

IEEE *Draft* P802.3cg/D3.0 10BASE-T1L LPI synchronization

Proposal relating to comment i-285

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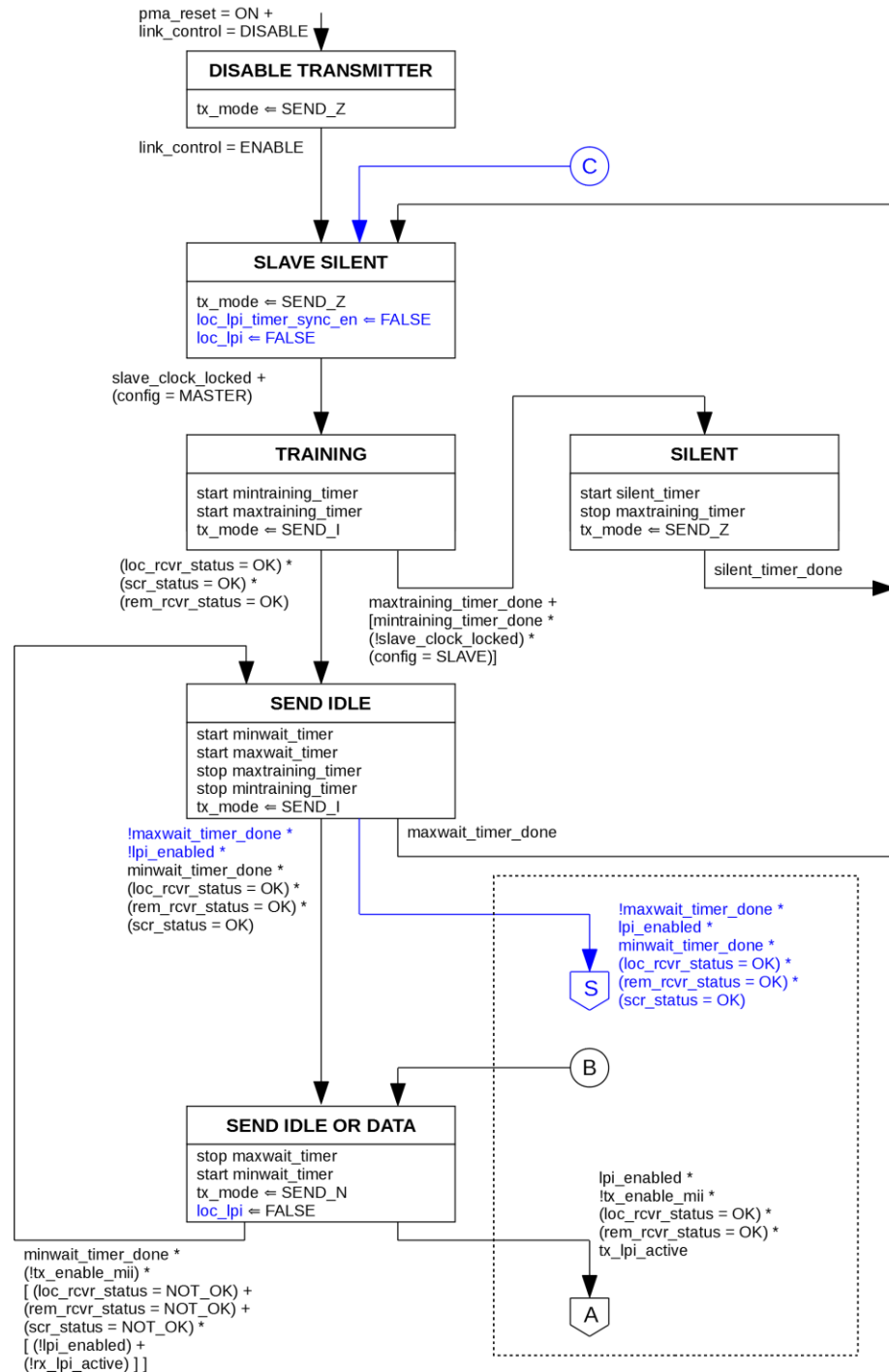
LPI QUIET REFRESH synchronization

- ▶ 10BASE-T1L LPI includes no mechanism to provide a PHY with clear timing information about when LPI QUIET and REFRESH modes will be entered and exited.
- ▶ This has potential to cause difficulty for 10BASE-T1L EEE PHY implementations. LPI modes will be entered and exited depending on data traffic.
- ▶ Other PHY technologies that employ of MASTER/SLAVE timing scheme and echo cancellation employ some kind of synchronization such that PHY implementations enjoy more certainty about when LPI modes are entered and exited.
 - 1000BASE-T symmetric LPI
 - 1000BASE-T1 asymmetric LPI, with LPI synchronization (subclause 97.3.5.1)

Overview of proposal

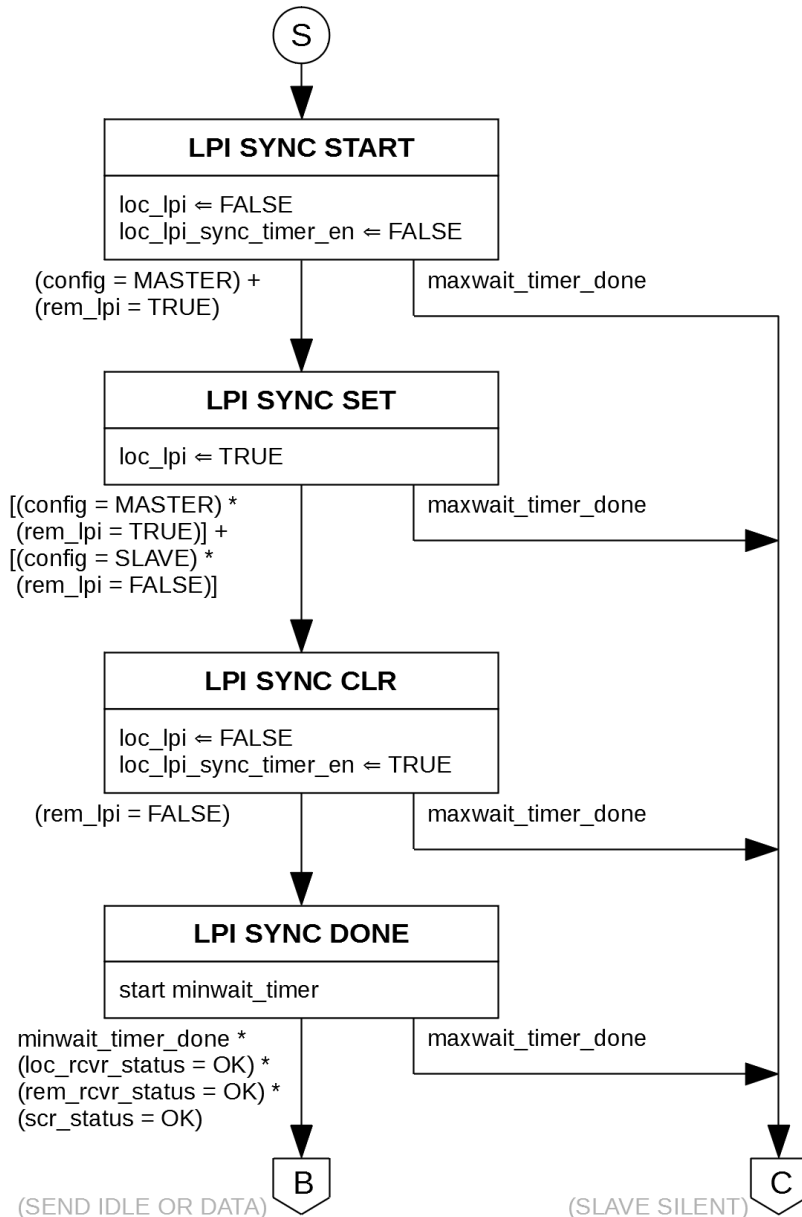
- ▶ Modify 10BASE-T1L PHY Control state diagram to add LPI synchronization mechanism using loc_lpi_req signal in advance of SEND IDLE OR DATA (link up).
- ▶ LPI synchronization mechanism dictates when a new LPI QUIET REFRESH timing state machine starts.
- ▶ Start of LPI QUIET REFRESH timing is communicated to link partner using loc_lpi_req signal, i.e. observed in link partner as rem_lpi_req
- ▶ LPI QUIET REFRESH timing state machine would remain active for the lifetime of the link.
- ▶ LPI QUIET REFRESH timing would synchronize to the symbol timer (TX_TCLK).
- ▶ A PHY implementation could take advantage of LPI synchronization:
 - To know when the link partner PHY is in the REFRESH state, and can restrict channel equalizer coefficient adaptation to only be active during this window.
 - To know when local PHY is in the REFRESH state, and can restrict echo canceller coefficient adaptation to only be active during this window.

Figure 146-14 – PHY Control state diagram (part a)



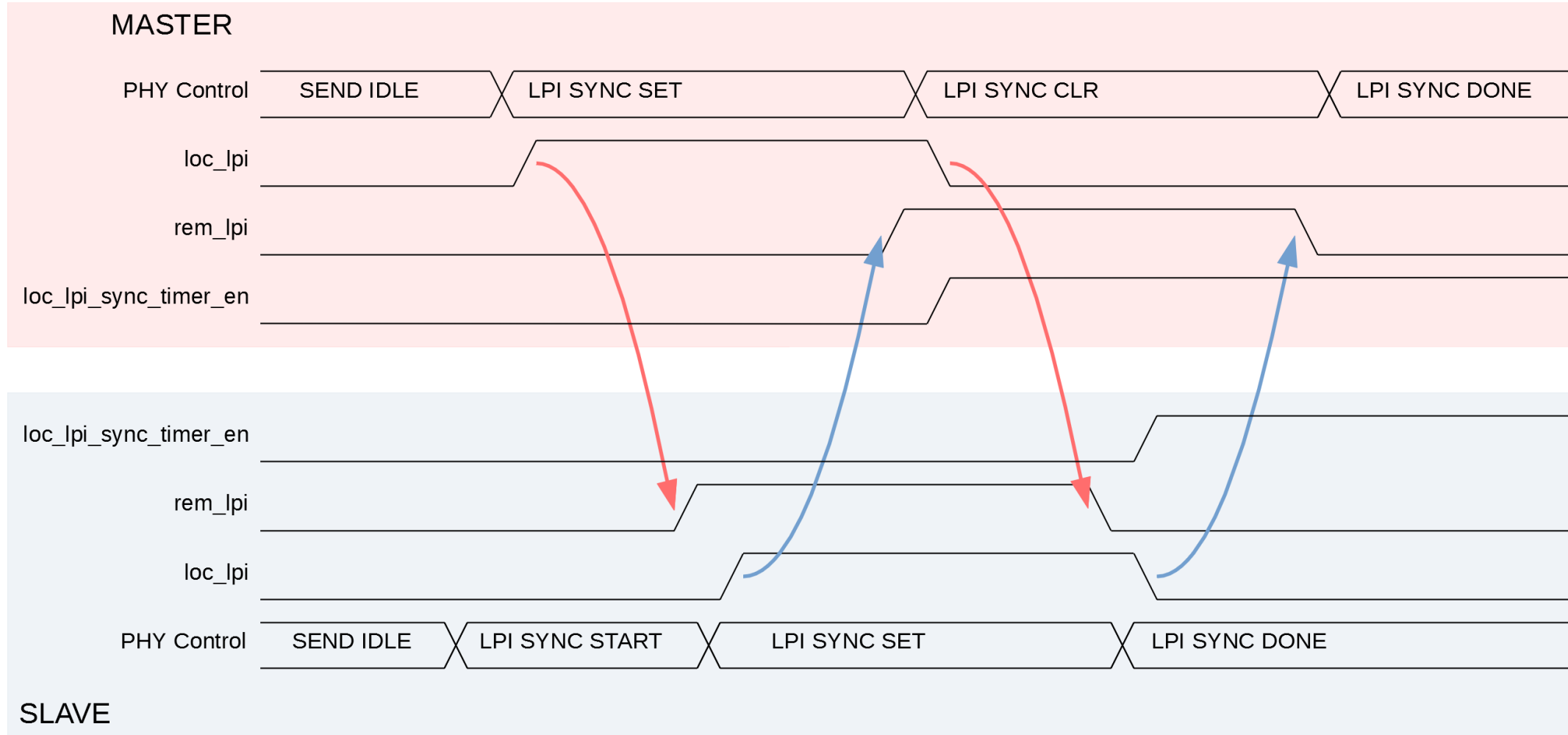
- Added entry to LPI synchronization sequence on exit from SEND IDLE state for LPI mode (labelled 'S' in diagram)
- New output from PHY Control state diagram: `loc_lpi_timer_sync_en`
 - TRUE enables local LPI synchronization timing
 - FALSE disables local LPI synchronization timing
 - Not encoded in transmit symbol stream; no new communicated parameters required
- Note some minor corrections
 - Use of `!maxwait_timer_done` in exit transitions from SEND IDLE
 - Renaming `loc_lpi_req` as `loc_lpi` (see later explanation)

PHY Control LPI synchronization

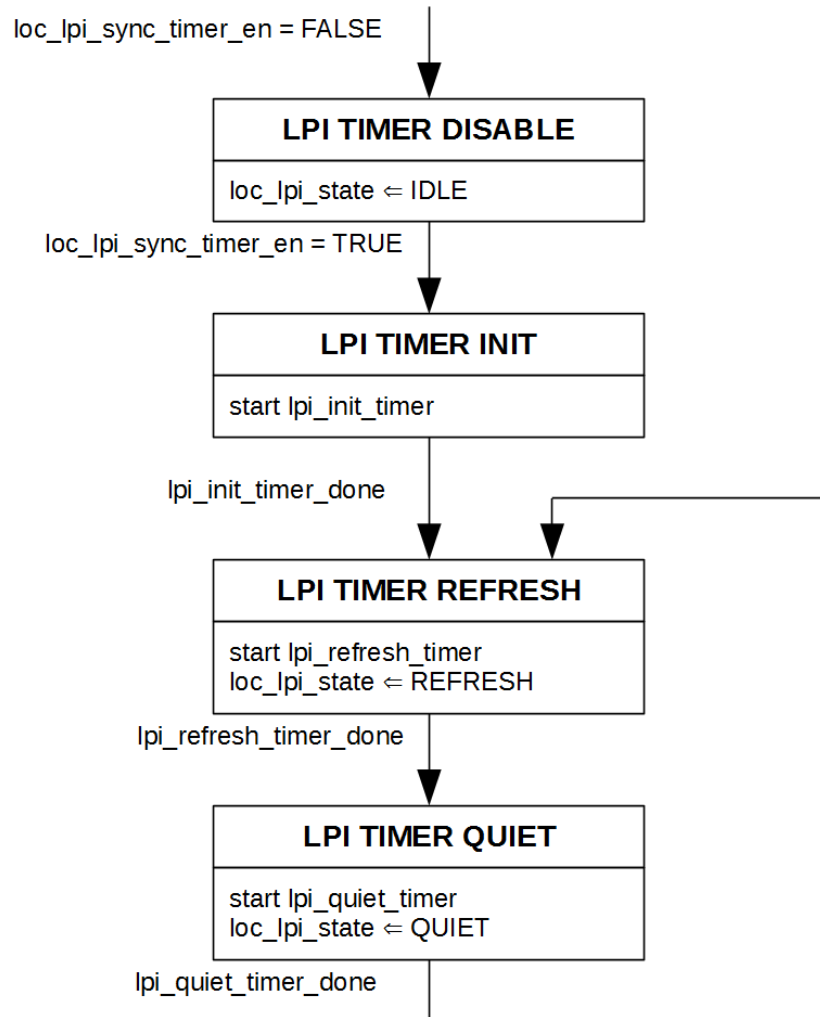


- ▶ LPI synchronization sequence is described as follows:
 - MASTER first sets `loc_lpi` = TRUE
 - SLAVE waits to see `rem_lpi` = TRUE (from MASTER), and then sets `loc_lpi` = TRUE
 - MASTER waits to see `rem_lpi` = TRUE (from SLAVE), and then sets `loc_lpi` = FALSE
 - MASTER also sets `loc_lpi_sync_timer_en` = TRUE at the same time
 - SLAVE waits to see `rem_lpi` = FALSE (from MASTER), and then sets `loc_lpi` = FALSE
 - SLAVE also sets `loc_lpi_sync_timer_en` = TRUE at the same time
- ▶ In both MASTER and SLAVE, transition of `loc_lpi` from TRUE to FALSE occurs at the same time as start of local LPI synchronization timing (`loc_lpi_sync_timer_en` transition from FALSE to TRUE).
- ▶ LPI synchronization mechanism takes place before link startup completion (PHY Control transition to SEND IDLE OR DATA).

LPI synchronization timing diagram

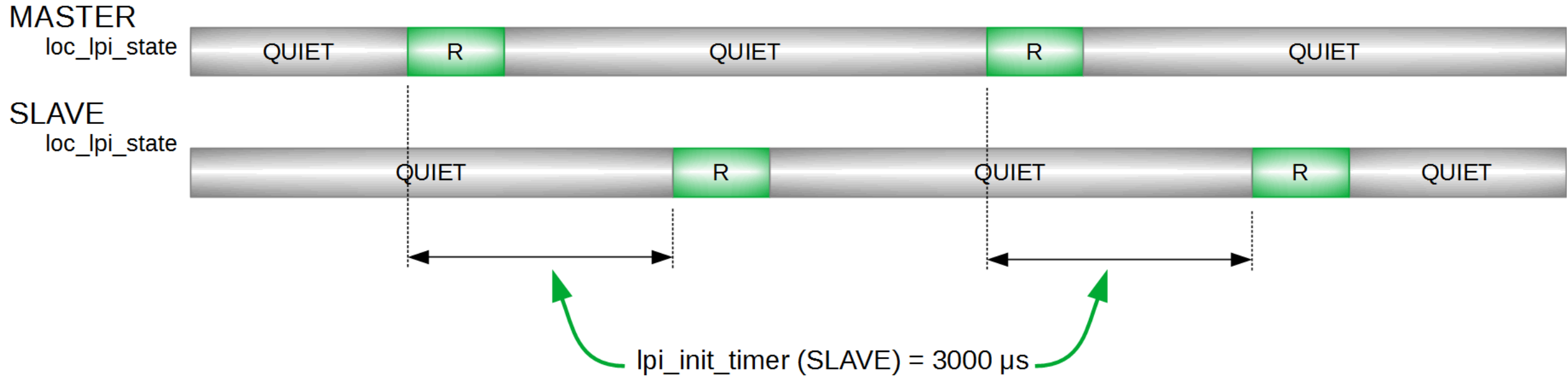


LPI QUIET REFRESH timing state diagram



- ▶ Timing offset between MASTER and SLAVE REFRESH is effected in LPI TIMER INIT state:
 - Define `lpi_init_timer` duration differently between MASTER and SLAVE
 - MASTER `lpi_init_timer` duration 0 μ s
 - SLAVE `lpi_init_timer` duration 3000 μ s
 - This offset, i.e. 3000 μ s, should be maintained for lifetime of link
- ▶ Maintain `lpi_refresh_timer` and `lpi_quiet_timer`:
 - `lpi_refresh_timer` 250 μ s
 - `lpi_quiet_timer` 6000 μ s
- ▶ All timers here would be synchronized to symbol period (TX_TCLK). Might be defined in terms of symbol periods.
 - As SLAVE maintains timing lock with MASTER, so timing relationship between MASTER and SLAVE LPI QUIET REFRESH cycling should also remain fixed (and predictable)

LPI QUIET REFRESH cycling



- ▶ Time offset between MASTER and SLAVE LPI QUIET REFRESH cycling remains fixed for lifetime of link
 - 3000 μs, as per `lpi_init_timer` duration

PHY Control LPI sequencing

- PHY Control LPI sequencing is simplified
 - Combined LPI QUIET REFRESH state, with QUIET/REFRESH mode determined by `loc_lpi_state` variable

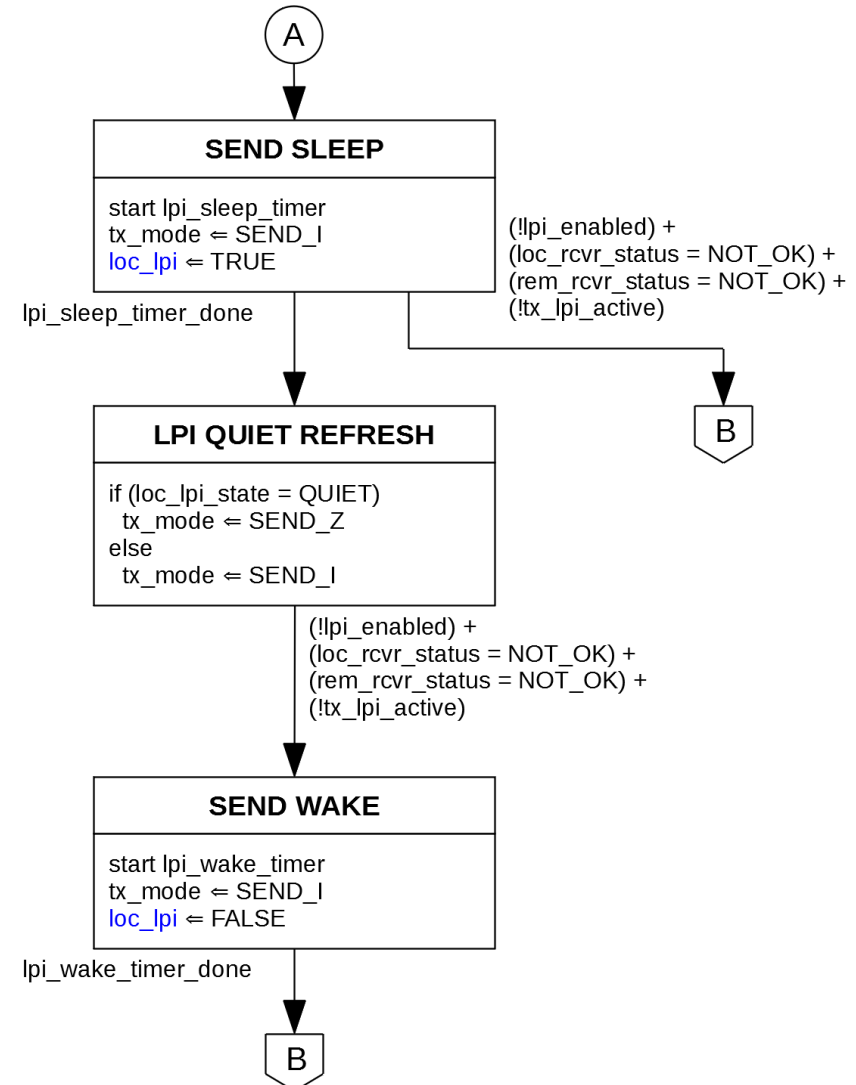
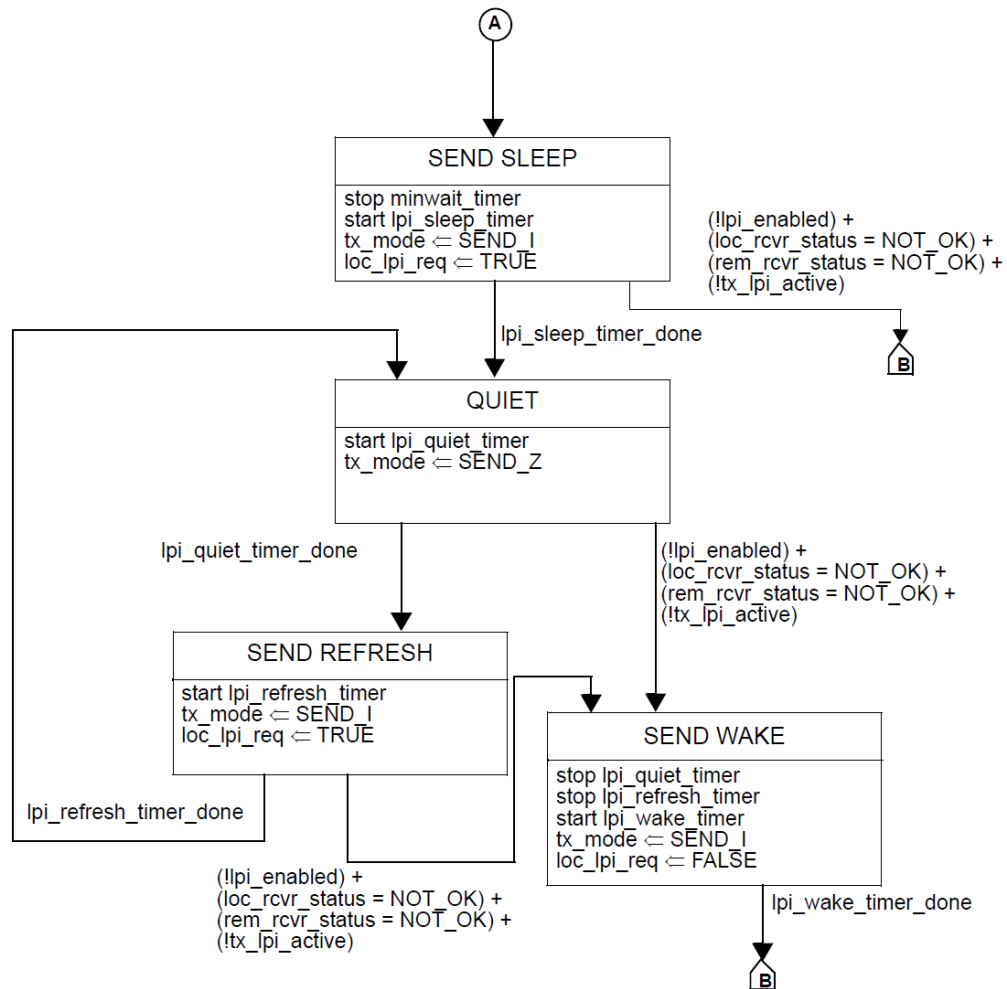
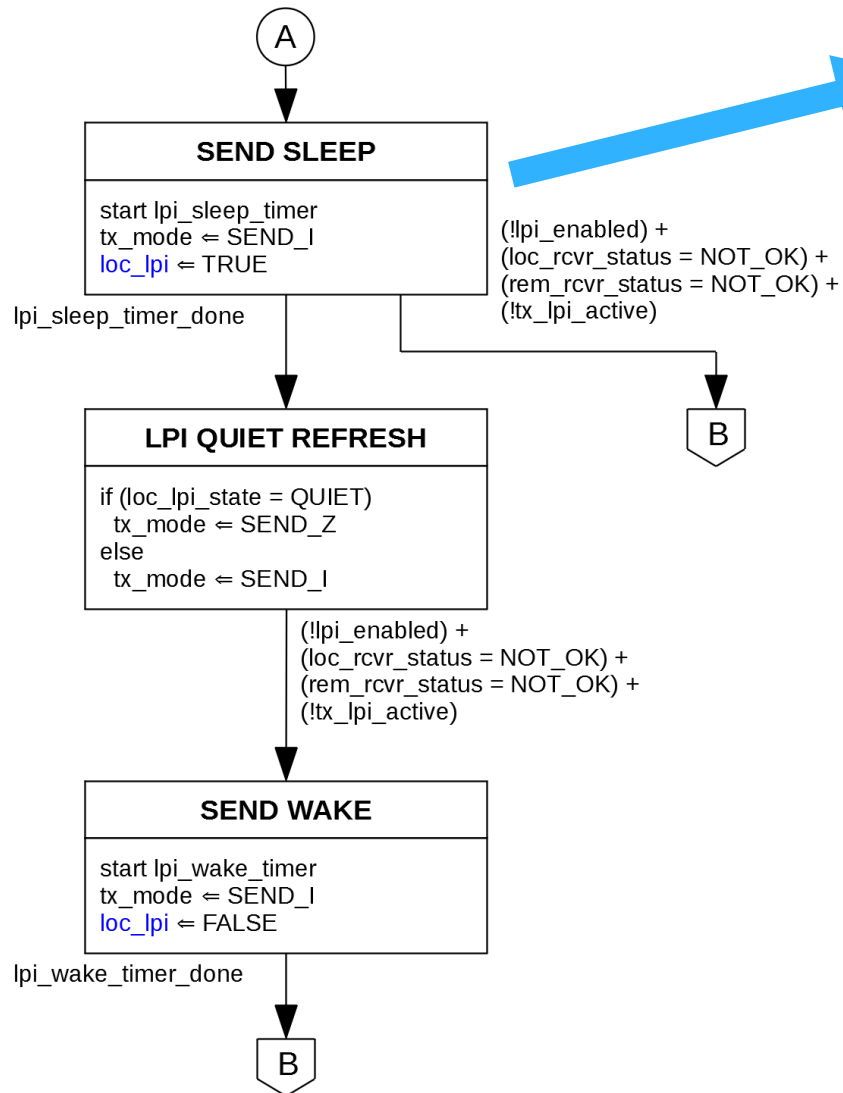


Figure 146-15—PHY Control state diagram (part b)

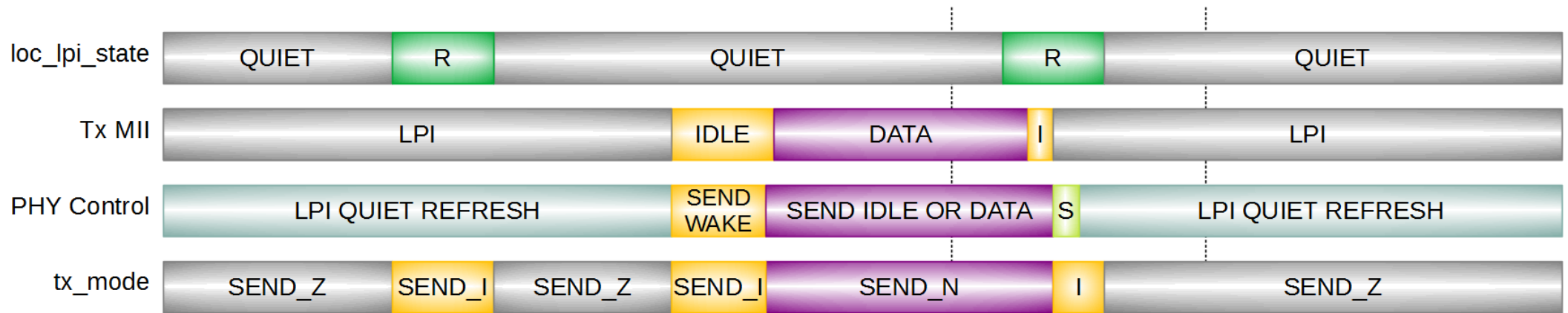
PHY Control LPI sequencing – lpi_sleep_timer duration



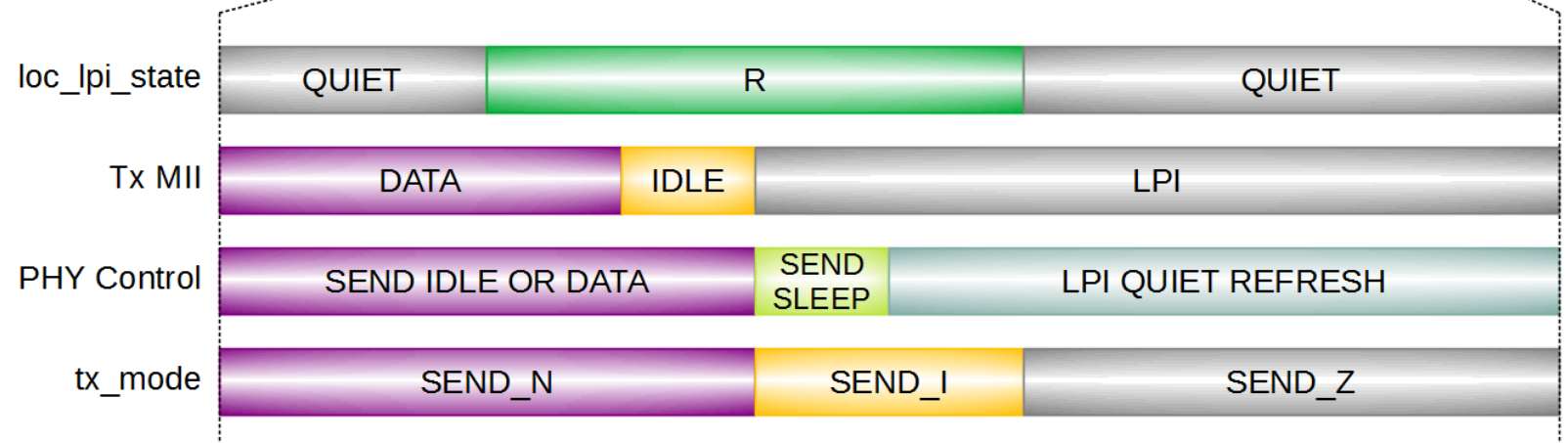
► Propose to reduce lpi_sleep_timer duration

- Currently this is set to 250 μ s (as per [Graber 3cg_01a_0419](#))
- The reason for the relatively long duration here is to allow any ongoing adaptation tasks to complete before transmission ceases in QUIET state.
- But, given that link partner LPI QUIET REFRESH cycling can be known with certainty, a PHY should align to this, and should never require a longer duration in SEND SLEEP.
- Propose lpi_sleep_timer duration of 20 μ s, same as minwait_timer duration.
- Might be specified in terms of transmit symbol periods.

LPI and frame transmission



- ▶ LPI QUIET REFRESH cycling is independent of data traffic
- ▶ In this example, LPI REFRESH coincides with end of frame
- ▶ Acts to delay cessation of transmission on the line, tx_mode = SEND_Z, until end of REFRESH



Potential energy savings

- ▶ The reduced duration of the lpi_sleep_timer provides for improved energy savings, as the QUIET state should be reached sooner than in the current draft.
 - A persistent data traffic pattern which provides a short period of LPI assertion between sending frames can even prevent entry to LPI QUIET altogether, if the period of LPI assertion is less than the lpi_sleep_timer. The only mitigation is to keep lpi_sleep_timer to a minimum.
- ▶ Knowledge of local and remote LPI refresh timing allows PHY implementation easier way of planning for filter coefficient updates

Thank you

Note on LPI signal naming

- ▶ `loc_lpi_req` and `rem_lpi_req` naming used in D3.0.
- ▶ These names have been lifted from 1000BASE-T (Clause 40), and are not used in other PHY standards.
- ▶ The naming is appropriate for the symmetric LPI scheme of 1000BASE-T, where the PHYs must both simultaneously signal a request for LPI mode in order for the LPI mode to be entered.
 - Where this is signalled from one PHY only it is only a request for LPI mode.
- ▶ In the context of 10BASE-T1L asymmetric LPI these names are inappropriate. For 10BASE-T1L, `loc_lpi_req` does not represent a request, and is rather a signal that the PHY transmit has entered the LPI mode of operation.
- ▶ Therefore, the following naming is proposed:
 - `loc_lpi_req` → `loc_lpi`
 - `rem_lpi_req` → `rem_lpi`