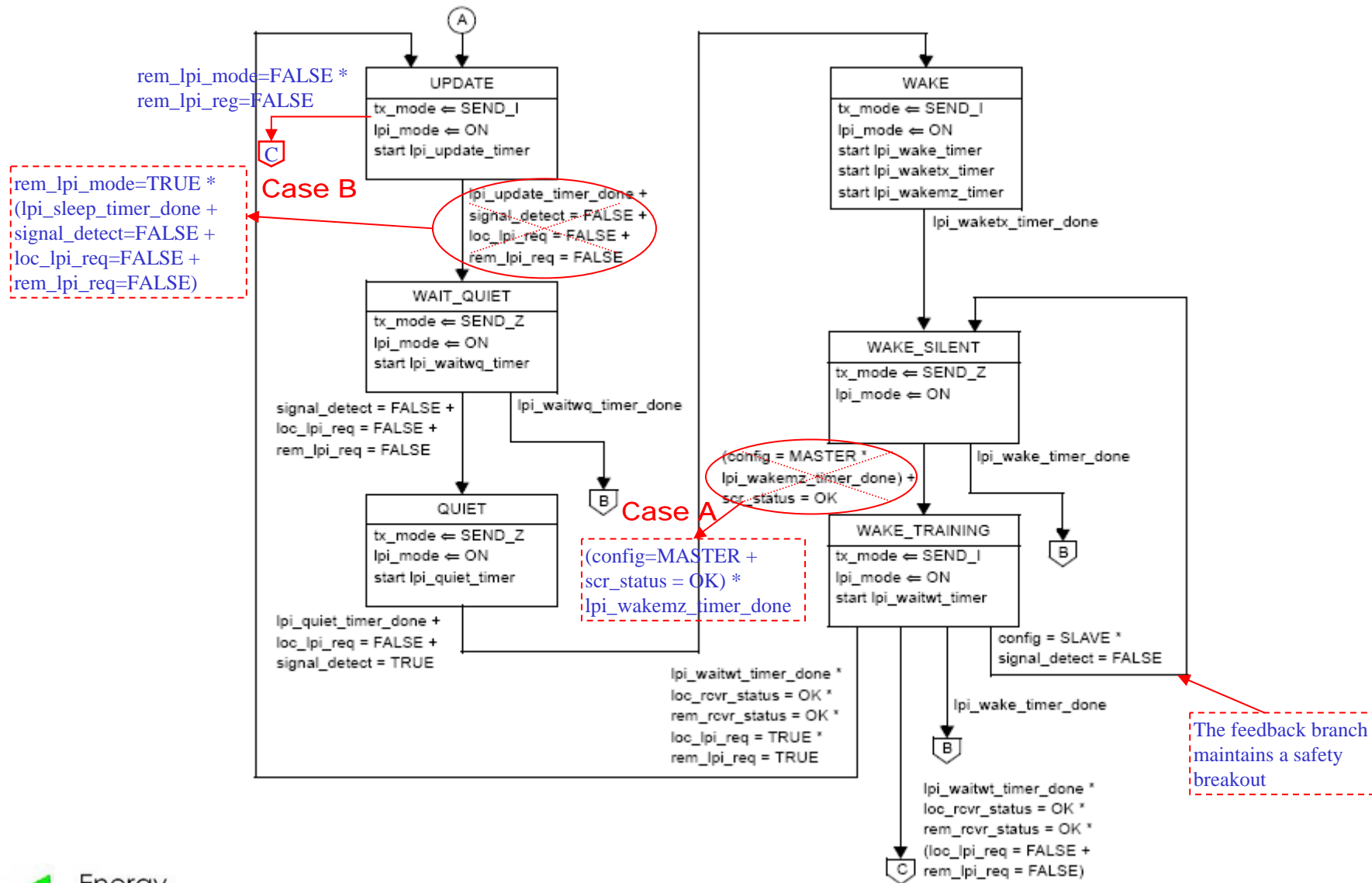
Case 1 : Slave enters Active state prematurely



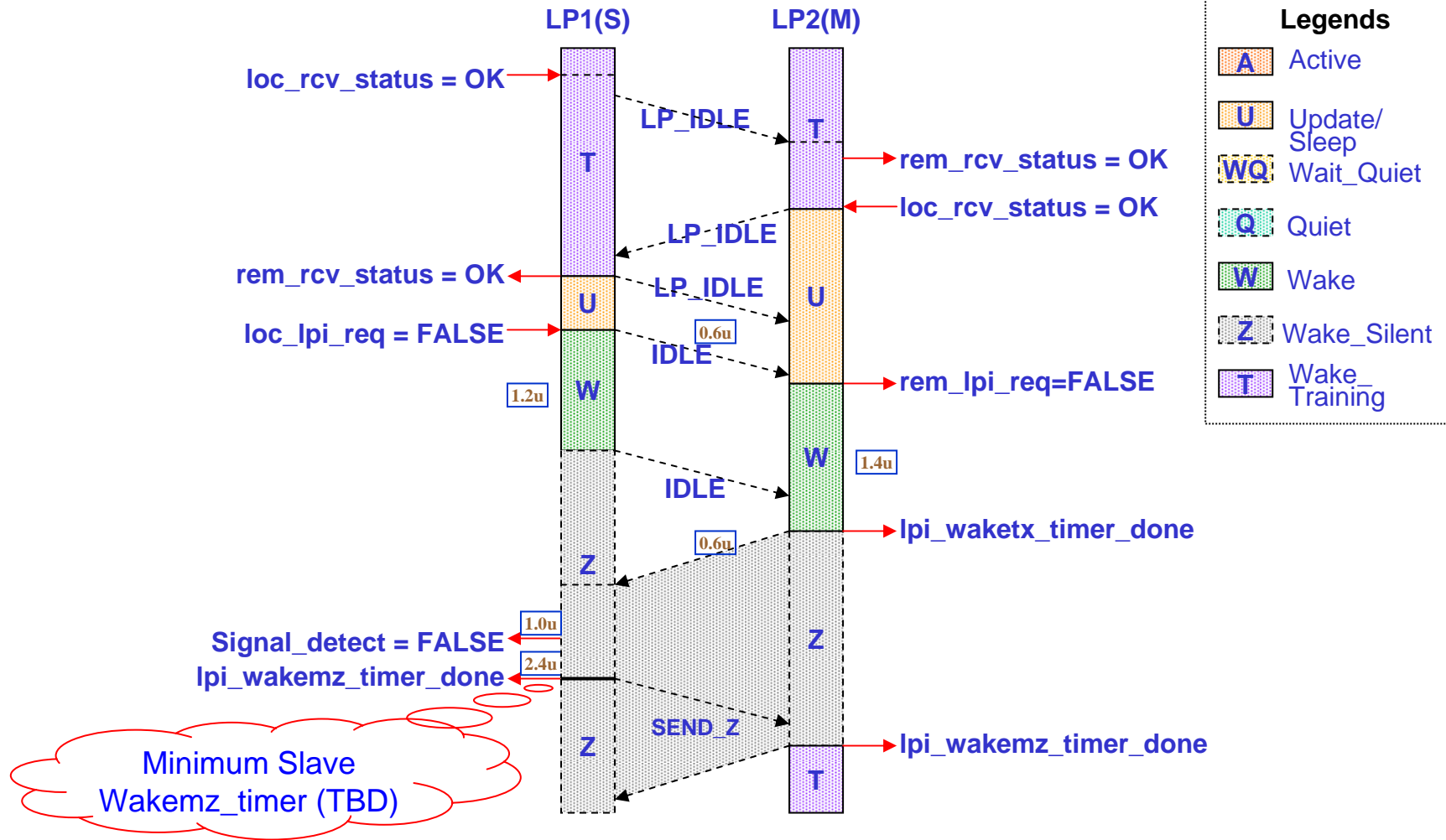
Case 2 : Slave training encounters unstable WAKE signal (from Xiaotong Lin)



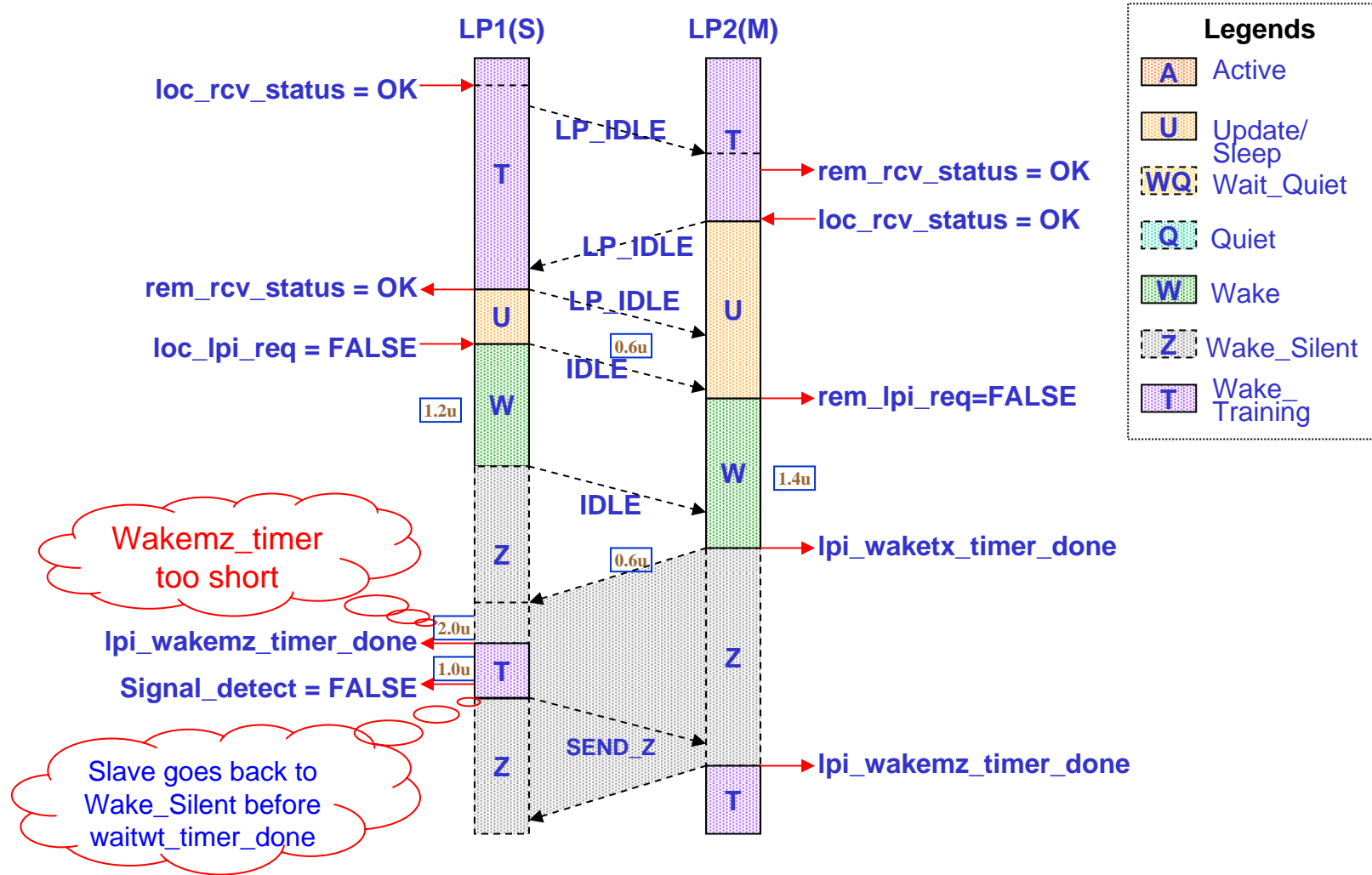
Suggested modifications of Fig 40-15b



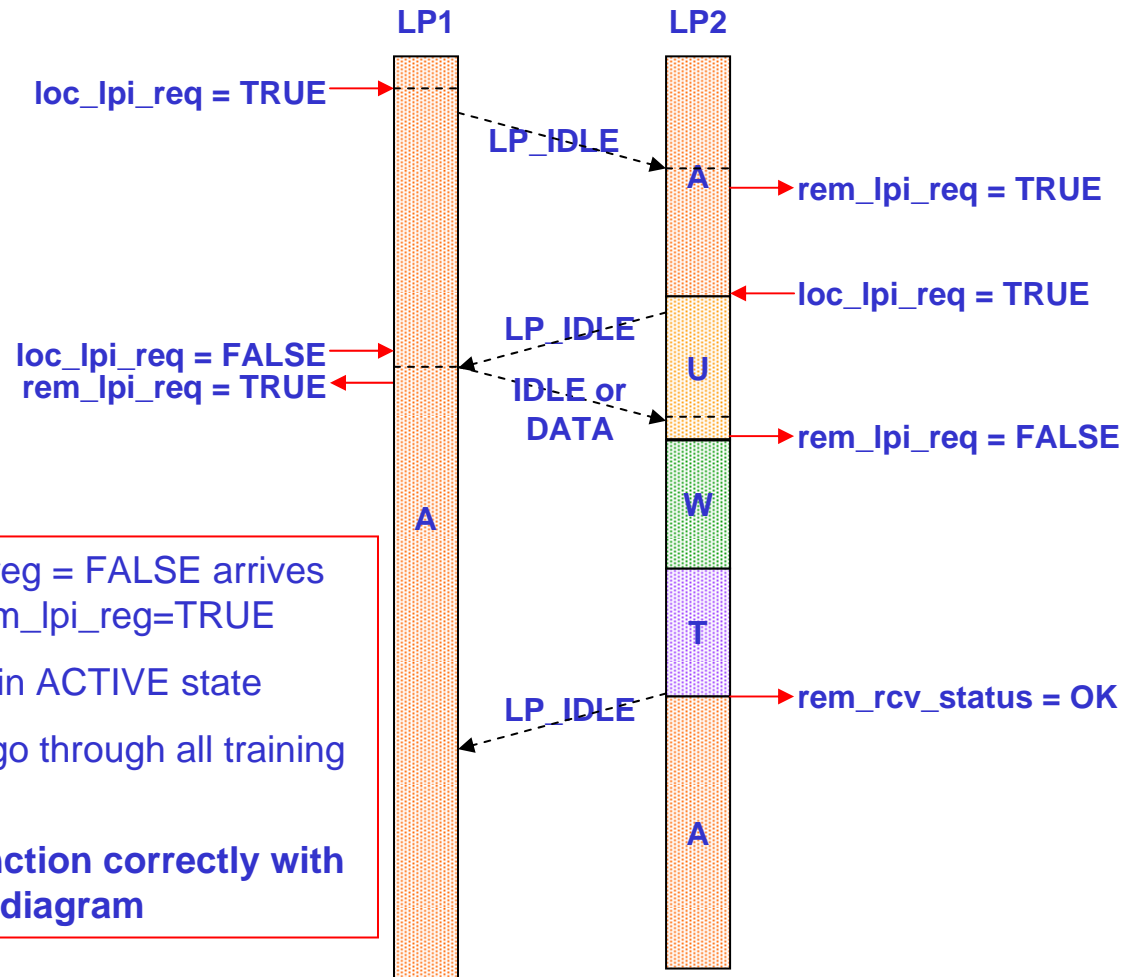
Example with state diagram modification – Case A



Example with state diagram modifications – Case A (cont)



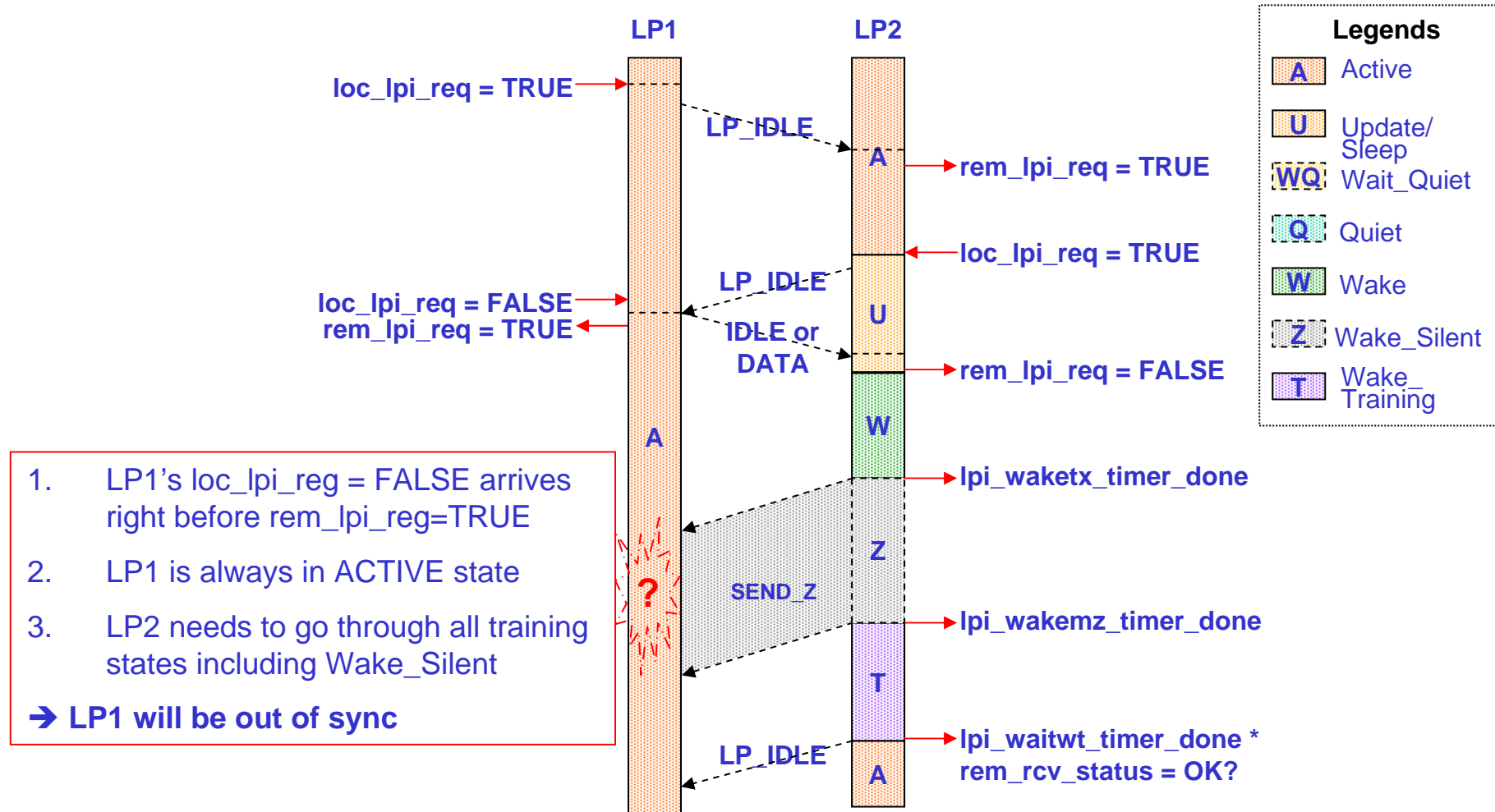
Example before state diagram modification – Case B



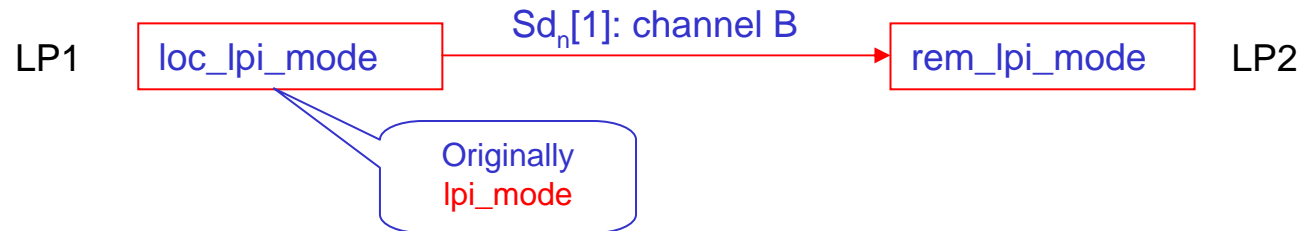
Legends	
	Active
	Update/Sleep
	Wait_Quiet
	Quiet
	Wake
	Wake_Silent
	Wake_Training

1. LP1's `loc_lpi_req = FALSE` arrives right before `rem_lpi_req=TRUE`
 2. LP1 is always in ACTIVE state
 3. LP2 needs to go through all training states
- LP1 and LP2 function correctly with original state diagram

Example of Case B: Revisit with Case A modification only



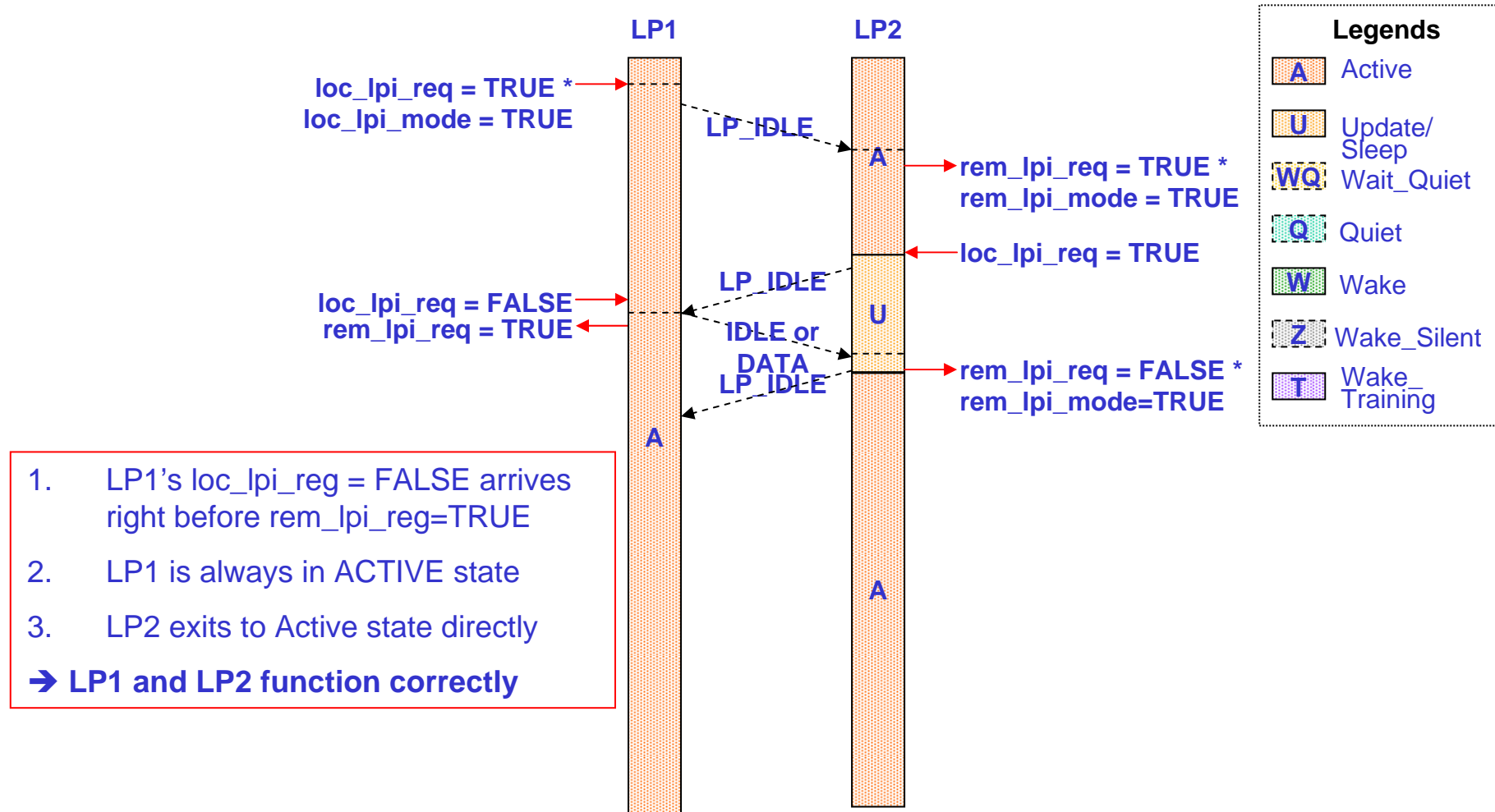
The need to encode LPI_mode signal in transmitted symbols



$$Sd_n[1] = \begin{cases} Sc_n[1] \wedge TXD_n[1], & \text{if}(tx_enable_{n-2}=1) \\ Sc_n[1] \wedge cext_err_n, & \text{else if} \end{cases}$$

$$cext_err_n = \begin{cases} tx_error_n & \text{if}(tx_enable_n=0 \\ & *TXD_n[7:0] \neq 0x0F \\ & *TXD_n[7:0] \neq 0x01) \\ 1, & \text{if}(\text{loc_lpi_mode}=\text{TRUE} \\ & *tx_mode \neq \text{SEND_Z}) \\ 0, & \text{else} \end{cases}$$

Example of Case B: Revisit with both Case A & Case B modifications



Summary

- ❑ The corner cases of EEE GPHY which are caused by round trip signal delay and undefined logic delay of implementation are getting harder to identify.
- ❑ The enforcement of WAKE_SILENT state and proper setting of timer values can prevent those corner cases.
→ Case A of Slide 4
- ❑ The rem_lpi_mode signal conveyed in data stream can avoid the SEND_Z to an Active state and also shorten the delay of state transition when one party is in Active state while the other wants to exit from Update state.
setting of timer values can prevent those corner cases.
→ Case B of Slide 4
- ❑ The proposed modifications are minimal yet making the state diagram more robust.

Thank You



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