



# 10 Mb/s Single Twisted Pair Ethernet 10BASE-T1L Auto-Negotiation Timing Changes

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# Timing Values

- 10BASE-T1L uses low speed (LSM) Auto-Negotiation.
- The current timer values in D3.0 are based on a maximum link segment length of 1589 m assuming a NVP of 0.6, thus leading to a maximum link segment delay time of  $t_{dly} = 8834$  ns (see 146.7.1.3).
- The intention is to add some margin for the maximum link segment length to support up to 2000 m.
- This will increase the link segment delay time to  **$t_{dly} = 11111$  ns**.
- The current low speed mode Auto-Negotiation also does not take the dispersion of the signal over the link segment into account.
- The minimum “blind\_timer” duration is exactly two times the link segment delay time  $t_{dly}$  and does not provide some additional time before re-enabling the receiver to allow for signal dispersion on the link segment.
- To add some margin for dispersion, the intention is to adapt the timing to allow for a additional dispersion of maximum 2 bit times.
- The intended modifications for the Clause 98 LSM Auto-Negotiation timers are seen on the next page.
- Additionally the **failure\_timer** of the speed selection state diagram in Figure 98-11 is intended to be increased from  $150$  ms  $\pm$   $1$  ms to  **$250$  ms  $\pm$   $1$  ms** to allow the management entity more time to load the needed data over a slow MDIO in case these pages are not preloaded into the PHY (this will result in a minimum worst-case time for AN telegram exchange of about 98 ms including the initial synchronization using random back-off timers).

# Timing Values

- The following table shows possible timer values for a 625 kBit/s communication (a bit time is  $t_{\text{bit}} = 1600$  ns, the maximum link segment delay time is  $t_{\text{dly}} = 11111$  ns, blue are the numbers, which have changed or are new compared to the D3.0 draft):

Timer	Min	Max	Unit	Remarks
blind_timer	25422	28622	ns	$2 \times t_{\text{dly}} + 2 \times t_{\text{bit}} \rightarrow 2 \times t_{\text{dly}} + 4 \times t_{\text{bit}}$
break_link_timer	8000	8133	$\mu\text{s}$	Time to disable PHY and release the bidirectional data lines for auto-negotiation.
clock_detect_max_timer	1680	2000	ns	5 – 25 % more than time T2 ( $t_{\text{bit}}$ )
clock_detect_min_timer	1200	1520	ns	5 – 25 % less than time T2 ( $t_{\text{bit}}$ )
data_detect_max_timer	880	1200	ns	10 – 50 % more than time T3 ( $t_{\text{bit}} / 2$ )
data_detect_min_timer	400	720	ns	10 – 50 % less than time T3 ( $t_{\text{bit}} / 2$ )
interval_timer	799.96	800.04	ns	$800 \text{ ns} \pm 0.005 \% (t_{\text{bit}} / 2)$
link_fail_inhibit_timer [10BASE-T1L]	3030	3090	ms	$3060 \text{ ms} \pm 30 \text{ ms}$ (3030 ms is the maximum time for link training of a 10BASE-T1L PHY)
page_test_max_timer	128000	131200	ns	$80 t_{\text{bit}} \rightarrow 82 t_{\text{bit}}$ (a nominal DME frame is 78 bit long)
receive_DME_timer	153422	156622	ns	$\text{page\_test\_max\_timer} + 2 \times t_{\text{dly}} + 2 \times t_{\text{bit}}$
rx_wait_timer	320 (D3.0: 300)	360 (D3.0: 340)	$\mu\text{s}$	Time after which at least a new DME frame has to be received before going into receive IDLE state (time to handle the half-duplex state diagram plus headroom).
silent_timer	28622	31822	ns	$2 \times t_{\text{dly}} + 4 \times t_{\text{bit}} \rightarrow 2 \times t_{\text{dly}} + 6 \times t_{\text{bit}}$

- backoff\_timer:

If T[4] bit is 1, the duration is (153422 ns to 156622 ns) + (random integer from 0 to 15) x (28622 ns to 31822 ns).

(this is equal to: receive\_DME\_timer + (random integer from 0 to 15) x silent\_timer)

If T[4] bit is 0, the duration is (168533 ns to 171733 ns) + (random integer from 0 to 15) x (28622 ns to 31822 ns).

(this is equal to: receive\_DME\_timer +  $t_{\text{dly}} + t_{\text{bit}} + 3 t_{\text{bit}} / 2$  + (random integer from 0 to 15) x silent\_timer)

# Changes to the Draft D3.0

- P75, L30: Change text for backoff\_timer\_[LSM] duration to:  
If T[4] bit is 1, the duration is (153422 ns to 156622 ns) + (random integer from 0 to 15) x (28622 ns to 31822 ns).  
If T[4] bit is 0, the duration is (168533 ns to 171733 ns) + (random integer from 0 to 15) x (28622 ns to 31822 ns).
- P75, L39: Change timer duration for blind\_timer to: 25422 ns to 28622 ns
- P76, L22: Change timer duration for receive\_DME\_timer\_[LSM] to: 153422 ns to 156622 ns
- P76, L26: Change timer duration for rx\_wait\_timer\_[LSM] to: 320  $\mu$ s to 360  $\mu$ s
- P76, L30: Change timer duration for silent\_timer\_[LSM] to: 28622 ns to 31822 ns
- P82, L3: Change timer duration for failure\_timer to: 250 ms  $\pm$  1 ms

**Thank You**