

Gigabit Ethernet Serial Link Codes

Proposal for serial link codes and receiver/transmitter states
based on the PCS protocol requirements.

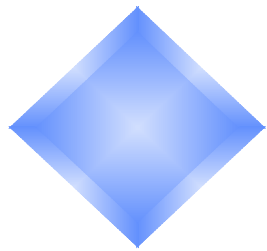
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Link startup codes
Automatic Link_Configuration data
SOP/EOP and Idle codes
Data and invalid character codes
Link synchronization states
and protocols

*IEEE 802.3z Gigabit Ethernet Task Force
September 9-11, 1996 Interim Meeting
Coeur d'Alene Inn and Conference Center
Coeur d'Alene, Idaho
Richard Taborek
amdahl Corp.*

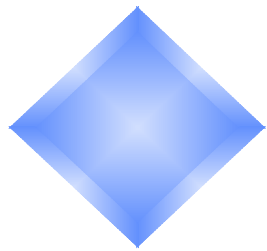
The following companies have indicated their support for the concepts outlined in this proposal (in alphabetical order):

3Com, Amdahl, Cisco, Compaq, DEC, Granite, H-P, Madge, Packet Engines, Sun, VLSI Logic and Xaqti



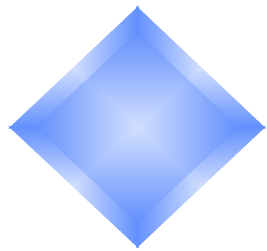
High-Level Assumptions

- ◆ Codings are based on **8B10B** data codes (Dx.y) and special control characters (Kx.y) as defined in **ANSI X3.230 FC-PH (Fibre Channel) Clause 11**.
- ◆ Codings should take into careful consideration the **error detection properties** of code words selected.
- ◆ Codings are required for all primitives specified for the **link startup sequence**.
- ◆ Codings should provide sufficient **coding space for all automatic capability detection** parameters and shall be similar in nature to the base capability register defined in **IEEE 802.3u clause 28**.
- ◆ Automatic capability detection codings should allow for **future expansion** of the associated protocol.
- ◆ Codings are required for a link **Idle** indication.
- ◆ Codings are required for **IEEE 802.3 packets** and **bursts of packets** during a **carrier event**.
- ◆ Codings are required for packet **start and end delimiters**.
- ◆ Coding is required for a **bad packet information** indication.
- ◆ Coding is required for an indication which allows the **carrier to be extended**.
- ◆ Coding is required for an indication which ensures that packet or carrier extension always **concludes on an odd-numbered character**.



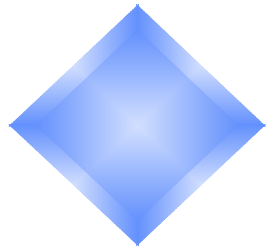
Nomenclature

- ◆ One or more data codes and special characters are grouped into **transmission words**.
- ◆ Special transmission words called **ordered sets** are defined.
- ◆ **Packet delimiter** ordered sets are used to mark packet boundaries.
- ◆ **Signal** ordered sets are used to signal events.
- ◆ **Sequence** ordered sets are repeated ordered sets used to signal states, carry information and operate in environments with relatively (to frames) high error rates.
- ◆ The link is not considered usable until **Link_Startup** is complete.
- ◆ **Synchronization** is achieved when the receiver identifies the same transmission word boundary on the received bit stream as that established by the transmitter at the other end of the link.
- ◆ The detection of **invalid transmission words** is an indication that a receiver is out of synchronization.
- ◆ The clock recovery system in a receiver shall have sufficient **hysteresis** to prevent a single transmission error from causing it to go out of synchronization.
- ◆ A **Loss_of_Synchronization procedure** defines the method by which the receiver changes from the **Synchronization_Acquired state** to the **Loss_of_Synchronization state**.
- ◆ The first transmission character of an ordered set transmitted over an operational link is transmitted in an **even-numbered** character position. Subsequent characters continuously alternate as **odd** and **even-numbered characters**.



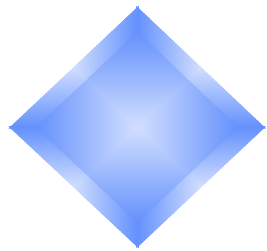
8B10B Transmission Code

- ❖ 8B10B transmission code provides the following functions:
 - Improves transmission characteristics
 - Enables bit-level clock recovery
 - Improves error detection
 - Separates data symbols from control symbols
 - Derives bit and word synchronization
- ❖ 8-bit data bytes are encoded as 10-bit **Data Characters**.
- ❖ 12 **Special Characters** are defined for special signaling.
- ❖ One or more Data and/or Special **Transmission Characters** may be grouped into **Transmission Words**.
- ❖ Special Transmission Words called **Ordered Sets** are defined.
- ❖ Ordered Sets are flexible building blocks which may be used for **in-band** or **out-of-band** protocol functions.



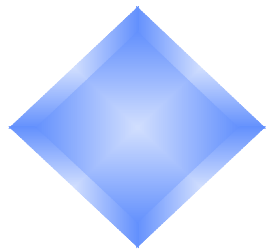
Ordered Set Usage

- ❖ Various coding objectives suggest the the specification of **multiple length** ordered sets.
 - A **single character** ordered set is required to ensure that the packet or carrier extension always ends on an odd-numbered character.
 - **Multiple character** ordered sets are required for sequences which include a comma and communicate a small amount of information. Two-character ordered sets provide 16/20 bit alignment.
 - The current requirements for automatic capability detection call for the communication of greater than 8 bits of information which requires either multiple 2 character sequences or the use of larger ordered sets. The use of **4 character ordered sets** provides ample coding space and provides information within a single ordered set.
- ❖ Packets and sequences shall start only on **even-numbered** characters for consistency and error robustness.
 - This includes intermediate packets within a burst of packets.



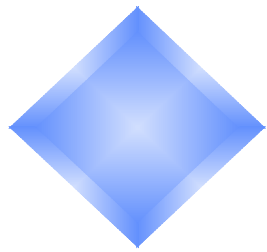
Special Character Usage

- ❖ The **K28.5** special character is chosen as the **first character of all sequences** for the following reasons:
 - Bits **abcdeif** make up a **comma**. A comma is a singular bit pattern which in the absence of transmission errors cannot appear in any other location of a transmission character and cannot be generated across the boundaries of any two adjacent transmission characters.
 - The comma can be used to easily **find and verify character and word boundaries** of the received bit stream.
 - Bits **ghj** of the encoded character present the **maximum number of transitions**, simplifying receiver acquisition of bit synchronization.
- ❖ Special characters **other than K28.5** are specified for single character ordered sets for alignment purposes or to provide timely function recognition.
 - Other special characters are chosen from the list of **12** available special characters.
 - The list is reduced to **9** when special characters containing a **comma** are excluded to prevent ordered set alignment on odd-numbered characters.



Defined Ordered Sets Idle Signal and Sequence

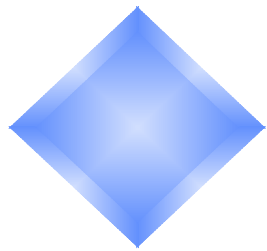
- ❖ The **I signal or sequence** is used to signal **Idle**.
 - I effects the **Link Up** primitive which indicates that the **link is available to send packets**.
 - The first I following a packet or Link_Configuration sequence shall **restore** the current positive or negative running disparity to a **negative** value. One **I signal** ordered set is required for this purpose.
 - All subsequent **I sequence** ordered sets shall insure **negative** running disparity.
 - I codes should have a **high transition density** to keep the receiver in optimum sync during the high-frequency Idle sequence.
 - Two I codes, **I1 and I2**, are defined consisting of a **K28.5 special character followed by a data character**.
 - Distinct **carrier events** should be separated by Idles. When a receiver sees any Idle, it **drops** carrier.



Defined Ordered Sets

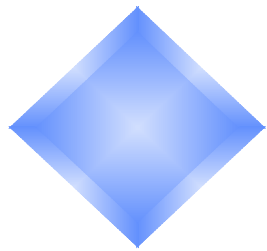
Start and End of Packet Delimiters

- ❖ The **S delimiter** is used to signal **Start_Of_Packet (SOP)**.
 - A **single character** ordered set is desired in order to quickly assert the CSMA/CD carrier indication.
 - **S follows Idle** for the first packet during a carrier event.
 - **S follows R** for subsequent packets during a carrier event.
- ❖ The **T delimiter** is used to signal **End_Of_Packet (EOP)**.
 - A **single character** ordered set is desired in order to assist in quick de-assertion of the carrier indication.



Defined Ordered Sets Align/Extend Sequence

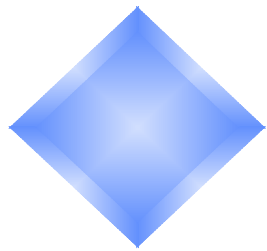
- ❖ The **R signal** is used to **force even-numbered character alignment** for the first Idle following a carrier event and to **extend the carrier** following a packet when necessary.
 - A **single** character ordered set is required.
 - If T is transmitted as an odd-numbered character, and the carrier is not extended, T shall be followed by **two successive R** signals.
 - ◆ Two R's rather than none are required because of the possibility of running disparity error propagation to characters beyond those during which the error occurred.
 - If T is transmitted as an even-numbered character, and the carrier is not extended, **exactly one R** shall be transmitted after the T.
 - **Additional R's** shall be transmitted following a T to extend the carrier as required. The last R to extend the carrier must be transmitted in an odd-numbered character position.
- ❖ R shall also be used to **separate** the packets within a burst.



Defined Ordered Sets

Invalid Packet Delimiter/Signal

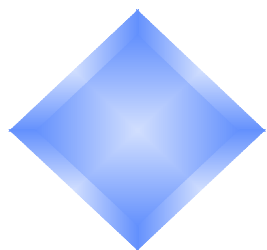
- ❖ The **H delimiter and signal** is used to replace individual invalid data and delimiters characters and mark those entities as invalid.
 - A **single** character ordered set is required.
 - An inter-station unit, such as a repeater, may **substitute H** for invalid data and delimiters upon detection of invalid characters.
 - H shall **not** be used to **replace R**.
 - ◆ The last H to extend the carrier must be transmitted in an **odd-numbered** character position.



Defined Ordered Sets

Link_Not_Available & Link_Configuration

- ❖ The **F sequence** is used to indicate **Link_Not_Available**.
 - F is signaled continuously while the associated receiver attempts to acquire synchronization.
- ❖ The **C Sequence** is used to indicate **Link_Configuration**.
 - C conveys a single **parameter** to the other end of the link.
 - ◆ The parameter is a **16-bit Config_Register** that includes bits sufficient to specify the capabilities of a PHY as well as an ACK bit.
 - ◆ Config_Register format is styled after the Link Code Word (LCW) defined in IEEE 802.3u clause 28.
 - Config_Register data bits are coded as the **third and forth characters** of the Link_Configuration ordered set.
 - The order of transmission of Config_Register data is encoded bits d0:d7 followed by encoded bits d8:d15.
 - ◆ The transmitted bit streams bears little resemblance to order of the Config_Register.

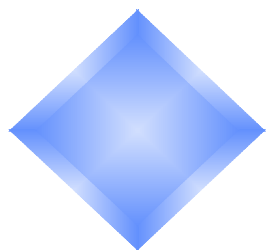


Config_Register

D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15
					FD	HD							RF	ACK	NP

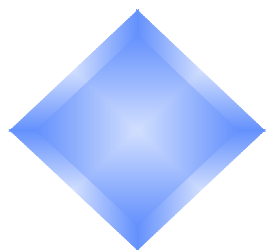
Config_Register bit usage:

- D5/FD: Full duplex capable
- D6/HD: Half duplex capable
- D13/RF: Remote Fault
- D14/ACK: Acknowledge
- D15/NP: Next Page (Escape)



Listing of Ordered Sets

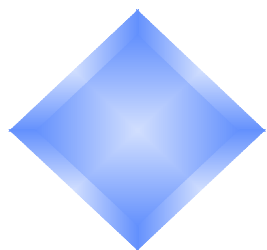
Code	Function	Encoding	Beg. RD	End RD
F	LINK_NOT_AVAILABLE	K28.5 D21.5	?	flip
C	LINK_CONFIGURATION	K28.5 D10.5 config_reg	?	?
I1	Idle/Flip Disparity	K28.5 D5.6	+	-
I2	Idle/Disparity OK	K28.5 D16.2	-	-
S	SOP	K27.7	?	same
T	EOP1	K29.7	?	same
R	EOP2	K23.7	?	same
H	EOPinvalid	K30.7	?	same



Coding Distance of Characters Used in Ordered Sets

Char	D21.5	D16.2	D10.5
D16.2	7	▼	▼
D10.5	6	7	
D5.6	4	4	6

- ❖ Data characters are chosen for high transition density, proper disparity control, and sufficient coding distance.



Link Information Example

Part 1/2

802.3 info

LINK_NOT_AVAILABLE
LINK_NOT_AVAILABLE
~
LINK_NOT_AVAILABLE
LINK_CONFIGURATION
LINK_CONFIGURATION
~
LINK_CONFIGURATION
Idle/Disparity OK
Idle/Disparity OK
~
Idle/Disparity OK
0 PREAMBLE
1 PREAMBLE
2 PREAMBLE
3 PREAMBLE
4 PREAMBLE
5 PREAMBLE
6 PREAMBLE
7 SFD
8 DA
~
LLC DATA
~
FCS1

8B10B codes

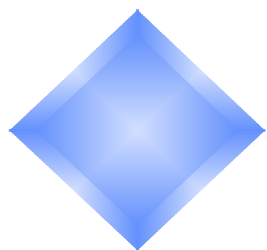
F
F
~
F
C
C
~
C
I2
I2
~
I2
S (single short packet)
Data = 10101010
Data = 10101010
Data = 10101010
Data = 10101010
Data = 10101010
Data = 10101010
Data = 10101011
Data = DA...
~
Data = LLC DATA...
~
Data = FCS1 octet...

802.3 info

FCS2
FCS3
FCS4
EOP1
EOP2
EOP2
~
EOP2
Idle/Flip Disparity
Idle/Disparity OK
~
Idle/Disparity OK
LINK_NOT_AVAILABLE
LINK_NOT_AVAILABLE
~
LINK_NOT_AVAILABLE
LINK_CONFIGURATION
LINK_CONFIGURATION
~
LINK_CONFIGURATION
Idle/Flip Disparity
Idle/Disparity OK
~
Idle/Disparity OK
~

8B10B codes

Data = FCS2 octet...
Data = FCS3 octet...
Data = FCS4 octet...
T
R
R
~
R (odd-num character)
I1
I2
~
I2
F (error or reconfig)
F
~
F
C
C
~
C
I1
I2
~
I2
~



Link Information Example

Part 2/2

802.3 info

Idle/Disparity OK

0 PREAMBLE
1 PREAMBLE
2 PREAMBLE
3 PREAMBLE
4 PREAMBLE
5 PREAMBLE
6 PREAMBLE
7 SFD
8 DA

~

LLC DATA

~

FCS1
FCS2
FCS3
FCS4
EOP1
EOP2

0 PREAMBLE
1 PREAMBLE
2 PREAMBLE
3 PREAMBLE
4 PREAMBLE
5 PREAMBLE

8B10B codes

I2

S (1st packet of burst)

Data = 10101010
Data = 10101010
Data = 10101010
Data = 10101010
Data = 10101010
Data = 10101010
Data = 10101011
Data = DA...

~

Data = LLC DATA...

~

Data = FCS1 octet...
Data = FCS2 octet...
Data = FCS3 octet...
Data = FCS4 octet...

T (even char/no extension)

R

S (2nd packet of burst)

Data = 10101010
Data = 10101010
Data = 10101010
Data = 10101010
Data = 10101010

802.3 info

6 PREAMBLE
7 SFD
8 DA

~

LLC DATA

~

FCS1
FCS2
FCS3
FCS4
EOP1
EOP2

Idle/Flip Disparity

Idle/Disparity OK

~

Idle/Disparity OK

8B10B codes

Data = 10101010
Data = 10101011
Data = DA...

~

Data = LLC DATA...

~

Data = FCS1 octet...
Data = FCS2 octet...
Data = FCS3 octet...
Data = FCS4 octet...

T (even char/no extension)

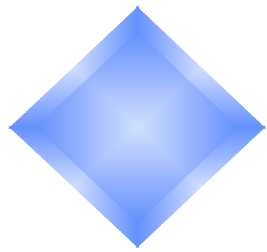
R

I1

I2

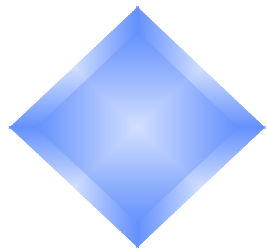
~

I2



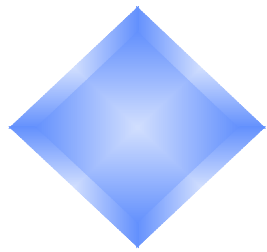
Link_Startup

- ❖ The link is not considered usable until **Link_Startup** is complete.
 - To perform Link_Startup, a station transmits the **Link_Not_Available** sequence and simultaneously attempts to acquire bit and transmission word synchronization from the received signal.
 - Link_Not_Available is followed by the **Link_Configuration** sequence.



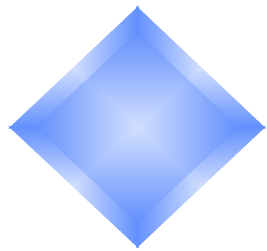
Invalid Transmission Words

- ❖ The detection of **Invalid Transmission Words** is an indication that a receiver is out of synchronization.
- ❖ An invalid Transmission Word is recognized by the receiver when one of the following conditions is detected:
 - A **Code Violation** is detected within a Transmission Word;
 - A **Special Character Alignment Error** is detected. (e.g., a K28.5 character is received as an odd-numbered character, a non-K28.5 special character immediately follows a K28.5 character, a non supported special character is detected, etc.);
 - An ordered set with improper **Beginning Running Disparity** is received.



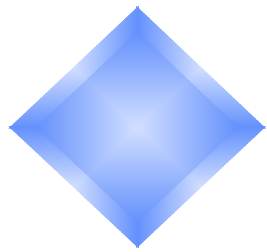
Running Disparity

- ❖ 8B10B code recognizes the idea of a **Running Disparity** (the difference between the number of 1's and 0's transmitted).
 - The sender keeps the running disparity around **zero**, the receiver checks the sender.
 - ◆ After powering on or exiting diagnostic mode, the **transmitter** assumes the **negative** value for its initial running disparity.
 - ◆ Upon transmission of any transmission character, the transmitter calculates a **new** value for its running disparity.
 - ◆ After powering on or exiting a special mode, the **receiver** assumes **either a positive or negative** initial running disparity.
 - ◆ Upon reception of any transmission character, the receiver determines whether the character is valid and calculates a **new** value for its RD.
 - ◆ All **Idle** ordered sets end with negative RD. The **I2** ordered set also begins with negative running disparity.
 - ◆ The **I2** ordered set may be **removed or added** from an encoded bit stream by an inter-station unit to compensate for differences in clock frequencies, one word at a time, without altering the beginning RD of the immediately preceding transmission word.



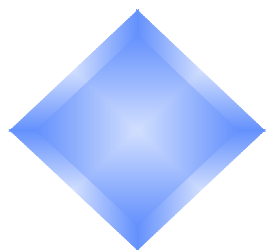
Synchronization States

- ❖ A receiver shall enter the **Synchronization_Acquired** state when it has achieved both bit and transmission word synchronization.
 - **Signal_Status=OK** when a receiver is in the Synchronization_Acquired state.
- ❖ The following four conditions shall cause an operational receiver to enter the **Loss_of_Synchronization** state.
 - **Signal_Status=NOT_OK** when a receiver is in the Loss_of_Synchronization state:
 - 1) Completion of the Loss_of_Synchronization procedure;
 - 2) Transition to power on;
 - 3) Exit from receiver reset condition;
 - 4) Detection of Loss_of_Signal.



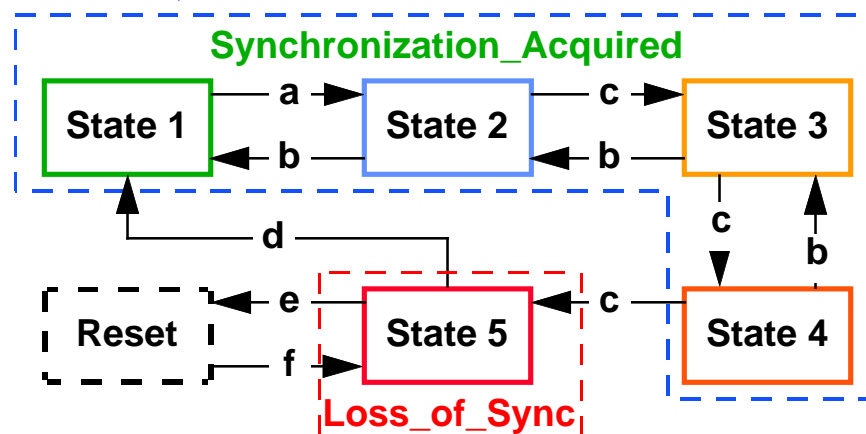
Loss_of_Synchronization Procedure States

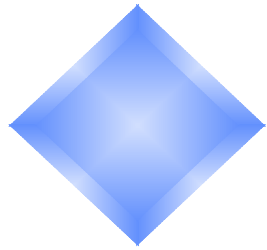
- ❖ The following five detection states are defined as part of the **Loss_of_Synchronization** procedure:
 - State 1: **No** invalid transmission word has been detected (the **No_Invalid_Transmission_Word** detection state).
 - State 2: The **first** invalid transmission word is detected (the **First_Invalid_Transmission_Word** detection state).
 - State 3: The **second** invalid transmission word is detected (the **Second_Invalid_Transmission_Word** detection state).
 - State 4: The **third** invalid transmission word is detected (the **Third_Invalid_Transmission_Word** detection state).
 - State 5: The **fourth** invalid transmission word is detected (the **Fourth_Invalid_Transmission_Word** detection state).
- ❖ A receiver in the **Synchronization_Acquired** state may be in any of the first four detection states listed above. A receiver in State 5 shall enter the **Loss_of_Synchronization** state.



Loss_of_Synchronization Procedure Transitions

- ❖ The following state transitions are defined as part of the Loss_of_Synchronization procedure:
 - a) The first invalid transmission word is detected;
 - b) An additional invalid transmission word is not detected in the next two or fewer consecutive transmission words;
 - c) An additional invalid transmission word is detected in the next two or fewer consecutive transmission words;
 - d) The receiver regains synchronization;
 - e) The receiver is reset;
 - f) The receiver exits a previously established reset condition.





Summary

- ❖ 8B10B codes and the proposed coding structure is **efficient, robust, and flexible** enough to meet **Gigabit Ethernet PCS requirements**.
- ❖ Future activities:
 - Continue to follow direction from Task Force;
 - Revise serial link codes pending proposal acceptance.