

UltraScale Devices Integrated 100G Ethernet Subsystem v2.5

Product Guide

Vivado Design Suite

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Introduction

The Xilinx® UltraScale™ Devices Integrated 100G Ethernet subsystem provides a high performance, low latency 100 Gb/s Ethernet port that allows for a wide range of user customization and statistics gathering. The dedicated block provides both the 100G Ethernet media access control (MAC) and physical coding sublayer (PCS) logic with support for *IEEE 1588-2008* [Ref 1] one-step and two-step hardware timestamping.

The 100G Ethernet subsystem provides three configurations: (CAUI-10) 10x10.3125G, (CAUI-4) 4x25.78125G, and runtime switchable between CAUI-4 and CAUI-10 mode. The 100G Ethernet subsystem is designed to the *IEEE std 802.3-2012* [Ref 2] specification.

Features

- Supports CAUI-10, CAUI-4, and runtime switchable between CAUI-4 and CAUI-10 modes
- 512-bit segmented local bus (LBUS) user interface at ~322 MHz
- 32-bit interface to the serial transceiver for CAUI-10 lanes and 80-bit interface to the serial transceiver for CAUI-4 lanes
- Optional fee-based soft 100G RS-FEC for CAUI-4 and runtime switch CAUI-4 modes
- *IEEE 1588-2008* [Ref 1] one-step and two-step hardware timestamping at ingress and egress at full 80-bits
- Pause frame processing including priority based flow control per *IEEE std 802.3-2012 Annex 31* [Ref 2]
- Dynamic and static deskew support
- Optional fee-based Auto-negotiation and Link Training feature for CAUI-4 mode

- Supports 100GBASE-CR4, 100GBASE-KR4, 100GBASE-SR, 100GBASE-LR4, etc.

See [Feature Summary in Chapter 1](#) for a list of additional features.

Subsystem Facts Table	
Subsystem Specifics	
Supported Device Family ⁽¹⁾	Kintex® UltraScale, Virtex® UltraScale
Supported User Interfaces	Segmented LBUS
Resources	Performance and Resource Utilization web page
Provided with Subsystem	
Design Files	Verilog
Example Design	Verilog
Test Bench	Verilog
Constraints File	Xilinx Design Constraints (XDC)
Simulation Model	Verilog
Supported S/W Driver	Linux ⁽²⁾
Tested Design Flows⁽³⁾	
Design Entry	Vivado® Design Suite
Simulation	For supported simulators, see the Xilinx Design Tools: Release Notes Guide .
Synthesis	Vivado synthesis
Support	
Provided by Xilinx at the Xilinx Support web page	

Notes:

1. For a complete list of supported devices, see the Vivado IP catalog.
2. Contact Ethernet_mgmt@xilinx.com for 100G Ethernet driver early access.
3. For the supported versions of the tools, see the [Xilinx Design Tools: Release Notes Guide](#).

Overview

This product guide describes the function and operation of the Xilinx® UltraScale™ Devices Integrated 100G Ethernet subsystem, including how to design, customize, and implement it.

The core is designed to the *IEEE std 802.3-2012* [Ref 2] specification with an option for *IEEE 1588-2008* [Ref 1] hardware timestamping. The core instantiates the UltraScale Devices Integrated 100G Ethernet. This core simplifies the design process and reduces time to market.

Although the core is a fully-verified solution, implementing a complete design varies depending on the configuration and functionality of the application. See [Chapter 2, Product Specification](#) for details about the core.



RECOMMENDED: *For best results, previous experience building high performance, pipelined FPGA designs using Xilinx implementation design tools and constraint files is recommended.*



IMPORTANT: *CAUI-4 and switchable CAUI-10/CAUI-4 require GTY transceivers that are available in Virtex® UltraScale and Kintex® UltraScale devices.*

Feature Summary

- One-step and two-step IEEE 1588-2008 [Ref 1] hardware timestamping with transparent clock and ordinary clock support
- 20 PCS lanes (PCSLs) for the 100G Ethernet subsystem
- GTY or GTH transceivers used for UltraScale devices
- PCS Lane marker framing and de-framing including reordering of each PCS lane
- Link status and alignment monitoring reporting
- 64B/66B decoding and encoding as defined in *IEEE std 802.3-2012* Clause 82 [Ref 2]
- Scrambling and descrambling using $x^{58} + x^{39} + 1$ polynomial
- Standard Inter-Packet gap (IPG) insertion and deletion as required by *IEEE std 802.3-2012* Clause 82 [Ref 2]
- Optional frame check sequence (FCS) calculation and addition in the transmit direction

- FCS checking and optional FCS removal in the receive direction
- Support for 802.3x and priority-based pause operation
- DRP interface for dynamic reconfiguration of the core
- Detailed statistics gathering
 - Total bytes
 - Total packets
 - Good bytes
 - Good packets
 - Unicast packets
 - Multicast packets
 - Broadcast packets
 - Pause packets
 - Virtual local area network (VLAN) tagged packets
 - 64B/66B code violations
 - Bad preambles
 - Bad FCS
 - Packet histogram for varied packet sizes.

Licensing and Ordering

This Xilinx UltraScale Devices 100G Ethernet MAC and PCS IP module is provided at no additional cost with the Xilinx Vivado® Design Suite under the terms of the [Xilinx End User License](#).

The soft IEEE 802.3 RS-FEC is a fee-based license provided under the terms of the [Xilinx Core License Agreement](#).

Information about this and other Xilinx LogiCORE™ IP modules is available at the [Xilinx Intellectual Property](#) page. For information about pricing and availability of other Xilinx LogiCORE IP modules and tools, contact your [local Xilinx sales representative](#).

For more information on the 100G Ethernet MAC and PCS IP and to generate a no-charge license key, visit the [UltraScale Integrated 100G Ethernet MAC/PCS Subsystem](#) page.

For more information on generating a hardware evaluation license and ordering for the soft IEEE 802.3 RS-FEC, visit the [IEEE 802.3bj Reed-Solomon Forward Error Correction](#) page.

For more information on generating a hardware evaluation license and ordering for the soft AN/LT, visit the [UltraScale Integrated 100G Ethernet MAC/PCS Subsystem](#) page.

The licensing requirements for core features is outlined in [Table 1-1](#).

Table 1-1: Licensing Requirements

LogiCORE Product Name	License Key Feature	Part Number
Xilinx UltraScale Devices Integrated 100G Ethernet Subsystem	cmac	N/A
Soft 100GE Auto-Negotiation and Link Training (AN/LT) for Integrated 100G Ethernet for UltraScale/ UltraScale+	cmac_an_lt	EF-DI-100GE-AN-LT-PROJ ⁽¹⁾ EF-DI-100GE-AN-LT-SITE ⁽¹⁾
100G IEEE 802.3bj Reed-Solomon Forward Error Correction ⁽²⁾	ieee802d3_rs_fec_full ieee802d3_rs_fec_only ⁽³⁾	EF-DI-100G-RS-FEC-PROJ EF-DI-100G-RS-FEC-SITE

Notes:

- 100GE AN/LT is required for 100GBASE-KR4 or 100GBASE-CR4 applications. For all other applications, such as 100GBASE-SR4, it is not used. If you do not require 100GBASE-KR4 or 100GBASE-CR4, ignore the cmac_an_lt license key warning message in the Vivado Design Suite.
- For more information, see the [100G IEEE 802.3bj Reed-Solomon Forward Error Correction \(PG197\)](#)[Ref 13].
- Enables transcode bypass mode. This mode is used for custom implementations. It is not required for standard RS-FEC support. If you do not require this custom feature, ignore the ieee802d3_rs_fec_only license key warning message in the Vivado Design Suite. For more information, see the [100G IEEE 802.3bj Reed-Solomon Forward Error Correction \(PG197\)](#)[Ref 13].

Further licensing details are provided in [Table 1-2](#).

Table 1-2: Licensing Details

Physical Medium	IEEE PMD	Module Interface	Auto Negotiation and Link Training	FEC Modes Required for PMD			IP License Required
				No FEC	KR FEC	RS-FEC	
Chip 2 Chip	N/A	CEI-25G-VSR/SR/ MR/LR	N/A	Yes	N/A	Yes	Included with Vivado
Backplane	100GBASE-KR4	N/A	Yes	N/A	N/A	Yes	EF-DI-100GE-AN-LT-PROJ EF-100GE-RS-FEC-PROJ
Twinax Cable	100GBASE-CR4	N/A	Yes	N/A	N/A	Yes	EF-DI-100GE-AN-LT-PROJ EF-100GE-RS-FEC-PROJ
100M MMF	100GBASE-SR4	CAUI-4	N/A	N/A	N/A	Yes	Included with Vivado
Parallel SMF	100GBASE-PSM4	CAUI-4	N/A	N/A	N/A	Yes	Included with Vivado
40KM SMF	100GBASE-ER4	CAUI-4	N/A	N/A	N/A	N/A	Included with Vivado
10KM SMF	100GBASE-LR4	CAUI-4	N/A	N/A	N/A	N/A	Included with Vivado
2KM SMF	100GBASE-CWDM4 100GBASE-CLR4	CAUI-4	N/A	N/A	N/A	Yes	Included with Vivado

Product Specification

Table 2-1 defines the integrated CMAC block for the 100 Gb/s Ethernet solution.

Table 2-1: Integrated CMAC Block for the 100 Gb/s Ethernet Solution

Protocol	Lane Width	Line Rate	SerDes	SerDes Width
CAUI-10	x10	10.3125 Gb/s	GTH GTY	32b
CAUI-4	x4	25.78125 Gb/s ⁽²⁾	GTY ⁽¹⁾	80b
Runtime Switchable CAUI-4/CAUI-10	CAUI-10: x10 CAUI-4: x4	CAUI-10: 10.3125 Gb/s CAUI-4: 25.78125 Gb/s	GTY ⁽¹⁾	CAUI-10: 32b CAUI-4: 80b

Notes:

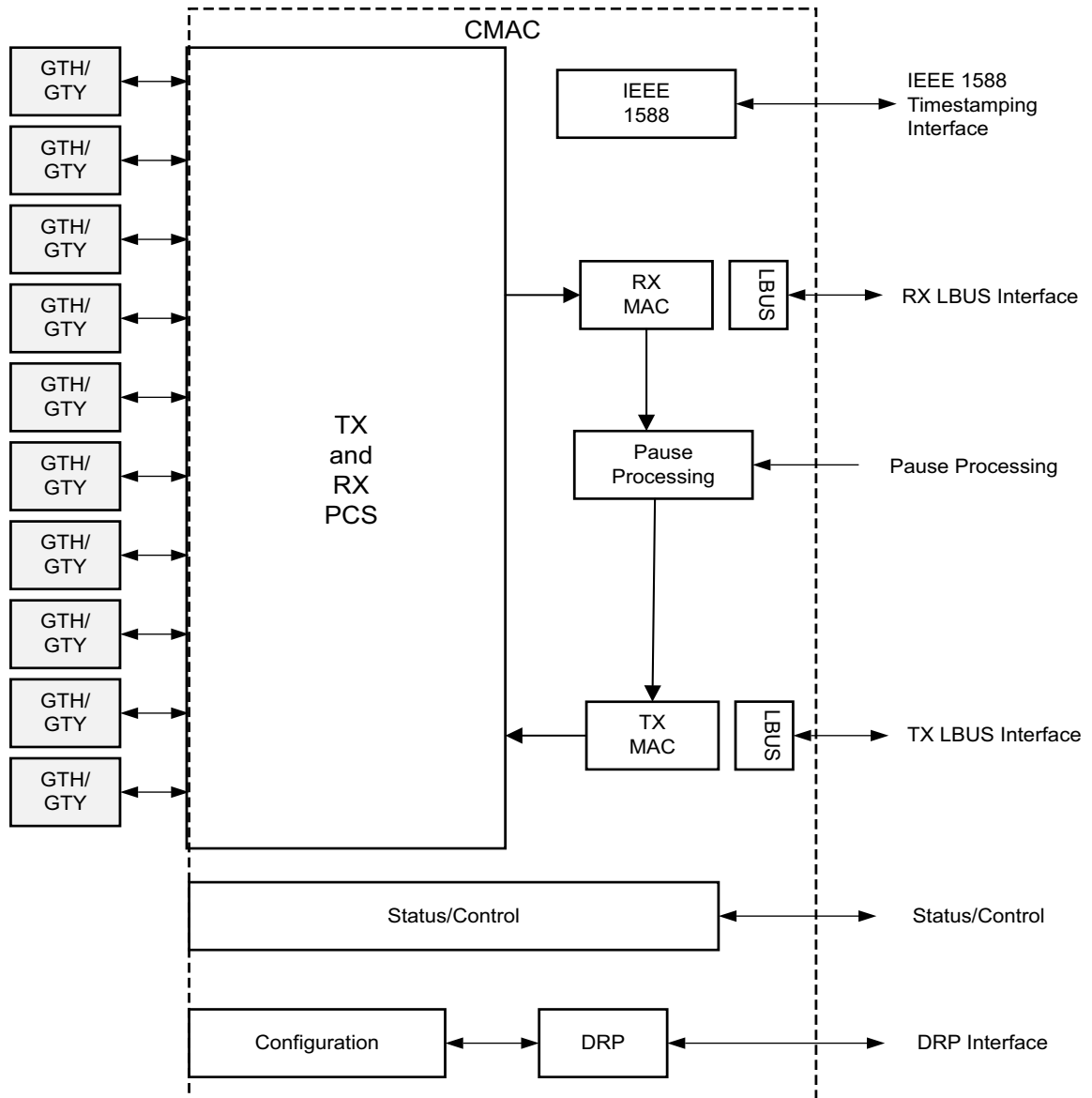
1. CAUI-4 and switchable CAUI-10/CAUI-4 require GTY transceivers that are available only in Virtex® UltraScale™ devices.
2. The line rate of 25.78125 Gb/s is available on select devices, Virtex UltraScale devices in typical speed grades.

The core instantiates the CMAC block along with the necessary GTH or GTY transceivers. The core provides an example of how the two blocks are connected together, along with the reset and clocking for those blocks.

The integrated block is designed to *IEEE std 802.3-2012* [Ref 2].

Figure 2-1 illustrates the following interfaces to the integrated CMAC block.

- Serial transceiver interface
- User-side transmit and receive LBUS or AXIS interface
- Pause processing
- *IEEE 1588-2008* [Ref 1] timestamping interface
- Status/Control interface
- Dynamic reconfiguration port (DRP) interface used for configuration



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Figure 2-1: Integrated CMAC Block for 100 Gb/s Ethernet

Typical Operation

The 100G Ethernet subsystem handles all protocol related functions to communicate to the other devices PCS and Ethernet MAC interface. This includes handshaking, synchronizing and error checking. You provide packet data through the Local Bus (LBUS) TX interface and receive packet data from the LBUS RX interface. The LBUS is designed to match commonly used packet bus protocols made common by the SPI4.2 and Interlaken protocols. A detailed description is given in [User Side LBUS Interface in Chapter 3](#).

The 100G Ethernet subsystem also has an option for AXI4-Stream user interface. You can transmit the packets through the AXI4-Stream TX interface and receive from the AXI4-Stream RX interface. A detailed description is given in [User Side AXI4-Stream Interface in Chapter 3](#).

The core is designed to be flexible and used in many different applications. The RX path does not perform any buffering other than the pipelining required to perform the required operations. Received data is passed directly to the user interface in a cut-through manner, allowing you the flexibility to implement any required buffering scheme. Also, the core TX path consists of a single pipeline with minimal buffering to provide reliable cut-through operation.

Statistics Gathering

The 100G Ethernet subsystem provides a flexible and user-friendly mechanism for gathering statistics. For all the supported statistics, the core has an output signal (or bus if needed) that indicates an increment value for the statistic in a given clock cycle. This allows the increment value to build the required counter mechanism. This mechanism allows you to select which statistics are required in the system without having the cost overhead of a full set of counters. Additionally, and more importantly, you can implement any counter and statistics gathering mechanism required by the system. For example, you can build 32-bit or 64-bit counters as needed, or implement clear-on-read or saturated counters, as required.

For the purposes of TX statistics, good packets are defined as packets without FCS or other errors; bad packets are defined as packets with FCS or any other error.

For the purposes of RX statistics, good packets are defined as packets without FCS or other errors including length error. Bad packets are defined as packets with FCS or any other error. The length field error includes length field error, oversize and undersize packets.

Testability Functions

The 100G Ethernet example design implements the test pattern generation and checking as defined in Clause 82.2.10 (Test-pattern generators) and Clause 82.2.17 (Test-pattern checker). See the IEEE 802.3 documents for details.

Pause Operation

The 100G Ethernet subsystem is capable of handling 802.3x and priority-based pause operation. The RX path parses pause packets and presents the extracted quanta on the status interface; the TX path can accept pause packet requests from the control interface and will inject the requested packets into the data stream. Both global pause packets and priority-based pause packets are handled. Details are described in [Pause Processing Interface in Chapter 3](#).

Note: “802.3x” and “global pause” are used interchangeably throughout the document.

Standards

The 100G Ethernet subsystem is designed to be compliant with the *IEEE std 802.3-2012* [Ref 2] specification. The timestamping feature is designed to be compliant with *IEEE 1588-2008* [Ref 1].

Performance

The 100G Ethernet subsystem is designed to operate with the performance characteristics of the CMAC primitive it instantiates.

See the *Virtex UltraScale Architecture Data Sheet: DC and AC Switching Characteristics* (DS893) [Ref 3] for the maximum frequencies allowed on the 100G Ethernet subsystem specified by speed grade.



IMPORTANT: A free-running clock input, `init_clk`, is required for the transceiver portion of the 100G Ethernet subsystem. See the *UltraScale FPGAs Transceiver Wizards* (PG182) [Ref 4] for more information on the `gtwiz_reset_clk_freerun_in` input port.

Resource Utilization

For full details about performance and resource utilization, visit [Performance and Resource Utilization](#).

Port Descriptions

Table 2-2 provides a detailed description of the Integrated 100G Ethernet ports. See Table 5-2 for ports at the XCI level of the core.



IMPORTANT: CAUI-4 and switchable CAUI-10/CAUI-4 require GTY transceivers that are available only in Virtex UltraScale devices.

Table 2-2: Transceiver I/O

Name	I/O	Domain	Description
RX_SERDES_ALT_DATA0[15:0]	I	RX_SERDES_CLK[0]	16-bit group of the Receive data bus from SerDes0. There are 10 RX_SERDES_DATA buses; one bus for each SerDes lane, and each bus has either 80 or 32 bits depending on whether operation is in CAUI-4 or CAUI-10 mode respectively. The first four SerDes lanes can operate at 80 bits or 32 bits, and the remaining six lanes operate at 32 bits. The 32 LSBs of the first four lanes are used in CAUI-10 mode. The mapping of the 80 bits, comprised of a 16-bit group and a 64-bit group, is not obvious. See PCS Lane Multiplexing in Chapter 3 for details.
RX_SERDES_ALT_DATA1[15:0]	I	RX_SERDES_CLK[1]	16-bit group of the Receive data bus from SerDes1.
RX_SERDES_ALT_DATA2[15:0]	I	RX_SERDES_CLK[2]	16-bit group of the Receive data bus from SerDes2.
RX_SERDES_ALT_DATA3[15:0]	I	RX_SERDES_CLK[3]	16-bit group of the Receive data bus from SerDes3.
RX_SERDES_DATA0[63:0]	I	RX_SERDES_CLK[0]	64-bit group of the Receive data bus from SerDes0
RX_SERDES_DATA1[63:0]	I	RX_SERDES_CLK[1]	64-bit group of the Receive data bus from SerDes1.
RX_SERDES_DATA2[63:0]	I	RX_SERDES_CLK[2]	64-bit group of the Receive data bus from SerDes2
RX_SERDES_DATA3[63:0]	I	RX_SERDES_CLK[3]	64-bit group of the Receive data bus from SerDes3

Table 2-2: Transceiver I/O (Cont'd)

Name	I/O	Domain	Description
RX_SERDES_DATA4[31:0]	I	RX_SERDES_CLK[4]	Data bus from SerDes4.
RX_SERDES_DATA5[31:0]	I	RX_SERDES_CLK[5]	Data bus from SerDes5.
RX_SERDES_DATA6[31:0]	I	RX_SERDES_CLK[6]	Data bus from SerDes6.
RX_SERDES_DATA7[31:0]	I	RX_SERDES_CLK[7]	Data bus from SerDes7.
RX_SERDES_DATA8[31:0]	I	RX_SERDES_CLK[8]	Data bus from SerDes8.
RX_SERDES_DATA9[31:0]	I	RX_SERDES_CLK[9]	Data bus from SerDes9.
TX_SERDES_ALT_DATA0[15:0]	O	TX_SERDES_CLK[0]	16-bit group of the Transmit data bus to SerDes0. There are 10 TX_SERDES_DATA buses; one bus for each SerDes lane, and each bus has either 80 or 32 bits depending on whether the operation is in CAUI-4 or CAUI-10 mode respectively. The first four SerDes lanes can operate at 80 bits or 32 bits, and the remaining six lanes operate at 32 bits. The 32 LSBs of the first four lanes are used in CAUI-10 mode. The mapping of the 80 bits, comprised of a 16-bit group and a 64-bit group, is not obvious. See PCS Lane Multiplexing in Chapter 3 for details.
TX_SERDES_ALT_DATA1[15:0]	O	TX_SERDES_CLK[1]	16-bit group of the Transmit data bus to SerDes1.
TX_SERDES_ALT_DATA2[15:0]	O	TX_SERDES_CLK[2]	16-bit group of the Transmit data bus to SerDes2.
TX_SERDES_ALT_DATA3[15:0]	O	TX_SERDES_CLK[3]	16-bit group of the Transmit data bus to SerDes3.
TX_SERDES_DATA0[63:0]	O	TX_SERDES_CLK[0]	64-bit group of the Transmit data bus to SerDes0
TX_SERDES_DATA1[63:0]	O	TX_SERDES_CLK[1]	64-bit group of the Transmit data bus to SerDes1
TX_SERDES_DATA2[63:0]	O	TX_SERDES_CLK[2]	64-bit group of the Transmit data bus to SerDes2
TX_SERDES_DATA3[63:0]	O	TX_SERDES_CLK[3]	64-bit group of the Transmit data bus to SerDes3
TX_SERDES_DATA4[31:0]	O	TX_SERDES_CLK[4]	Data bus to SerDes4.
TX_SERDES_DATA5[31:0]	O	TX_SERDES_CLK[5]	Data bus to SerDes5.
TX_SERDES_DATA6[31:0]	O	TX_SERDES_CLK[6]	Data bus to SerDes6.
TX_SERDES_DATA7[31:0]	O	TX_SERDES_CLK[7]	Data bus to SerDes7.
TX_SERDES_DATA8[31:0]	O	TX_SERDES_CLK[8]	Data bus to SerDes8.
TX_SERDES_DATA9[31:0]	O	TX_SERDES_CLK[9]	Data bus to SerDes9.

Table 2-2: Transceiver I/O (Cont'd)

Name	I/O	Domain	Description
RX_SERDES_CLK[9:0]	I		Recovered clock of each SerDes lane. The RX_SERDES_DATA bus for each lane is synchronized to the positive edge of the corresponding bit of this bus.
RX_SERDES_RESET[9:0]	I	RX_SERDES_CLK[9:0]	Reset for each RX SerDes lane. The recovered clock for each SerDes lane has associated with it an active-High reset. This signal should be 1 whenever the associated recovered clock is not operating at the correct frequency. Generally this signal is derived from a PLL lock signal. This reset signal should be held in reset until the serial transceiver (GT) is finished its initialization and the RX_SERDES_CLK is stable.

Table 2-3: LBUS Interface – Clock/Reset Signals

Name	I/O	Domain	Description
TX_CLK	I		TX clock. All TX signals between the 100G Ethernet subsystem and the user-side logic are synchronized to the positive edge of this signal. The clock frequency is equal to the line rate divided by the SerDes width. This frequency is nominally 322.265625 MHz.
RX_CLK	I		RX clock. All RX signals between the 100G Ethernet subsystem and the user-side logic are synchronized to the positive edge of this signal. The frequency of this clock should be the same as the TX clock.
RX_RESET	I	async (5 ns min)	Reset for the RX circuits. This signal is active-High (1 = reset) and must be held High until RX_CLK is stable. The 100G Ethernet subsystem handles synchronizing the RX_RESET input to the appropriate clock domains within the 100G Ethernet subsystem.
TX_RESET	I	async (5 ns min)	Reset for the TX circuits. This signal is active-High (1 = reset) and must be held High until TX_CLK is stable. The 100G Ethernet subsystem handles synchronizing the TX_RESET input to the appropriate clock domains within the 100G Ethernet subsystem.

Table 2-4: LBUS Interface – RX Path Signals

Name	I/O	Domain	Description
RX_DATAOUT0[127:0]	O	RX_CLK	Receive segmented LBUS Data for segment 0. The value of this bus is only valid in cycles that RX_ENAOUT0 is sampled as 1.
RX_DATAOUT1[127:0]	O	RX_CLK	Receive segmented LBUS Data for segment1.
RX_DATAOUT2[127:0]	O	RX_CLK	Receive segmented LBUS Data for segment2.
RX_DATAOUT3[127:0]	O	RX_CLK	Receive segmented LBUS Data for segment3.
RX_ENAOUT0	O	RX_CLK	Receive LBUS Enable for segment0. This signal qualifies the other signals of the RX segmented LBUS Interface. Signals of the RX LBUS Interface are only valid in cycles in which RX_ENAOUT is sampled as a 1.
RX_ENAOUT1	O	RX_CLK	Receive LBUS Enable for segment1.
RX_ENAOUT2	O	RX_CLK	Receive LBUS Enable for segment2.
RX_ENAOUT3	O	RX_CLK	Receive LBUS Enable for segment3.
RX_SOPOUT0	O	RX_CLK	Receive LBUS start of packet (SOP) for segment0. This signal indicates the SOP when it is sampled as a 1 and is only valid in cycles in which RX_ENAOUT is sampled as a 1.
RX_SOPOUT1	O	RX_CLK	Receive LBUS SOP for segment1.
RX_SOPOUT2	O	RX_CLK	Receive LBUS SOP for segment2.
RX_SOPOUT3	O	RX_CLK	Receive LBUS SOP for segment3.
RX_EOPOUT0	O	RX_CLK	Receive LBUS end of packet (EOP) for segment0. This signal indicates the EOP when it is sampled as a 1 and is only valid in cycles in which RX_ENAOUT is sampled as a 1.
RX_EOPOUT1	O	RX_CLK	Receive LBUS EOP for segment1.
RX_EOPOUT2	O	RX_CLK	Receive LBUS EOP for segment2.
RX_EOPOUT3	O	RX_CLK	Receive LBUS EOP for segment3.
RX_ERROUT0	O	RX_CLK	Receive LBUS Error for segment0. This signal indicates that the current packet being received has an error when it is sampled as a 1. This signal is only valid in cycles when both RX_ENAOUT and RX_EOPOUT are sampled as a 1. When this signal is a value of 0, it indicates that there is no error in the packet being received.
RX_ERROUT1	O	RX_CLK	Receive LBUS Error for segment1.
RX_ERROUT2	O	RX_CLK	Receive LBUS Error for segment2.
RX_ERROUT3	O	RX_CLK	Receive LBUS Error for segment3.

Table 2-4: LBUS Interface – RX Path Signals (Cont'd)

Name	I/O	Domain	Description
RX_MTYOUT0[3:0]	O	RX_CLK	Receive LBUS Empty for segment0. This bus indicates how many bytes of the RX_DATAOUT bus are empty or invalid for the last transfer of the current packet. This bus is only valid in cycles when both RX_ENAOUT and RX_EOPOUT are sampled as 1. When RX_ERROUT and RX_ENAOUT are sampled as 1, the value of RX_MTYOUT[2:0] is always 000. Other bits of RX_MTYOUT are as usual.
RX_MTYOUT1[3:0]	O	RX_CLK	Receive LBUS Empty for segment1.
RX_MTYOUT2[3:0]	O	RX_CLK	Receive LBUS Empty for segment2.
RX_MTYOUT3[3:0]	O	RX_CLK	Receive LBUS Empty for segment3.

Table 2-5: LBUS Interface – TX Path Signals

Name	I/O	Domain	Description
TX_RDYOUT	O	TX_CLK	Transmit LBUS Ready. This signal indicates whether the dedicated 100G Ethernet subsystem TX path is ready to accept data and provides back-pressure to the user logic. A value of 1 means the user logic can pass data to the 100G Ethernet subsystem. A value of 0 means the user logic must stop transferring data to the 100G Ethernet subsystem within four cycles or there will be an overflow. If TX_RDYOUT goes to 0, it causes user logic to stop transferring data in the middle of a packet, and user logic must resume transferring data within 4 cycle of TX_RDYOUT returning to a value of 1.
TX_OVFOUT	O	TX_CLK	Transmit LBUS Overflow. This signal indicates whether you have violated the back-pressure mechanism provided by the TX_RDYOUT signal. If TX_OVFOUT is sampled as a 1, a violation has occurred. It is up to you to design the rest of the user logic to not overflow the TX interface. In the event of an overflow condition, the TX path must be reset.
TX_UNFOUT	O	TX_CLK	Transmit LBUS Underflow. This signal indicates whether you have under-run the LBUS interface. If TX_UNFOUT is sampled as 1, a violation has occurred meaning the current packet is corrupted. Error control blocks are transmitted as long as the underflow condition persists. It is up to the user logic to ensure a complete packet is input to the core without under-running the LBUS interface.
TX_DATAIN0[127:0]	I	TX_CLK	Transmit segmented LBUS Data for segment0. This bus receives input data from the user logic. The value of the bus is captured in every cycle that TX_ENAIN is sampled as 1.
TX_DATAIN1[127:0]	I	TX_CLK	Transmit segmented LBUS Data for segment1.
TX_DATAIN2[127:0]	I	TX_CLK	Transmit segmented LBUS Data for segment2.
TX_DATAIN3[127:0]	I	TX_CLK	Transmit segmented LBUS Data for segment3.

Table 2-5: LBUS Interface – TX Path Signals (Cont'd)

Name	I/O	Domain	Description
TX_ENAIN0	I	TX_CLK	Transmit LBUS Enable for segment0. This signal is used to enable the TX LBUS Interface. All signals on this interface are sampled only in cycles in which TX_ENAIN is sampled as a 1.
TX_ENAIN1	I	TX_CLK	Transmit LBUS Enable for segment1.
TX_ENAIN2	I	TX_CLK	Transmit LBUS Enable for segment2.
TX_ENAIN3	I	TX_CLK	Transmit LBUS Enable for segment3.
TX_SOPIN0	I	TX_CLK	Transmit LBUS SOP for segment0. This signal is used to indicate the SOP when it is sampled as a 1 and is 0 for all other transfers of the packet. This signal is sampled only in cycles in which TX_ENAIN is sampled as a 1.
TX_SOPIN1	I	TX_CLK	Transmit LBUS SOP for segment1.
TX_SOPIN2	I	TX_CLK	Transmit LBUS SOP for segment2.
TX_SOPIN3	I	TX_CLK	Transmit LBUS SOP for segment3.
TX_EOPIN0	I	TX_CLK	Transmit LBUS EOP for segment0. This signal is used to indicate the EOP when it is sampled as a 1 and is 0 for all other transfers of the packet. This signal is sampled only in cycles in which TX_ENAIN is sampled as a 1.
TX_EOPIN1	I	TX_CLK	Transmit LBUS EOP for segment1.
TX_EOPIN2	I	TX_CLK	Transmit LBUS EOP for segment2.
TX_EOPIN3	I	TX_CLK	Transmit LBUS EOP for segment3.
TX_ERRIN0	I	TX_CLK	Transmit LBUS Error for segment0. This signal is used to indicate a packet contains an error when it is sampled as a 1 and is 0 for all other transfers of the packet. This signal is sampled only in cycles in which TX_ENAIN and TX_EOPIN are sampled as 1. When this signal is sampled as a 1, the last data word is replaced with the IEEE standard 802.3-2012 Error Code control word that guarantees the partner device receives the packet in error. If a packet is input with this signal set to a 1, the FCS checking and reporting is disabled (only for that packet).
TX_ERRIN1	I	TX_CLK	Transmit LBUS Error for segment1.
TX_ERRIN2	I	TX_CLK	Transmit LBUS Error for segment2.
TX_ERRIN3	I	TX_CLK	Transmit LBUS Error for segment3.
TX_MTYIN0[3:0]	I	TX_CLK	Transmit LBUS Empty for segment0. This bus is used to indicate how many bytes of the TX_DATAIN bus are empty or invalid for the last transfer of the current packet. This bus is sampled only in cycles that TX_ENAIN and TX_EOPIN are sampled as 1. When TX_EOPIN and TX_ERRIN are sampled as 1, the value of TX_MTYIN[2:0] is ignored as treated as if it was 000. The other bits of TX_MTYIN are used as usual.
TX_MTYIN1[3:0]	I	TX_CLK	Transmit LBUS Empty for segment1.
TX_MTYIN2[3:0]	I	TX_CLK	Transmit LBUS Empty for segment2.
TX_MTYIN3[3:0]	I	TX_CLK	Transmit LBUS Empty for segment3.

Table 2-6: LBUS Interface – TX Path Control/Status Signals

Name	I/O	Domain	Description
CTL_TX_ENABLE	I	TX_CLK	TX Enable. This signal is used to enable the transmission of data when it is sampled as a 1. When sampled as a 0, only idles are transmitted by the 100G Ethernet subsystem. This input should not be set to 1 until the receiver it is sending data to (that is, the receiver in the other device) is fully aligned and ready to receive data (that is, the other device is not sending a remote fault condition). Otherwise, loss of data can occur. If this signal is set to 0 while a packet is being transmitted, the current packet transmission is completed and then the 100G Ethernet subsystem stops transmitting anymore packets.
CTL_TX_SEND_RFI	I	TX_CLK	Transmit Remote Fault Indication (RFI) code word. If this input is sampled as a 1, the TX path only transmits Remote Fault code words. This input should be set to 1 until the RX path is fully aligned and is ready to accept data from the link partner.
CTL_TX_SEND_IDLE	I	TX_CLK	Transmit Idle code words. If this input is sampled as a 1, the TX path only transmits Idle code words. This input should be set to 1 when the partner device is sending Remote Fault Indication (RFI) code words.
STAT_TX_LOCAL_FAULT	O	TX_CLK	A value of 1 indicates the receive decoder state machine is in the TX_INIT state. This output is level sensitive.

Table 2-7: LBUS Interface – RX Path Control/Status Signals

Name	I/O	Domain	Description
CTL_RX_ENABLE	I	RX_CLK	RX Enable. For normal operation, this input must be set to 1. When this input is set to 0, after the RX completes the reception of the current packet (if any), it stops receiving packets by keeping the PCS from decoding incoming data. In this mode, there are no statistics reported and the LBUS interface is idle.
CTL_RX_FORCE_RESYNC	I	async (5 ns min)	RX force resynchronization input. This signal is used to force the RX path to reset, re-synchronize, and realign. A value of 1 forces the reset operation. A value of 0 allows normal operation. Note: This input should normally be Low and should only be pulsed (one cycle minimum pulse) to force realignment.

Table 2-7: LBUS Interface – RX Path Control/Status Signals (Cont'd)

Name	I/O	Domain	Description
STAT_RX_FRAMING_ERR_0[3:0]	O	RX_CLK	RX sync header bits framing error for lane 0. Each PCS Lane has a four-bit bus that indicates how many sync header errors were received for that PCS Lane. The value of the bus is only valid when the corresponding STAT_RX_FRAMING_ERR_VALID_[19:0] is a 1. The values on these buses can be updated at any time and are intended to be used as increment values for sync header error counters.
STAT_RX_FRAMING_ERR_1[3:0]	O	RX_CLK	RX sync header bits framing error for lane 1.
STAT_RX_FRAMING_ERR_2[3:0]	O	RX_CLK	RX sync header bits framing error for lane 2.
STAT_RX_FRAMING_ERR_3[3:0]	O	RX_CLK	RX sync header bits framing error for lane 3.
STAT_RX_FRAMING_ERR_4[3:0]	O	RX_CLK	RX sync header bits framing error for lane 4.
STAT_RX_FRAMING_ERR_5[3:0]	O	RX_CLK	RX sync header bits framing error for lane 5.
STAT_RX_FRAMING_ERR_6[3:0]	O	RX_CLK	RX sync header bits framing error for lane 6.
STAT_RX_FRAMING_ERR_7[3:0]	O	RX_CLK	RX sync header bits framing error for lane 7.
STAT_RX_FRAMING_ERR_8[3:0]	O	RX_CLK	RX sync header bits framing error for lane 8.
STAT_RX_FRAMING_ERR_9[3:0]	O	RX_CLK	RX sync header bits framing error for lane 9.
STAT_RX_FRAMING_ERR_10[3:0]	O	RX_CLK	RX sync header bits framing error for lane 10.
STAT_RX_FRAMING_ERR_11[3:0]	O	RX_CLK	RX sync header bits framing error for lane 11.
STAT_RX_FRAMING_ERR_12[3:0]	O	RX_CLK	RX sync header bits framing error for lane 12.
STAT_RX_FRAMING_ERR_13[3:0]	O	RX_CLK	RX sync header bits framing error for lane 13.
STAT_RX_FRAMING_ERR_14[3:0]	O	RX_CLK	RX sync header bits framing error for lane 14.
STAT_RX_FRAMING_ERR_15[3:0]	O	RX_CLK	RX sync header bits framing error for lane 15.
STAT_RX_FRAMING_ERR_16[3:0]	O	RX_CLK	RX sync header bits framing error for lane 16.
STAT_RX_FRAMING_ERR_17[3:0]	O	RX_CLK	RX sync header bits framing error for lane 17.
STAT_RX_FRAMING_ERR_18[3:0]	O	RX_CLK	RX sync header bits framing error for lane 18.
STAT_RX_FRAMING_ERR_19[3:0]	O	RX_CLK	RX sync header bits framing error for lane 19.
STAT_RX_FRAMING_ERR_VALID_0	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_0[3:0]. When this output is sampled as a 1, the value on the corresponding STAT_RX_FRAMING_ERR_0[3:0] is valid.
STAT_RX_FRAMING_ERR_VALID_1	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_1[3:0].
STAT_RX_FRAMING_ERR_VALID_2	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_2[3:0].
STAT_RX_FRAMING_ERR_VALID_3	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_3[3:0].

Table 2-7: LBUS Interface – RX Path Control/Status Signals (Cont'd)

Name	I/O	Domain	Description
STAT_RX_FRAMING_ERR_VALID_4	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_4[3:0].
STAT_RX_FRAMING_ERR_VALID_5	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_5[3:0].
STAT_RX_FRAMING_ERR_VALID_6	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_6[3:0].
STAT_RX_FRAMING_ERR_VALID_7	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_7[3:0].
STAT_RX_FRAMING_ERR_VALID_8	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_8[3:0].
STAT_RX_FRAMING_ERR_VALID_9	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_9[3:0].
STAT_RX_FRAMING_ERR_VALID_10	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_10[3:0].
STAT_RX_FRAMING_ERR_VALID_11	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_11[3:0].
STAT_RX_FRAMING_ERR_VALID_12	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_12[3:0].
STAT_RX_FRAMING_ERR_VALID_13	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_13[3:0].
STAT_RX_FRAMING_ERR_VALID_14	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_14[3:0].
STAT_RX_FRAMING_ERR_VALID_15	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_15[3:0].
STAT_RX_FRAMING_ERR_VALID_16	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_16[3:0].
STAT_RX_FRAMING_ERR_VALID_17	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_17[3:0].
STAT_RX_FRAMING_ERR_VALID_18	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_18[3:0].
STAT_RX_FRAMING_ERR_VALID_19	O	RX_CLK	Valid indicator for STAT_RX_FRAMING_ERR_19[3:0].
STAT_RX_LOCAL_FAULT	O	RX_CLK	This output is High when STAT_RX_INTERNAL_LOCAL_FAULT or STAT_RX_RECEIVED_LOCAL_FAULT is asserted. This output is level sensitive.

Table 2-7: LBUS Interface – RX Path Control/Status Signals (Cont'd)

Name	I/O	Domain	Description
STAT_RX_SYNCED[19:0]	O	RX_CLK	Word Boundary Synchronized. These signals indicate whether a PCS lane is word boundary synchronized. A value of 1 indicates the corresponding PCS lane has achieved word boundary synchronization and it has received a PCS lane marker. Corresponds to management data input/output (MDIO) register bit 3.52.7:0 and 3.53.11:0 as defined in Clause 82.3. This output is level sensitive.
STAT_RX_SYNCED_ERR[19:0]	O	RX_CLK	Word Boundary Synchronization Error. These signals indicate whether an error occurred during word boundary synchronization in the respective PCS lane. A value of 1 indicates that the corresponding PCS lane lost word boundary synchronization due to sync header framing bits errors or that a PCS lane marker was never received. This output is level sensitive.
STAT_RX_MF_LEN_ERR[19:0]	O	RX_CLK	PCS Lane Marker Length Error. These signals indicate whether a PCS Lane Marker length mismatch occurred in the respective lane (that is, PCS Lane Markers were received not every CTL_RX_VL_LENGTH_MINUS1 words apart). A value of 1 indicates that the corresponding lane is receiving PCS Lane Markers at wrong intervals. This output remains High until the error condition is removed.
STAT_RX_MF_REPEAT_ERR[19:0]	O	RX_CLK	PCS Lane Marker Consecutive Error. These signals indicate whether four consecutive PCS Lane Marker errors occurred in the respective lane. A value of 1 indicates an error in the corresponding lane. This output remains High until the error condition is removed.
STAT_RX_MF_ERR[19:0]	O	RX_CLK	PCS Lane Marker Word Error. These signals indicate that an incorrectly formed PCS Lane Marker Word was detected in the respective lane. A value of 1 indicates an error occurred. This output is pulsed for one clock cycle to indicate the error condition. Pulses can occur in back-to-back cycles.

Table 2-7: LBUS Interface – RX Path Control/Status Signals (Cont'd)

Name	I/O	Domain	Description
STAT_RX_ALIGNED	O	RX_CLK	All PCS Lanes Aligned/De-Skewed. This signal indicates whether or not all PCS lanes are aligned and de-skewed. A value of 1 indicates all PCS lanes are aligned and de-skewed. When this signal is a 1, the RX path is aligned and can receive packet data. When this signal is 0, a local fault condition exists. Also corresponds to MDIO register bit 3.50.12 as defined in Clause 82.3. This output is level sensitive.
STAT_RX_STATUS	O	RX_CLK	PCS status. A value of 1 indicates that the PCS is aligned and not in HI_BER state. Corresponds to Management Data Input/Output (MDIO) register bit 3.32.12 as defined in Clause 82.3. This output is level sensitive.
STAT_RX_BLOCK_LOCK[19:0]	O	RX_CLK	Block lock status for each PCS lane. A value of 1 indicates that the corresponding lane has achieved block lock as defined in Clause 82. Corresponds to MDIO register bit 3.50.7:0 and 3.51.11:0 as defined in Clause 82.3. This output is level sensitive.
STAT_RX_ALIGNED_ERR	O	RX_CLK	Loss of Lane Alignment/De-Skew. This signal indicates that an error occurred during PCS lane alignment or PCS lane alignment was lost. A value of 1 indicates an error occurred. This output is level sensitive.
STAT_RX_MISALIGNED	O	RX_CLK	Alignment Error. This signal indicates that the lane aligner did not receive the expected PCS lane marker across all lanes. This signal is not asserted until the PCS lane marker has been received at least once across all lanes and at least one incorrect lane marker has been received. This occurs one metaframe after the error. This signal is not asserted if the lane markers have never been received correctly. Lane marker errors are indicated by the corresponding STAT_RX_MF_ERR signal. This output is pulsed for one clock cycle to indicate an error condition. Pulses can occur in back-to-back cycles.
STAT_RX_REMOTE_FAULT	O	RX_CLK	Remote fault indication status. If this bit is sampled as a 1, it indicates a remote fault condition was detected. If this bit is sampled as a 0, a remote fault condition does not exist. This output is level sensitive.

Table 2-7: LBUS Interface – RX Path Control/Status Signals (Cont'd)

Name	I/O	Domain	Description
STAT_RX_PCSL_NUMBER_0[4:0]	O	RX_CLK	The signal STAT_RX_PCSL_NUMBER_0[4:0] indicates which PCS lane is received on physical lane 0. There are a total of 20 separate STAT_RX_PCSL_NUMBER[4:0] buses. This bus is only valid when the corresponding bit of be STAT_RX_SYNCED[19:0] is a 1. These outputs are level sensitive.
STAT_RX_PCSL_NUMBER_1[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 1.
STAT_RX_PCSL_NUMBER_2[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 2.
STAT_RX_PCSL_NUMBER_3[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 3.
STAT_RX_PCSL_NUMBER_4[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 4.
STAT_RX_PCSL_NUMBER_5[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 5.
STAT_RX_PCSL_NUMBER_6[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 6.
STAT_RX_PCSL_NUMBER_7[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 7.
STAT_RX_PCSL_NUMBER_8[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 8.
STAT_RX_PCSL_NUMBER_9[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 9.
STAT_RX_PCSL_NUMBER_10[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 10.
STAT_RX_PCSL_NUMBER_11[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 11.
STAT_RX_PCSL_NUMBER_12[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 12.
STAT_RX_PCSL_NUMBER_13[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 13.
STAT_RX_PCSL_NUMBER_14[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 14.
STAT_RX_PCSL_NUMBER_15[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 15.
STAT_RX_PCSL_NUMBER_16[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 16.
STAT_RX_PCSL_NUMBER_17[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 17.

Table 2-7: LBUS Interface – RX Path Control/Status Signals (Cont'd)

Name	I/O	Domain	Description
STAT_RX_PCSL_NUMBER_18[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 18.
STAT_RX_PCSL_NUMBER_19[4:0]	O	RX_CLK	This signal indicates which PCS lane is received on physical lane 19.
STAT_RX_PCSL_DEMUXED[19:0]	O	RX_CLK	PCS Lane Marker found. If a signal of this bus is sampled as 1, it indicates that the receiver has properly de-multiplexed that PCS lane. These outputs are level sensitive.
STAT_RX_BAD_FCS[3:0]	O	RX_CLK	Bad FCS indicator. A value of 1 indicates a packet was received with a bad FCS, but not a stomped FCS. A stomped FCS is defined as the bitwise inverse of the expected good FCS. This output is pulsed for one clock cycle to indicate an error condition. Pulses can occur in back-to-back cycles.
STAT_RX_STOMPED_FCS[3:0]	O	RX_CLK	Stomped FCS indicator. A value of 1 or greater indicates that one or more packets were received with a stomped FCS. A stomped FCS is defined as the bitwise inverse of the expected good FCS. This output is pulsed for one clock cycle to indicate the stomped condition. Pulses can occur in back-to-back cycles.
STAT_RX_TRUNCATED	O	RX_CLK	Packet truncation indicator. A value of 1 indicates that the current packet in flight is truncated due to its length exceeding CTL_RX_MAX_PACKET_LEN[14:0]. This output is pulsed for one clock cycle to indicate the truncated condition. Pulses can occur in back-to-back cycles.
STAT_RX_INTERNAL_LOCAL_FAULT	O	RX_CLK	This signal goes High when an internal local fault is generated due to any one of the following: test pattern generation, bad lane alignment, or high bit error rate. This signal remains High as long as the fault condition persists.
STAT_RX_RECEIVED_LOCAL_FAULT	O	RX_CLK	This signal goes High when enough local fault words are received from the link partner to trigger a fault condition as specified by the IEEE fault state machine. This signal remains High as long as the fault condition persists.

Table 2-7: LBUS Interface – RX Path Control/Status Signals (Cont'd)

Name	I/O	Domain	Description
STAT_RX_BIP_ERR_0	O	RX_CLK	BIP8 error indicator for PCS lane 0. A non-zero value indicates the BIP8 signature byte was in error for the corresponding PCS lane. A non-zero value is pulsed for one clock cycle. This output is pulsed for one clock cycle to indicate an error condition. Pulses can occur in back-to-back cycles.
STAT_RX_BIP_ERR_1	O	RX_CLK	BIP8 error indicator for PCS lane 1.
STAT_RX_BIP_ERR_2	O	RX_CLK	BIP8 error indicator for PCS lane 2.
STAT_RX_BIP_ERR_3	O	RX_CLK	BIP8 error indicator for PCS lane 3.
STAT_RX_BIP_ERR_4	O	RX_CLK	BIP8 error indicator for PCS lane 4.
STAT_RX_BIP_ERR_5	O	RX_CLK	BIP8 error indicator for PCS lane 5.
STAT_RX_BIP_ERR_6	O	RX_CLK	BIP8 error indicator for PCS lane 6.
STAT_RX_BIP_ERR_7	O	RX_CLK	BIP8 error indicator for PCS lane 7.
STAT_RX_BIP_ERR_8	O	RX_CLK	BIP8 error indicator for PCS lane 8.
STAT_RX_BIP_ERR_9	O	RX_CLK	BIP8 error indicator for PCS lane 9.
STAT_RX_BIP_ERR_10	O	RX_CLK	BIP8 error indicator for PCS lane 10.
STAT_RX_BIP_ERR_11	O	RX_CLK	BIP8 error indicator for PCS lane 11.
STAT_RX_BIP_ERR_12	O	RX_CLK	BIP8 error indicator for PCS lane 12.
STAT_RX_BIP_ERR_13	O	RX_CLK	BIP8 error indicator for PCS lane 13.
STAT_RX_BIP_ERR_14	O	RX_CLK	BIP8 error indicator for PCS lane 14.
STAT_RX_BIP_ERR_15	O	RX_CLK	BIP8 error indicator for PCS lane 15.
STAT_RX_BIP_ERR_16	O	RX_CLK	BIP8 error indicator for PCS lane 16.
STAT_RX_BIP_ERR_17	O	RX_CLK	BIP8 error indicator for PCS lane 17.
STAT_RX_BIP_ERR_18	O	RX_CLK	BIP8 error indicator for PCS lane 18.
STAT_RX_BIP_ERR_19	O	RX_CLK	BIP8 error indicator for PCS lane 19.
STAT_RX_HI_BER	O	RX_CLK	High Bit Error Rate (BER) indicator. When set to 1, the BER is too high as defined by the 802.3. Corresponds to MDIO register bit 3.32.1 as defined in Clause 82.3. This output is level sensitive.

Table 2-8: Miscellaneous Status/Control Signals

Name	I/O	Domain	Description
STAT_RX_GOT_SIGNAL_OS	O	RX_CLK	Signal Ordered Sets (OS) indication. If this bit is sampled as a 1, it indicates that a Signal OS word was received. Signal OS should not be received in an Ethernet network.
CTL_RX_TEST_PATTERN	I	RX_CLK	Test pattern checking enable for the RX core. A value of 1 enables test mode as defined in Clause 82.2.18. Corresponds to MDIO register bit 3.42.2 as defined in Clause 82.3. Checks for scrambled idle pattern.
CTL_TX_TEST_PATTERN	I	TX_CLK	Test pattern generation enable for the TX core. A value of 1 enables test mode as defined in Clause 82.2.18. Corresponds to MDIO register bit 3.42.3 as defined in Clause 82.3. Generates a scrambled idle pattern.
STAT_RX_TEST_PATTERN_MISMATCH[2:0]	O	RX_CLK	Test pattern mismatch increment. A non-zero value in any cycle indicates how many mismatches occurred for the test pattern in the RX core. This output is only active when CTL_RX_TEST_PATTERN is set to a 1. This output can be used to generate MDIO register 3.43.15:0 as defined in Clause 82.3. This output is pulsed for one clock cycle.
CTL_CAUI4_MODE	I	async state	When this input is High, the dedicated 100G Ethernet subsystem operates in CAUI-4 mode and when Low in CAUI-10 mode.
CTL_TX_LANE0_VLM_BIP7_OVERRIDE	I	TX_CLK	When this input is High, the bip7 byte of the PCS lane0 marker is over-ridden by CTL_TX_LANE0_VLM_BIP7_OVERRIDE_VALUE[7:0]
CTL_TX_LANE0_VLM_BIP7_OVERRIDE_VALUE[7:0]	I	TX_CLK	This input is the override value of the bip7 byte of PCS lane0 marker when CTL_TX_LANE0_VLM_BIP7_OVERRIDE is asserted.
STAT_RX_LANE0_VLM_BIP7[7:0]	O	RX_CLK	This output is the received value of the bip7 byte in the PCS lane0 marker.
STAT_RX_LANE0_VLM_BIP7_VALID	O	RX_CLK	This output, when asserted, indicates that the value of STAT_RX_LANE0_VLM_BIP7[7:0] is valid.

Table 2-9: Statistics Interface – RX Path

Name	I/O	Domain	Description
STAT_RX_TOTAL_BYTES[7:0]	O	RX_CLK	Increment for the total number of bytes received.
STAT_RX_TOTAL_PACKETS[3:0]	O	RX_CLK	Increment for the total number of packets received.
STAT_RX_TOTAL_GOOD_BYTES[13:0]	O	RX_CLK	Increment for the total number of good bytes received. This value is only non-zero when a packet is received completely and contains no errors.
STAT_RX_TOTAL_GOOD_PACKETS	O	RX_CLK	Increment for the total number of good packets received. This value is only non-zero when a packet is received completely and contains no errors.
STAT_RX_PACKET_BAD_FCS	O	RX_CLK	Increment for packets between 64 and <code>ctl_rx_max_packet_len</code> bytes that have FCS errors.
STAT_RX_PACKET_64_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 64 bytes.
STAT_RX_PACKET_65_127_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 65 to 127 bytes.
STAT_RX_PACKET_128_255_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 128 to 255 bytes.
STAT_RX_PACKET_256_511_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 256 to 511 bytes.
STAT_RX_PACKET_512_1023_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 512 to 1,023 bytes.
STAT_RX_PACKET_1024_1518_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 1,024 to 1,518 bytes.
STAT_RX_PACKET_1519_1522_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 1,519 to 1,522 bytes.
STAT_RX_PACKET_1523_1548_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 1,523 to 1,548 bytes.
STAT_RX_PACKET_1549_2047_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 1,549 to 2,047 bytes.
STAT_RX_PACKET_2048_4095_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 2,048 to 4,095 bytes.
STAT_RX_PACKET_4096_8191_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 4,096 to 8,191 bytes.

Table 2-9: Statistics Interface – RX Path (Cont'd)

Name	I/O	Domain	Description
STAT_RX_PACKET_8192_9215_BYTES	O	RX_CLK	Increment for good and bad packets received that contain 8,192 to 9,215 bytes.
STAT_RX_PACKET_SMALL[3:0]	O	RX_CLK	Increment for all packets that are less than 64 bytes long.
STAT_RX_PACKET_LARGE	O	RX_CLK	Increment for all packets that are more than 9,215 bytes long.
STAT_RX_UNICAST	O	RX_CLK	Increment for good unicast packets.
STAT_RX_MULTICAST	O	RX_CLK	Increment for good multicast packets.
STAT_RX_BROADCAST	O	RX_CLK	Increment for good broadcast packets.
STAT_RX_OVERSIZE	O	RX_CLK	Increment for packets longer than CTL_RX_MAX_PACKET_LEN with good FCS.
STAT_RX_TOOLONG	O	RX_CLK	Increment for packets longer than CTL_RX_MAX_PACKET_LEN with good and bad FCS.
STAT_RX_UNDERSIZE[3:0]	O	RX_CLK	Increment for packets shorter than STAT_RX_MIN_PACKET_LEN with good FCS.
STAT_RX_FRAGMENT[3:0]	O	RX_CLK	Increment for packets shorter than stat_rx_min_packet_len with bad FCS.
STAT_RX_VLAN	O	RX_CLK	Increment for good 802.1Q tagged VLAN packets.
STAT_RX_INRANGEERR	O	RX_CLK	Increment for packets with Length field error but with good FCS.
STAT_RX_JABBER	O	RX_CLK	Increment for packets longer than CTL_RX_MAX_PACKET_LEN with bad FCS.
STAT_RX_PAUSE	O	RX_CLK	Increment for 802.3x Ethernet MAC Pause packet with good FCS.
STAT_RX_USER_PAUSE	O	RX_CLK	Increment for priority based pause packets with good FCS.
STAT_RX_BAD_CODE[2:0]	O	RX_CLK	Increment for 64B/66B code violations. This signal indicates that the RX PCS receive state machine is in the RX_E state as specified by the 802.3 specifications. This output can be used to generate MDIO register 3.33:7:0 as defined in Clause 82.3.
STAT_RX_BAD_SFD	O	RX_CLK	Increment bad SFD. This signal indicates if the Ethernet packet received was preceded by a valid start of frame delimiter (SFD). A value of 1 indicates that an invalid SFD was received.
STAT_RX_BAD_PREAMBLE	O	RX_CLK	Increment bad preamble. This signal indicates if the Ethernet packet received was preceded by a valid preamble. A value of 1 indicates that an invalid preamble was received.

Table 2-10: Statistics Interface – TX Path

Name	I/O	Domain	Description
STAT_TX_TOTAL_BYTES[6:0]	O	TX_CLK	Increment for the total number of bytes transmitted.
STAT_TX_TOTAL_PACKETS	O	TX_CLK	Increment for the total number of packets transmitted.
STAT_TX_TOTAL_GOOD_BYTES[13:0]	O	TX_CLK	Increment for the total number of good bytes transmitted. This value is only non-zero when a packet is transmitted completely and contains no errors.
STAT_TX_TOTAL_GOOD_PACKETS	O	TX_CLK	Increment for the total number of good packets transmitted.
STAT_TX_BAD_FCS	O	TX_CLK	Increment for packets greater than 64 bytes that have FCS errors.
STAT_TX_PACKET_64_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 64 bytes.
STAT_TX_PACKET_65_127_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 65 to 127 bytes.
STAT_TX_PACKET_128_255_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 128 to 255 bytes.
STAT_TX_PACKET_256_511_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 256 to 511 bytes.
STAT_TX_PACKET_512_1023_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 512 to 1,023 bytes.
STAT_TX_PACKET_1024_1518_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 1,024 to 1,518 bytes.
STAT_TX_PACKET_1519_1522_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 1,519 to 1,522 bytes.
STAT_TX_PACKET_1523_1548_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 1,523 to 1,548 bytes.
STAT_TX_PACKET_1549_2047_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 1,549 to 2,047 bytes.
STAT_TX_PACKET_2048_4095_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 2,048 to 4,095 bytes.
STAT_TX_PACKET_4096_8191_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 4,096 to 8,191 bytes.
STAT_TX_PACKET_8192_9215_BYTES	O	TX_CLK	Increment for good and bad packets transmitted that contain 8,192 to 9,215 bytes.

Table 2-10: Statistics Interface – TX Path (Cont'd)

Name	I/O	Domain	Description
STAT_TX_PACKET_SMALL	O	TX_CLK	Increment for all packets that are less than 64 bytes long. Packet transfers of less than 64 bytes are not permitted.
STAT_TX_PACKET_LARGE	O	TX_CLK	Increment for all packets that are more than 9,215 bytes long.
STAT_TX_UNICAST	O	TX_CLK	Increment for good unicast packets.
STAT_TX_MULTICAST	O	TX_CLK	Increment for good multicast packets.
STAT_TX_BROADCAST	O	TX_CLK	Increment for good broadcast packets.
STAT_TX_VLAN	O	TX_CLK	Increment for good 802.1Q tagged VLAN packets.
STAT_TX_PAUSE	O	TX_CLK	Increment for 802.3x Ethernet MAC Pause packet with good FCS.
STAT_TX_USER_PAUSE	O	TX_CLK	Increment for priority based pause packets with good FCS.
STAT_TX_FRAME_ERROR	O	TX_CLK	Increment for packets with tx_errin set to indicate an EOP abort.

Table 2-11: Pause Interface – Control Signals

Name	I/O	Domain	Description
CTL_RX_PAUSE_ENABLE[8:0]	I	RX_CLK	RX pause enable signal. This input is used to enable the processing of the pause quanta for the corresponding priority. This signal only affects the RX user interface, not the pause processing logic.
CTL_TX_PAUSE_ENABLE[8:0]	I	TX_CLK	TX pause enable signal. This input is used to enable the processing of the pause quanta for the corresponding priority. This signal gates transmission of pause packets.

Table 2-12: Pause Interface – RX Path

Name	I/O	Domain	Description
CTL_RX_ENABLE_GCP	I	RX_CLK	A value of 1 enables global control packet processing.
CTL_RX_CHECK_MCAST_GCP	I	RX_CLK	A value of 1 enables global control multicast destination address processing.
CTL_RX_CHECK_UCAST_GCP	I	RX_CLK	A value of 1 enables global control unicast destination address processing.
CTL_RX_CHECK_SA_GCP	I	RX_CLK	A value of 1 enables global control source address processing.

Table 2-12: Pause Interface – RX Path (Cont'd)

Name	I/O	Domain	Description
CTL_RX_CHECK_ETYPE_GCP	I	RX_CLK	A value of 1 enables global control Ethertype processing.
CTL_RX_CHECK_OPCODE_GCP	I	RX_CLK	A value of 1 enables global control opcode processing.
CTL_RX_ENABLE_PCP	I	RX_CLK	A value of 1 enables priority control packet processing.
CTL_RX_CHECK_MCAST_PCP	I	RX_CLK	A value of 1 enables priority control multicast destination address processing.
CTL_RX_CHECK_UCAST_PCP	I	RX_CLK	A value of 1 enables priority control unicast destination address processing.
CTL_RX_CHECK_SA_PCP	I	RX_CLK	A value of 1 enables priority control source address processing.
CTL_RX_CHECK_ETYPE_PCP	I	RX_CLK	A value of 1 enables priority control Ethertype processing.
CTL_RX_CHECK_OPCODE_PCP	I	RX_CLK	A value of 1 enables priority control opcode processing.
CTL_RX_ENABLE_GPP	I	RX_CLK	A value of 1 enables global pause packet processing.
CTL_RX_CHECK_MCAST_GPP	I	RX_CLK	A value of 1 enables global pause multicast destination address processing.
CTL_RX_CHECK_UCAST_GPP	I	RX_CLK	A value of 1 enables global pause unicast destination address processing.
CTL_RX_CHECK_SA_GPP	I	RX_CLK	A value of 1 enables global pause source address processing.
CTL_RX_CHECK_ETYPE_GPP	I	RX_CLK	A value of 1 enables global pause Ethertype processing.
CTL_RX_CHECK_OPCODE_GPP	I	RX_CLK	A value of 1 enables global pause opcode processing.
CTL_RX_ENABLE_PPP	I	RX_CLK	A value of 1 enables priority pause packet processing.
CTL_RX_CHECK_MCAST_PPP	I	RX_CLK	A value of 1 enables priority pause multicast destination address processing.
CTL_RX_CHECK_UCAST_PPP	I	RX_CLK	A value of 1 enables priority pause unicast destination address processing.
CTL_RX_CHECK_SA_PPP	I	RX_CLK	A value of 1 enables priority pause source address processing.
CTL_RX_CHECK_ETYPE_PPP	I	RX_CLK	A value of 1 enables priority pause Ethertype processing.
CTL_RX_CHECK_OPCODE_PPP	I	RX_CLK	A value of 1 enables priority pause opcode processing.

Table 2-12: Pause Interface – RX Path (Cont'd)

Name	I/O	Domain	Description
CTL_RX_CHECK_ETYPE_GCP	I	RX_CLK	A value of 1 enables global control Ethertype processing.
CTL_RX_CHECK_OPCODE_GCP	I	RX_CLK	A value of 1 enables global control opcode processing.
CTL_RX_ENABLE_PCP	I	RX_CLK	A value of 1 enables priority control packet processing.
CTL_RX_CHECK_MCAST_PCP	I	RX_CLK	A value of 1 enables priority control multicast destination address processing.
CTL_RX_CHECK_UCAST_PCP	I	RX_CLK	A value of 1 enables priority control unicast destination address processing.
CTL_RX_CHECK_SA_PCP	I	RX_CLK	A value of 1 enables priority control source address processing.
CTL_RX_CHECK_ETYPE_PCP	I	RX_CLK	A value of 1 enables priority control Ethertype processing.
CTL_RX_CHECK_OPCODE_PCP	I	RX_CLK	A value of 1 enables priority control opcode processing.
CTL_RX_ENABLE_GPP	I	RX_CLK	A value of 1 enables global pause packet processing.
CTL_RX_CHECK_MCAST_GPP	I	RX_CLK	A value of 1 enables global pause multicast destination address processing.
CTL_RX_CHECK_UCAST_GPP	I	RX_CLK	A value of 1 enables global pause unicast destination address processing.
CTL_RX_CHECK_SA_GPP	I	RX_CLK	A value of 1 enables global pause source address processing.
CTL_RX_CHECK_ETYPE_GPP	I	RX_CLK	A value of 1 enables global pause Ethertype processing.
CTL_RX_CHECK_OPCODE_GPP	I	RX_CLK	A value of 1 enables global pause opcode processing.
CTL_RX_ENABLE_PPP	I	RX_CLK	A value of 1 enables priority pause packet processing.
CTL_RX_CHECK_MCAST_PPP	I	RX_CLK	A value of 1 enables priority pause multicast destination address processing.
CTL_RX_CHECK_UCAST_PPP	I	RX_CLK	A value of 1 enables priority pause unicast destination address processing.
CTL_RX_CHECK_SA_PPP	I	RX_CLK	A value of 1 enables priority pause source address processing.
CTL_RX_CHECK_ETYPE_PPP	I	RX_CLK	A value of 1 enables priority pause Ethertype processing.
CTL_RX_CHECK_OPCODE_PPP	I	RX_CLK	A value of 1 enables priority pause opcode processing.

Table 2-12: Pause Interface – RX Path (Cont'd)

Name	I/O	Domain	Description
STAT_RX_PAUSE_REQ[8:0]	O	RX_CLK	Pause request signal. When the RX receives a valid pause frame, it sets the corresponding bit of this bus to a 1 and holds at 1 until the pause packet has been processed. See Pause Processing Interface in Chapter 3 .
CTL_RX_PAUSE_ACK[8:0]	I	RX_CLK	Pause acknowledge signal. This bus is used to acknowledge the receipt of the pause frame from the user logic. See Pause Processing Interface in Chapter 3 .
STAT_RX_PAUSE_VALID[8:0]	O	RX_CLK	This bus indicates that a pause packet was received and the associated quanta on the STAT_RX_PAUSE_QUANTA[8:0][15:0] bus is valid and must be used for pause processing. If an 802.3x Ethernet MAC Pause packet is received, bit[8] is set to 1.
STAT_RX_PAUSE_QUANTA0[15:0]	O	RX_CLK	This bus indicates the quanta received for priority 0 in priority based pause operation. If an 802.3x Ethernet MAC Pause packet is received, the quanta is placed in STAT_RX_PAUSE_QUANTA8[15:0].
STAT_RX_PAUSE_QUANTA1[15:0]	O	RX_CLK	This bus indicates the quanta received for priority 1 in a priority based pause operation.
STAT_RX_PAUSE_QUANTA2[15:0]	O	RX_CLK	This bus indicates the quanta received for priority 2 in a priority based pause operation.
STAT_RX_PAUSE_QUANTA3[15:0]	O	RX_CLK	This bus indicates the quanta received for priority 3 in a priority based pause operation.
STAT_RX_PAUSE_QUANTA4[15:0]	O	RX_CLK	This bus indicates the quanta received for priority 4 in a priority based pause operation.
STAT_RX_PAUSE_QUANTA5[15:0]	O	RX_CLK	This bus indicates the quanta received for priority 5 in a priority based pause operation.
STAT_RX_PAUSE_QUANTA6[15:0]	O	RX_CLK	This bus indicates the quanta received for priority 6 in a priority based pause operation.
STAT_RX_PAUSE_QUANTA7[15:0]	O	RX_CLK	This bus indicates the quanta received for priority 7 in a priority based pause operation.
STAT_RX_PAUSE_QUANTA8[15:0]	O	RX_CLK	This bus indicates the value of an 802.3x Ethernet MAC Pause packet when received.

Table 2-13: Pause Interface – TX Path

Name	I/O	Domain	Description
CTL_TX_PAUSE_REQ[8:0]	I	TX_CLK	If a bit of this bus is set to 1, the dedicated 100G Ethernet subsystem transmits a pause packet using the associated quanta value on the CTL_TX_PAUSE_QUANTA[8:0][15:0] bus. If bit[8] is set to 1, a global pause packet is transmitted. All other bits cause a priority pause packet to be transmitted. Each bit of this bus must be held at a steady state for a minimum of 16 cycles before the next transition.
CTL_TX_PAUSE_QUANTA0[15:0]	I	TX_CLK	This bus indicates the quanta to be transmitted for priority 0 in a priority based pause operation. If an 802.3x Ethernet MAC Pause packet is to be transmitted, the quanta is placed in CTL_TX_PAUSE_QUANTA8[15:0].
CTL_TX_PAUSE_QUANTA1[15:0]	I	TX_CLK	This bus indicates the quanta to be transmitted for priority 1 in a priority based pause operation.
CTL_TX_PAUSE_QUANTA2[15:0]	I	TX_CLK	This bus indicates the quanta to be transmitted for priority 2 in a priority based pause operation.
CTL_TX_PAUSE_QUANTA3[15:0]	I	TX_CLK	This bus indicates the quanta to be transmitted for priority 3 in a priority based pause operation.
CTL_TX_PAUSE_QUANTA4[15:0]	I	TX_CLK	This bus indicates the quanta to be transmitted for priority 4 in a priority based pause operation.
CTL_TX_PAUSE_QUANTA5[15:0]	I	TX_CLK	This bus indicates the quanta to be transmitted for priority 5 in a priority based pause operation.
CTL_TX_PAUSE_QUANTA6[15:0]	I	TX_CLK	This bus indicates the quanta to be transmitted for priority 6 in a priority based pause operation.
CTL_TX_PAUSE_QUANTA7[15:0]	I	TX_CLK	This bus indicates the quanta to be transmitted for priority 7 in a priority based pause operation.
CTL_TX_PAUSE_QUANTA8[15:0]	I	TX_CLK	This bus indicates the value of an 802.3x MAC Pause packet to be transmitted.
CTL_TX_PAUSE_REFRESH_TIMER0[15:0]	I	TX_CLK	This bus sets the retransmission time of pause packets for priority 0 in a priority based pause operation.
CTL_TX_PAUSE_REFRESH_TIMER1[15:0]	I	TX_CLK	This bus sets the retransmission time of pause packets for priority 1 in a priority based pause operation.

Table 2-13: Pause Interface – TX Path (Cont'd)

Name	I/O	Domain	Description
CTL_TX_PAUSE_REFRESH_TIMER2[15:0]	I	TX_CLK	This bus sets the retransmission time of pause packets for priority 2 in a priority based pause operation.
CTL_TX_PAUSE_REFRESH_TIMER3[15:0]	I	TX_CLK	This bus sets the retransmission time of pause packets for priority 3 in a priority based pause operation.
CTL_TX_PAUSE_REFRESH_TIMER4[15:0]	I	TX_CLK	This bus sets the retransmission time of pause packets for priority 4 in a priority based pause operation.
CTL_TX_PAUSE_REFRESH_TIMER5[15:0]	I	TX_CLK	This bus sets the retransmission time of pause packets for priority 5 in a priority based pause operation.
CTL_TX_PAUSE_REFRESH_TIMER6[15:0]	I	TX_CLK	This bus sets the retransmission time of pause packets for priority 6 in a priority based pause operation.
CTL_TX_PAUSE_REFRESH_TIMER7[15:0]	I	TX_CLK	This bus sets the retransmission time of pause packets for priority 7 in a priority based pause operation.
CTL_TX_PAUSE_REFRESH_TIMER8[15:0]	I	TX_CLK	This bus sets the retransmission time of pause packets for a global pause operation.
CTL_TX_RESEND_PAUSE	I	TX_CLK	Re-transmit pending pause packets. When this input is sampled as 1, all pending pause packets are retransmitted as soon as possible (that is, after the current packet in flight is completed) and the retransmit counters are reset. This input should be pulsed to 1 for one cycle at a time.
STAT_TX_PAUSE_VALID[8:0]	O	TX_CLK	If a bit of this bus is set to 1, the dedicated 100G Ethernet subsystem has transmitted a pause packet. If bit[8] is set to 1, a global pause packet is transmitted. All other bits cause a priority pause packet to be transmitted.

Table 2-14: IEEE 1588 Interface – TX Path

Name	I/O	Domain	Description
CTL_TX_SYSTEMTIMERIN[80-1:0]	I	TX_CLK	<p>System timer input for the TX.</p> <p>In normal clock mode, the time format is according to the IEEE 1588 format, with 48 bits for seconds and 32 bits for nanoseconds.</p> <p>In transparent clock mode, bit 63 is the sign bit, bits 62:16 carry nanoseconds, and bits 15:0 carry fractional nanoseconds. Refer to IEEE 1588v2 for the representational definitions.</p> <p>This input must be in the TX clock domain.</p>
TX_PTP_TSTAMP_VALID_OUT	O	TX_CLK	This bit indicates that a valid timestamp is being presented on the TX.
TX_PTP_PCSLANE_OUT[5-1:0]	O	TX_CLK	This bus identifies which of the 20 PCS lanes that the SOP was detected on for the corresponding timestamp.
TX_PTP_TSTAMP_TAG_OUT[15:0]	O	TX_CLK	Tag output corresponding to TX_PTP_TAG_FIELD_IN[15:0].
TX_PTP_TSTAMP_OUT[79:0]	O	TX_CLK	<p>Time stamp for the transmitted packet SOP corresponding to the time at which it passed the capture plane.</p> <p>The representation of the bits contained in this bus is the same as the timer input.</p>
TX_PTP_1588OP_IN[1:0]	I	TX_CLK	<ul style="list-style-type: none"> 2'b00 – “No operation”: no timestamp will be taken and the frame will not be modified. 2'b01 – “1-step”: a timestamp should be taken and inserted into the frame. 2'b10 – “2-step”: a timestamp should be taken and returned to the client using the additional ports of 2-step operation. The frame itself will not be modified. 2'b11 – Reserved.
TX_PTP_TAG_FIELD_IN[15:0]	I	TX_CLK	<p>The usage of this field is dependent on the 1588 operation</p> <ul style="list-style-type: none"> For “No operation”, this field will be ignored. For “1-step” and “2-step”, this field is a tag field. This tag value will be returned to the client with the timestamp for the current frame using the additional ports of 2-step operation. This tag value can be used by software to ensure that the timestamp can be matched with the precise timing protocol (PTP) frame that it sent for transmission.

Table 2-14: IEEE 1588 Interface – TX Path (Cont'd)

Name	I/O	Domain	Description
TX_PTP_UPD_CHKSUM_IN	I	TX_CLK	The usage of this field is dependent on the 1588 operation <ul style="list-style-type: none"> • For “No operation” or “2-step”, this bit will be ignored. • For “1-step”: <ul style="list-style-type: none"> ◦ 1'b0: The PTP frame does not contain a UDP checksum. ◦ 1'b1: The PTP frame does contain a UDP checksum which the core is required to recalculate.
TX_PTP_CHKSUM_OFFSET_IN[15:0]	I	TX_CLK	The usage of this field is dependent on the “1588 operation” and on the “Update Checksum” bit. <ul style="list-style-type: none"> • For “No operation”, for “2-step” or for “1-step” when “Update Checksum” is set to 1'b0, this field will be ignored. • For “1-step” when “Update Checksum” is set to 1'b1, this field is a numeric value indicating the number of bytes into the frame to where the first byte of the checksum is located (where a value of 0 represents the first byte of the Destination Address, etc). <p>Note: Only even values are supported.</p> <p>Note: The IPv6 header size is unbounded, so this field is able to cope with all frames sizes up to 16K jumbo frames. Only even values are supported.</p>

Table 2-14: IEEE 1588 Interface – TX Path (Cont'd)

Name	I/O	Domain	Description
TX_PTP_TSTAMP_OFFSET_IN[15:0]	I	TX_CLK	The usage of this field is dependent on the 1588 operation <ul style="list-style-type: none"> For "No operation" or "2-step" this field will be ignored. For "1-step", this field is a numeric value indicating the number of bytes into the frame to where the first byte of the timestamp to be inserted is located (where a value of 0 represents the first byte of the Destination Address, etc). This input is also used to specify the offset for the correction field in 1-step Transparent Clock mode. <p>Note: The IPv6 header size is unbounded, so this field is able to cope with all frames sizes up to 16K jumbo frames.</p> <p>Note: Only even values are supported.</p> <p>Note: In transparent clock mode and when tx_ptp_upd_chksum_in=1, this value cannot be greater than tx_ptp_chksum_offset_in + 34 (decimal).</p>
CTL_TX_PTP_VLANE_ADJUST_MODE	I	async state	When asserted, this signal applies an adjustment to the TX timestamps according to the PCS lane on which the SOP occurs. When zero, no adjustment is made. <p>This signal only has effect for 1-step operation.</p>
TX_PTP_RXTSTAMP_IN[63:0]	I	TX_CLK	Reserved
STAT_TX_PTP_FIFO_WRITE_ERROR	O	TX_CLK	Transmit PTP FIFO write error. A 1 on this status indicates that an error occurred during the PTP Tag write. A TX Path reset is required to clear the error.
STAT_TX_PTP_FIFO_READ_ERROR	O	TX_CLK	Transmit PTP FIFO read error. A 1 on this status indicates that an error occurred during the PTP Tag read. A TX Path reset is required to clear the error.

Table 2-15: IEEE 1588 Interface – RX Path

Name	I/O	Domain	Description
CTL_RX_SYSTEMTIMERIN[80-1:0]	I	RX_SERDES_CLK[0]	<p>System timer input for the RX.</p> <p>In normal clock mode, the time format is according to the IEEE 1588 format, with 48 bits for seconds and 32 bits for nanoseconds.</p> <p>In transparent clock mode, bit 63 is the sign bit, bits 62:16 carry nanoseconds, and bits 15:0 carry fractional nanoseconds. Refer to IEEE 1588v2 for the representational definitions.</p> <p>This input must be in the same clock domain as the lane 0 RX SerDes.</p>
RX_PTP_TSTAMP_OUT[79:0]	O	RX_CLK	<p>Time stamp for the received packet SOP corresponding to the time at which it passed the capture plane. This signal will be valid starting at the same clock cycle during which the SOP is asserted for one of the LBUS segments.</p> <p>The representation of the bits contained in this bus is the same as the timer input.</p>
RX_PTP_PCSLANE_OUT[5-1:0]	O	RX_CLK	<p>This bus identifies which of the 20 PCS lanes that the SOP was detected on for the corresponding timestamp.</p> <p>This signal will be valid starting at the same clock cycle during which the SOP is asserted for one of the LBUS segments.</p>
RX_LANE_ALIGNER_FILL_0[7-1:0]	O	RX_CLK	<p>This output indicates the fill level of the alignment buffer for PCS lane0. This information can be used by the PTP application, together with the signal RX_PTP_PCSLANE_OUT[4:0], to adjust for the lane skew of the arriving SOP. The units are SerDes clock cycles.</p>
RX_LANE_ALIGNER_FILL_1[7-1:0]	O	RX_CLK	<p>This output indicates the fill level of the alignment buffer for PCS lane1.</p>
RX_LANE_ALIGNER_FILL_2[7-1:0]	O	RX_CLK	<p>This output indicates the fill level of the alignment buffer for PCS lane2.</p>
RX_LANE_ALIGNER_FILL_3[7-1:0]	O	RX_CLK	<p>This output indicates the fill level of the alignment buffer for PCS lane3.</p>
RX_LANE_ALIGNER_FILL_4[7-1:0]	O	RX_CLK	<p>This output indicates the fill level of the alignment buffer for PCS lane4.</p>
RX_LANE_ALIGNER_FILL_5[7-1:0]	O	RX_CLK	<p>This output indicates the fill level of the alignment buffer for PCS lane5.</p>
RX_LANE_ALIGNER_FILL_6[7-1:0]	O	RX_CLK	<p>This output indicates the fill level of the alignment buffer for PCS lane6.</p>

Table 2-15: IEEE 1588 Interface – RX Path (Cont'd)

Name	I/O	Domain	Description
RX_LANE_ALIGNER_FILL_7[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane7.
RX_LANE_ALIGNER_FILL_8[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane8.
RX_LANE_ALIGNER_FILL_9[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane9.
RX_LANE_ALIGNER_FILL_10[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane10.
RX_LANE_ALIGNER_FILL_11[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane11.
RX_LANE_ALIGNER_FILL_12[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane12.
RX_LANE_ALIGNER_FILL_13[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane13.
RX_LANE_ALIGNER_FILL_14[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane14.
RX_LANE_ALIGNER_FILL_15[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane15.
RX_LANE_ALIGNER_FILL_16[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane16.
RX_LANE_ALIGNER_FILL_17[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane17.
RX_LANE_ALIGNER_FILL_18[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane18.
RX_LANE_ALIGNER_FILL_19[7-1:0]	O	RX_CLK	This output indicates the fill level of the alignment buffer for PCS lane19.

Table 2-16: DRP Path/Control Signals

Name	I/O	Domain	Description
DRP_DO[15:0]	O	DRP_CLK	Data bus for reading configuration data from the 100G Ethernet subsystem to the FPGA logic resources.
DRP_RDY	O	DRP_CLK	Indicates operation is complete for write operations and data is valid for read operations.
DRP_ADDR[9:0]	I	DRP_CLK	DRP address bus.
DRP_CLK	I		DRP interface clock. When DRP is not used, this can be tied to GND.
DRP_DI[15:0]	I	DRP_CLK	Data bus for writing configuration data from the FPGA logic resources to the 100G Ethernet subsystem.

Table 2-16: DRP Path/Control Signals (Cont'd)

Name	I/O	Domain	Description
DRP_EN	I	DRP_CLK	DRP enable signal. 0: No read or write operations performed. 1: Enables a read or write operation. For write operations, DRP_WE and DRP_EN should be driven High for one DRP_CLK cycle only.
DRP_WE	I	DRP_CLK	DRP write enable. 0: Read operation when DRP_EN is 1. 1: Write operation when DRP_EN is 1. For write operations, DRP_WE and DRP_EN should be driven High for one DRP_CLK cycle only.

Attribute Descriptions

Table 2-17 provides detailed descriptions of the 100G Ethernet subsystem attributes and their default values.

Table 2-17: UltraScale Device 100G Ethernet subsystem Attributes

Name	Type	Description	Default Value
LBUS Interface – TX Path Control/Status			
CTL_TX_FCS_INS_ENABLE	Boolean	Enable FCS insertion by the TX core. <ul style="list-style-type: none"> TRUE: 100G Ethernet subsystem calculates and adds FCS to the packet. FALSE: 100G Ethernet subsystem does not add FCS to packet. This attribute cannot be changed dynamically between packets.	TRUE

Table 2-17: UltraScale Device 100G Ethernet subsystem Attributes (Cont'd)

Name	Type	Description	Default Value
CTL_TX_IGNORE_FCS	Boolean	Enable FCS error checking at the LBUS interface by the TX core. This input only has effect when <code>ctl_tx_fcs_ins_enable</code> is FALSE. <ul style="list-style-type: none"> • TRUE: A packet with bad FCS transmitted is binned as good. • FALSE: A packet with bad FCS transmitted is not binned as good. The error is flagged on the signals <code>stat_tx_bad_fcs</code> and <code>STAT_RX_STOMPED_FCS</code> , and the packet is transmitted as it was received. Statistics are reported as if there was no FCS error.	FALSE
CTL_TX_VL_LENGTH_MINUS1[15:0]	16-bit Hex	Number of words in between PCS Lane markers minus one. Default value, as defined in IEEE 802.3, should be set to 16,383 (decimal).	16'h3FFF
CTL_TX_VL_MARKER_ID0[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 0. For IEEE 802.3 default values, see the specification.	64'hc16821003e97de00
CTL_TX_VL_MARKER_ID1[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 1.	64'h9d718e00628e7100
CTL_TX_VL_MARKER_ID2[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 2.	64'h594be800a6b41700
CTL_TX_VL_MARKER_ID3[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 3.	64'h4d957b00b26a8400
CTL_TX_VL_MARKER_ID4[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 4.	64'hf50709000af8f600
CTL_TX_VL_MARKER_ID5[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 5.	64'hdd14c20022eb3d00
CTL_TX_VL_MARKER_ID6[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 6.	64'h9a4a260065b5d900
CTL_TX_VL_MARKER_ID7[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 7.	64'h7b45660084ba9900
CTL_TX_VL_MARKER_ID8[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 8.	64'ha02476005fdb8900
CTL_TX_VL_MARKER_ID9[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 9.	64'h68c9fb0097360400
CTL_TX_VL_MARKER_ID10[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 10.	64'hfd6c990002936600

Table 2-17: UltraScale Device 100G Ethernet subsystem Attributes (Cont'd)

Name	Type	Description	Default Value
CTL_TX_VL_MARKER_ID11[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 11.	64'hb9915500466eaa00
CTL_TX_VL_MARKER_ID12[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 12.	64'h5cb9b200a3464d00
CTL_TX_VL_MARKER_ID13[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 13.	64'h1af8bd00e5074200
CTL_TX_VL_MARKER_ID14[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 14.	64'h83c7ca007c383500
CTL_TX_VL_MARKER_ID15[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 15.	64'h3536cd00cac93200
CTL_TX_VL_MARKER_ID16[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 16.	64'hc4314c003bceb300
CTL_TX_VL_MARKER_ID17[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 17.	64'hadd6b70052294800
CTL_TX_VL_MARKER_ID18[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 18.	64'h5f662a00a099d500
CTL_TX_VL_MARKER_ID19[63:0]	64-bit Hex	This bus sets the TX PCS Lane marker for PCS lane 19.	64'hc0f0e5003f0f1a00
LBUS Interface – RX Path Control/Status Signals			
CTL_RX_CHECK_PREAMBLE	Boolean	When set to TRUE, this attribute causes the Ethernet MAC to check the preamble of the received frame.	FALSE
CTL_RX_CHECK_SFD	Boolean	When set to TRUE, this attribute causes the Ethernet MAC to check the Start of Frame Delimiter of the received frame.	FALSE
CTL_RX_DELETE_FCS	Boolean	Enable FCS removal by the RX core. <ul style="list-style-type: none"> • TRUE: 100G Ethernet subsystem deletes the FCS of the incoming packet. • FALSE: 100G Ethernet subsystem does not remove the FCS of the incoming packet. FCS is not deleted for packets that are less than or equal to 8 bytes long.	TRUE

Table 2-17: UltraScale Device 100G Ethernet subsystem Attributes (Cont'd)

Name	Type	Description	Default Value
CTL_RX_IGNORE_FCS	Boolean	Enable FCS error checking at the LBUS interface by the RX core. <ul style="list-style-type: none"> • TRUE: 100G Ethernet subsystem does not flag an FCS error at the LBUS interface. • FALSE: A packet received with an FCS error is sent with the RX_ERROUT pin asserted during the last transfer (RX_EOPOUT and RX_ENAOUT are sampled as 1). Note: The statistics are reported as if the packet is good. The signal <code>stat_rx_bad_fcs</code> , however, reports the error.	FALSE
CTL_RX_MAX_PACKET_LEN[14:0]	15-bit Hex	Any packet longer than this value is considered to be oversized. If a packet has a size greater than this value, the packet is truncated to this value and the RX_ERROUT signal is asserted along with the <code>rx_eopout</code> signal. <code>ctl_rx_max_packet_len[14]</code> is reserved and must be set to 0. Packets less than 64 bytes are dropped. The allowed value for this bus can range from 64 to 16,383.	15'h2580
CTL_RX_MIN_PACKET_LEN[7:0]	8-bit Hex	Any packet shorter than the default value of 64 (decimal) is considered to be undersized. If a packet has a size less than this value, the <code>rx_errout</code> signal is asserted during the <code>rx_eopout</code> asserted cycle. Packets less than 64 bytes are dropped. The value of this bus must be less than or equal to the value of <code>CTL_RX_MAX_PACKET_LEN[14:0]</code> .	8'h40
CTL_RX_VL_LENGTH_MINUS1[15:0]	16-bit Hex	Number of words in between PCS Lane markers minus one. Default value, as defined in IEEE 802.3, should be set to 16,383 (decimal).	16'h3FFF
CTL_RX_VL_MARKER_ID0[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 0. For IEEE 802.3 default values, see the specification.	64'hc16821003e97de00
CTL_RX_VL_MARKER_ID1[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 1.	64'h9d718e00628e7100
CTL_RX_VL_MARKER_ID2[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 2.	64'h594be800a6b41700

Table 2-17: UltraScale Device 100G Ethernet subsystem Attributes (Cont'd)

Name	Type	Description	Default Value
CTL_RX_VL_MARKER_ID3[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 3.	64'h4d957b00b26a8400
CTL_RX_VL_MARKER_ID4[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 4.	64'hf50709000af8f600
CTL_RX_VL_MARKER_ID5[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 5.	64'hdd14c20022eb3d00
CTL_RX_VL_MARKER_ID6[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 6.	64'h9a4a260065b5d900
CTL_RX_VL_MARKER_ID7[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 7.	64'h7b45660084ba9900
CTL_RX_VL_MARKER_ID8[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 8.	64'ha02476005fdb8900
CTL_RX_VL_MARKER_ID9[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 9.	64'h68c9fb0097360400
CTL_RX_VL_MARKER_ID10[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 10.	64'hfd6c990002936600
CTL_RX_VL_MARKER_ID11[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 11.	64'hb9915500466eaa00
CTL_RX_VL_MARKER_ID12[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 12.	64'h5cb9b200a3464d00
CTL_RX_VL_MARKER_ID13[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 13.	64'h1af8bd00e5074200
CTL_RX_VL_MARKER_ID14[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 14.	64'h83c7ca007c383500
CTL_RX_VL_MARKER_ID15[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 15.	64'h3536cd00cac93200
CTL_RX_VL_MARKER_ID16[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 16.	64'hc4314c003bceb300
CTL_RX_VL_MARKER_ID17[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 17.	64'hadd6b70052294800
CTL_RX_VL_MARKER_ID18[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 18.	64'h5f662a00a099d500
CTL_RX_VL_MARKER_ID19[63:0]	64-bit Hex	This bus sets the RX PCS Lane marker for PCS lane 19.	64'hc0f0e5003f0f1a00

Table 2-17: UltraScale Device 100G Ethernet subsystem Attributes (Cont'd)

Name	Type	Description	Default Value
Miscellaneous Status/Control			
CTL_RX_PROCESS_LFI	Boolean	TRUE: The 100G Ethernet subsystem RX core will expect and process LF control codes coming in from the SERDES. FALSE: The 100G Ethernet subsystem RX core ignores Local Fault Indication (LFI) control codes coming in from the SERDES. Note: If an LFI condition is detected, the core will stop receiving packets until the LFI is cleared. Packets in progress will be terminated and an error will be indicated on the LBUS. A START block must be received before packets are received again.	FALSE
Pause Interface – RX Path			
CTL_RX_PAUSE_DA_UCAST[47:0]	48-bit Hex	Unicast destination address for pause processing.	48'h000000000000
CTL_RX_PAUSE_SA[47:0]	48-bit Hex	Source address for pause processing.	48'h000000000000
CTL_RX_OPCODE_MIN_GCP[15:0]	16-bit Hex	Minimum global control opcode value.	16'h0000
CTL_RX_OPCODE_MAX_GCP[15:0]	16-bit Hex	Maximum global control opcode value.	16'hffff
CTL_RX_ETYPE_GCP[15:0]	16-bit Hex	Ethertype field for global control processing.	16'h8808
CTL_RX_PAUSE_DA_MCAST[47:0]	48-bit Hex	Multicast destination address for pause processing.	48'h0180c2000001
CTL_RX_ETYPE_PCP[15:0]	16-bit Hex	Ethertype field for priority control processing.	16'h8808
CTL_RX_OPCODE_MIN_PCP[15:0]	16-bit Hex	Minimum priority control opcode value.	16'h0000
CTL_RX_OPCODE_MAX_PCP[15:0]	16-bit Hex	Maximum priority control opcode value.	16'hffff
CTL_RX_ETYPE_GPP[15:0]	16-bit Hex	Ethertype field for global pause processing.	16'h8808
CTL_RX_OPCODE_GPP[15:0]	16-bit Hex	Global pause opcode value.	16'h0001
CTL_RX_ETYPE_PPP[15:0]	16-bit Hex	Ethertype field for priority pause processing.	16'h8808
CTL_RX_OPCODE_PPP[15:0]	16-bit Hex	Priority pause opcode value.	16'h0101

Table 2-17: UltraScale Device 100G Ethernet subsystem Attributes (Cont'd)

Name	Type	Description	Default Value
CTL_RX_CHECK_ACK	Boolean	Wait for acknowledge. <ul style="list-style-type: none"> • TRUE: 100G Ethernet subsystem uses the CTL_RX_PAUSE_ACK[8:0] bus for pause processing. • FALSE: CTL_RX_PAUSE_ACK[8:0] is not used. 	TRUE
CTL_RX_FORWARD_CONTROL	Boolean	TRUE: 100G Ethernet subsystem will forward control packets. FALSE: 100G Ethernet subsystem will drop control packets. See Pause Processing Interface in Chapter 3 .	FALSE
Pause Interface – TX Path			
CTL_TX_DA_GPP[47:0]	48-bit Hex	Destination address for transmitting global pause packets.	48'h0180c2000001
CTL_TX_SA_GPP[47:0]	48-bit Hex	Source address for transmitting global pause packets.	48'h000000000000
CTL_TX_ETHERTYPE_GPP[15:0]	16-bit Hex	Ethertype for transmitting global pause packets.	16'h8808
CTL_TX_OPCODE_GPP[15:0]	16-bit Hex	Opcode for transmitting global pause packets.	16'h0001
CTL_TX_DA_PPP[47:0]	48-bit Hex	Destination address for transmitting priority pause packets.	48'h0180c2000001
CTL_TX_SA_PPP[47:0]	48-bit Hex	Source address for transmitting priority pause packets.	48'h000000000000
CTL_TX_ETHERTYPE_PPP[15:0]	16-bit Hex	Ethertype for transmitting priority pause packets.	16'h8808
CTL_TX_OPCODE_PPP[15:0]	16-bit Hex	Opcode for transmitting priority pause packets.	16'h0101

Table 2-17: UltraScale Device 100G Ethernet subsystem Attributes (Cont'd)

Name	Type	Description	Default Value
IEEE 1588 Interface – TX Path			
CTL_TX_PTP_1STEP_ENABLE	Boolean	TRUE: Enable 1-step operation. FALSE: Disable 1-step operation.	FALSE
CTL_PTP_TRANSPCLK_MODE	Boolean	This attribute, when set to TRUE, places the timestamping logic into transparent clock mode and enables correction field updates on the TX. In transparent clock mode, the system timer input is interpreted as the correction value. The TX will sample a TX timestamp for the PTP packet and add it to its correction field value. It is expected that the incoming PTP packet's original correction field has already been subtracted with its RX timestamp by the user before being transferred to the CMAC TX LBUS interface. Note: Both RX and TX timer inputs are expected to be in Transparent clock mode as well as timestamps.	FALSE
CTL_TX_PTP_LATENCY_ADJUST[10:0]	11'bit Hex	This bus can be used to adjust the 1-step TX timestamp with respect to the 2-step timestamp. The units of the bus bits [10:3] are nanoseconds. The 3 LSB bits in this input are fractional nanoseconds. In normal mode, the usual value is 705 decimal (2C1 hex), corresponding to the delay between the 1-step logic and the 2-step timestamp capture plane. In transparent clock mode, the value of 802 decimal (322 hex) is recommended.	11'h2C1

Designing with the Subsystem

This chapter includes guidelines and additional information to facilitate designing with the core.

Clocking

The UltraScale™ devices integrated CMAC block has up to 13 clock inputs for the CAUI-10 interface and up to seven clock inputs for the CAUI-4 interface. These clocks include the `RX_SERDES_CLK[9:0]` and `RX_SERDES_CLK[3:0]` respectively for the CAUI-10 and CAUI-4 modes, `TX_CLK`, `RX_CLK` and the `DRP_CLK`. The `DRP_CLK` is optional and is necessary only during a DRP operation.

The 10 CAUI-10 or 4 CAUI-4 `RX_SERDES_CLK` clocks must not have an FPGA induced dynamic skew of more than 1000 ps. More details on the clocks are provided in the following sections.

The Runtime Switchable mode follows the same clocking structure as the one from CAUI-10 described previously.

RX GT/Lane Logic Clock (`RX_SERDES_CLK`)

These clocks are provided to the CMAC block from the serial transceiver (GT) to clock the Lane Logic RX interface. The clocks must be 322.266 MHz for both CAUI-10 and CAUI-4 operation. The GT interface datapath is 32 bits per lane for CAUI-10 and 80 bits per lane for CAUI-4.

The other implementation allows only one `RX_SERDES_CLK` to go to the Ethernet MAC `RX_SERDES_CLK` inputs. The serial transceiver will also be in raw mode but this time the buffer is used. This mode is used when you can tolerate higher latency and are interested in saving FPGA clocking resources.

TX CLK

This clock is provided to both the CMAC block and serial transceiver to clock the GT/ lane logic TX interface as well as the whole Ethernet MAC. The clock must be 322.266 MHz for both CAUI-10 and CAUI-4 operation. The GT lane logic interface datapath is 32 bits per lane for CAUI-10 and 80 bits per lane for CAUI-4. Only one `TX_CLK` is needed regardless of the CAUI-10 or CAUI-4 implementation. This clock also clocks the transmit Ethernet MAC, LBUS, interface and the Control/Status port.

RX CLK

This clock is provided to the CMAC block. The clock must be 322.266 MHz for both CAUI-10 and CAUI-4 operation, and must be the same as `TX_CLK`. This clock is used in the receive Ethernet MAC, LBUS interface, and the Control/Status port.

DRP Clock (`drp_clk`)

This signal clocks the DRP port. Any convenient frequency can be chosen, up to 250 MHz.

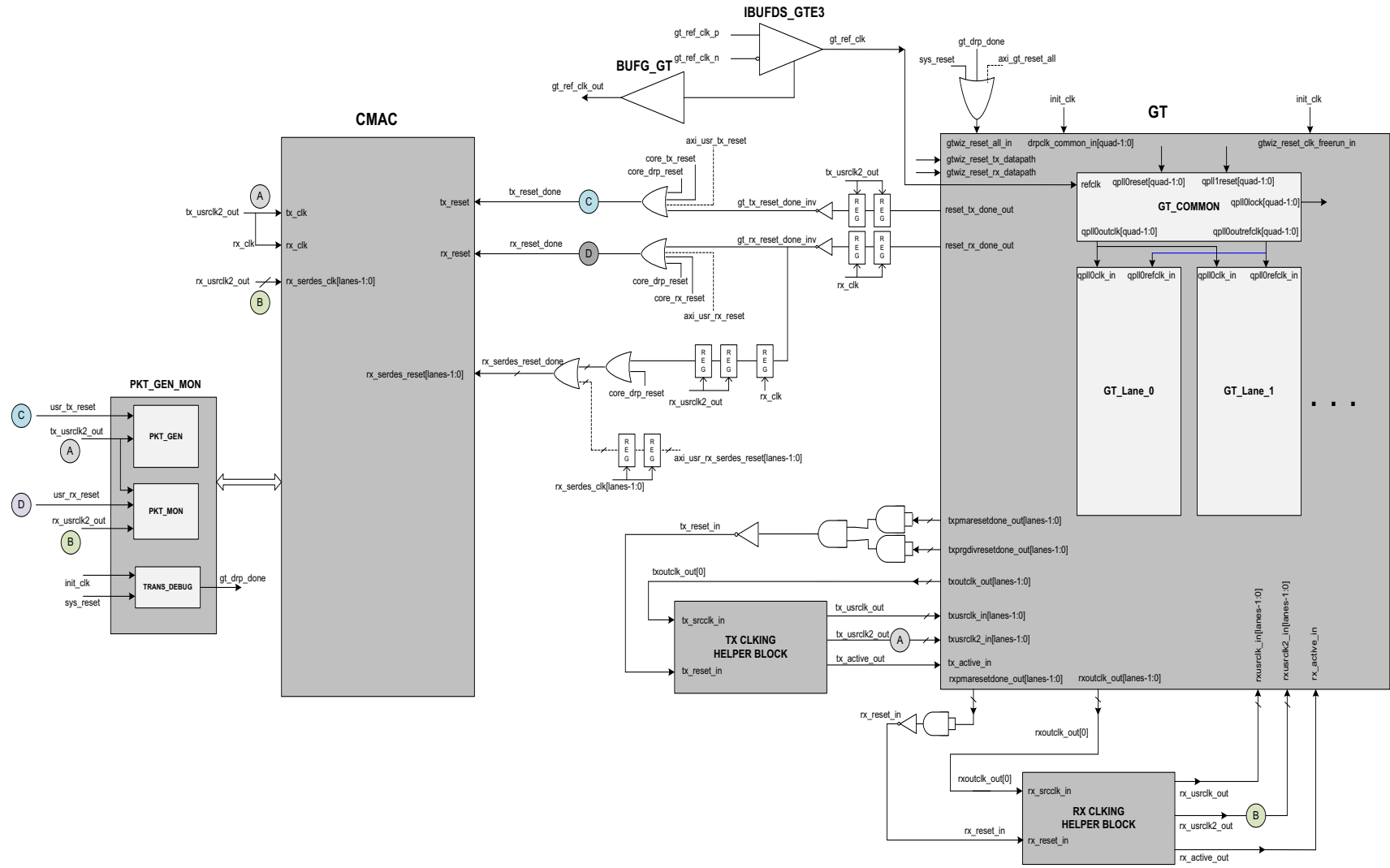
Resets

The integrated CMAC block has a total of 12 resets. They are `TX_RESET`, `RX_RESET`, `RX_SERDES_RESET[9:0]`. During configuration `TX_RESET`, `RX_RESET`, and `RX_SERDES_RESET[9:0]` need to be asserted High and after the clocks are stable, the resets are released. During normal operation the RX and TX paths can be asserted independently. Within the RX and TX logic paths, there are separate resets to the core and the lane logic. The reset procedure is simple and the only requirement is that a reset must be asserted until the corresponding clock(s) are stable. The 100G Ethernet subsystem takes care of ensuring that the different resets are properly synchronized to the required domain. It is up to you to ensure a reset is held until the corresponding clock is fully stable.

The 100G Ethernet subsystem provides `sys_reset` input to reset GTs and integrated CMAC block and `gtwiz_reset_tx_datapath` and `gtwiz_reset_rx_datapath` to reset GT and CMAC RX and TX datapaths individually.

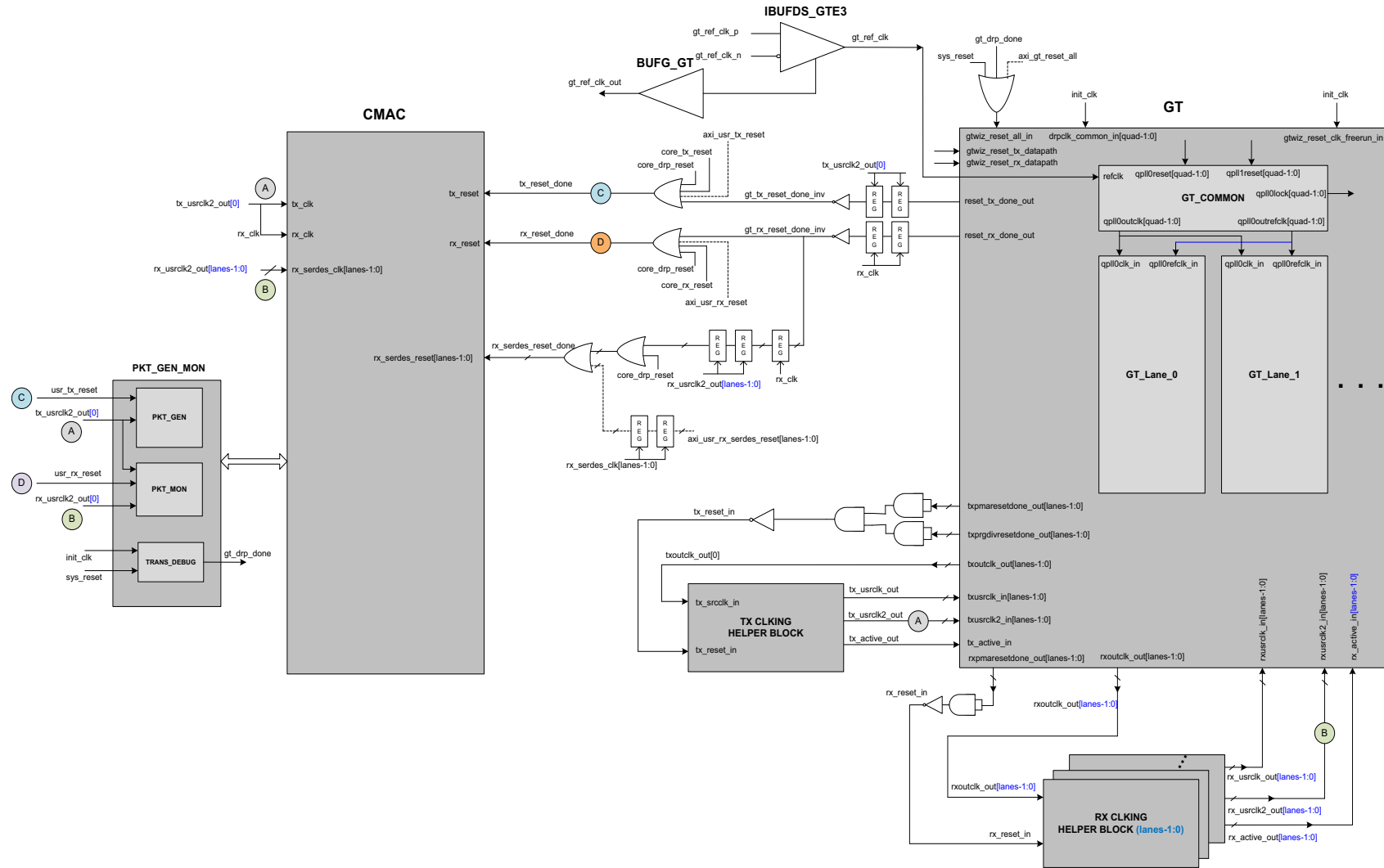
Note: Some of the control inputs to the 100G Ethernet subsystem can only be modified while the core is held in reset. If one of these inputs needs changing, the appropriate RX or TX LBUS reset input (`RX_RESET` or `TX_RESET`) must be asserted until the control input is stabilized. All resets within the block are asynchronously asserted, and synchronously deasserted. Standard cell synchronizers are used, where applicable per guidelines to synchronize assertion and release of resets to respective clock inputs.

See [Figure 3-1](#), and [Figure 3-2](#) for diagrams of the clocking and resets. The available modes are based on the Vivado® Integrated Design Environment (IDE) selection and configuration. For Asynchronous mode, `TXOUTCLK` sources the `TXUSRCLK`, and `RXOUTCLK` sources the `RXUSRCLK`. Asynchronous mode allows per specification PPM difference between clocks.



X18950-083017

Figure 3-1: CMAC Clcking and Reset – Asynchronous Clock Mode, MultiLane



X18955-083017

Figure 3-2: CMAC Clocking and Reset – Asynchronous Clock Mode, Single Lane

Protocol Description

The 100G Ethernet subsystem is fully designed to IEEE 802.3 specifications for the 100G Ethernet protocol. The 100G Ethernet subsystem instantiates the CMAC block, GTH (CAUI-10) or GTY (CAUI-10 or CAUI-4) transceivers and clocking resources to implement the 100G Ethernet subsystem protocol.

PCS

This section refers to the PCS lane logic within the CMAC block and not the PCS within the serial transceiver. The PCS lane logic architecture is based on distributing (or striping) parts of a packet over several (relatively) lower speed physical interfaces by the transmitting device.

The receiving device PCS lane logic is then responsible for de-striping the different parts and rebuilding the packet before handing it off to the CMAC block.

The receiver PCS lane logic must also deskew the data from the different physical interfaces as these might see different delays as they are transported throughout the network. Additionally, the core handles PCS lane swapping across all received PCS lanes, allowing the 100G Ethernet subsystem to be used with all optical transport systems.

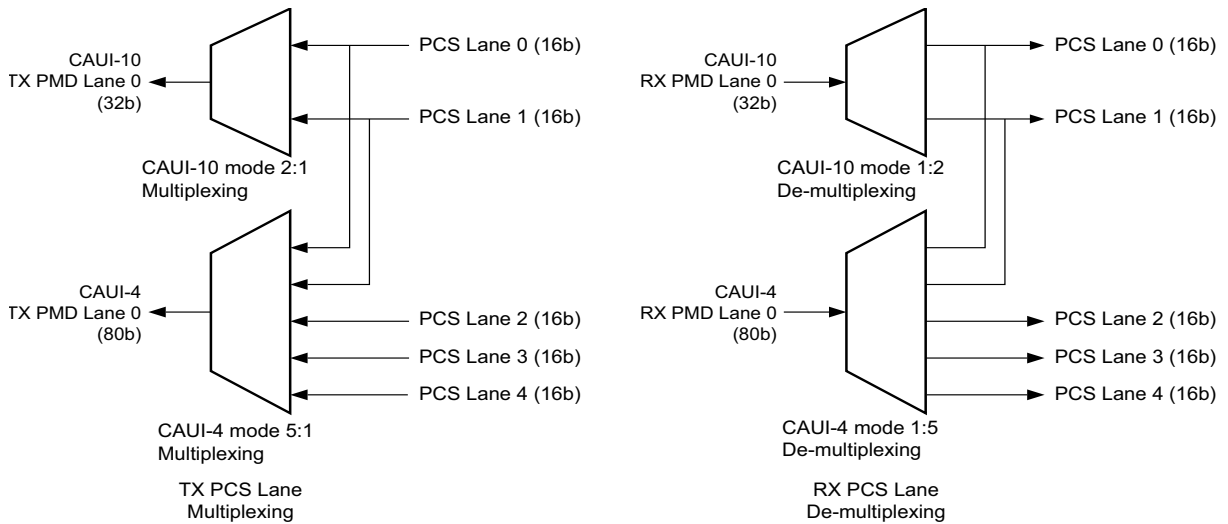
The PCS lane logic includes scrambling/descrambling and 64B/66B encoders/decoders capable of supporting the 100 Gb/s line rate. The frequency at which the PCS runs at is shown in [Table 3-1](#).

Table 3-1: 100G PCS Frequencies

Configuration	GT Interface Width	100G PCS Frequency
100G (4 x 25.78125)	80	322.266 MHz
100G (10 x 10.3125)	32	322.266 MHz

PCS Lane Multiplexing

Between the CAUI-10 and CAUI-4 modes, the PCS multiplexer blocks combine and distribute the Physical Medium Dependent (PMD) lanes from the SerDes to the internal PCS lane logic. Figure 3-3 illustrates the multiplexing and demultiplexing function contained in the RX and TX PCS multiplexer blocks for the SerDes interfaces which are 80-bits wide. The lower 32 bits are used in CAUI-10 mode.

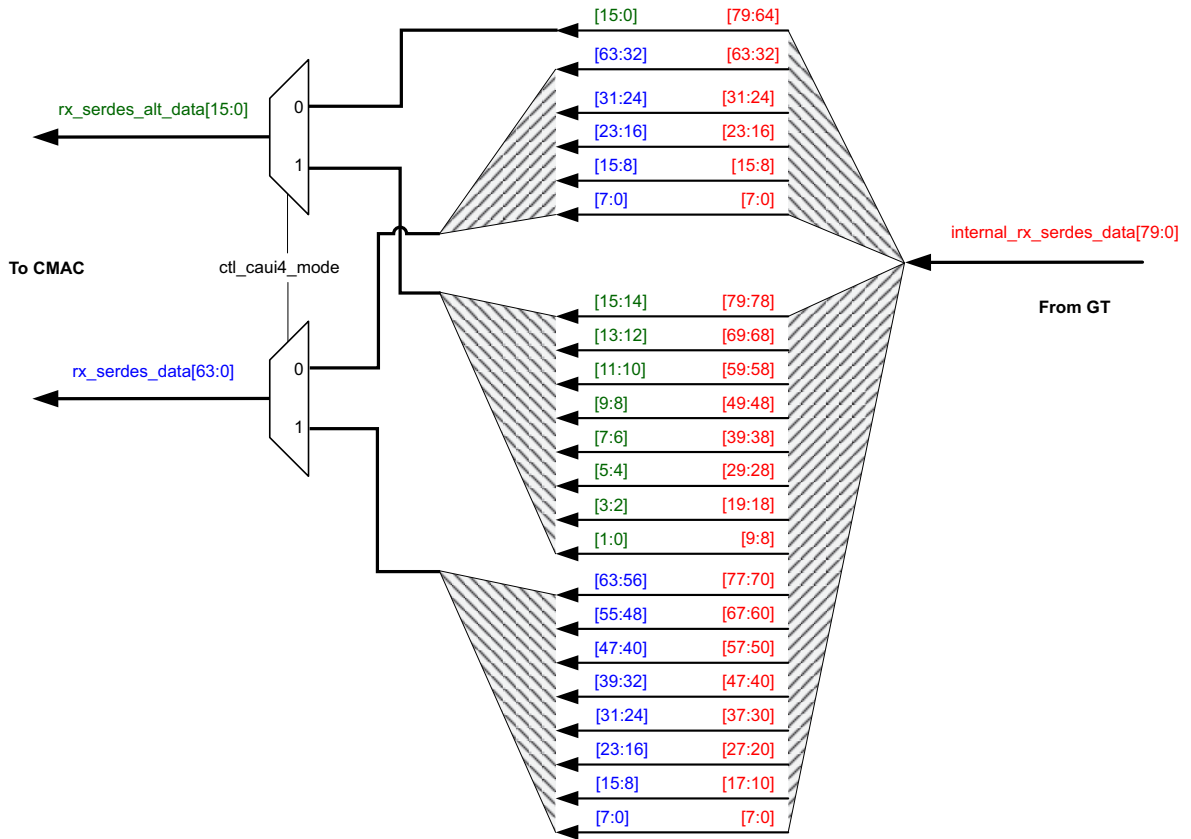


X17167-082718

Figure 3-3: PCS Multiplexing in CAUI-10 and CAUI-4 Modes

The preceding pattern is repeated for the other three 80-bit SerDes interfaces.

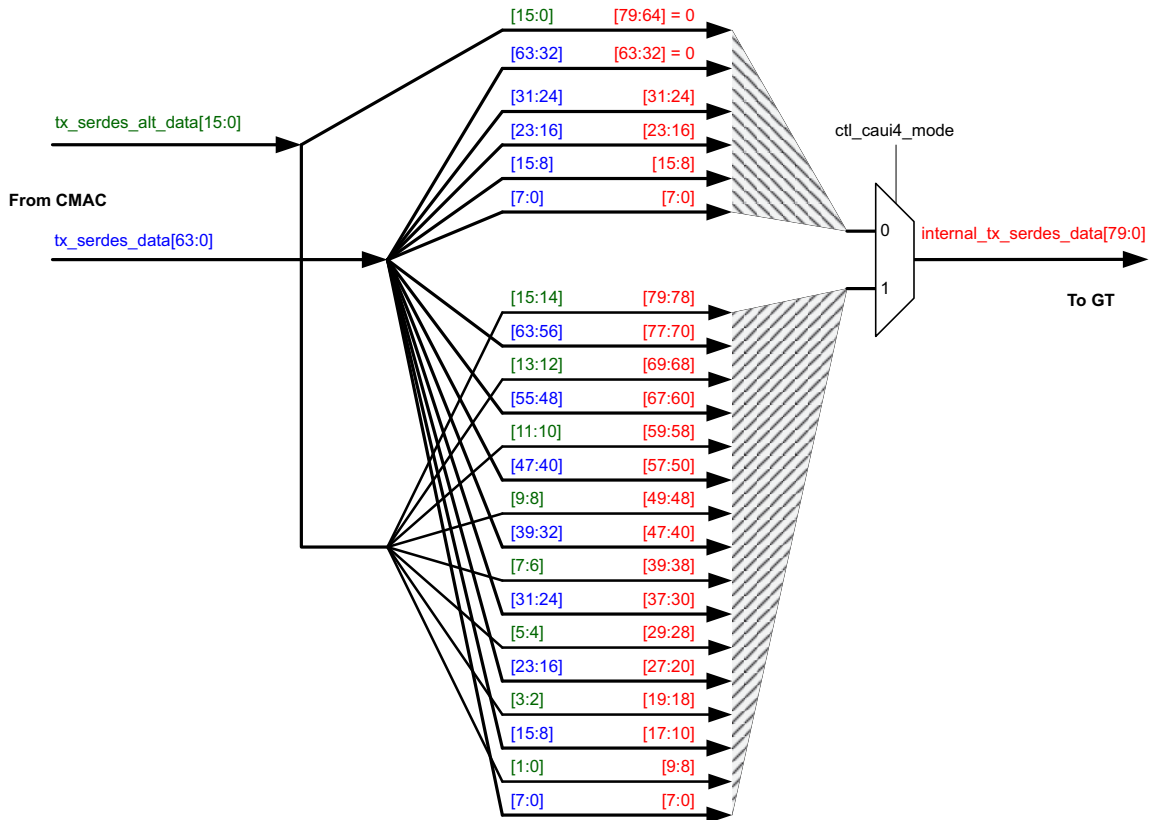
Each 80-bit SerDes interface is actually composed of a 16-bit group and a 64-bit group. The mapping of these two groups onto the 80-bit interface is illustrated in Figure 3-4 and Figure 3-5 for RX and TX respectively.



X21413-090418

Figure 3-4: RX GTY Mapping

Note: The connectivity between the 100G Ethernet IP RX SerDes data interface to the GTY transceiver RX datapath for CAUI-10 and CAUI-4 operation is taken care of in the 100G Ethernet subsystem.



X21414-090418

Figure 3-5: TX GTY Mapping

Note: The connectivity between the 100G Ethernet IP TX SerDes data interface to the GTY transceiver TX datapath for CAUI-10 and CAUI-4 operation is taken care of in the 100G Ethernet subsystem.

PCS Lane Clock Distribution

The TX interface uses a common clock for all SerDes lanes. However in the RX direction, similar to the distribution of the data streams from the SerDes interface to the PCS lane, the RX PCS lane clocks also change with the operating mode. A hardened clock multiplexer block is used to change the clocking. Figure 3-6 illustrates this clock multiplexing by looking at the clock multiplexing required for PCS lanes 0 and 1.

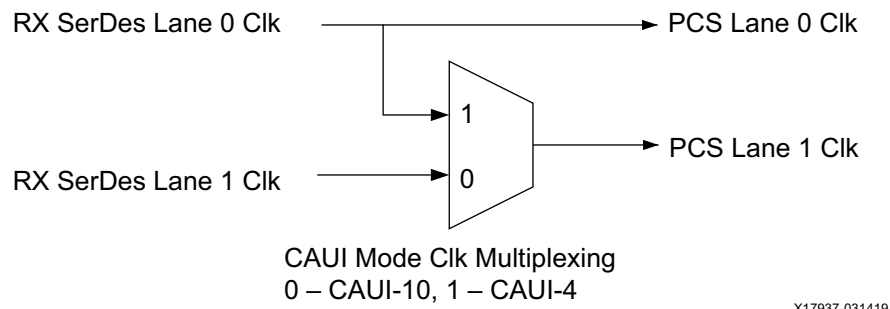


Figure 3-6: RX PCS Lane0 and Lane1 Clocking

Ethernet MAC

The 100G Ethernet subsystem provides several interfaces to interact with it. These consist of the following.

- [User Side LBUS Interface](#) (for RX and TX data and RX and TX control signals)
- [User Side AXI4-Stream Interface](#)
- [Pause Processing Interface](#)
- [Status and Control Interface](#)

User Side LBUS Interface

The user side interface of the UltraScale Devices Integrated 100G Ethernet subsystem is a simple packet interface referred to as the LBUS. The LBUS interface implemented in the 100G Ethernet subsystem is 512-bits segmented.

The LBUS consists of three separate interfaces:

- Transmitter (TX) interface
- Receiver (RX) interface
- Status/Control interface

The transmitter accepts packet-oriented data, packages the data in accordance with the IEEE 802.3 Specification and sends that packaged data to the serial transceiver interface. The transmitter has control/configuration inputs to shape the data packaging to meet design-specific requirements.

The receiver accepts IEEE 802.3 data streams from the serial transceiver interface and provides packet-oriented data to the user side.

The status/control interface is used to set the characteristics of the interface and monitor its operation.

The 100G Ethernet subsystem employs a segmented LBUS interface to prevent the loss of potential bandwidth that occurs at the end of a packet when the size of the packet is not a multiple of the LBUS width.

The segmented LBUS is a collection of narrower LBUSs, each 128 bits wide, with multiple transfers presented in parallel during the same clock cycle. Each segment has all the control signals associated with a complete 128-bit LBUS. The 512-bit segmented LBUS has four 128-bit segments with the signals for each segment shown in [Table 3-2](#).

Table 3-2: Segmented LBUS Signals

Segment Number	TX Signals	RX Signals
0	tx_datain0[127:0] tx_enain0 tx_sopin0 tx_eopin0 tx_errin0 tx_mtyin0[3:0]	rx_dataout0[127:0] rx_enaout0 rx_sopout0 rx_eopout0 rx_errout0 rx_mtyout0[3:0]
1	tx_datain1[127:0] tx_enain1 tx_sopin1 tx_eopin1 tx_errin1 tx_mtyin1[3:0]	rx_dataout1[127:0] rx_enaout1 rx_sopout1 rx_eopout1 rx_errout1 rx_mtyout1[3:0]
2	tx_datain2[127:0] tx_enain2 tx_sopin2 tx_eopin2 tx_errin2 tx_mtyin2[3:0]	rx_dataout2[127:0] rx_enaout2 rx_sopout2 rx_eopout2 rx_errout2 rx_mtyout2[3:0]
3	tx_datain3[127:0] tx_enain3 tx_sopin3 tx_eopin3 tx_errin3 tx_mtyin3[3:0]	rx_dataout3[127:0] rx_enaout3 rx_sopout3 rx_eopout3 rx_errout3 rx_mtyout3[3:0]

The transmit and receive signals are defined as follows:

- `tx_datain0[127:0]`: Transmit LBUS Data. This bus receives input data from the user logic. The value of the bus is captured in every cycle for which `tx_enain` is sampled as 1.

- `tx_enain0`: Transmit LBUS Enable. This signal is used to enable the TX LBUS Interface. All signals on the LBUS interface are sampled only in cycles during which `tx_enain` is sampled as 1.
- `tx_sopin0`: Transmit LBUS Start Of Packet. This signal is used to indicate the Start Of Packet (SOP) when it is sampled as a 1 and is 0 for all other transfers of the packet. This signal is sampled only in cycles during which `tx_enain` is sampled as 1.
- `tx_eopin0`: Transmit LBUS End Of Packet. This signal is used to indicate the EOP when it is sampled as a 1 and is 0 for all other transfers of the packet. This signal is sampled only in cycles during which `tx_enain` is sampled as 1.
- `tx_errin0`: Transmit LBUS Error. This signal is used to indicate that a packet contains an error when it is sampled as a 1 and is 0 for all other transfers of the packet. This signal is sampled only in cycles during which `tx_enain` and `tx_eopin` are sampled as 1.
- `tx_mtyin0[3:0]`: Transmit LBUS Empty. This bus is used to indicate how many bytes of the `tx_datain` bus are empty or invalid for the last transfer of the current packet. This bus is sampled only in cycles that `tx_enain` and `tx_eopin` are sampled as 1.

When `tx_eopin` and `tx_errin` are sampled as 1, the value of `tx_mtyin[2:0]` is ignored and treated as if it is 000. The other bits of `tx_mtyin` are used as usual.

- `rx_dataout0[127:0]`: Receive LBUS Data. The value of the bus is only valid in cycles during which `rx_enaout` is sampled as 1.
- `rx_enaout0`: Receive LBUS Enable. This signal qualifies the other signal of the RX LBUS Interface. Signals of the RX LBUS Interface are only valid in cycles during which `rx_enaout` is sampled as 1.
- `rx_sopout0`: Receive LBUS SOP. This signal indicates the SOP when it is sampled as 1 and is only valid in cycles during which `rx_enaout` is sampled as a 1.
- `rx_eopout0`: Receive LBUS EOP. This signal indicates the EOP when it is sampled as 1 and is only valid in cycles during which `rx_enaout` is sampled as a 1.
- `rx_errout0`: Receive LBUS Error. This signal indicates that the current packet being received has an error when it is sampled as 1. This signal is only valid in cycles when both `rx_enaout` and `rx_eopout` are sampled as a 1. When this signal is 0, it indicates that there is no error in the packet being received.
- `rx_mtyout0[3:0]`: Receive LBUS Empty. This bus indicates how many bytes of the `rx_dataout` bus are empty or invalid for the last transfer of the current packet. This bus is only valid in cycles when both `rx_enaout` and `rx_eopout` are sampled as 1.

When `rx_errout` and `rx_enaout` are sampled as 1, the value of `rx_mtyout[2:0]` is always 000. Other bits of `rx_mtyout` are as usual.

The transmitter accepts packet-oriented data. The transmitter has control/configuration inputs to shape the data packaging to meet design-specific requirements. The receiver

accepts Ethernet bitstreams from the SerDes and provides packet-oriented data to the user side segmented LBUS.



IMPORTANT: *In the following section, the term "asserting" is used to mean "assigning a value of 1," and the term "negating" is used to mean "assigning a value of 0."*

TX LBUS Interface

The synchronous TX Local bus interface accepts packet-oriented data of an arbitrary length. All signals are synchronous relative to the rising-edge of the `clk` port. [Figure 3-7](#) shows a sample waveform for data transactions for two consecutive 65-byte packets using a 512-bit segmented bus. Each of the four segments is 128-bits wide.

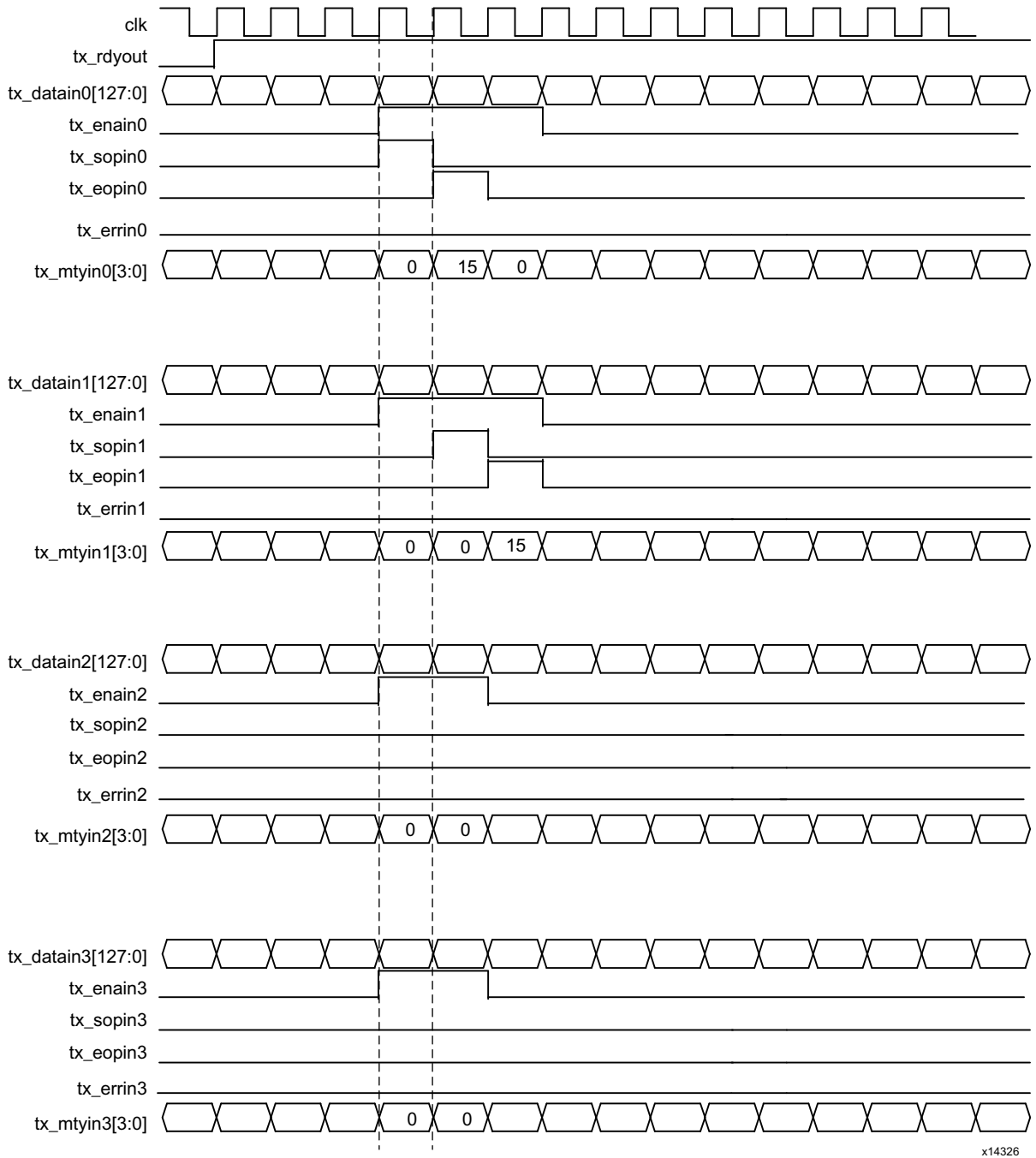


Figure 3-7: Transmit Timing Diagram

TX Transactions

Data is written into the interface on every clock cycle when tx_enain is asserted. This signal qualifies the other inputs of the TX Local bus interface. This signal must be valid every clock cycle. When tx_enain is deasserted, data on the other buses is ignored.

The start of a packet is identified by asserting `tx_sopin` with `tx_enain`. The end of a packet is identified by asserting `tx_eopin` with `tx_enain`. Both `tx_sopin` and `tx_eopin` can be asserted during the same cycle provided there are no empty segments between them. This is done for packets that are less than or equal to the bus width.

Data is presented on the `tx_datain` inputs. For a given segment, the first byte of the packet is written on bits [127:120], the second byte on bits [119:112], and so forth.

For a 128-bit segment, the first 16 bytes of a packet are presented on the bus during the cycle that `tx_sopin` and `tx_enain` are asserted. Subsequent 16-byte chunks are written during successive cycles with `tx_sopin` negated. The last bytes of the packet are written with `tx_eopin` asserted. Unless `tx_eopin` is asserted, all 128 bits must be presented with valid data whenever `tx_enain` is asserted.

During the last cycle of a packet, the `tx_mtyin` signals might be asserted. The value of `tx_mtyin` must be 0 for all but the last cycle. The `tx_mtyin` signals indicate how many byte lanes in the data bus are invalid (or empty). The `tx_mtyin` signals only have meaning during cycles when both `tx_enain` and `tx_eopin` are asserted. For a 128-bit wide segment, `tx_mtyin` is 4 bits wide.

If `tx_mtyin` has a value of 0x0, there are no empty byte lanes, or in other words, all bits of the data bus are valid. If `tx_mtyin` has a value of 0x1, then the 1-byte lane is empty. Specifically bits [7:0] of `tx_datain` do not contain valid data. If `tx_mtyin` has a value of 0x2, then the 2-byte lanes are empty. Specifically bits [15:0] do not contain valid data. If `tx_mtyin` has a value of 0x3, then 3-byte lanes are empty, and specifically bits [23:0] do not contain valid data. This pattern continues until 15 of 16 bytes are invalid or empty. [Table 3-3](#) shows the relation of `tx_mtyin` and empty byte lanes.

Table 3-3: tx_mtyin Values

tx_mtyin Value	Empty Byte Lane(s)	Empty Bits of tx_datain
0x0	None	None
0x1	1 byte	[7:0]
0x2	2 byte	[15:0]
0x3	3 byte	[23:0]
...
0x15	15 byte	[119:0]

During the last cycle of a packet, when `tx_eopin` is asserted with `tx_enain`, `tx_errin` might also be asserted. This marks the packet as being in error and the last data word is replaced with the 802.3 Error Code. When `tx_errin` is asserted, the value of `tx_mtyin` is ignored.

tx_rdyout

Data can be safely written, that is, tx_enain asserted, when tx_rdyout is asserted. After tx_rdyout is negated, additional writes using tx_enain can be safely performed provided tx_ovfout is never asserted. When tx_rdyout is asserted again, additional data can be written. If at any time the back-pressure mechanism is violated, the tx_ovfout is asserted to indicate the violation. Up to four write cycles might be safely performed after tx_rdyout is negated, but no more until tx_rdyout is asserted again.

RX LBUS Interface

The synchronous RX Local bus interface provides packet-oriented data much like the TX Local bus interface accepts. All signals are synchronous with the rising-edge of the Local bus clock. [Figure 3-8](#) shows a sample waveform for two data transactions for 65-byte packets using a 512-bit segmented LBUS.

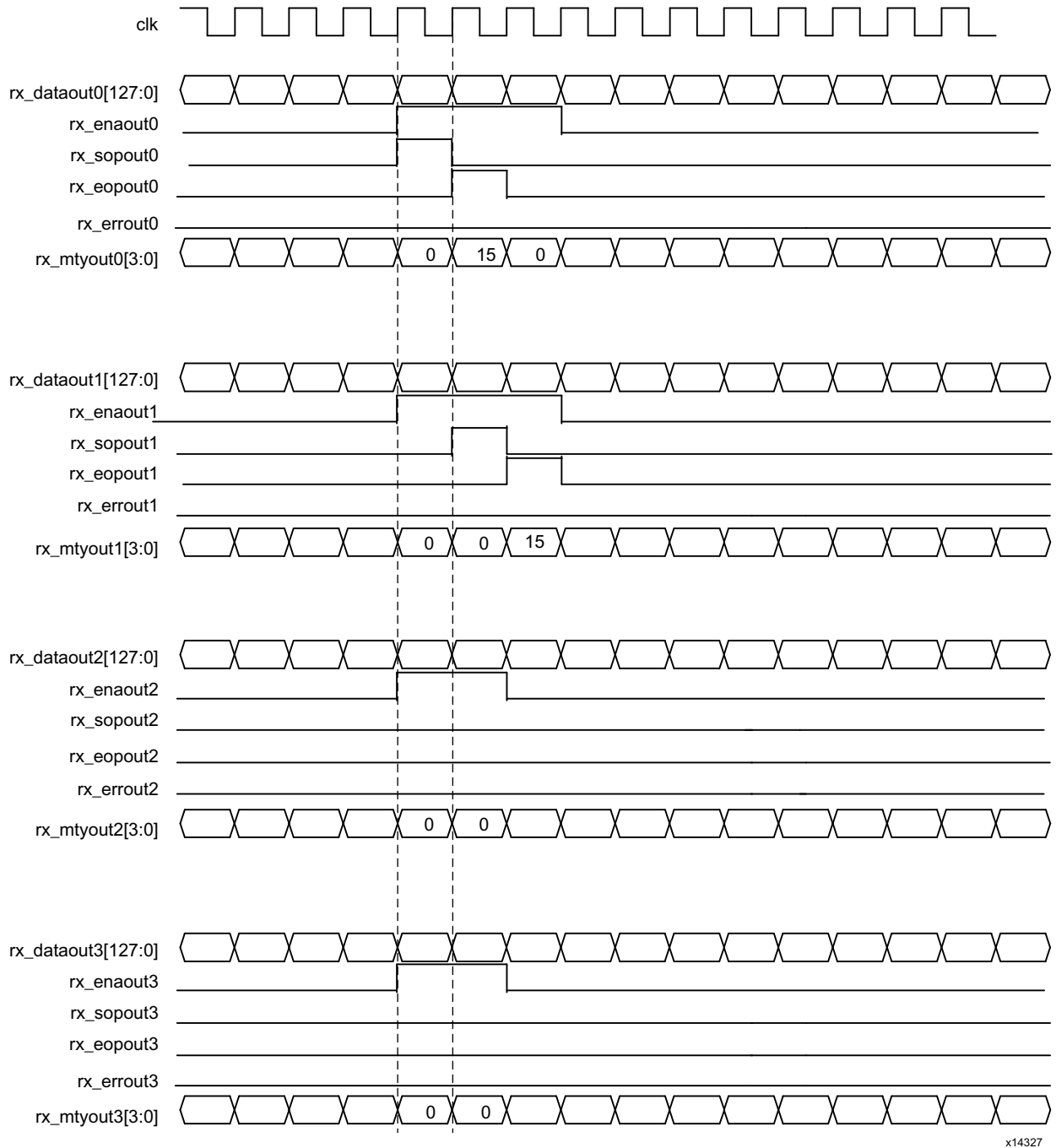


Figure 3-8: Receive Timing Diagram

Data is supplied by the 100G Ethernet subsystem on every `clk` clock cycle when `rx_enaout` is asserted. This signal qualifies the other outputs of the RX Local bus interface.

The RX is similar to the TX, in that `rx_sopout` identifies the start of a packet and `rx_eopout` identifies the end of a packet. Both `rx_sopout` and `rx_eopout` are asserted during the same cycle for packets that are less than or equal to the bus width.

As in the TX, the first byte of a packet is supplied on the most significant bits of `rx_dataout`. For a 128-bit wide segment, the first byte of the packet is written on bits [127:120], the second byte on bits [119:112], and so forth.

As in the TX, portions of packets are written on the bus in the full width of the bus unless `rx_eopout` is asserted. When `rx_eopout` is asserted, the `rx_mtyout` bus indicates how many byte lanes in the data bus are invalid. The encoding is the same as for `tx_mtyin`.

During the last cycle of a packet, when `rx_eopout` is asserted with `rx_enaout`, `rx_errout` might also be asserted. This indicates the packet received had one of the following errors:

- FCS error
- Length out of the valid range (64 to CTL_RX_MAX_PACKET_LEN[14:0] bytes)
- Bad 64B/66B code received during receipt of the packet

There is no mechanism to back-pressure the RX Local bus interface. The user logic must be capable of receiving data when `rx_enaout` is asserted.

Bus Rules

This section describes the rules that govern the successful use of the segmented LBUS protocol.

Segment Ordering

The 128-bit segments are ordered 0 to 3 (for a 512-bit segmented LBUS). The first of the 128-bit transfers occurs on segment 0, the second on segment 1, and so forth. During each local bus clock cycle that data is transferred on the segmented LBUS, segment 0 must be active. The segmented bus is aligned so that the first bit of the incoming data is placed at the MSB of segment 0.

Active Segments

Data is transferred in a segment on the TX interface when the corresponding `tx_enainS` is a value of 1. The TX interface buffers data, but packets must be written in their entirety unless backpressure is applied (see [Gaps](#)). Therefore, it is acceptable to have clock cycles in which none of the `tx_enainS` signals are active during backpressure. However, during a clock cycle with `tx_enain0` active, segments must be filled in sequence with no gaps between active segments.

The following are some of the illegal combinations of `tx_enainS`:

- `tx_enain0 = 0, tx_enain1 = 1, tx_enain2 = 1, tx_enain3 = 1`
- `tx_enain0 = 1, tx_enain1 = 0, tx_enain2 = 1, tx_enain3 = 1`
- `tx_enain0 = 1, tx_enain1 = 1, tx_enain2 = 0, tx_enain3 = 1`

Data is transferred in a segment on the RX interface when the corresponding `rx_enainS` is a value of 1. Similarly, the RX interface buffers data and does not forward until it has a sufficient quantity. Therefore, there are clock cycles in which none of the `rx_enainS` signals are active.

TX Backpressure

The optimal use of bandwidth requires that TX local bus data can be written at a rate faster than it can be delivered on the serial interface. This means that there must be backpressure, or flow-control, on the TX segmented LBUS. The signals used to implement backpressure are `tx_rdyout` and `tx_ovfout`. These signals are common for all segments. When responding to backpressure during a clock cycle, none of the `tx_enainS` can be active.

Gaps

The purpose of the segmented LBUS is to provide a means to optimally use the data bus. Therefore, as discussed in [Active Segments](#), segments must be filled in sequence with no gaps between used segments. However, if a segment has an EOP, the following segments might be inactive. For example, the following combinations are permitted during a single clock cycle:

- `tx_enain0 = 1 tx_eopin0 = 0 tx_enain1 = 1 tx_eopin1 = 0`
`tx_enain2 = 1 tx_eopin2 = 1 tx_enain3 = 0 tx_eopin3 = 0`
- `tx_enain0 = 1 tx_eopin0 = 0 tx_enain1 = 1 tx_eopin1 = 1`
`tx_enain2 = 0 tx_eopin2 = 0 tx_enain3 = 0 tx_eopin3 = 0`
- `tx_enain0 = 1 tx_eopin0 = 1 tx_enain1 = 0 tx_eopin1 = 0`
`tx_enain2 = 0 tx_eopin2 = 0 tx_enain3 = 0 tx_eopin3 = 0`

Examples

This section contains examples that illustrate segmented LBUS cycles covering various combinations of SOP, Dat (data in the middle of a packet), EOP, and idle (no data on the bus). Valid and invalid cycles are shown.

The segmented LBUS is assumed to be 512 bits wide and each segment is 128 bits wide (16 bytes). The TX direction is illustrated. The RX direction has analogous behavior, but there are no invalid cycles on the receive segmented LBUS.

Valid Cycles

Table 3-4 shows possible valid TX segmented LBUS cycles.

Table 3-4: Valid TX Segmented LBUS Cycles

Clock Cycle	1	2	3	4	5	6	7	8	9	10
seg0	Dat	Idle	SOP	SOP	Dat	Dat	Idle	Dat	SOP	Idle
seg1	Dat	Idle	Dat	Dat	EOP	Dat	Idle	Dat	Dat	Idle
seg2	Dat	Idle	Dat	Dat	SOP	Dat	Idle	Dat	Dat	Idle
seg3	EOP	Idle	EOP	Dat	Dat	Dat	Idle	EOP	Dat	Idle
tx_rdyout	1	1	1	1	1	1	0	1	0	0
tx_ovfout	0	0	0	0	0	0	0	0	0	0

Cycle 1 shows the end of a packet transfer. If segment 3 (the EOP) is 16 bytes, then tx_mtyin3 is 0. If segment 3 is less than 16 bytes, then tx_mtyin3 is a value ranging from 0001b to 1111b.

Cycle 2 is idle and no data is transferred.

Cycle 3 shows the transfer of a packet having a length of 64 bytes.



CAUTION! *Packets less than 64 bytes are considered undersized according to the Ethernet 802.3-2012 specification, and they are marked as undersized by the signal stat_tx_packet_small (for the transmit direction). Undersized packets might cause the core to lock up and must be avoided.*

Cycle 4 shows the first part of the transfer of a packet greater than 64 bytes.

Cycle 5 shows the transfer of the end of the packet started in Cycle 4, as indicated by the EOP in Segment 1. Another packet might start during the same clock cycle, as indicated by the SOP in segment 2. There is no idle segment between the EOP and SOP.

Cycle 6 shows the transfer of additional data corresponding to the packet started during Cycle 5.

Cycle 7 is idle, even though the packet has not been completely transferred, due to the deassertion of tx_rdyout. This is the only instance where a packet transfer might be interrupted by idle cycles.

Cycle 8 shows the completion of the transfer of the packet started during Cycle 5.

During Cycle 9, tx_rdyout is deasserted. It is still possible to write data during that cycle because this is the first cycle it has been deasserted.



IMPORTANT: Xilinx recommends that additional data should not be written for more than 4 clock cycles after the negation of `tx_rdyout`, or there can be an overflow condition indicated by `tx_ovfout`. This must be avoided.

Cycle 10 is idle due to the continued deassertion of `tx_rdyout`.

Invalid Cycles

Table 3-5 shows several invalid TX segmented LBUS cycles as indicated by the shading.

Table 3-5: Invalid Segmented LBUS Cycles

Clock Cycle	1	2	3	4	5	6	7	8	9	10	--	14	15
seg0	SOP	Idle	Sop	Dat	Dat	SOP	Idle	Dat	SOP	SOP		Dat	Dat
seg1	Dat	Idle	Dat	Dat	Dat	Dat	Idle	Dat	Dat	Dat		Dat	Dat
seg2	Dat	Idle	EOP	Dat	Dat	Dat	Idle	Dat	Idle	Dat		Dat	Dat
seg3	EOP	Idle	SOP	Dat	Dat	Dat	Idle	EOP	EOP	Dat	--	Dat	Dat
tx_rdyout	1	1	1	1	1	1	1	1	1	0		0	0
tx_ovfout	0	0	0	0	0	0	0	0	0	0		0	1

Cycle 3 is not valid because it contains two SOPs.

Cycle 5 does not contain an EOP even though there is an SOP in the next cycle.

Cycle 6 has an SOP even though the preceding packet was not closed with an EOP. This sequence is not permitted by the LBUS rules and results in undefined behavior.

Cycle 7 is idle even though `tx_rdyout` is asserted, and a packet transfer is already under way. This can result in buffer under-run. If this occurs, the Ethernet packet is not sent in its entirety without interruption, and a malfunction of the FCS calculation occurs.

Cycle 9 contains an idle segment during a packet transfer which is not permitted by the segmented LBUS rules.

Cycle 14 is not recommended because a data transfer is being performed even though `tx_rdyout` has been deasserted for the fifth consecutive cycle.

Cycle 15 must never be performed because `tx_ovfout` has been asserted. In the event of `tx_ovfout` being asserted, the 100G Ethernet subsystem should be reset.

User Side AXI4-Stream Interface

For the AXI4-Stream interface, AXIS to LBUS converter at TX path and LBUS to AXIS converter at RX path are incorporated. These modules convert the 128-bit data of four segments of LBUS interface into a 512-bit AXI4-Stream data for user side interface.

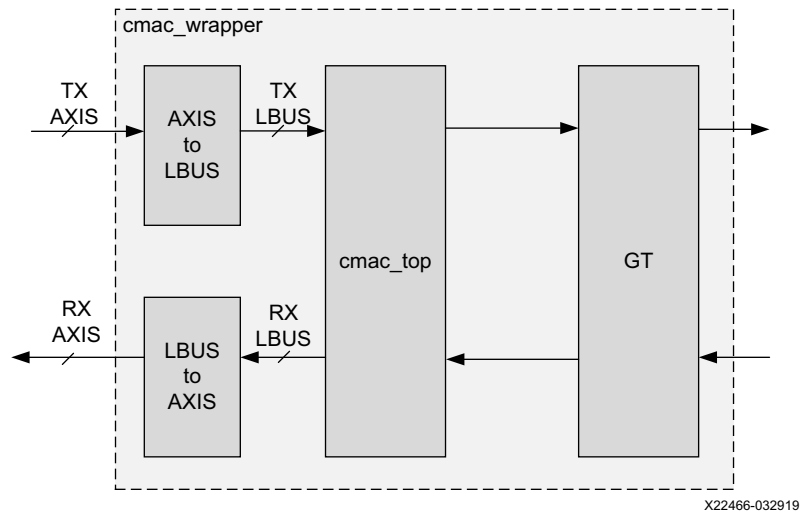


Figure 3-9: LBUS to AXI4-Stream Core

Pause Processing Interface

The dedicated 100G Ethernet subsystem provides a comprehensive mechanism for pause packet termination and generation. The TX and RX have independent interfaces for processing pause information as described in this section.

TX Pause Generation

You can request a pause packet to be transmitted using the `CTL_TX_PAUSE_REQ[8:0]` and `CTL_TX_PAUSE_ENABLE[8:0]` input buses. Bit 8 corresponds to global pause packets and bits [7:0] correspond to priority pause packets.

Each bit of this bus must be held at a steady state for a minimum of 16 cycles before the next transition.



IMPORTANT: *The 100G Ethernet subsystem does not support assertion of global and priority pause packets at the same time.*

The contents of the pause packet are determined using the following attributes.

Global pause packets:

- `CTL_TX_DA_GPP[47:0]`
- `CTL_TX_SA_GPP[47:0]`
- `CTL_TX_ETHERTYPE_GPP[15:0]`
- `CTL_TX_OPCODE_GPP[15:0]`

- CTL_TX_PAUSE_QUANTA8[15:0]

Priority pause packets:

- CTL_TX_DA_PPP[47:0]
- CTL_TX_SA_PPP[47:0]
- CTL_TX_ETHERTYPE_PPP[15:0]
- CTL_TX_OPCODE_PPP[15:0]
- CTL_TX_PAUSE_QUANTA0[15:0]
- CTL_TX_PAUSE_QUANTA1[15:0]
- CTL_TX_PAUSE_QUANTA2[15:0]
- CTL_TX_PAUSE_QUANTA3[15:0]
- CTL_TX_PAUSE_QUANTA4[15:0]
- CTL_TX_PAUSE_QUANTA5[15:0]
- CTL_TX_PAUSE_QUANTA6[15:0]
- CTL_TX_PAUSE_QUANTA7[15:0]

The dedicated 100G Ethernet subsystem automatically calculates and adds the FCS to the packet. For priority pause packets, the dedicated 100G Ethernet subsystem also automatically generates the enable vector based on the priorities that are requested.

To request a pause packet, you must set the corresponding bit of the CTL_TX_PAUSE_REQ[8:0] and CTL_TX_PAUSE_ENABLE[8:0] bus to a 1 and keep it at 1 for the duration of the pause request (that is, if these inputs are set to 0, all pending pause packets are canceled. Pause is canceled by sending out additional pause packet with pause quanta set to 0).

The dedicated 100G Ethernet subsystem will transmit the pause packet immediately after the current packet in flight is completed. Each bit of this bus must be held at a steady state for a minimum of 16 cycles before the next transition.

To retransmit pause packets, the dedicated 100G Ethernet subsystem maintains a total of nine independent timers: one for each priority and one for global pause. These timers are loaded with the value of the corresponding input buses. After a pause packet is transmitted the corresponding timer is loaded with the corresponding value of the CTL_TX_PAUSE_REFRESH_TIMER[8:0] input bus. When a timer times out, another packet for that priority (or global) is transmitted as soon as the current packet in flight is completed. Additionally, you can manually force the timers to 0, and therefore, force a retransmission by setting the CTL_TX_RESEND_PAUSE input to 1 for one clock cycle.

To reduce the number of pause packets for priority mode operation, a timer is considered "timed out" if any of the other timers time out. Additionally, while waiting for the current

packet in flight to be completed, any new timer that times out or any new requests from the you will be merged into a single pause frame. For example, if two timers are counting down, and you send a request for a third priority, the two timers are forced to be timed out and a pause packet for all three priorities is sent as soon as the current in-flight packet (if any) is transmitted.

Similarly, if one of the two timers times out without an additional request from you, both timers are forced to be timed out and a pause packet for both priorities is sent as soon as the current in-flight packet (if any) is transmitted.

You can stop pause packet generation by setting the appropriate bits of `CTL_TX_PAUSE_REQ[8:0]` or `CTL_TX_PAUSE_ENABLE[8:0]` to 0.

RX Pause Termination

The dedicated 100G Ethernet subsystem terminates global and priority pause frames and provides a simple hand-shaking interface to allow user logic to respond to pause packets.

Determining Pause Packets

There are three steps in determining pause packets:

1. Checks are performed to see if a packet is a global or a priority control packet. Packets that pass step 1 are forwarded to you only if `CTL_RX_FORWARD_CONTROL` is set to 1.
2. If step 1 passes, the packet is checked to determine if it is a global pause packet.
3. If step 2 fails, the packet is checked to determine if it is a priority pause packet.

For step 1, the following pseudo code shows the checking function:

```
assign da_match_gcp = (!ctl_rx_check_mcast_gcp && !ctl_rx_check_ucast_gcp) || ((DA
== ctl_rx_pause_da_ucast) && ctl_rx_check_ucast_gcp) || ((DA == 48'h0180c2000001) &&
ctl_rx_check_mcast_gcp);

assign sa_match_gcp = !ctl_rx_check_sa_gcp || (SA == ctl_rx_pause_sa);

assign etype_match_gcp = !ctl_rx_check_etype_gcp || (ETYPE == ctl_rx_etype_gcp);

assign opcode_match_gcp = !ctl_rx_check_opcode_gcp || ((OPCODE >=
ctl_rx_opcode_min_gcp) && (OPCODE <= ctl_rx_opcode_max_gcp));

assign global_control_packet = da_match_gcp && sa_match_gcp && etype_match_gcp &&
opcode_match_gcp && ctl_rx_enable_gcp;

assign da_match_pcp = (!ctl_rx_check_mcast_pcp && !ctl_rx_check_ucast_pcp) || ((DA
== ctl_rx_pause_da_ucast) && ctl_rx_check_ucast_pcp) || ((DA ==
ctl_rx_pause_da_mcast) && ctl_rx_check_mcast_pcp);

assign sa_match_pcp = !ctl_rx_check_sa_pcp || (SA == ctl_rx_pause_sa);

assign etype_match_pcp = !ctl_rx_check_etype_pcp || (ETYPE == ctl_rx_etype_pcp);
```



```

assign opcode_match_pcp = !ctl_rx_check_opcode_pcp || ((OPCODE >=
ctl_rx_opcode_min_pcp) && (OPCODE <= ctl_rx_opcode_max_pcp));

assign priority_control_packet = da_match_pcp && sa_match_pcp && etype_match_pcp &&
opcode_match_pcp && ctl_rx_enable_pcp;

assign control_packet = global_control_packet || priority_control_packet;
    
```

where DA is the destination address, SA is the source address, OPCODE is the opcode, and ETYPE is the ethertype/length field that is extracted from the incoming packet.

For step 2, the following pseudo code shows the checking function:

```

assign da_match_gpp = (!ctl_rx_check_mcast_gpp && !ctl_rx_check_ucast_gpp) || ((DA
== ctl_rx_pause_da_ucast) && ctl_rx_check_ucast_gpp) || ((DA == 48'h0180c2000001) &&
ctl_rx_check_mcast_gpp);

assign sa_match_gpp = !ctl_rx_check_sa_gpp || (SA == ctl_rx_pause_sa);

assign etype_match_gpp = !ctl_rx_check_etype_gpp || (ETYPE == ctl_rx_etype_gpp);

assign opcode_match_gpp = !ctl_rx_check_opcode_gpp || (OPCODE == ctl_rx_opcode_gpp);

assign global_pause_packet = da_match_gpp && sa_match_gpp && etype_match_gpp &&
opcode_match_gpp && ctl_rx_enable_gpp;
    
```

where DA is the destination address, SA is the source address, OPCODE is the opcode, and ETYPE is the ethertype/length field that is extracted from the incoming packet.

For step 3, the following pseudo code shows the checking function:

```

assign da_match_ppp = (!ctl_rx_check_mcast_ppp && !ctl_rx_check_ucast_ppp) || ((DA
== ctl_rx_pause_da_ucast) && ctl_rx_check_ucast_ppp) || ((DA ==
ctl_rx_pause_da_mcast) && ctl_rx_check_mcast_ppp);

assign sa_match_ppp = !ctl_rx_check_sa_ppp || (SA == ctl_rx_pause_sa);

assign etype_match_ppp = !ctl_rx_check_etype_ppp || (ETYPE == ctl_rx_etype_ppp);

assign opcode_match_ppp = !ctl_rx_check_opcode_ppp || (OPCODE == ctl_rx_opcode_ppp);

assign priority_pause_packet = da_match_ppp && sa_match_ppp && etype_match_ppp &&
opcode_match_ppp && ctl_rx_enable_ppp;
    
```

where DA is the destination address, SA is the source address, OPCODE is the opcode, and ETYPE is the ethertype/length field that is extracted from the incoming packet.

User Interface

A simple hand-shaking protocol alerts you of the reception of pause packets using the CTL_RX_PAUSE_ENABLE[8:0], STAT_RX_PAUSE_REQ[8:0] and CTL_RX_PAUSE_ACK[8:0] buses. For both buses, bit [8] corresponds to global pause packets and bits [7:0] correspond to priority pause packets.

The following steps occur when a pause packet is received:

1. If the corresponding bit of `CTL_RX_PAUSE_ENABLE[8:0]` is 0, the quanta is ignored and the dedicated 100G Ethernet subsystem stays in step 1. Otherwise, the corresponding bit of the `STAT_RX_PAUSE_REQ[8:0]` bus is set to 1, and the received quanta is loaded into a timer.

Note: If one of the bits of `CTL_RX_PAUSE_ENABLE[8:0]` is set to 0 (that is, disabled) when the pause processing is in step 2 or later, the dedicated 100G Ethernet subsystem completes the steps as normal until it comes back to step 1.
2. If `CTL_RX_CHECK_ACK` input is 1, the dedicated 100G Ethernet subsystem waits for you to set the appropriate bit of the `CTL_RX_PAUSE_ACK[8:0]` bus to 1.
3. After you set the proper bit of `CTL_RX_PAUSE_ACK[8:0]` to 1, or if `CTL_RX_CHECK_ACK` is 0, the dedicated 100G Ethernet subsystem starts counting down the timer.
4. When the timer times out, the dedicated 100G Ethernet sets the appropriate bit of `STAT_RX_PAUSE_REQ[8:0]` back to 0.
5. If `CTL_RX_CHECK_ACK` input is 1, the operation is complete when you set the appropriate bit of `CTL_RX_PAUSE_ACK[8:0]` back to 0.

If you do not set the appropriate bit of `CTL_RX_PAUSE_ACK[8:0]` back to 0, the dedicated 100G Ethernet subsystem deems the operation complete after 32 clock cycles.

The preceding steps are demonstrated in [Figure 3-10](#) with each step shown on the wave form.

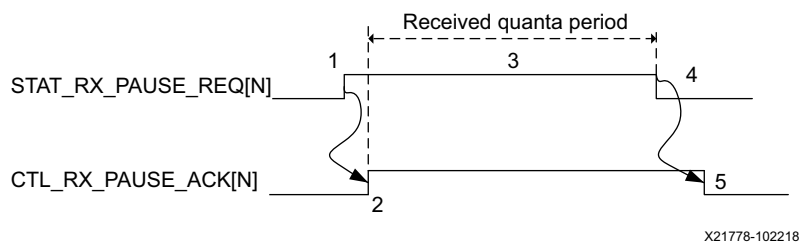


Figure 3-10: RX Pause Interface Example

If at any time during steps 2 to 5 a new pause packet is received, the timer is loaded with the newly acquired quanta value and the process continues.

Status and Control Interface

The status/control interface allows you to set up the 100G Ethernet subsystem configuration and to monitor the status of the core. The following subsections describe the various status and control signals.

RX and TX

The 802.3-2012 defines the PCS Lane marker values. These are shown in [Table 3-6](#).

Table 3-6: PCS Lane Marker Values

PCS Lane Marker Attributes	Value
CTL_RX_VL_MARKER_ID[0][63:0] CTL_TX_VL_MARKER_ID[0][63:0]	64'hc1_68_21_00_3e_97_de_00
CTL_RX_VL_MARKER_ID[1][63:0] CTL_TX_VL_MARKER_ID[1][63:0]	64'h9d_71_8e_00_62_8e_71_00
CTL_RX_VL_MARKER_ID[2][63:0] CTL_TX_VL_MARKER_ID[2][63:0]	64'h59_4b_e8_00_a6_b4_17_00
CTL_RX_VL_MARKER_ID[3][63:0] CTL_TX_VL_MARKER_ID[3][63:0]	64'h4d_95_7b_00_b2_6a_84_00
CTL_RX_VL_MARKER_ID[4][63:0] CTL_TX_VL_MARKER_ID[4][63:0]	64'hf5_07_09_00_0a_f8_f6_00
CTL_RX_VL_MARKER_ID[5][63:0] CTL_TX_VL_MARKER_ID[5][63:0]	64'hdd_14_c2_00_22_eb_3d_00
CTL_RX_VL_MARKER_ID[6][63:0] CTL_TX_VL_MARKER_ID[6][63:0]	64'h9a_4a_26_00_65_b5_d9_00
CTL_RX_VL_MARKER_ID[7][63:0] CTL_TX_VL_MARKER_ID[7][63:0]	64'h7b_45_66_00_84_ba_99_00
CTL_RX_VL_MARKER_ID[8][63:0] CTL_TX_VL_MARKER_ID[8][63:0]	64'ha0_24_76_00_5f_db_89_00
CTL_RX_VL_MARKER_ID[9][63:0] CTL_TX_VL_MARKER_ID[9][63:0]	64'h68_c9_fb_00_97_36_04_00
CTL_RX_VL_MARKER_ID[10][63:0] CTL_TX_VL_MARKER_ID[10][63:0]	64'hfd_6c_99_00_02_93_66_00
CTL_RX_VL_MARKER_ID[11][63:0] CTL_TX_VL_MARKER_ID[11][63:0]	64'hb9_91_55_00_46_6e_aa_00
CTL_RX_VL_MARKER_ID[12][63:0] CTL_TX_VL_MARKER_ID[12][63:0]	64'h5c_b9_b2_00_a3_46_4d_00
CTL_RX_VL_MARKER_ID[13][63:0] CTL_TX_VL_MARKER_ID[13][63:0]	64'h1a_f8_bd_00_e5_07_42_00
CTL_RX_VL_MARKER_ID[14][63:0] CTL_TX_VL_MARKER_ID[14][63:0]	64'h83_c7_ca_00_7c_38_35_00
CTL_RX_VL_MARKER_ID[15][63:0] CTL_TX_VL_MARKER_ID[15][63:0]	64'h35_36_cd_00_ca_c9_32_00
CTL_RX_VL_MARKER_ID[16][63:0] CTL_TX_VL_MARKER_ID[16][63:0]	64'hc4_31_4c_00_3b_ce_b3_00

Table 3-6: PCS Lane Marker Values (Cont'd)

PCS Lane Marker Attributes	Value
CTL_RX_VL_MARKER_ID[17][63:0] CTL_TX_VL_MARKER_ID[17][63:0]	64'had_d6_b7_00_52_29_48_00
CTL_RX_VL_MARKER_ID[18][63:0] CTL_TX_VL_MARKER_ID[18][63:0]	64'h5f_66_2a_00_a0_99_d5_00
CTL_RX_VL_MARKER_ID[19][63:0] CTL_TX_VL_MARKER_ID[19][63:0]	64'hc0_f0_e5_00_3f_0f_1a_00

RX PCS Lane Alignment Status

The 100G Ethernet subsystem provides status bits to indicate the state of word boundary synchronization and PCS lane alignment. All signals are synchronous with the rising-edge of `RX_CLK`. A detailed description of each signal follows.

STAT_RX_SYNCED[19:0]

When a bit of this bus is 0, it indicates that word boundary synchronization of the corresponding lane is not complete or that an error has occurred as identified by another status bit.

When a bit of this bus is 1, it indicates that the corresponding lane is word boundary synchronized and is receiving PCS Lane Marker Words as expected.

STAT_RX_SYNCED_ERR[19:0]

When a bit of this bus is 1, it indicates one of several possible failures on the corresponding lane.

- Word boundary synchronization in the lane was not possible using Framing bits [65:64].
- After word boundary synchronization in the lane was achieved, errors were detected on Framing bits [65:64].
- After word boundary synchronization in the lane was achieved, a valid PCS Lane Marker Word was never received.

The bits of the bus remain asserted until word boundary synchronization occurs or until some other error/failure is signaled for the corresponding lane.

STAT_RX_MF_LEN_ERR[19:0]

When a bit of this bus is 1, it indicates that PCS Lane Marker Words are being received but not at the expected rate in the corresponding lane. The transmitter and receiver must be re-configured with the same Meta Frame length.

The bits of the bus remain asserted until word boundary synchronization occurs or until some other error/failure is signaled for the corresponding lane.

STAT_RX_MF_REPEAT_ERR[19:0]

After word boundary synchronization is achieved in a lane, if a bit of this bus is a 1, it indicates that four consecutive invalid PCS Lane Marker Words were detected in the corresponding lane.

The bits of the bus remain asserted until re-synchronization occurs or until some other error/failure is signaled for the corresponding lane.

STAT_RX_MF_ERR[19:0]

When a bit of this bus is 1, it indicates that an invalid PCS Lane Marker Word was received on the corresponding lane. This bit is only asserted after word boundary synchronization is achieved. This output is asserted for one clock period each time an invalid Meta Packet Synchronization Word is detected.

STAT_RX_ALIGNED

When `STAT_RX_ALIGNED` is a value of 1, all of the lanes are aligned/de-skewed and the receiver is ready to receive packet data.

STAT_RX_ALIGNED_ERR

When `STAT_RX_ALIGNED_ERR` is a value of 1, one of two things occurred. Lane alignment failed after several attempts, or lane alignment was lost (`STAT_RX_ALIGNED` was asserted and then it was negated).

STAT_RX_MISALIGNED

When `STAT_RX_MISALIGNED` is a value of 1, a valid PCS Lane Marker Word was not received on all PCS lanes simultaneously. This output is asserted for one clock period each time this error condition is detected.

STAT_RX_FRAMING_ERR_[0-19][3:0] and STAT_RX_FRAMING_ERR_VALID_[0-19]

This set of buses is intended to be used to keep track of sync header errors. There is a pair of outputs for each PCS Lane. The `STAT_RX_FRAMING_ERR_[0-19]` output bus indicates how many sync header errors were received and it is qualified (that is, the value is only valid) when the corresponding `STAT_RX_FRAMING_ERR_VALID[0-19]` is sampled as a 1.

STAT_RX_PCSL_NUMBER_[0-19][4:0]

Each bus indicates which PCS lane will have its status reflected on a specific status pins. For example, `STAT_RX_PCSL_NUMBER_0` indicates which PCS lane will have its status reflected on pin 0 of the other status signals. These buses can be used to detect if a PCS lane has not been found or if one has been mapped to multiple status pins.

In CAUI-10 mode:

- The physical lanes 0, 1 map to GT0,
- The physical lanes 2, 3 map to GT1,
- The physical lanes 4, 5 map to GT2, and so forth.

In CAUI-4 mode:

- The physical lanes 0, 1, 2, 3, 4 map to GT0,
- The physical lanes 5, 6, 7, 8, 9 map to GT1,
- The physical lanes 10, 11, 12, 13, 14 map to GT2, and
- The physical lanes 15, 16, 17, 18, 19 map to GT3.

STAT_RX_PCSL_DEMUXED[19:0]

After word boundary synchronization is achieved on each lane, if a bit of this bus is 1 it indicates that the corresponding PCS lane was properly found and demultiplexed.

STAT_RX_BLOCK_LOCK[19:0]

Each bit indicates that the corresponding PCS lane has achieved sync header lock as defined by the 802.3-2012. A value of 1 indicates block lock is achieved.

STAT_RX_STATUS

This output is set to a 1 when `STAT_RX_ALIGNED` is a 1 and `STAT_RX_HI_BER` is a 0. This is defined by the 802.3-2012.

STAT_RX_LOCAL_FAULT

This output is High when `STAT_RX_INTERNAL_LOCAL_FAULT` or `STAT_RX_RECEIVED_LOCAL_FAULT` is asserted. This output is level sensitive.

RX Error Status

The 100G Ethernet subsystem provides status signals to identify 64B/66B words and sequences violations and CRC32 checking failures. All signals are synchronous with the rising-edge of `CLK`. A detailed description of each signal follows.

STAT_RX_BAD_FCS[3:0]

When this signal is a value of 1, it indicates that the error detection logic has identified a mismatch between the expected and received value of CRC32 in the received packet.

When a CRC32 error is detected, the received packet is marked as containing an error and it is sent with `RX_ERRROUT` asserted during the last transfer (the cycle with `RX_EOPOUT`

asserted), unless `CTL_RX_IGNORE_FCS` is asserted. This signal is asserted for one clock period each time a CRC32 error is detected.

STAT_RX_BAD_CODE[2:0]

This signal indicates how many cycles the RX PCS receive state machine is in the RX_E state as defined by the 802.3-2012 specifications.

1588v2 Timestamping

The Integrated 100G Ethernet subsystem supports 1588v2 timestamping. All the necessary signals are provided to allow external soft logic to make precise corrections to the timestamp captured by the IP. The core supports 2-step 1588v2 clocks through ingress and egress timestamp captures.

According to the IEEE 1588v2 standard, there are various PTP message encapsulations [Ref 1]. In the case of 2-step clocks, all types of encapsulation are possible with the 100G Ethernet subsystem if the design includes a PTP-specific (software) implementation.

For a 1-step clock, the encapsulation protocol (PTP message offset) must be defined. Therefore, the integrated CMAC supports the following encapsulations for 1-step operation:

- Ethernet
- IPv4 UDP
- IPv6 UDP

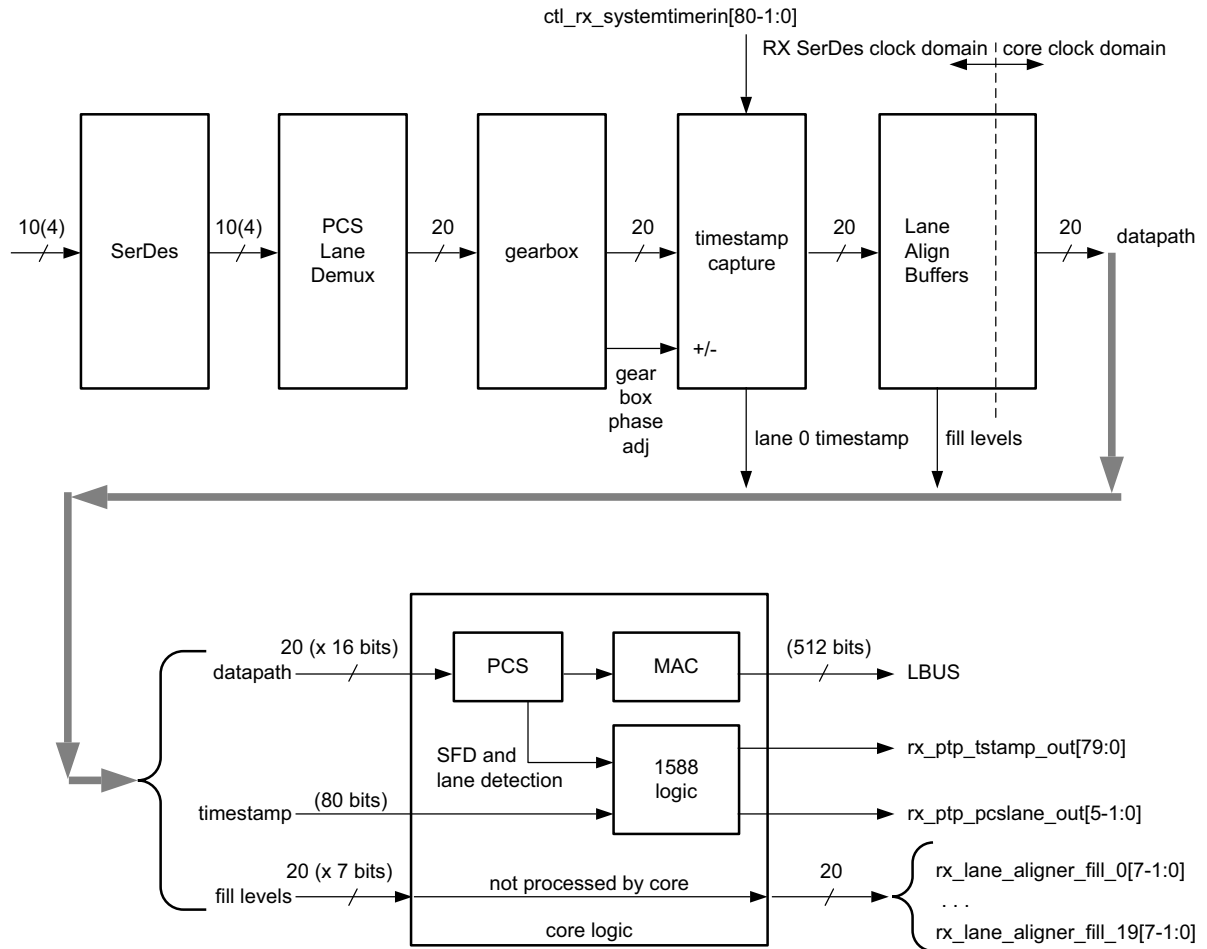
Inputs are provided for the timestamp offset value in the message, and for the RX path timestamp to use for the field adjustment. Further details on the function of the control inputs are found in [Table 2-2](#).

Receive Timestamp Function

The ingress logic does not parse the ingress packets to search for 1588 (PTP) frames. Instead, it takes a timestamp for every received frame and outputs this value to the user logic. The feature is always enabled, but the timestamp output can be ignored by users not requiring this function.

See [Table 2-2](#) for a detailed description of signals related to the RX timestamping function.

To compensate for lane skew, the alignment buffer fill levels for each PCS lane are provided as outputs. The RX timestamp function is shown in [Figure 3-11](#).



X14342

Figure 3-11: RX Timestamping

In Figure 3-11, timestamps are captured for each word of lane 0 which is exiting the gearbox plane. The capture logic accounts for the gearbox dead cycle which occurs every 33 cycles.



IMPORTANT: The RX system timer input must be in lane 0 of the RX SerDes clock domain.

Timestamps are filtered after the PCS decoder to retain only those timestamps corresponding to an SOP. The PCS also identifies the PCS lane on which the SOP occurred.

The lane alignment fill buffers are carried through to the user interface output. These average values of the fill levels are not expected to vary over time. The average value should be taken to the required accuracy to remove the clock cycle jitter. The alignment fill values reflect the static skew present in each lane.

The signals `stat_rx_pcs1_number_0[4:0]` to `stat_rx_pcs1_number_19[4:0]` can be used to correlate each PCS lane to a physical lane.

Soft logic improves timestamp accuracy and compensate for the lane alignment FIFO fill levels by adding or subtracting the relative fill level of the selected lane. The reference fill level is the average fill level of the RX lane aligner fill after the PCS lane number carried by `rx_ptp_pcslane_out` is translated to a PMD lane number via the `stat_rx_pcsl_number_*`. The relationship between the 100G Ethernet subsystem and the soft logic is shown in Figure 3-12.

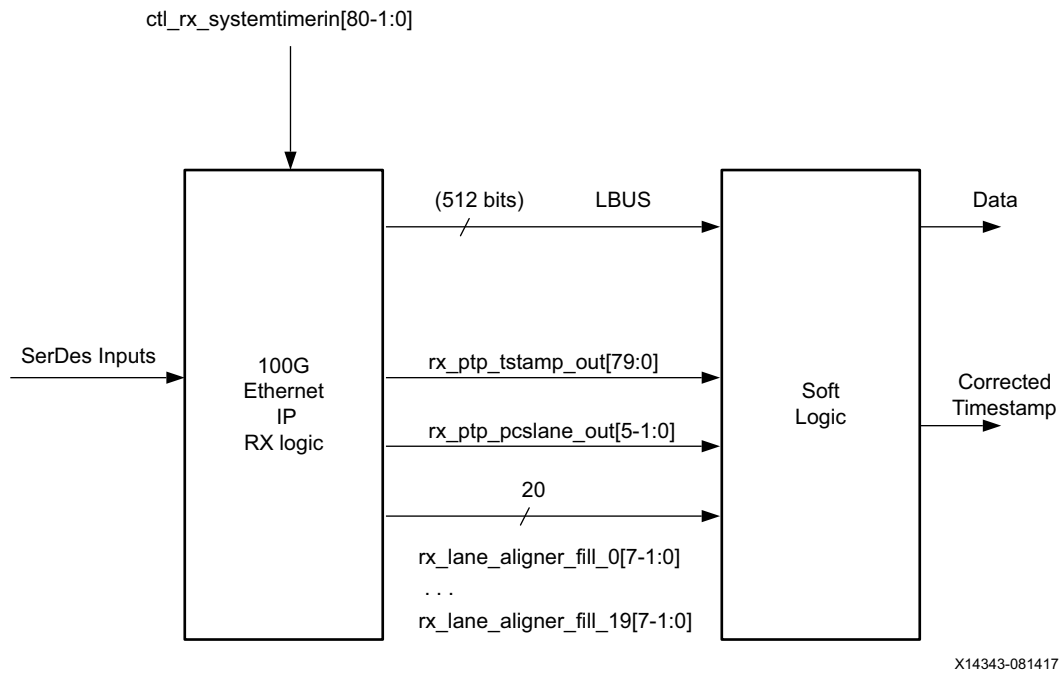


Figure 3-12: Soft Logic

The corrected timestamp is computed as:

$$rx_ptp_tstamp_out + (Reference\ Fill\ Level - rx_lane_aligner_fill_0)$$

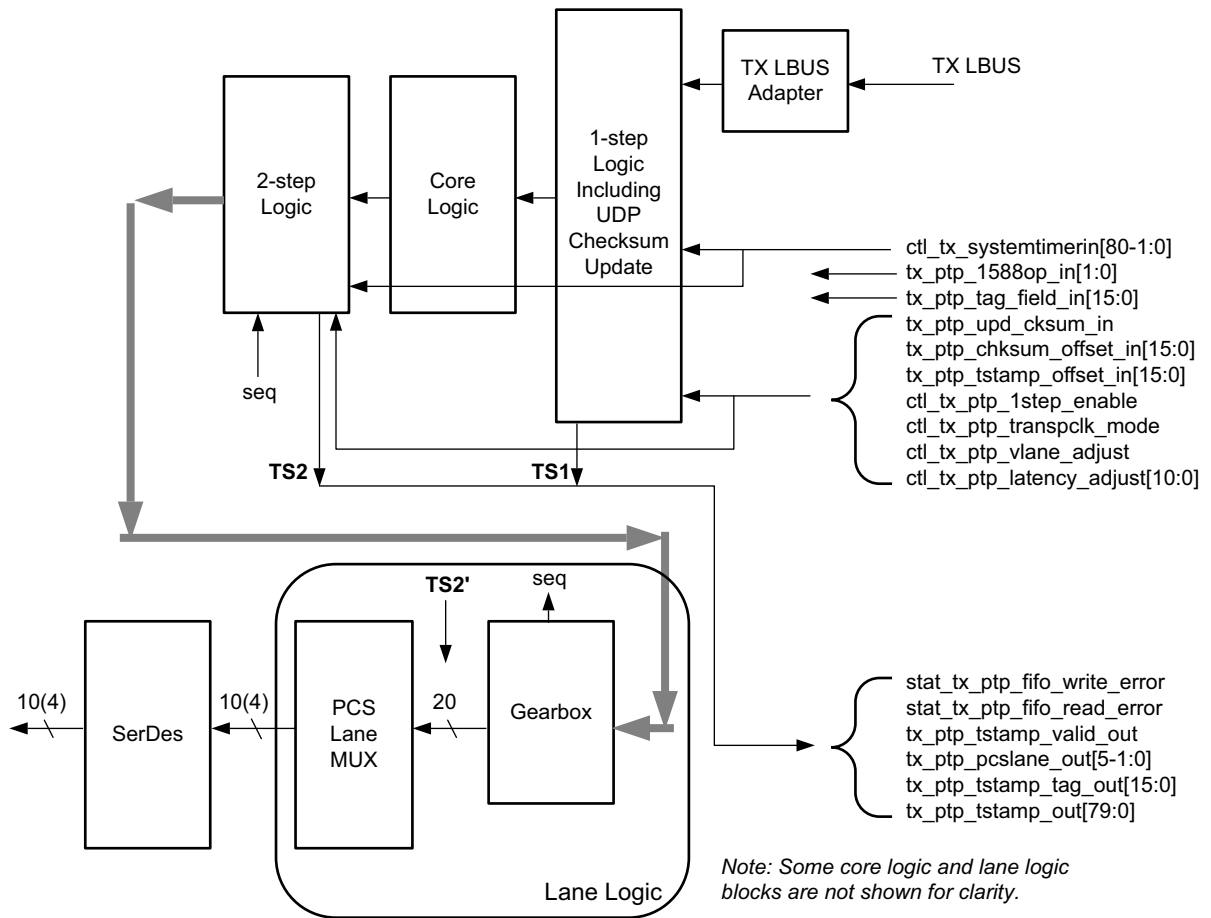
Where:

- `rx_ptp_tstamp_out` is the timestamp at the first gearbox, and is filtered by the PCS to correspond to the start of the SOP. The `rx_ptp_tstamp_out` value is a unit of time. Whereas the fill level is not a unit of time. To translate the fill level to time, multiply the fill level by the cycle period.
- `rx_lane_aligner_fill_0` is the time average of the alignment buffer fill level for the lane on which the timestamp was taken.
- Reference fill level is the average fill level of the RX lane aligner fill after the PCS lane number carried by `rx_ptp_pcslane_out` is translated to a PMD lane number via the `stat_rx_pcsl_number_*`.

Transmit 1588 Insertion and Timestamp Function

The egress logic uses an operation/command bus to identify frames that require time stamping returned to the user, or frames for which a timestamp should be inserted. See [Table 2-14](#) for a description of the control inputs.

Transmit timestamping is illustrated in [Figure 3-13](#).



X14344

Figure 3-13: TX Timestamping

As seen on the diagram, timestamping logic exists in two locations depending on whether 1-step or 2-step operation is desired. 1-step operation requires user datagram protocol (UDP) checksum and FCS updates and therefore the FCS core logic is re-used.

The TS references are defined as follows:

- TS1: The output timestamp signal when a 1-step operation is selected.
- TS2: The output timestamp signal when a 2-step operation is selected.
- TS2': The plane to which both timestamps are corrected.

TS2 always has a correction applied so that it is referenced to the TS2' plane. TS1 might or might not have the TS2' correction applied, depending on the value of the signal `ctl_tx_ptp_latency_adjust[10:0]`. The default value of this signal is 705 (decimal).

On the transmit side, a control input is provided by the client to the subsystem in parallel with the frame sent for transmission. This indicates, on a frame-by-frame basis, the 1588 function to perform (either no-operation, 1-step, or 2-step) and also indicates, for 1-step frames, whether there is a UDP checksum field to update.

- If using the Ordinary Clock mode, then for both 1-step and 2-step operations, the full captured 80-bit ToD timestamp is returned to the client logic using the additional ports defined in [Table 2-14](#) and [Table 2-15](#).
- If using the Transparent clock mode, then for both 1-step and 2-step operations, the full captured 64-bit timestamp is returned to the client logic using the additional ports defined in [Table 2-14](#) and [Table 2-15](#) (with the upper bits of data set to zero as defined in the table).
- If using the Ordinary Clock mode, then for a 1-step operation, the full captured 80-bit ToD timestamp is inserted into the frame. If using the Transparent clock mode, then for 1-step operation, the captured 64-bit timestamp is summed with the existing Correction Field contained within the frame and the summed result is overwritten into the original Correction Field of the frame. Supported frame types for 1-step timestamping are:
 - Raw Ethernet
 - UDP/IPv4
 - UDP/IPv6

For 1-step UDP frame types, the UDP checksum is updated in accordance with IETF RFC 1624. For all 1-step frames, the Ethernet Frame Check Sequence (FCS) field is calculated after all frame modifications have been completed. For 2-step transmit operation, all Precision Time Protocol (PTP) frame types are supported.

Frame-by-Frame Timestamping Operation

The operational mode of the egress timestamping function is determined by the settings on the `TX_PTP_1588OP_IN` port. The information contained within the command port indicates one of the following:

- No operation: the frame is not a PTP frame and no timestamp action should be taken.
- Two-step operation requires a tag value (user-sequence ID) which is provided as part of the control input; the frame should be timestamped, and the timestamp is made available to the client logic along with the provided tag value for the frame. The additional MAC transmitter ports provide this function.

- 1-step operation requirements:
 - For the ToD timer and timestamp format, a timestamp offset value is provided as part of the command port; the frame should be timestamped, and the timestamp should be inserted into the frame at the provided offset (number of bytes) into the frame.
 - For the Transparent clock mode, a Correction Field offset value is provided as part of the command port; the frame should be timestamped, and the captured 64-bit Timestamp is summed with the existing Correction Field contained within the frame and the summed result is overwritten into original Correction Field of the frame.

For a 1-step operation following the frame modification, the cyclic redundancy check (CRC) value of the frame should also be updated/recalculated. For UDP IPv4 and IPv6 PTP formatted frames, the checksum value in the header of the frame needs to be updated/recalculated.

- For 1-step UDP frame types, the UDP checksum is updated in accordance with IETF RFC 1624.
 - If using the Ordinary Clock mode, in order for this update function to work correctly, the original checksum value for the frame sent for transmission should be calculated using a zero value for the timestamp data. This particular restriction does not apply when using the Transparent clock mode.
 - If using the Transparent clock mode, a different restriction does apply; the separation between the UDP Checksum field and the Correction Field within the 1588 PTP frame header is a fixed interval of bytes, supporting the 1588 PTP frame definition. This is a requirement to minimize the latency through the MAC since both the checksum and the correction field must both be fully contained in the MAC pipeline in order for the checksum to be correctly updated. This particular restriction does not apply to the Ordinary Clock mode because the original timestamp data is calculated as a zero value; consequently the checksum and timestamp position can be independently located within the frame.

Transmit 1588 Gearbox Jitter Compensation

The 1588 timestamp capture on the TX accounts for the jitter introduced by the transmit gearbox. The gearbox takes in 66-bit timestamped frames in 34/32 bit chunks and outputs data 32 bits at a time. Because 66 bits is not a multiple of 32, the gearbox accumulates excess data that is added to the beginning of subsequent cycles of data output. When data is appended from the gearbox buffer, jitter is introduced to the timestamped frames received by the gearbox. The gearbox has a state that is called the sequence number. For each sequence number, the gearbox has a specific number of bits buffered for adding to the beginning of the output data. The amount of jitter introduced by the gearbox can be represented by the graph in [Figure 3-14](#).



TIP: The timestamp of a frame aligns with the control bits at the start of the 66-bit frame. As a result, timestamp jitter compensation is applied according to the arrival time of the control bits at the gearbox. The actual compensation is done by multiplying the cycle period (3.103 ns) by the $n/32$ fraction based on the sequence number and adding that to the timestamp already associated with the 66-bit frame.

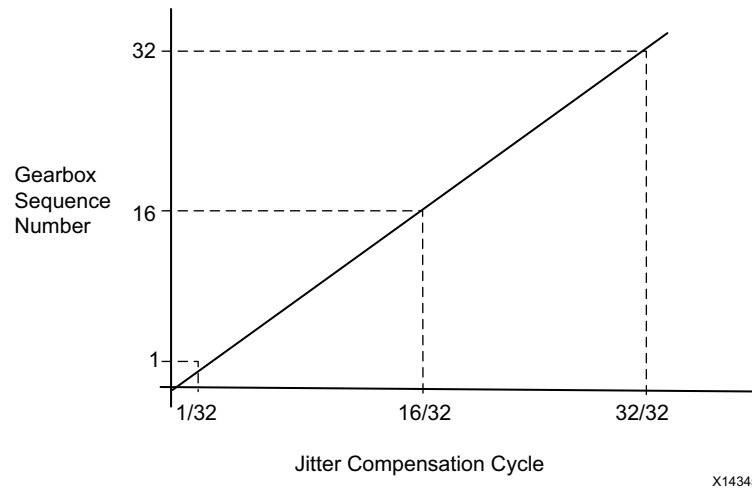


Figure 3-14: Jitter Compensation

Transceiver Selection Rules

The design must meet the following rules when connecting the 100G Ethernet subsystem to the transceivers.

If implementing CAUI-10:

- CAUI-10 GTs have to be contiguous
- CAUI-10 must include two or four GTs from the quad in the same horizontal Clock Region (CR) as the 100G Ethernet IP
- CAUI-10 must be implemented within an Super Logic Region (SLR)

If implementing CAUI-4:

- CAUI-4 GTs have to be contiguous
- CAUI-4 must use GTs from the same horizontal CR or two above or below
- CAUI-4 all GTs must come from the same GT quad
- CAUI-4 is only supported in Lanes 1-4
- CAUI-4 must be implemented within an SLR

If implementing Runtime Switchable CAUI-10/CAUI-4, follow the preceding rules for both CAUI-10 and CAUI-4 rules.



IMPORTANT: For Runtime Switchable mode, if the GT group is selected as two GTs from bottom quad, four GTs from middle and four GTs from upper quad, then when it switches from CAUI10 to CAUI4, the upper GT quad is used for CAUI4.

Note that the 100G Ethernet subsystem is optimized to use GTY transceiver locations. Therefore GTH transceiver locations relative to the CMAC block span a significant distance. Timing closure can be affected.



RECOMMENDED: For transceiver selections outside of these rules, contact Xilinx® support or your local FAE.

See the *UltraScale Architecture Clocking Resource User Guide* (UG572) [Ref 5] for more information on clock region.

Dynamic Reconfiguration Port

The dynamic reconfiguration port (DRP) allows the dynamic change of attributes to the 100G Ethernet subsystem. The DRP interface is a processor-friendly synchronous interface with an address bus (DRP_ADDR) and separated data buses for reading (DRP_DO) and writing (DRP_DI) configuration data to the CMAC block. An enable signal (DRP_EN), a read/write signal (DRP_WE), and a ready/valid signal (DRP_RDY) are the control signals that implement read and write operations, indicate that the operation is completion, or indicate the availability of data.

For the DRP to work, a clock must be provided to the DRP_CLK port. See the *Virtex UltraScale Architecture Data Sheet: DC and AC Switching Characteristics Data Sheet* (DS893) [Ref 3], for the maximum allowed clock frequency.

The CMAC block must be held in reset when you want to dynamically change the attributes through the DRP. That is, TX_RESET, RX_RESET, and the RX_SERDES_RESET[9:0] need to be asserted High.

DRP Write Operation

Figure 3-15 shows the DRP write operation timing diagram. New DRP operations can be initiated when the `DRP_RDY` signal is asserted.

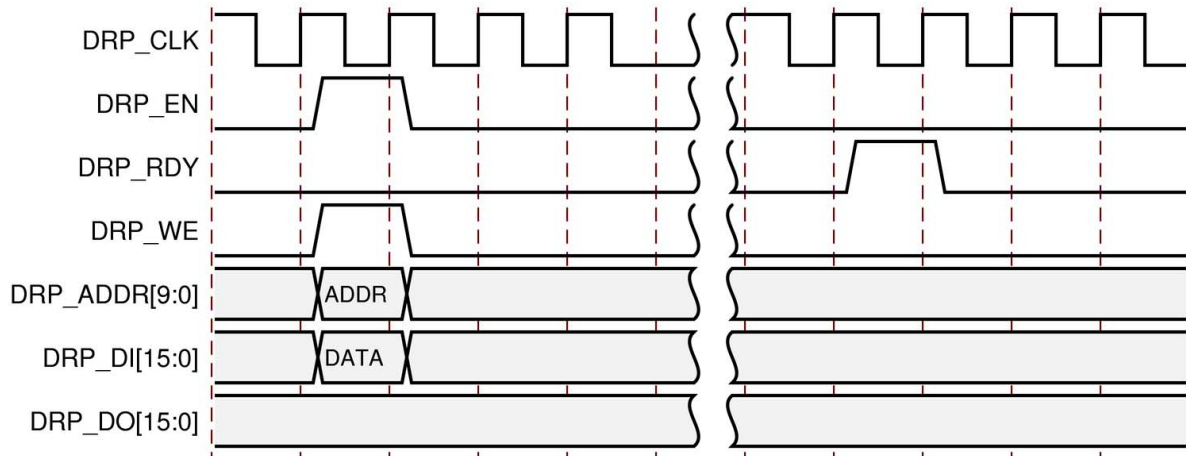


Figure 3-15: DRP Write Operation Timing Diagram

DRP Read Operation

Figure 3-16 shows the DRP read operation timing diagram. New DRP operations can be initiated when the `DRP_RDY` signal is asserted.

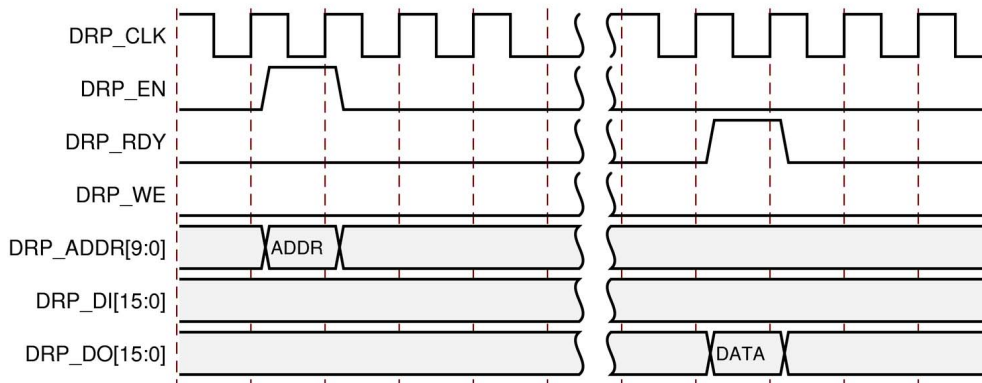


Figure 3-16: DRP Read Operation Timing Diagram

DRP Address Map of the CMAC Block

Table 3-7 lists the DRP map of the CMAC block sorted by address.

Table 3-7: DRP Map of the CMAC Block

DRP Address (Hex)	DRP Bits	R/W	Attribute Name	Attribute Encoding (Hex)	DRP Encoding (Hex)
0	0	R/W	CTL_TX_PTP_1STEP_ENABLE	FALSE	0
				TRUE	1
1	0	R/W	CTL_TX_IGNORE_FCS	FALSE	0
				TRUE	1
2	0	R/W	CTL_TX_FCS_INS_ENABLE	FALSE	0
				TRUE	1
8	[15:0]	R/W	CTL_TX_OPCODE_GPP[15:0]	0-FFFF	0-FFFF
9	[15:0]	R/W	CTL_TX_ETHERTYPE_PPP[15:0]	0-FFFF	0-FFFF
A	[15:0]	R/W	CTL_TX_OPCODE_PPP[15:0]	0-FFFF	0-FFFF
10	[15:0]	R/W	CTL_TX_VL_LENGTH_MINUS1[15:0]	0-FFFF	0-FFFF
18	[15:0]	R/W	CTL_TX_SA_GPP[15:0]	0-FFFF	0-FFFF
19	[15:0]	R/W	CTL_TX_SA_GPP[31:16]	0-FFFF	0-FFFF
1A	[15:0]	R/W	CTL_TX_SA_GPP[47:32]	0-FFFF	0-FFFF
20	[15:0]	R/W	CTL_TX_DA_PPP[15:0]	0-FFFF	0-FFFF
21	[15:0]	R/W	CTL_TX_DA_PPP[31:16]	0-FFFF	0-FFFF
22	[15:0]	R/W	CTL_TX_DA_PPP[47:32]	0-FFFF	0-FFFF
28	[15:0]	R/W	CTL_TX_SA_PPP[15:0]	0-FFFF	0-FFFF
29	[15:0]	R/W	CTL_TX_SA_PPP[31:16]	0-FFFF	0-FFFF
2A	[15:0]	R/W	CTL_TX_SA_PPP[47:32]	0-FFFF	0-FFFF
30	[15:0]	R/W	CTL_TX_DA_GPP[15:0]	0-FFFF	0-FFFF
31	[15:0]	R/W	CTL_TX_DA_GPP[31:16]	0-FFFF	0-FFFF
32	[15:0]	R/W	CTL_TX_DA_GPP[47:32]	0-FFFF	0-FFFF
38	[15:0]	R/W	CTL_TX_VL_MARKER_ID0[15:0]	0-FFFF	0-FFFF
39	[15:0]	R/W	CTL_TX_VL_MARKER_ID0[31:16]	0-FFFF	0-FFFF
3A	[15:0]	R/W	CTL_TX_VL_MARKER_ID0[47:32]	0-FFFF	0-FFFF
3B	[15:0]	R/W	CTL_TX_VL_MARKER_ID0[63:48]	0-FFFF	0-FFFF
40	[15:0]	R/W	CTL_TX_VL_MARKER_ID1[15:0]	0-FFFF	0-FFFF
41	[15:0]	R/W	CTL_TX_VL_MARKER_ID1[31:16]	0-FFFF	0-FFFF
42	[15:0]	R/W	CTL_TX_VL_MARKER_ID1[47:32]	0-FFFF	0-FFFF
43	[15:0]	R/W	CTL_TX_VL_MARKER_ID1[63:48]	0-FFFF	0-FFFF

Table 3-7: DRP Map of the CMAC Block (Cont'd)

DRP Address (Hex)	DRP Bits	R/W	Attribute Name	Attribute Encoding (Hex)	DRP Encoding (Hex)
48	[15:0]	R/W	CTL_TX_VL_MARKER_ID2[15:0]	0-FFFF	0-FFFF
49	[15:0]	R/W	CTL_TX_VL_MARKER_ID2[31:16]	0-FFFF	0-FFFF
4A	[15:0]	R/W	CTL_TX_VL_MARKER_ID2[47:32]	0-FFFF	0-FFFF
4B	[15:0]	R/W	CTL_TX_VL_MARKER_ID2[63:48]	0-FFFF	0-FFFF
50	[15:0]	R/W	CTL_TX_VL_MARKER_ID3[15:0]	0-FFFF	0-FFFF
51	[15:0]	R/W	CTL_TX_VL_MARKER_ID3[31:16]	0-FFFF	0-FFFF
52	[15:0]	R/W	CTL_TX_VL_MARKER_ID3[47:32]	0-FFFF	0-FFFF
53	[15:0]	R/W	CTL_TX_VL_MARKER_ID3[63:48]	0-FFFF	0-FFFF
58	[15:0]	R/W	CTL_TX_VL_MARKER_ID4[15:0]	0-FFFF	0-FFFF
59	[15:0]	R/W	CTL_TX_VL_MARKER_ID4[31:16]	0-FFFF	0-FFFF
5A	[15:0]	R/W	CTL_TX_VL_MARKER_ID4[47:32]	0-FFFF	0-FFFF
5B	[15:0]	R/W	CTL_TX_VL_MARKER_ID4[63:48]	0-FFFF	0-FFFF
60	[15:0]	R/W	CTL_TX_VL_MARKER_ID5[15:0]	0-FFFF	0-FFFF
61	[15:0]	R/W	CTL_TX_VL_MARKER_ID5[31:16]	0-FFFF	0-FFFF
62	[15:0]	R/W	CTL_TX_VL_MARKER_ID5[47:32]	0-FFFF	0-FFFF
63	[15:0]	R/W	CTL_TX_VL_MARKER_ID5[63:48]	0-FFFF	0-FFFF
68	[15:0]	R/W	CTL_TX_VL_MARKER_ID6[15:0]	0-FFFF	0-FFFF
69	[15:0]	R/W	CTL_TX_VL_MARKER_ID6[31:16]	0-FFFF	0-FFFF
6A	[15:0]	R/W	CTL_TX_VL_MARKER_ID6[47:32]	0-FFFF	0-FFFF
6B	[15:0]	R/W	CTL_TX_VL_MARKER_ID6[63:48]	0-FFFF	0-FFFF
70	[15:0]	R/W	CTL_TX_VL_MARKER_ID7[15:0]	0-FFFF	0-FFFF
71	[15:0]	R/W	CTL_TX_VL_MARKER_ID7[31:16]	0-FFFF	0-FFFF
72	[15:0]	R/W	CTL_TX_VL_MARKER_ID7[47:32]	0-FFFF	0-FFFF
73	[15:0]	R/W	CTL_TX_VL_MARKER_ID7[63:48]	0-FFFF	0-FFFF
78	[15:0]	R/W	CTL_TX_VL_MARKER_ID8[15:0]	0-FFFF	0-FFFF
79	[15:0]	R/W	CTL_TX_VL_MARKER_ID8[31:16]	0-FFFF	0-FFFF
7A	[15:0]	R/W	CTL_TX_VL_MARKER_ID8[47:32]	0-FFFF	0-FFFF
7B	[15:0]	R/W	CTL_TX_VL_MARKER_ID8[63:48]	0-FFFF	0-FFFF
80	[15:0]	R/W	CTL_TX_VL_MARKER_ID9[15:0]	0-FFFF	0-FFFF
81	[15:0]	R/W	CTL_TX_VL_MARKER_ID9[31:16]	0-FFFF	0-FFFF
82	[15:0]	R/W	CTL_TX_VL_MARKER_ID9[47:32]	0-FFFF	0-FFFF
83	[15:0]	R/W	CTL_TX_VL_MARKER_ID9[63:48]	0-FFFF	0-FFFF
88	[15:0]	R/W	CTL_TX_VL_MARKER_ID10[15:0]	0-FFFF	0-FFFF

Table 3-7: DRP Map of the CMAC Block (Cont'd)

DRP Address (Hex)	DRP Bits	R/W	Attribute Name	Attribute Encoding (Hex)	DRP Encoding (Hex)
89	[15:0]	R/W	CTL_TX_VL_MARKER_ID10[31:16]	0-FFFF	0-FFFF
8A	[15:0]	R/W	CTL_TX_VL_MARKER_ID10[47:32]	0-FFFF	0-FFFF
8B	[15:0]	R/W	CTL_TX_VL_MARKER_ID10[63:48]	0-FFFF	0-FFFF
90	[15:0]	R/W	CTL_TX_VL_MARKER_ID11[15:0]	0-FFFF	0-FFFF
91	[15:0]	R/W	CTL_TX_VL_MARKER_ID11[31:16]	0-FFFF	0-FFFF
92	[15:0]	R/W	CTL_TX_VL_MARKER_ID11[47:32]	0-FFFF	0-FFFF
93	[15:0]	R/W	CTL_TX_VL_MARKER_ID11[63:48]	0-FFFF	0-FFFF
98	[15:0]	R/W	CTL_TX_VL_MARKER_ID12[15:0]	0-FFFF	0-FFFF
99	[15:0]	R/W	CTL_TX_VL_MARKER_ID12[31:16]	0-FFFF	0-FFFF
9A	[15:0]	R/W	CTL_TX_VL_MARKER_ID12[47:32]	0-FFFF	0-FFFF
9B	[15:0]	R/W	CTL_TX_VL_MARKER_ID12[63:48]	0-FFFF	0-FFFF
A0	[15:0]	R/W	CTL_TX_VL_MARKER_ID13[15:0]	0-FFFF	0-FFFF
A1	[15:0]	R/W	CTL_TX_VL_MARKER_ID13[31:16]	0-FFFF	0-FFFF
A2	[15:0]	R/W	CTL_TX_VL_MARKER_ID13[47:32]	0-FFFF	0-FFFF
A3	[15:0]	R/W	CTL_TX_VL_MARKER_ID13[63:48]	0-FFFF	0-FFFF
A8	[15:0]	R/W	CTL_TX_VL_MARKER_ID14[15:0]	0-FFFF	0-FFFF
A9	[15:0]	R/W	CTL_TX_VL_MARKER_ID14[31:16]	0-FFFF	0-FFFF
AA	[15:0]	R/W	CTL_TX_VL_MARKER_ID14[47:32]	0-FFFF	0-FFFF
AB	[15:0]	R/W	CTL_TX_VL_MARKER_ID14[63:48]	0-FFFF	0-FFFF
B0	[15:0]	R/W	CTL_TX_VL_MARKER_ID15[15:0]	0-FFFF	0-FFFF
B1	[15:0]	R/W	CTL_TX_VL_MARKER_ID15[31:16]	0-FFFF	0-FFFF
B2	[15:0]	R/W	CTL_TX_VL_MARKER_ID15[47:32]	0-FFFF	0-FFFF
B3	[15:0]	R/W	CTL_TX_VL_MARKER_ID15[63:48]	0-FFFF	0-FFFF
B8	[15:0]	R/W	CTL_TX_VL_MARKER_ID16[15:0]	0-FFFF	0-FFFF
B9	[15:0]	R/W	CTL_TX_VL_MARKER_ID16[31:16]	0-FFFF	0-FFFF
BA	[15:0]	R/W	CTL_TX_VL_MARKER_ID16[47:32]	0-FFFF	0-FFFF
BB	[15:0]	R/W	CTL_TX_VL_MARKER_ID16[63:48]	0-FFFF	0-FFFF
C0	[15:0]	R/W	CTL_TX_VL_MARKER_ID17[15:0]	0-FFFF	0-FFFF
C1	[15:0]	R/W	CTL_TX_VL_MARKER_ID17[31:16]	0-FFFF	0-FFFF
C2	[15:0]	R/W	CTL_TX_VL_MARKER_ID17[47:32]	0-FFFF	0-FFFF
C3	[15:0]	R/W	CTL_TX_VL_MARKER_ID17[63:48]	0-FFFF	0-FFFF
C8	[15:0]	R/W	CTL_TX_VL_MARKER_ID18[15:0]	0-FFFF	0-FFFF
C9	[15:0]	R/W	CTL_TX_VL_MARKER_ID18[31:16]	0-FFFF	0-FFFF

Table 3-7: DRP Map of the CMAC Block (Cont'd)

DRP Address (Hex)	DRP Bits	R/W	Attribute Name	Attribute Encoding (Hex)	DRP Encoding (Hex)
CA	[15:0]	R/W	CTL_TX_VL_MARKER_ID18[47:32]	0-FFFF	0-FFFF
CB	[15:0]	R/W	CTL_TX_VL_MARKER_ID18[63:48]	0-FFFF	0-FFFF
D0	[15:0]	R/W	CTL_TX_VL_MARKER_ID19[15:0]	0-FFFF	0-FFFF
D1	[15:0]	R/W	CTL_TX_VL_MARKER_ID19[31:16]	0-FFFF	0-FFFF
D2	[15:0]	R/W	CTL_TX_VL_MARKER_ID19[47:32]	0-FFFF	0-FFFF
D3	[15:0]	R/W	CTL_TX_VL_MARKER_ID19[63:48]	0-FFFF	0-FFFF
D8	0	R/W	CTL_RX_CHECK_PREAMBLE	FALSE	0
				TRUE	1
D9	0	R/W	CTL_RX_IGNORE_FCS	FALSE	0
				TRUE	1
DA	0	R/W	CTL_RX_FORWARD_CONTROL	FALSE	0
				TRUE	1
DB	0	R/W	CTL_RX_DELETE_FCS	FALSE	0
				TRUE	1
E0	0	R/W	CTL_RX_CHECK_ACK	FALSE	0
				TRUE	1
E1	0	R/W	CTL_RX_CHECK_SFD	FALSE	0
				TRUE	1
E2	0	R/W	CTL_RX_PROCESS_LFI	FALSE	0
				TRUE	1
E8	[7:0]	R/W	CTL_RX_MIN_PACKET_LEN[7:0]	40-FF	40-FF
E9	[14:0]	R/W	CTL_RX_MAX_PACKET_LEN[14:0]	40-3FFF	40-3FFF
EA	[15:0]	R/W	CTL_TX_ETHERTYPE_GPP[15:0]	0-FFFF	0-FFFF
EB	[15:0]	R/W	CTL_RX_OPCODE_GPP[15:0]	0-FFFF	0-FFFF
F0	[15:0]	R/W	CTL_RX_OPCODE_MAX_GCP[15:0]	0-FFFF	0-FFFF
F1	[15:0]	R/W	CTL_RX_ETYPE_PPP[15:0]	0-FFFF	0-FFFF
F2	[15:0]	R/W	CTL_RX_ETYPE_GCP[15:0]	0-FFFF	0-FFFF
F3	[15:0]	R/W	CTL_RX_VL_LENGTH_MINUS1[15:0]	0-FFFF	0-FFFF
F8	[15:0]	R/W	CTL_RX_OPCODE_MAX_PCP[15:0]	0-FFFF	0-FFFF
F9	[15:0]	R/W	CTL_RX_OPCODE_MIN_GCP[15:0]	0-FFFF	0-FFFF
FA	[15:0]	R/W	CTL_RX_ETYPE_GPP[15:0]	0-FFFF	0-FFFF
FB	[15:0]	R/W	CTL_RX_OPCODE_MIN_PCP[15:0]	0-FFFF	0-FFFF
100	[15:0]	R/W	CTL_RX_ETYPE_PCP[15:0]	0-FFFF	0-FFFF

Table 3-7: DRP Map of the CMAC Block (Cont'd)

DRP Address (Hex)	DRP Bits	R/W	Attribute Name	Attribute Encoding (Hex)	DRP Encoding (Hex)
101	[15:0]	R/W	CTL_RX_OPCODE_PPP[15:0]	0-FFFF	0-FFFF
108	[15:0]	R/W	CTL_RX_PAUSE_DA_MCAST[15:0]	0-FFFF	0-FFFF
109	[15:0]	R/W	CTL_RX_PAUSE_DA_MCAST[31:16]	0-FFFF	0-FFFF
10A	[15:0]	R/W	CTL_RX_PAUSE_DA_MCAST[47:32]	0-FFFF	0-FFFF
110	[15:0]	R/W	CTL_RX_PAUSE_DA_UCAST[15:0]	0-FFFF	0-FFFF
111	[15:0]	R/W	CTL_RX_PAUSE_DA_UCAST[31:16]	0-FFFF	0-FFFF
112	[15:0]	R/W	CTL_RX_PAUSE_DA_UCAST[47:32]	0-FFFF	0-FFFF
118	[15:0]	R/W	CTL_RX_PAUSE_SA[15:0]	0-FFFF	0-FFFF
119	[15:0]	R/W	CTL_RX_PAUSE_SA[31:16]	0-FFFF	0-FFFF
11A	[15:0]	R/W	CTL_RX_PAUSE_SA[47:32]	0-FFFF	0-FFFF
120	[15:0]	R/W	CTL_RX_VL_MARKER_ID0[15:0]	0-FFFF	0-FFFF
121	[15:0]	R/W	CTL_RX_VL_MARKER_ID0[31:16]	0-FFFF	0-FFFF
122	[15:0]	R/W	CTL_RX_VL_MARKER_ID0[47:32]	0-FFFF	0-FFFF
123	[15:0]	R/W	CTL_RX_VL_MARKER_ID0[63:48]	0-FFFF	0-FFFF
128	[15:0]	R/W	CTL_RX_VL_MARKER_ID1[15:0]	0-FFFF	0-FFFF
129	[15:0]	R/W	CTL_RX_VL_MARKER_ID1[31:16]	0-FFFF	0-FFFF
12A	[15:0]	R/W	CTL_RX_VL_MARKER_ID1[47:32]	0-FFFF	0-FFFF
12B	[15:0]	R/W	CTL_RX_VL_MARKER_ID1[63:48]	0-FFFF	0-FFFF
130	[15:0]	R/W	CTL_RX_VL_MARKER_ID2[15:0]	0-FFFF	0-FFFF
131	[15:0]	R/W	CTL_RX_VL_MARKER_ID2[31:16]	0-FFFF	0-FFFF
132	[15:0]	R/W	CTL_RX_VL_MARKER_ID2[47:32]	0-FFFF	0-FFFF
133	[15:0]	R/W	CTL_RX_VL_MARKER_ID2[63:48]	0-FFFF	0-FFFF
138	[15:0]	R/W	CTL_RX_VL_MARKER_ID3[15:0]	0-FFFF	0-FFFF
139	[15:0]	R/W	CTL_RX_VL_MARKER_ID3[31:16]	0-FFFF	0-FFFF
13A	[15:0]	R/W	CTL_RX_VL_MARKER_ID3[47:32]	0-FFFF	0-FFFF
13B	[15:0]	R/W	CTL_RX_VL_MARKER_ID3[63:48]	0-FFFF	0-FFFF
140	[15:0]	R/W	CTL_RX_VL_MARKER_ID4[15:0]	0-FFFF	0-FFFF
141	[15:0]	R/W	CTL_RX_VL_MARKER_ID4[31:16]	0-FFFF	0-FFFF
142	[15:0]	R/W	CTL_RX_VL_MARKER_ID4[47:32]	0-FFFF	0-FFFF
143	[15:0]	R/W	CTL_RX_VL_MARKER_ID4[63:48]	0-FFFF	0-FFFF
148	[15:0]	R/W	CTL_RX_VL_MARKER_ID5[15:0]	0-FFFF	0-FFFF
149	[15:0]	R/W	CTL_RX_VL_MARKER_ID5[31:16]	0-FFFF	0-FFFF
14A	[15:0]	R/W	CTL_RX_VL_MARKER_ID5[47:32]	0-FFFF	0-FFFF

Table 3-7: DRP Map of the CMAC Block (Cont'd)

DRP Address (Hex)	DRP Bits	R/W	Attribute Name	Attribute Encoding (Hex)	DRP Encoding (Hex)
14B	[15:0]	R/W	CTL_RX_VL_MARKER_ID5[63:48]	0-FFFF	0-FFFF
150	[15:0]	R/W	CTL_RX_VL_MARKER_ID6[15:0]	0-FFFF	0-FFFF
151	[15:0]	R/W	CTL_RX_VL_MARKER_ID6[31:16]	0-FFFF	0-FFFF
152	[15:0]	R/W	CTL_RX_VL_MARKER_ID6[47:32]	0-FFFF	0-FFFF
153	[15:0]	R/W	CTL_RX_VL_MARKER_ID6[63:48]	0-FFFF	0-FFFF
158	[15:0]	R/W	CTL_RX_VL_MARKER_ID7[15:0]	0-FFFF	0-FFFF
159	[15:0]	R/W	CTL_RX_VL_MARKER_ID7[31:16]	0-FFFF	0-FFFF
15A	[15:0]	R/W	CTL_RX_VL_MARKER_ID7[47:32]	0-FFFF	0-FFFF
15B	[15:0]	R/W	CTL_RX_VL_MARKER_ID7[63:48]	0-FFFF	0-FFFF
160	[15:0]	R/W	CTL_RX_VL_MARKER_ID8[15:0]	0-FFFF	0-FFFF
161	[15:0]	R/W	CTL_RX_VL_MARKER_ID8[31:16]	0-FFFF	0-FFFF
162	[15:0]	R/W	CTL_RX_VL_MARKER_ID8[47:32]	0-FFFF	0-FFFF
163	[15:0]	R/W	CTL_RX_VL_MARKER_ID8[63:48]	0-FFFF	0-FFFF
168	[15:0]	R/W	CTL_RX_VL_MARKER_ID9[15:0]	0-FFFF	0-FFFF
169	[15:0]	R/W	CTL_RX_VL_MARKER_ID9[31:16]	0-FFFF	0-FFFF
16A	[15:0]	R/W	CTL_RX_VL_MARKER_ID9[47:32]	0-FFFF	0-FFFF
16B	[15:0]	R/W	CTL_RX_VL_MARKER_ID9[63:48]	0-FFFF	0-FFFF
170	[15:0]	R/W	CTL_RX_VL_MARKER_ID10[15:0]	0-FFFF	0-FFFF
171	[15:0]	R/W	CTL_RX_VL_MARKER_ID10[31:16]	0-FFFF	0-FFFF
172	[15:0]	R/W	CTL_RX_VL_MARKER_ID10[47:32]	0-FFFF	0-FFFF
173	[15:0]	R/W	CTL_RX_VL_MARKER_ID10[63:48]	0-FFFF	0-FFFF
178	[15:0]	R/W	CTL_RX_VL_MARKER_ID11[15:0]	0-FFFF	0-FFFF
179	[15:0]	R/W	CTL_RX_VL_MARKER_ID11[31:16]	0-FFFF	0-FFFF
17A	[15:0]	R/W	CTL_RX_VL_MARKER_ID11[47:32]	0-FFFF	0-FFFF
17B	[15:0]	R/W	CTL_RX_VL_MARKER_ID11[63:48]	0-FFFF	0-FFFF
180	[15:0]	R/W	CTL_RX_VL_MARKER_ID12[15:0]	0-FFFF	0-FFFF
181	[15:0]	R/W	CTL_RX_VL_MARKER_ID12[31:16]	0-FFFF	0-FFFF
182	[15:0]	R/W	CTL_RX_VL_MARKER_ID12[47:32]	0-FFFF	0-FFFF
183	[15:0]	R/W	CTL_RX_VL_MARKER_ID12[63:48]	0-FFFF	0-FFFF
188	[15:0]	R/W	CTL_RX_VL_MARKER_ID13[15:0]	0-FFFF	0-FFFF
189	[15:0]	R/W	CTL_RX_VL_MARKER_ID13[31:16]	0-FFFF	0-FFFF
18A	[15:0]	R/W	CTL_RX_VL_MARKER_ID13[47:32]	0-FFFF	0-FFFF
18B	[15:0]	R/W	CTL_RX_VL_MARKER_ID13[63:48]	0-FFFF	0-FFFF

Table 3-7: DRP Map of the CMAC Block (Cont'd)

DRP Address (Hex)	DRP Bits	R/W	Attribute Name	Attribute Encoding (Hex)	DRP Encoding (Hex)
190	[15:0]	R/W	CTL_RX_VL_MARKER_ID14[15:0]	0-FFFF	0-FFFF
191	[15:0]	R/W	CTL_RX_VL_MARKER_ID14[31:16]	0-FFFF	0-FFFF
192	[15:0]	R/W	CTL_RX_VL_MARKER_ID14[47:32]	0-FFFF	0-FFFF
193	[15:0]	R/W	CTL_RX_VL_MARKER_ID14[63:48]	0-FFFF	0-FFFF
198	[15:0]	R/W	CTL_RX_VL_MARKER_ID15[15:0]	0-FFFF	0-FFFF
199	[15:0]	R/W	CTL_RX_VL_MARKER_ID15[31:16]	0-FFFF	0-FFFF
19A	[15:0]	R/W	CTL_RX_VL_MARKER_ID15[47:32]	0-FFFF	0-FFFF
19B	[15:0]	R/W	CTL_RX_VL_MARKER_ID15[63:48]	0-FFFF	0-FFFF
1A0	[15:0]	R/W	CTL_RX_VL_MARKER_ID16[15:0]	0-FFFF	0-FFFF
1A1	[15:0]	R/W	CTL_RX_VL_MARKER_ID16[31:16]	0-FFFF	0-FFFF
1A2	[15:0]	R/W	CTL_RX_VL_MARKER_ID16[47:32]	0-FFFF	0-FFFF
1A3	[15:0]	R/W	CTL_RX_VL_MARKER_ID16[63:48]	0-FFFF	0-FFFF
1A8	[15:0]	R/W	CTL_RX_VL_MARKER_ID17[15:0]	0-FFFF	0-FFFF
1A9	[15:0]	R/W	CTL_RX_VL_MARKER_ID17[31:16]	0-FFFF	0-FFFF
1AA	[15:0]	R/W	CTL_RX_VL_MARKER_ID17[47:32]	0-FFFF	0-FFFF
1AB	[15:0]	R/W	CTL_RX_VL_MARKER_ID17[63:48]	0-FFFF	0-FFFF
1B0	[15:0]	R/W	CTL_RX_VL_MARKER_ID18[15:0]	0-FFFF	0-FFFF
1B1	[15:0]	R/W	CTL_RX_VL_MARKER_ID18[31:16]	0-FFFF	0-FFFF
1B2	[15:0]	R/W	CTL_RX_VL_MARKER_ID18[47:32]	0-FFFF	0-FFFF
1B3	[15:0]	R/W	CTL_RX_VL_MARKER_ID18[63:48]	0-FFFF	0-FFFF
1B8	[15:0]	R/W	CTL_RX_VL_MARKER_ID19[15:0]	0-FFFF	0-FFFF
1B9	[15:0]	R/W	CTL_RX_VL_MARKER_ID19[31:16]	0-FFFF	0-FFFF
1BA	[15:0]	R/W	CTL_RX_VL_MARKER_ID19[47:32]	0-FFFF	0-FFFF
1BB	[15:0]	R/W	CTL_RX_VL_MARKER_ID19[63:48]	0-FFFF	0-FFFF
1C1	0	R/W	CTL_PTP_TRANSPCLK_MODE	FALSE	0
				TRUE	1
1C8	[10:0]	R/W	CTL_TX_PTP_LATENCY_ADJUST[10:0]	0-7FF	0-7FF

Design Flow Steps

This chapter describes customizing and generating the subsystem, constraining the subsystem, and the simulation, synthesis and implementation steps that are specific to this subsystem. More detailed information about the standard Vivado[®] design flows and the IP integrator can be found in the following Vivado Design Suite user guides:

- *Vivado Design Suite User Guide: Designing IP Subsystems using IP Integrator* (UG994) [\[Ref 6\]](#)
- *Vivado Design Suite User Guide: Designing with IP* (UG896) [\[Ref 7\]](#)
- *Vivado Design Suite User Guide: Getting Started* (UG910) [\[Ref 8\]](#)
- *Vivado Design Suite User Guide: Logic Simulation* (UG900) [\[Ref 9\]](#)

Customizing and Generating the Subsystem

This section includes information about using Xilinx[®] tools to customize and generate the core in the Vivado Design Suite.

If you are customizing and generating the core in the Vivado IP integrator, see the *Vivado Design Suite User Guide: Designing IP Subsystems using IP Integrator* (UG994) [\[Ref 6\]](#) for detailed information. IP integrator might auto-compute certain configuration values when validating or generating the design. To check whether the values do change, see the description of the parameter in this chapter. To view the parameter value, run the `validate_bd_design` command in the Tcl Console.

You can customize the IP for use in your design by specifying values for the various parameters associated with the subsystem using the following steps:

1. Select the IP from the Vivado IP catalog.
2. Double-click the selected IP or select the Customize IP command from the toolbar or right-click menu.

For details, see the *Vivado Design Suite User Guide: Designing with IP* (UG896) [\[Ref 7\]](#) and the *Vivado Design Suite User Guide: Getting Started* (UG910) [\[Ref 8\]](#).

Note: Figures in this chapter are illustrations of the Vivado Integrated Design Environment (IDE). This layout might vary from the current version.

When the 100G Ethernet IP is selected from the IP catalog, a window displays showing the different available configurations. These are organized in various tabs for better readability and configuration purposes. The details related to these tabs follow:

General Tab

The General tab, shown in Figure 4-1, is used to configure the 100G Ethernet core features.

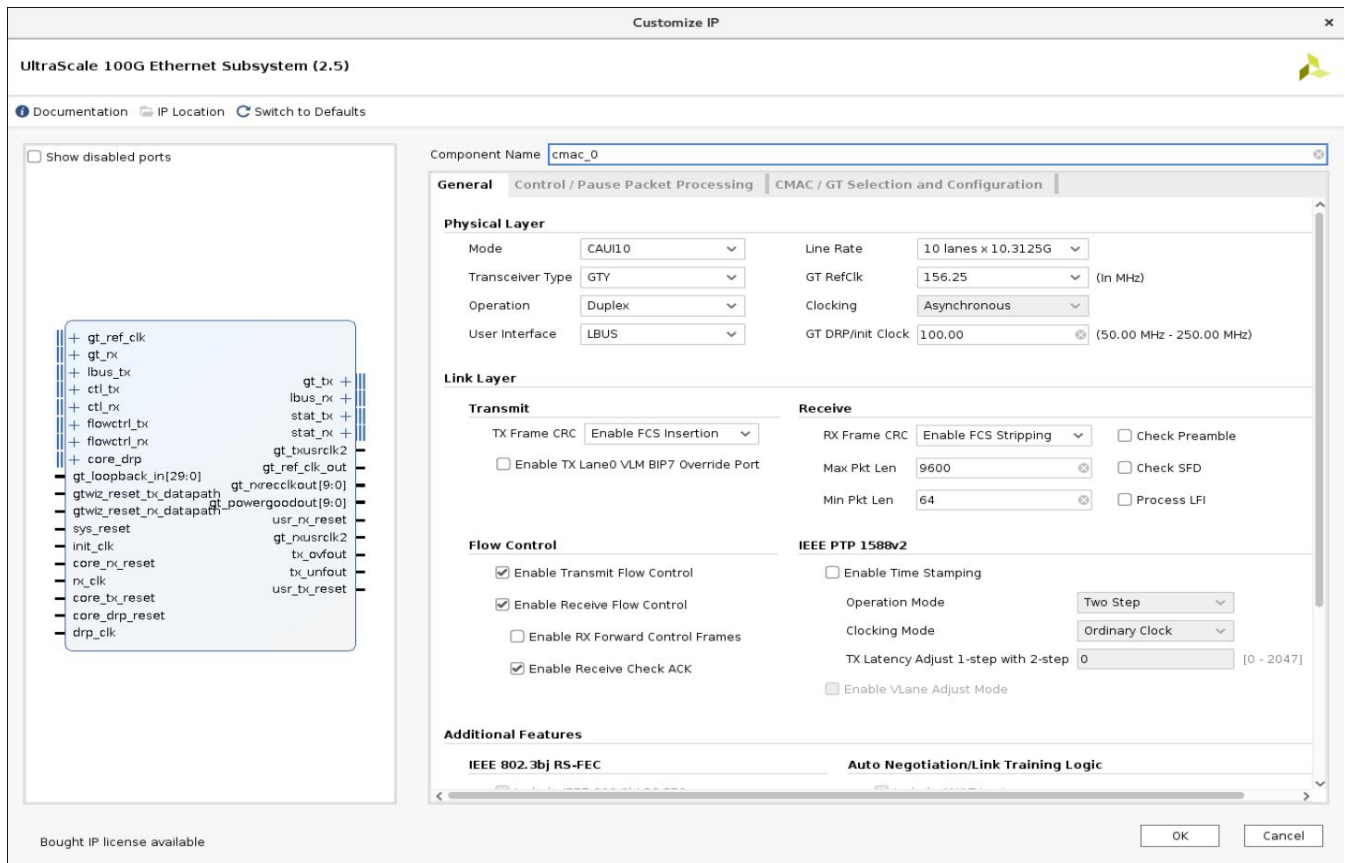


Figure 4-1: General Tab

Table 4-1 describes the General tab options.

Table 4-1: General Tab

Parameter	Description	Default Value	Range
Physical Layer			
Mode	100G Ethernet Mode	CAUI 10	CAUI 10 CAUI 4 Runtime Switchable
Line Rate	Number of lanes and line rate	10 lanes x 10.3125 Gb/s	10 lanes x 10.3125 Gb/s 4 lanes x 25.78125 Gb/s

Table 4-1: General Tab (Cont'd)

Parameter	Description	Default Value	Range
Transceiver Type	Transceiver Type	GTY	GTH GTY
GT RefClk	Reference clock for the GTs used	156.25 MHz	103.12 MHz 128.90 MHz 156.25 MHz 161.13 MHz 195.31 MHz 201.41 MHz 206.25 MHz 257.81 MHz 309.37 MHz 312.50 MHz 322.266 MHz
Operation	Operating mode	Duplex	Simplex TX Simplex RX Duplex
Clocking	Clocking mode	Asynchronous	Asynchronous
User Interface	User interface	LBUS	LBUS AXIS
GT DRP/Init Clock	This specifies the frequency (in MHz) that is used to provide a free running clock to GT and also for the DRP operations	100.00	50 to 250 MHz
Link Layer – Transmit			
TX Frame CRC ⁽¹⁾	TX Frame CRC checking	Enable FCS insertion	Enable FCS Insertion Disable FCS Insertion
Enable TX Lane0 VLM BIP7 Override Port ⁽¹⁾	TX Lane0 VLM BIP7 Override	0	0: Disabled 1: Enabled
Link Layer – Receive			
RX Frame CRC ⁽²⁾	RX Frame CRC checking	Enable FCS Stripping ⁽²⁾	Enable FCS Stripping Disable FCS Stripping
Max Pkt Len ⁽²⁾	Maximum Packet Length	9600	64 to 16383
Min Pkt Len ⁽²⁾	Minimum Packet Length	64	64 to 255
Check Preamble ⁽²⁾	Check Preamble	0	0: Disabled 1: Enabled
Check SFD ⁽²⁾	Check SFD	0	0: Disabled 1: Enabled

Table 4-1: General Tab (Cont'd)

Parameter	Description	Default Value	Range
Process LFI ⁽²⁾	RX Process LFI (Local Fault Indication)	0	0: Disabled 1: Enabled
Link Layer – Flow Control			
Enable Transmit Flow Control	Enable Transmit Flow Control	1	0: Disabled 1: Enabled
Enable Receive Flow Control	Enable Receive Flow Control	1	0: Disabled 1: Enabled
Enable RX Forward Control Frames ⁽³⁾	Forward Control Frames	0	0: Disabled 1: Enabled
Enable Receive Check ACK	Enable Receive Check ACK	1	0: Disabled 1: Enabled
Link Layer – IEEE PTP 1588v2			
Enable Time Stamping	Enables timestamping	0	0: Disabled 1: Enabled
Operation Mode	Select the Operation Mode. Unavailable when Enable Time Stamping = 0	Two Step	Two Step One Step Both
Clocking Mode	Select the Clocking Mode. Unavailable when Enable Time Stamping = 0	Ordinary Clock	Ordinary Clock Transparent Clock
TX Latency Adjust 1-step with 2-step	Unavailable when Enable Time Stamping = 0 with default value as 0. Only available when Operation Mode is Both . If the clocking mode is ordinary clock, default value is 705. If clocking mode is transparent clock, default value should be 802.	0	0 to 2,047
Enable VLane Adjust Mode	Unavailable when Enable Time Stamping = 0. Available when Operation Mode is One Step or Both .	0	0: Disabled 1: Enabled
Additional Features			
Include IEEE 802.3bj RS-FEC	Selecting this option will include IEEE 802.3bj RS-FEC in between CMAc and GT. Note: This feature is available in CAUI4 and Runtime Switchable mode.	0	0: Disabled 1: Enabled

Table 4-1: General Tab (Cont'd)

Parameter	Description	Default Value	Range
Include AN/LT Logic	Selecting this option will include AN/LT soft logic. Note: This feature is available in CAUI-4 mode only.	0	0: Disabled 1: Enabled
Include AXI4-Lite Control and Statistics Interface	When you enable, the AXI4-Lite interface is provided in the core.	0	0: Disabled 1: Enabled
Include Statistics Counters	Selecting this option will include the statistics counters in the AXI4-Lite registers. Note: This feature is enabled when Include AXI4-Lite Control and Statistics Interface is selected.	0	0: Disabled 1: Enabled
Statistics Resource Type	This option indicates the type of implementation of the statistics counters. Note: This feature is enabled when Include AXI4-Lite Control and Statistics Interface and Include Statistics Counters are selected.	Registers	Registers Block RAM ⁽⁴⁾

Notes:

1. Requires TX to be enabled. Operation = Simplex TX or Duplex modes only.
2. Requires RX to be enabled. Operation = Simplex RX or Duplex modes only.
3. Option is disabled when receive flow control is disabled.
4. Block RAM usage for the Statistics counters will be supported in a future release.

Control/Pause Packet Processing Tab

Figure 4-2 shows the Control/Pause Packet Processing tab for the core.

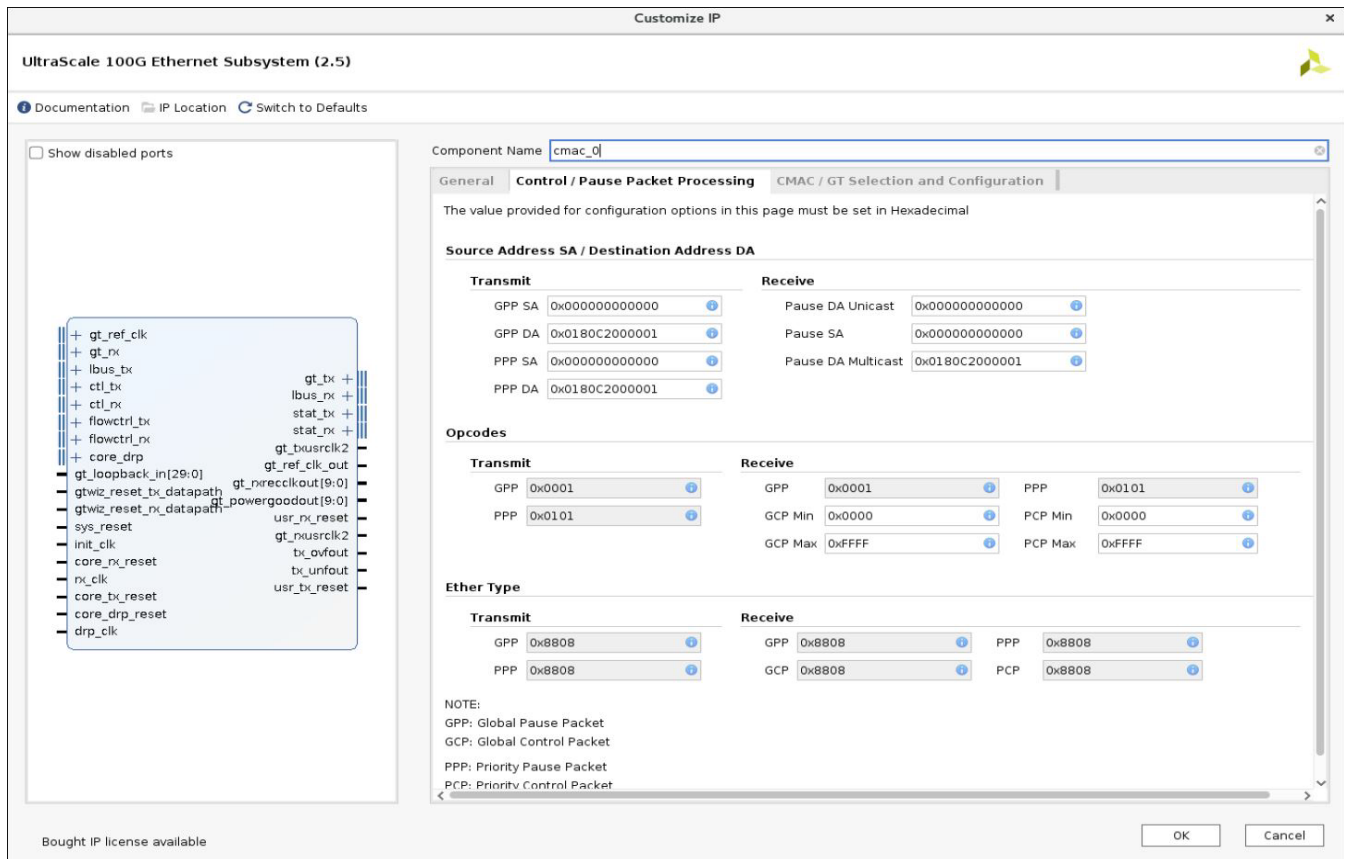


Figure 4-2: Control/Pause Packet Processing Tab

Table 4-2 describes the Control/Pause Packet Processing tab options.

Table 4-2: Control/Pause Packet Processing

Parameter	Description	Default Value	Range
Source Address (SA)/ Destination Address (DA) – Transmit			
TX GPP SA[47:0] ⁽¹⁾	Transmit Global Pause Packet Source Address	0x000000000000	0x000000000000 - 0xFFFFFFFFFFFFFF
TX GPP DA[47:0] ⁽¹⁾	Transmit Global Pause Packet Destination Address	0x0180C2000001	0x000000000000 - 0xFFFFFFFFFFFFFF
TX PPP SA[47:0] ⁽¹⁾	Transmit Priority Pause Packet Source Address	0x000000000000	0x000000000000 - 0xFFFFFFFFFFFFFF
TX PPP DA[47:0] ⁽¹⁾	Transmit Priority Pause Packet Destination Address	0x0180C2000001	0x000000000000 - 0xFFFFFFFFFFFFFF
Source Address (SA)/ Destination Address (DA) – Receive			
RX Pause DA Unicast[47:0] ⁽²⁾	Receive Pause Destination Address Unicast	0x000000000000	0x000000000000 - 0xFFFFFFFFFFFFFF
RX Pause SA[47:0] ⁽²⁾	Receive Source Address	0x000000000000	0x000000000000 - 0xFFFFFFFFFFFFFF
RX Pause DA Multicast[47:0] ⁽²⁾	Receive Pause Destination Address Multicast	0x0180C2000001	0x000000000000 - 0xFFFFFFFFFFFFFF
Opcodes – Transmit			
TX Opcode GPP[15:0]	Transmit Opcode for Global Pause Packet	0x0001	--
TX Opcode PPP[15:0]	Transmit Opcode for Priority Pause Packet	0x0101	--
Opcodes – Receive			
RX Opcode GPP[15:0]	Receive Opcode for Global Pause Packet	0x0001	--
RX Opcode GCP[15:0] Min ⁽²⁾	Receive Minimum Opcode for Global Control Packet	0x0000	0x0000 - 0xFFFF
RX Opcode GCP[15:0] Max ⁽²⁾	Receive Maximum Opcode for Global Control Packet	0xFFFF	0x0000 - 0xFFFF
RX Opcode PPP[15:0]	Receive Opcode for Priority Pause Packet	0x0101	--
RX Opcode PCP[15:0] Min ⁽²⁾	Receive Minimum Opcode for Priority Control Packet	0x0000	0x0000 - 0xFFFF
RX Opcode PCP[15:0] Max ⁽²⁾	Receive Maximum Opcode for Priority Control Packet	0xFFFF	0x0000 - 0xFFFF

Table 4-2: Control/Pause Packet Processing (Cont'd)

Parameter	Description	Default Value	Range
EtherType – Transmit			
TX EtherType GPP[15:0]	Transmit EtherType for Global Pause Packet	0x8808	--
TX EtherType PPP[15:0]	Transmit EtherType for Priority Pause Packet	0x8808	--
EtherType – Receive			
RX EtherType GPP[15:0]	Receive EtherType for Global Pause Packet	0x8808	--
RX EtherType GCP[15:0]	Receive EtherType for Global Control Packet	0x8808	--
RX EtherType PPP[15:0]	Receive EtherType for Priority Pause Packet	0x8808	--
RX EtherType PCP[15:0]	Receive EtherType for Priority Control Packet	0x8808	--

Notes:

1. TX flow control must be enabled to use this feature.
2. RX flow control must be enabled to use this feature.

CMAC/GT Selections and Configuration Tab

The CMAC/GT Selection and Configuration tab, shown in Figure 4-3, is used to configure transceiver resources. The window loads with default values pre-populated.

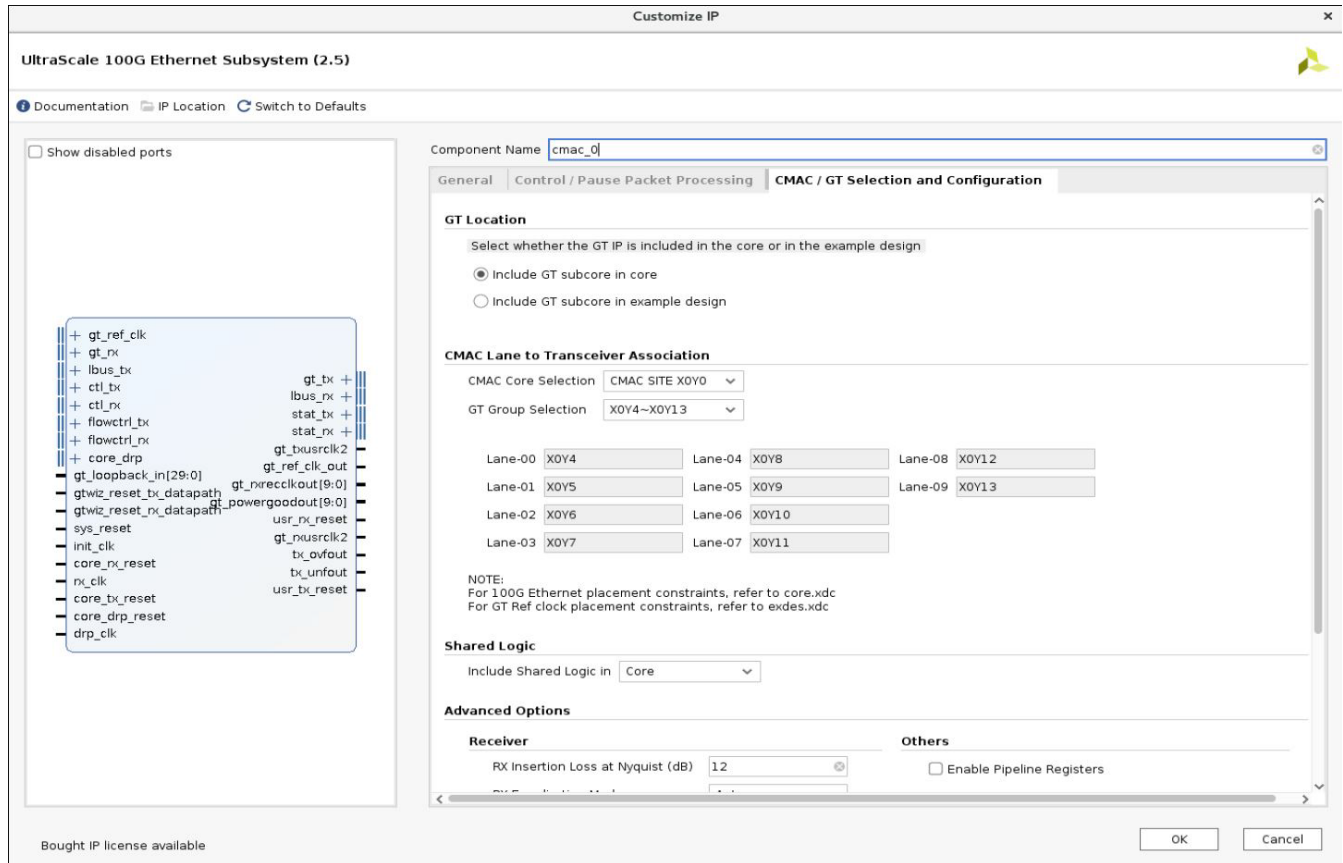


Figure 4-3: CMAC/GT Selections and Configuration Tab

Table 4-3 describes the CMAC/GT Selection and Configuration tab options.

Table 4-3: CMAC/GT Selections and Configuration

Parameter	Description	Default Value	Range
GT Location			
GT Location Selection	Select whether the GT IP is included in the core or in the example design	Include GT subcore in core	Include GT subcore in core Include GT subcore in example design
CMAC Lane to Transceiver Association			
CMAC Core Selection	Select 100G Ethernet Hard IP core location	Based on the FPGA, part number, CMAC Mode and GT type selected	Based on the FPGA, part number, CMAC Mode and GT type selected, all the usable/configurable 100G Ethernet subsystems for that particular device/package will be listed.
GT Group Selection	Select the GT Group	Based on the FPGA, part number, CMAC Mode, GT type selected and also based on GT selection guidelines	Based on the FPGA, part number, CMAC Mode, GT type selected and also based on GT selection guidelines.
Lane-00 to Lane-09	Auto fill GT lanes based on the GT Group selected	The best combination of transceivers will be auto filled based on the 100G Ethernet subsystem location chosen	Based on the Mode selection (CAUI-10, CAUI-4 or Runtime Switchable), the GT selection guidelines are followed. See Transceiver Selection Rules in Chapter 3 for more details.
Shared Logic			
Include Shared Logic in	Determines the location of the transceiver shared logic	Core	Core Example Design
Advanced Options			
Receiver			
RX Insertion Loss at Nyquist (dB)	Specify the insertion loss of the channel between the transmitter and receiver at the Nyquist frequency in dB. Note: This option is available for Duplex and Simplex RX operation.	12	Depends on GT

Table 4-3: CMAC/GT Selections and Configuration (Cont'd)

Parameter	Description	Default Value	Range
RX Equalization Mode	When Auto is specified, the equalization mode implemented by the Wizard depends on the value specified for insertion loss at Nyquist. Refer to Xilinx UG576/UG578 to determine the appropriate equalization mode for your system. Note: This option is available for Duplex and Simplex RX operation.	Auto	Auto DFE LPM
Clocking Options			
RX GT Buffer	Controls whether the GT receiver elastic buffer bypass operates in multi-lane mode or single-lane mode. Note: This option is available for Duplex and Simplex RX operation.	Enable	Enable Bypass
RX GT Buffer Bypass Mode	RX GT Buffer Bypass Mode. RX GT Buffer Bypass Mode is Multi-Lane when the RX GT Buffer option is set to Enable . RX GT Buffer Bypass Mode is Single-Lane when the RX GT Buffer option is set to Bypass . Note: This option is available for Duplex and Simplex RX operation.	Multi-Lane	Multi-Lane Single-Lane
GT QPLL			
PLL Type	GT PLL Type	QPLL0	QPLL0 QPLL1
Others			
Enable Pipeline Register	Selecting this option will include one stage pipeline register between the CMAC core and the GT to ease timing.	0	0-Disable 1-Enable
Enable Additional GT Control/Status and DRP Ports	Enable Additional GT Control/Status and DRP Ports	0	0-Disable 1-Enable

User Parameters

This section does not apply to this core.

Output Generation

For details, see the *Vivado Design Suite User Guide: Designing with IP* (UG896) [Ref 7].

Constraining the Subsystem

This section contains information about constraining the core in the Vivado Design Suite.

Required Constraints

The UltraScale™ Devices Integrated 100G Ethernet subsystem solution requires the specification of timing and other physical implementation constraints to meet the specified performance requirements. These constraints are provided in a Xilinx® Device Constraints (XDC) file. Pinouts and hierarchy names in the generated XDC correspond to the provided example design of the 100G Ethernet subsystem.

To achieve consistent implementation results, an XDC containing these original, unmodified constraints must be used when a design is run through the Xilinx tools. For additional details on the definition and use of an XDC or specific constraints, see the *Vivado Design Suite User Guide: Using Constraints* (UG903) [Ref 10].

Constraints provided in the 100G Ethernet subsystem have been verified through implementation and provide consistent results. Constraints can be modified, but modifications should only be made with a thorough understanding of the effect of each constraint.

Device, Package, and Speed Grade Selections

This section is not applicable for this subsystem.

Clock Frequencies

This section is not applicable for this subsystem.

Clock Management

This section is not applicable for this subsystem.

Clock Placement

This section is not applicable for this subsystem.

Banking

This section is not applicable for this subsystem.

Transceiver Placement

This section is not applicable for this subsystem.

I/O Standard and Placement

This section is not applicable for this subsystem.

Simulation

For comprehensive information about Vivado simulation components, as well as information about using supported third-party tools, see the *Vivado Design Suite User Guide: Logic Simulation* (UG900) [Ref 9].

For information regarding simulating the example design, see [Simulating the Example Design in Chapter 5](#).

Synthesis and Implementation

For details about synthesis and implementation, see the *Vivado Design Suite User Guide: Designing with IP* (UG896) [Ref 7].

For information regarding synthesizing and implementing the example design, see [Synthesizing and Implementing the Example Design in Chapter 5](#).

Example Design

Overview

This chapter briefly explains the 100G Ethernet subsystem example design and the various test scenarios implemented within the example design.

Example Design Hierarchy (GT Subcore in Core)

[Figure 5-1](#) shows the example design hierarchy (GT subcore in core).

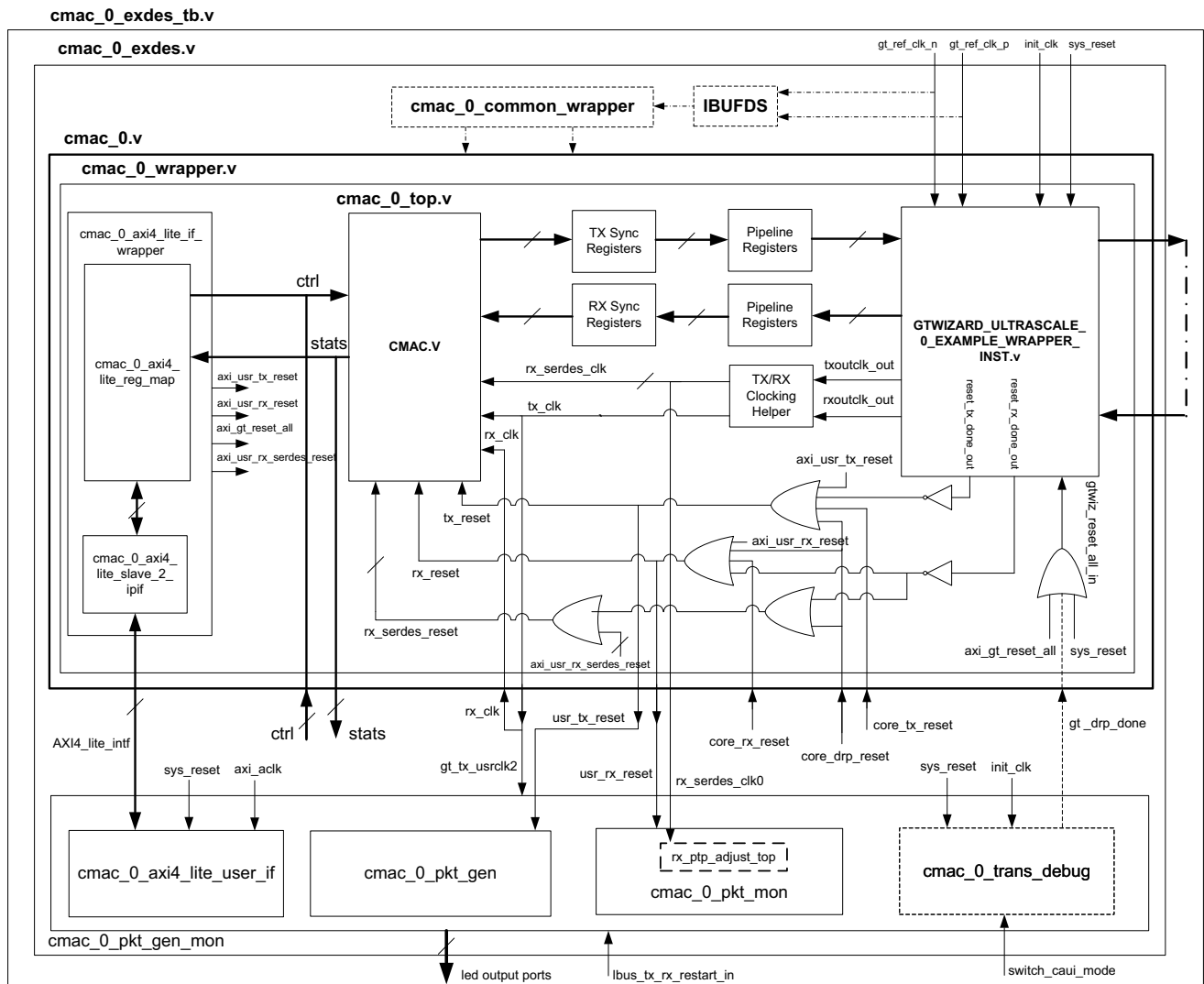


Figure 5-1: Example Design Hierarchy (GT Subcore in Core)

Figure 5-1 shows the instantiation of various modules and their hierarchy in the example design for GT subcore in core configuration. The `cmac_0` module instantiates the 100G Ethernet subsystem and GT along with various helper blocks. Sync registers and pipeline registers are used for the synchronization of data between the 100G Ethernet subsystem and the GT. Cloning helper blocks are used to generate the required clock frequency for the 100G Ethernet subsystem. The `cmac_0_pkt_gen_mon` module instantiates `cmac_0_pkt_gen` (packet generator) and `cmac_0_pkt_mon` (packet monitor).

The `cmac_0_pkt_gen_mon` and `cmac_0` handshake with each other using few signals such as GT locked, RX alignment, and data transfer signals as per the LBUS protocol (more on this will be described in later sections). The `cmac_0_pkt_gen` module is mainly responsible for the generation of packets. It contains a state machine that monitors the status of the GT and the 100G Ethernet subsystem (that is, GT lock and RX alignment) and

sends traffic to the core. Similarly the `cmac_0_pkt_mon` module is mainly responsible for the reception and checking of packets from the core. It also contains a state machine that monitors the status of the GT and 100G Ethernet subsystem (that is, GT lock and RX alignment) and receives traffic from the core.

Other optional modules instantiated in the example design are as follows:

- **cmac_0_trans_debug:** This module brings out all the DRP ports of the transceiver module out of the 100G Ethernet subsystem. This module is present in the example design for the following conditions:
 - When you select the **Runtime Switchable** mode in the 100G Ethernet IP Vivado® Integrated Design Environment (IDE), this module is used to perform the GT DRP writes to change the GT configuration (that is, from CAUI-4 to CAUI-10 / CAUI-10 to CAUI-4). After completion of the DRP write, this module generates the `gt_drp_done` signal that is used to reset the GT.
 - When you select **Enable Additional GT Control/Status and DRP Ports** in the CMAC/GT Selection and Configuration Tab of the 100G Ethernet IP Vivado IDE.
- **cmac_0_shared_logic_wrapper:** When you select **Include Shared Logic in example design** in the [CMAC/GT Selections and Configuration Tab](#) of the 100G Ethernet IP Vivado IDE, this module will be available in the example design. This wrapper contains three modules: `cmac_0_clocking_wrapper`, `cmac_0_reset_wrapper`, and `cmac_0_common_wrapper`. The `cmac_0_clocking_wrapper` has the instantiation of the IBUFDS for the `gt_ref_clk`, and the `cmac_0_reset_wrapper` brings out the reset architecture instantiated between the core and the GT. The `cmac_0_common_wrapper` brings the transceiver common module out of the 100G Ethernet subsystem.
- **Pipeline registers:** Single-stage pipeline registers are introduced between the 100G Ethernet subsystem and the transceiver when you select **Enable Pipeline register** in the [CMAC/GT Selections and Configuration Tab](#). This includes a one-stage pipeline register between the 100G Ethernet subsystem macro and the transceiver to ease timing, using the `gt_txusrclk2` and `gt_rxusrclk2` for the TX and RX paths respectively.
- **TX / RX Sync register:** The TX Sync register double synchronizes the data between the 100G Ethernet subsystem and the transceiver with respect to the `tx_clk`. The RX Sync register double synchronizes the data between the transceiver and the 100G Ethernet subsystem with respect to `rx_serdes_clk`.
- **rx_ptp_adjust_top:** When you select **Enable time stamping** in the [General Tab](#), this module is present inside the packet monitor module. This soft logic improves timestamp accuracy and compensate for the lane alignment FIFO fill levels by adding or subtracting the relative fill level of the selected lane. This module has a window averaging block with fixed window size of 32.
- **cmac_0_axi4_lite_if_wrapper:** When selected with the **Include AXI4-Lite Control and Statistics Interface** option from the [General Tab](#), this module will be included inside

the `cmac_0_wrapper`. This wrapper contains two modules `cmac_0_axi4_lite_reg_map` and `cmac_0_axi4_lite_slave_2_ipif`. The details of these modules are described in [AXI4-Lite Interface Implementation](#).

- **cmac_0_axi4_lite_user_if**: When selected with the **Include AXI4-Lite Control and Statistics** option from the [General Tab](#), this module will be present inside the `cmac_0_pkt_gen_mon`. The details about this module are described in section [AXI4-Lite Interface Implementation](#).
- **cmac_0_rs_fec**: In CAUI-4 mode of operation, when you select the **Include IEEE 802.3bj RS-FEC** option from the [General Tab](#), the IEEE 802.3bj RS-FEC soft IP will be instantiated inside the `cmac_0_wrapper`. This module is meant for forward error correction coding. The RS-FEC IP will be integrated in between CMAC and GT. The details of this module are described in [IEEE 802.3bj RS-FEC Integration](#).
- **cmac_0_xbar**: In CAUI-4 mode of operation, when you select **Include IEEE 802.3bj RS-FEC** along with the **Include AXI4-Lite Control and Statistics Interface** option from the [General Tab](#), the AXI Crossbar soft IP will be instantiated inside the `cmac_0_wrapper`. The AXI4-Lite interface for both CMAC and RS-FEC will be accessed through the AXI Crossbar IP. The details of this module are described in [IEEE 802.3bj RS-FEC Integration](#).

Example Design Hierarchy (GT Subcore in Example Design)

[Figure 5-2](#) shows the instantiation of various modules and their hierarchy in the example design when the GT (serial transceiver) is outside the subsystem, that is, in the example design. This hierarchical example design is delivered when you select the **Include GT subcore in example design** option from the [CMAC/GT Selections and Configuration Tab](#).

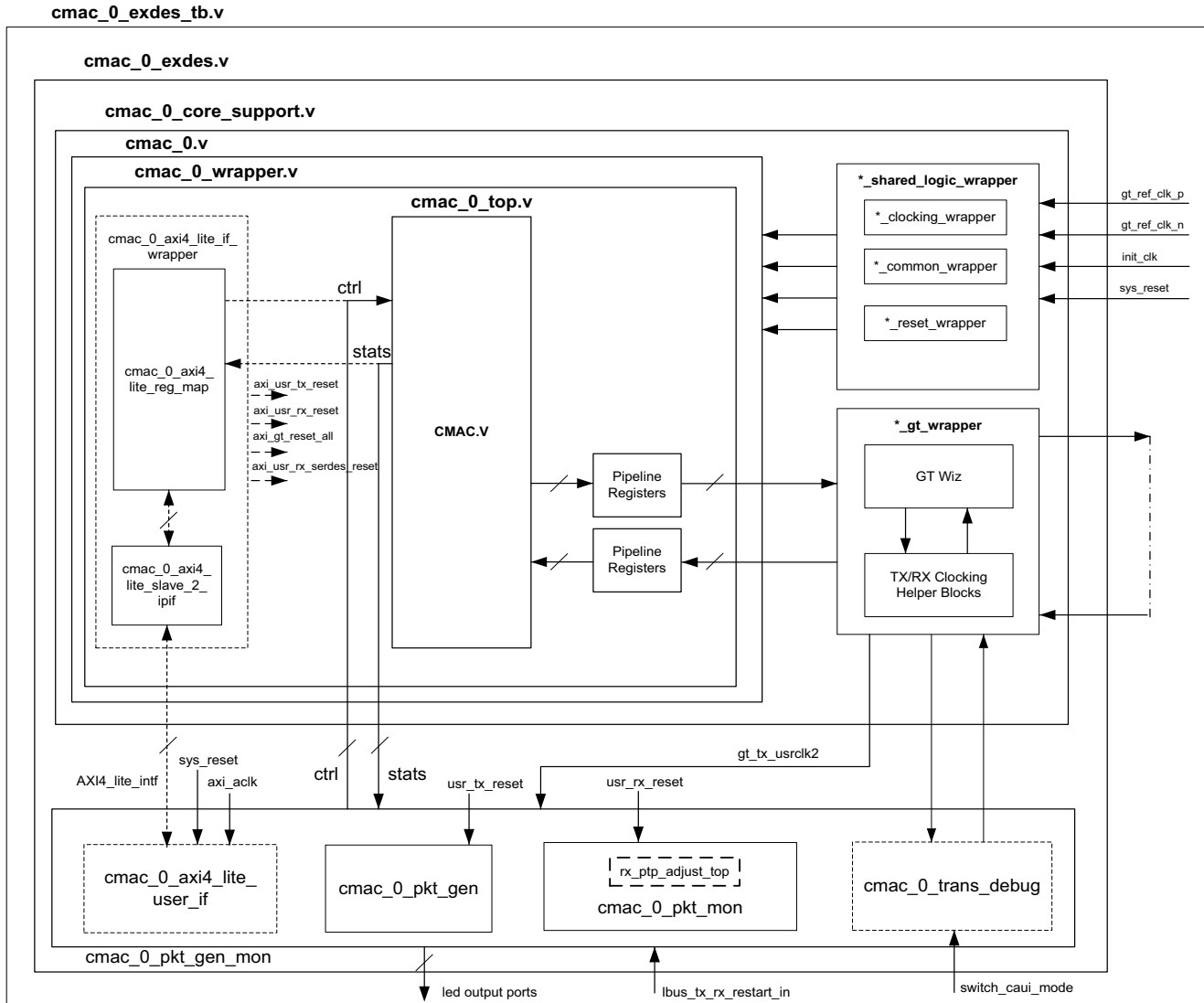


Figure 5-2: Example Design Hierarchy (GT Subcore in Example Design)

The `cmac_0_core_support.v` is present in the hierarchy when you select the **Include GT subcore in example design** option from the [CMAC/GT Selections and Configuration Tab](#) or the **Include Shared Logic in example design** option from the [CMAC/GT Selections and Configuration Tab](#). This instantiates the `cmac_0_shared_logic_wrapper.v` module and the `cmac_0.v` module for the **Include Shared Logic in example design** option. The `cmac_0_gt_wrapper.v` module is present when you select the GT subcore in example design option.

The `cmac_0` module instantiates `cmac_0_wrapper` module that contains the CMAC and Sync registers along with the pipeline registers to synchronize the data between the CMAC core and the GT subcore (in the example design). The GT subcore generates the required clock frequencies with help of the clocking helper blocks for the CMAC core. The `cmac_0_pkt_gen_mon` module instantiates `cmac_0_pkt_gen` (packet generator) and

`cmac_0_pkt_mon` (packet monitor). The `cmac_0_pkt_gen_mon` and `cmac_0_core_support` handshake with each other using several signals such as GT locked, RX alignment and data transfer signals as per LBUS protocol (described in more detail later). The `cmac_0_pkt_gen` module is mainly responsible for the generation of packets. It contains a state machine that monitors the status of GT and CMAC (that is, GT lock and RX alignment) and sends traffic to the core. Similarly the `cmac_0_pkt_mon` module is mainly responsible for reception and checking of packets from the core. It also contains a state machine that monitors the status of GT and CMAC (that is, GT lock and RX alignment) and receives traffic from the core.

Other optional modules instantiated in the example design are as follows:

- cmac_0_shared_logic_wrapper:** When you select **Include GT subcore in example design** or **Include Shared Logic in example design** in the [CMAC/GT Selections and Configuration Tab](#) of the 100G Ethernet IP Vivado IDE, this module will be available in the example design. This wrapper contains three modules: `cmac_0_clocking_wrapper`, `cmac_0_reset_wrapper`, and `cmac_0_common_wrapper`. The `cmac_0_clocking_wrapper` has the instantiation of the IBUFDS for the `gt_ref_clk`, and the `cmac_0_reset_wrapper` brings out the reset architecture instantiated between the core and the GT. The `cmac_0_common_wrapper` brings the transceiver common module out of the 100G Ethernet subsystem.
- cmac_0_gt_wrapper:** This module is present in the example design when you select the **Include GT subcore in example design** option from the [CMAC/GT Selections and Configuration Tab](#). This module is having instantiations of the GT along with various helper blocks. The clocking helper blocks are used to generate the required clock frequency for the core.

User Interface

General purpose I/Os (GPIOs) have been provided to control the example design. I/Os are as listed in [Table 5-1](#).

Note: For all the input and output signals mentioned in [Table 5-1](#), a three-stage registering has been done internally.

Table 5-1: User I/O Ports

Name	Size	I/O	Description
<code>sys_reset</code>	1	I	Reset for <code>cmac_0</code>
<code>gt_ref_clk_p</code>	1	I	Differential clk input to GT.
<code>gt_ref_clk_n</code>	1	I	Differential clk input to GT.
<code>init_clk</code>	1	I	Stable and free-running clk input to GT.

Table 5-1: User I/O Ports (Cont'd)

Name	Size	I/O	Description
pm_tick	1	I	PM tick input for AXI4-Lite read operations. Note: This input is available when Include AXI4-Lite Control and Statistics Interface is selected in the General Tab.
simplex_mode_rx_aligned	1	I	This signal is used to indicate to the generator module that the simplex RX module is aligned and the generator can now start the packet generation. Note: This input is available only for simplex TX.
send_continuous_pkts	1	I	This signal is used for streaming continuous packets. 1'b1: Streams continuous packets from the generator. 1'b0: Fixed number of packets to be transmitted. (For runtime switchable configurations: if this input is 1'b1 at the beginning, you must deassert this signal before switching the mode.)
switch_caui_mode	1	I	This signal is used to initiate the GT DRP write operation to switch the operation mode of CMAC. After the GT DRP operation, a normal data sanity check will be performed for the switched mode. Note: This input is available only for the mode Runtime Switchable . This input should be a single pulse. Do not apply another pulse before RX is aligned.
lbus_tx_rx_restart_in	1	I	This signal is used to restart the packet generation and reception for the data sanity test, when the packet generator and the packet monitor are in idle state, that is, when tx_busy_led = 0 and rx_busy_led = 0.
tx_gt_locked_led	1	O	Indicates that the GT has been locked. Note: This input is available only for simplex TX mode.
tx_done_led	1	O	Indicates that the packet generator has sent all the packets.
caui_mode_led	1	O	Indicates the CMAC operation mode (CAUI-10/CAUI-4). 1'b0: CAUI-10 1'b1: CAUI-4 Note: This output is available only for the mode Runtime Switchable .
tx_busy_led	1	O	Indicates that the generator is busy and is not able to respond to the lbus_tx_rx_restart_in command.
rx_gt_locked_led	1	O	Indicates that the GT has been locked.
rx_aligned_led	1	O	Indicates that RX alignment has been achieved.
rx_done_led	1	O	Indicates that the monitor has received all packets.
rx_data_fail_led	1	O	Indicates the data comparison failed in the packet monitor.

Table 5-1: User I/O Ports (Cont'd)

Name	Size	I/O	Description
rx_busy_led	1	O	Indicates that the monitor is busy and is not able to respond to the lbus_tx_rx_restart_in command.
stat_reg_compare_out	1	O	Indicates TX and RX statistics registers comparison status. 1'b1: Indicates both the TX and RX statistics matched. 1'b0: Indicates if there is any mismatch between TX and RX statistics. Note: This output is available when Include AXI4-Lite Control and Statistics Interface is selected in the General Tab.

CORE XCI Top Level Port List

The top-level port list for the core XCI with all features enabled is shown in [Table 5-2](#).

Table 5-2: CORE XCI Top-Level Port List

Name	Size	I/O	Description
sys_reset	1	I	Reset for the CMAC core.
gt_ref_clk_p	1	I	Differential clk input to GT.
gt_ref_clk_n	1	I	Differential clk input to GT.
init_clk	1	I	Stable and free-running clk input to GT. This is used as the clock for the GT reset state machines, and the GT Channel and Common DRP ports, if included.
gt_loopback_in	30/12	I	GT loopback input signal. Refer to the applicable GT user guide. [Ref 11] [Ref 12] 30-bit width for CAUI-10 or Runtime Switchable case, 12-bit width for CAUI-4 mode.
gt_rxrecclkout	10/4	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Port width: 10-bit for CAUI-10 or Runtime Switchable case and 4-bit width for CAUI-4 mode.
gt_ref_clk_out	1	O	GT reference clock output.
gt_powergoodout	10/4	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Port width: 10-bit for CAUI-10 or Runtime Switchable case and 4-bit width for CAUI-4 mode.
gt0_rxp_in	1	I	Differential serial GT RX input for lane 0.
gt0_rxn_in	1	I	Differential serial GT RX input for lane 0.
gt1_rxp_in	1	I	Differential serial GT RX input for lane 1.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt1_rxn_in	1	I	Differential serial GT RX input for lane 1.
gt2_rxp_in	1	I	Differential serial GT RX input for lane 2.
gt2_rxn_in	1	I	Differential serial GT RX input for lane 2.
gt3_rxp_in	1	I	Differential serial GT RX input for lane 3.
gt3_rxn_in	1	I	Differential serial GT RX input for lane 3.
gt4_rxp_in	1	I	Differential serial GT RX input for lane 4. Note: This port is available for CAUI-10 and Runtime Switchable mode
gt4_rxn_in	1	I	Differential serial GT RX input for lane 4. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt5_rxp_in	1	I	Differential serial GT RX input for lane 5. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt5_rxn_in	1	I	Differential serial GT RX input for lane 5. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt6_rxp_in	1	I	Differential serial GT RX input for lane 6. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt6_rxn_in	1	I	Differential serial GT RX input for lane 6. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt7_rxp_in	1	I	Differential serial GT RX input for lane 7. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt7_rxn_in	1	I	Differential serial GT RX input for lane 7. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt8_rxp_in	1	I	Differential serial GT RX input for lane 8. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt8_rxn_in	1	I	Differential serial GT RX input for lane 8. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt9_rxp_in	1	I	Differential serial GT RX input for lane 9. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt9_rxn_in	1	I	Differential serial GT RX input for lane 9. Note: This port is available for CAUI-10 and Runtime Switchable mode.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt0_txp_out	1	O	Differential serial GT TX output for lane 0.
gt0_txn_out	1	O	Differential serial GT TX output for lane 0.
gt1_txp_out	1	O	Differential serial GT TX output for lane 1.
gt1_txn_out	1	O	Differential serial GT TX output for lane 1.
gt2_txp_out	1	O	Differential serial GT TX output for lane 2.
gt2_txn_out	1	O	Differential serial GT TX output for lane 2.
gt3_txp_out	1	O	Differential serial GT TX output for lane 3.
gt3_txn_out	1	O	Differential serial GT TX output for lane 3.
gt4_txp_out	1	O	Differential serial GT TX output for lane 4. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt4_txn_out	1	O	Differential serial GT TX output for lane 4. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt5_txp_out	1	O	Differential serial GT TX output for lane 5. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt5_txn_out	1	O	Differential serial GT TX output for lane 5. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt6_txp_out	1	O	Differential serial GT TX output for lane 6. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt6_txn_out	1	O	Differential serial GT TX output for lane 6. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt7_txp_out	1	O	Differential serial GT TX output for lane 7. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt7_txn_out	1	O	Differential serial GT TX output for lane 7. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt8_txp_out	1	O	Differential serial GT TX output for lane 8. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt8_txn_out	1	O	Differential serial GT TX output for lane 8. Note: This port is available for CAUI-10 and Runtime Switchable mode.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt9_txp_out	1	O	Differential serial GT TX output for lane 9. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt9_txn_out	1	O	Differential serial GT TX output for lane 9. Note: This port is available for CAUI-10 and Runtime Switchable mode.
gt_txusrclk2	1	O	TX user clock output from GT.
rx_clk	1	I	RX clock input.
tx_clk	1	I	TX clock input. Note: This port is available when Include GT subcore in example design is selected from the CMAC / GT Selection and Configuration tab.
gt_rxusrclk2	1	O	RX user clock output from GT.
core_rx_reset	1	I	RX reset input to the core. Note: This input is 2-stage synchronized with the respective clock inside the core.
core_tx_reset	1	I	TX reset input to the core. Note: This input is 2-stage synchronized with the respective clock inside the core.
usr_rx_reset	1	O	RX reset output for the user logic.
usr_tx_reset	1	O	TX reset output for the user logic.
core_drp_reset	1	I	Core DRP reset. Note: This input is 2-stage synchronized with the respective clock inside the core.
gtwiz_userdata_tx_in	320	O	GT TX user data out when GT is present in example design Note: This port is available for the CAUI10 configuration when Include GT subcore in example design is selected from the CMAC / GT Selection and Configuration tab.
gtwiz_userdata_rx_out	320	I	GT RX user data in when GT is present in example design Note: This port is available for the CAUI10 configuration when Include GT subcore in example design is selected from the CMAC / GT Selection and Configuration tab.
txdata_in	1280	O	GT TX user data out when GT is present in example design Note: This port is available for CAUI4 / Runtime Switchable configurations when Include GT subcore in example design is selected from the CMAC / GT Selection and Configuration tab.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
txctrl0_in	160	O	GT TX user control output Note: This port is available for CAUI4 / Runtime Switchable configurations when Include GT subcore in example design is selected from the CMAC / GT Selection and Configuration tab.
txctrl1_in	160	O	GT TX user control output Note: This port is available for CAUI4 / Runtime Switchable configurations when Include GT subcore in example design is selected from the CMAC / GT Selection and Configuration tab.
rxdata_out	1280	I	GT RX user data in when GT is present in example design Note: This port is available for CAUI4 / Runtime Switchable configurations when Include GT subcore in example design is selected from the CMAC / GT Selection and Configuration tab.
rxctrl0_out	160	I	GT RX user control input Note: This port is available for CAUI4 / Runtime Switchable configurations when Include GT subcore in example design is selected from the CMAC / GT Selection and Configuration tab.
rxctrl1_out	160	I	GT RX user control input Note: This port is available for CAUI4 / Runtime Switchable configurations when Include GT subcore in example design is selected from the CMAC / GT Selection and Configuration tab.
gt_eyescanreset	10/4	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit for CAUI-4 mode.
gt_eyescantrigger	10/4	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt_rxcdrhold	10/4	I	<p>Refer to the applicable GT user guide for the port description.[Ref 11][Ref 12]</p> <p>Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.</p> <p>Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.</p>
gt_rxpolarity	10/4	I	<p>Refer to the applicable GT user guide for the port description.[Ref 11][Ref 12]</p> <p>Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.</p> <p>Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.</p>
gt_rxrate	30/12	I	<p>Refer to the applicable GT user guide for the port description.[Ref 11][Ref 12]</p> <p>Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.</p> <p>Port width: 30-bit for CAUI-10 or Runtime Switchable case, and 12-bit width for CAUI-4 mode.</p>
gt_txdiffctrl	50/20	I	<p>Refer to the applicable GT user guide for the port description.[Ref 11][Ref 12]</p> <p>Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.</p> <p>Port width: 50-bit for CAUI-10 or Runtime Switchable case, and 20-bit width for CAUI-4 mode.</p>
gt_txpolarity	10/4	I	<p>Refer to the applicable GT user guide for the port description.[Ref 11][Ref 12]</p> <p>Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.</p> <p>Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.</p>
gt_txinhibit	10/4	I	<p>Refer to the applicable GT user guide for the port description.[Ref 11][Ref 12]</p> <p>Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.</p> <p>Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.</p>

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt_txpipmen	10/4	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.
gt_txpipmsel	10/4	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.
gt_txpostcursor	50/20	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 50-bit for CAUI-10 or Runtime Switchable case, and 20-bit width for CAUI-4 mode.
gt_txprbsforceerr	10/4	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.
gt_txprecursor	50/20	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 50-bit for CAUI-10 or Runtime Switchable case, and 20-bit width for CAUI-4 mode.
gt_eyes candataerror	10/4	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt_txbufstatus	20/8	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 20-bit for CAUI-10 or Runtime Switchable case, and 8-bit width for CAUI-4 mode.
gt_rxdfelpmreset	10/4	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.
gt_rxlpmen	10/4	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.
gt_rxprbscntreset	10/4	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.
gt_rxprbserr	10/4	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.
gt_rxprbssel	40/16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 40-bit for CAUI-10 or Runtime Switchable case, and 16-bit width for CAUI-4 mode.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt_rxresetdone	10/4	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.
gt_txprbssel	40/16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 40-bit for CAUI-10 or Runtime Switchable case, and 16-bit width for CAUI-4 mode.
gt_txresetdone	10/4	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 10-bit for CAUI-10 or Runtime Switchable case, and 4-bit width for CAUI-4 mode.
gt_rxbufstatus	30/12	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab. Port width: 30-bit for CAUI-10 or Runtime Switchable case, and 12-bit width for CAUI-4 mode.
gtwiz_reset_tx_datapath	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12]
gtwiz_reset_rx_datapath	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12]
gt_drpclk	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt0_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt0_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt0_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt0_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt0_drpdo	16	O	Refer to the applicable GT user guide for the port description. Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt0_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt1_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt1_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt1_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt1_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt1_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt1_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt2_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt2_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt2_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt2_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt2_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt2_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt3_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt3_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt3_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt3_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt3_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt3_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
gt4_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt4_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt4_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt4_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt4_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt4_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt5_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt5_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt5_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt5_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt5_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt5_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt6_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt6_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt6_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt6_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt6_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt6_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt7_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt7_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt7_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt7_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt7_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt7_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt8_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt8_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt8_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt8_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt8_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt8_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt9_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
gt9_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt9_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt9_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt9_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
gt9_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
common0_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
common0_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
common0_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
common0_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
common0_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
common0_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab.
common1_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
common1_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
common1_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
common1_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
common1_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
common1_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case for CAUI-10 or Runtime Switchable case.
common2_drpaddr	10	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
common2_drpdi	16	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
common2_drpwe	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
common2_drpen	1	I	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
common2_drprdy	1	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
common2_drpdo	16	O	Refer to the applicable GT user guide for the port description. [Ref 11] [Ref 12] Note: This port is available when Enable Additional GT Control/Status and DRP Ports is selected from the CMAC / GT Selection and Configuration tab for CAUI-10 or Runtime Switchable case.
tx_reset_done	1	I	TX reset done input to the core from the reset wrapper logic. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
rx_reset_done	1	I	RX reset done input to the core from the reset wrapper logic. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab.
rx_serdes_reset_done	10	I	RX SerDes reset done input to the core from the reset wrapper logic. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab.
tx_reset_done_sync	1	I	Synchronized TX reset done input to the core from the reset wrapper logic. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab.
rx_reset_done_sync	1	I	Synchronized RX reset done input to the core from the reset wrapper logic. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab, and the core Operation is set to Simplex RX in the General tab.
gt_reset_tx_done_out	1	O	TX reset done out from the GT. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab.
gt_reset_rx_done_out	1	O	RX reset done out from the GT. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab.
axi_usr_tx_reset	1	O	User TX reset from the AXI4-Lite register map module. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab, and Include AXI4-Lite Control and Statistics Interface is selected in the General tab.
axi_usr_rx_reset	1	O	User RX reset from the AXI4-Lite register map module. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab, and Include AXI4-Lite Control and Statistics Interface is selected in the General tab.
axi_usr_rx_serdes_reset	10	O	User RX SerDes reset from the AXI4-Lite register map module. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab, and Include AXI4-Lite Control and Statistics Interface is selected in the General tab.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
axi_gt_reset_all	1	O	Reset signal to GT from the AXI4-Lite register map module Note: This port is available when the Include GT subcore in example design option is selected in the CMAC / GT Selection and Configuration tab and Include AXI4-Lite Control and Statistics Interface is selected in the General tab.
ctl_gt_loopback	1	O	Loopback signal to GT from the AXI4-Lite register map module Note: This port is available when the Include GT subcore in example design option is selected in the CMAC / GT Selection and Configuration tab and Include AXI4-Lite Control and Statistics Interface is selected in the General tab.
rx_serdes_clk	10	O	RX SerDes clock out from the core to the reset wrapper. Note: This port is available when Include GT subcore in core is selected and Include Shared Logic option is set to Example Design in the CMAC / GT Selection and Configuration tab, or Include IEEE 802.3bj RS-FEC option is selected in the General tab.
rx_serdes_clk_in	10	I	RX SerDes clock input to the core. Note: This port is available when the Include GT subcore in example design option is selected in the CMAC / GT Selection and Configuration tab.
qpll0clk_in	10/4	I	QPLL0 clock input. Port width: <ul style="list-style-type: none"> • 10-bit for CAUI10 or Runtime Switchable case. • 4-bit width for CAUI4 mode. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab.
qpll0refclk_in	10/4	I	QPLL0 ref clock input. Port width: <ul style="list-style-type: none"> • 10-bit for CAUI10 or Runtime Switchable case. • 4-bit width for CAUI4 mode. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab.
qpll1clk_in	10/4	I	QPLL1 clock input. Port width: <ul style="list-style-type: none"> • 10-bit for CAUI10 or Runtime Switchable case. • 4-bit width for CAUI4 mode. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
qpll1refclk_in	10/4	I	QPLL1 ref clock input. Port width: <ul style="list-style-type: none"> • 10-bit for CAUI10 or Runtime Switchable case. • 4-bit width for CAUI4 mode. Note: This port is available when the Include Shared Logic in option is set to Example Design in the CMAC / GT Selection and Configuration tab.
gtwiz_reset_qpll0lock_in	3/1	I	QPLL0 lock reset input to the GT. Port width: <ul style="list-style-type: none"> • 3-bit for CAUI10 or Runtime Switchable case. • 1-bit width for CAUI4 mode. Note: This port is available when the Include Shared Logic in option is set to Example Design , and PLL Type is set to QPLL0 in the CMAC / GT Selection and Configuration tab.
gtwiz_reset_qpll0reset_out	3/1	O	QPLL0 lock reset output from the GT. Port width: <ul style="list-style-type: none"> • 3-bit for CAUI10 or Runtime Switchable case. • 1-bit width for CAUI4 mode. Note: This port is available when the Include Shared Logic in option is set to Example Design , and PLL Type is set to QPLL0 in the CMAC / GT Selection and Configuration tab.
gtwiz_reset_qpll1lock_in	3/1	I	QPLL1 lock reset input to the GT. Port width: <ul style="list-style-type: none"> • 3-bit for CAUI10 or Runtime Switchable case. • 1-bit width for CAUI4 mode. Note: This port is available when the Include Shared Logic in option is set to Example Design , and PLL Type is set to QPLL1 in the CMAC / GT Selection and Configuration tab.
gtwiz_reset_qpll1reset_out	3/1	O	QPLL1 lock reset output from the GT. Port width: <ul style="list-style-type: none"> • 3-bit for CAUI10 or Runtime Switchable case. • 1-bit width for CAUI4 mode. Note: This port is available when the Include Shared Logic in option is set to Example Design , and PLL Type is set to QPLL1 in the CMAC / GT Selection and Configuration tab.
rx_dataout0	128	O	Receive segmented LBUS Data for segment 0. The value of this bus is only valid in cycles that rx_enaout0 is sampled as 1.
rx_dataout1	128	O	Receive segmented LBUS data for segment1.
rx_dataout2	128	O	Receive segmented LBUS data for segment2.
rx_dataout3	128	O	Receive segmented LBUS data for segment3.
rx_enaout0	1	O	Receive LBUS enable for segment0. This signal qualifies the other signals of the RX segmented LBUS interface. Signals of the RX LBUS Interface are only valid in cycles in which rx_enaout is sampled as a 1.
rx_enaout1	1	O	Receive LBUS enable for segment1.
rx_enaout2	1	O	Receive LBUS enable for segment2.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
rx_enaout3	1	O	Receive LBUS enable for segment3.
rx_sopout0	1	O	Receive LBUS start of packet (SOP). for segment0. This signal indicates the SOP when it is sampled as a 1 and is only valid in cycles in which rx_enaout is sampled as a 1.
rx_sopout1	1	O	Receive LBUS SOP for segment1.
rx_sopout2	1	O	Receive LBUS SOP for segment2.
rx_sopout3	1	O	Receive LBUS SOP for segment3.
rx_eopout0	1	O	Receive LBUS end of packet (EOP). for segment0. This signal indicates the EOP when it is sampled as a 1 and is only valid in cycles in which rx_enaout is sampled as a 1.
rx_eopout1	1	O	Receive LBUS EOP for segment1.
rx_eopout2	1	O	Receive LBUS EOP for segment2.
rx_eopout3	1	O	Receive LBUS EOP for segment3.
rx_errout0	1	O	Receive LBUS error for segment0. This signal indicates that the current packet being received has an error when it is sampled as a 1. This signal is only valid in cycles when both rx_enaout and rx_eopout are sampled as a 1. When this signal is a value of 0, it indicates that there is no error in the packet being received.
rx_errout1	1	O	Receive LBUS error for segment1.
rx_errout2	1	O	Receive LBUS error for segment2.
rx_errout3	1	O	Receive LBUS error for segment3.
rx_mtyout0	4	O	Receive LBUS empty for segment0. This bus indicates how many bytes of the rx_dataout bus are empty or invalid for the last transfer of the current packet. This bus is only valid in cycles when both rx_enaout and rx_eopout are sampled as 1. When rx_errout and rx_enaout are sampled as 1, the value of rx_mtyout[2:0] is always 000. Other bits of rx_mtyout are as usual.
rx_mtyout1	4	O	Receive LBUS empty for segment1.
rx_mtyout2	4	O	Receive LBUS empty for segment2.
rx_mtyout3	4	O	Receive LBUS empty for segment3.
tx_rdyout	1	O	Transmit LBUS ready. This signal indicates whether the dedicated 100G Ethernet subsystem TX path is ready to accept data and provides back-pressure to the user logic. A value of 1 means the user logic can pass data to the 100G Ethernet subsystem. A value of 0 means the user logic must stop transferring data to the 100G Ethernet subsystem within a certain number of cycles or there will be an overflow.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
tx_ovfout	1	O	Transmit LBUS overflow. This signal indicates whether you have violated the back-pressure mechanism provided by the tx_rdyout signal. If tx_ovfout is sampled as a 1, a violation has occurred. It is up to you to design the rest of the user logic to not overflow the TX interface. In the event of an overflow condition, the TX path must be reset.
tx_unfout	1	O	Transmit LBUS underflow. This signal indicates whether you have under-run the LBUS interface. If tx_unfout is sampled as 1, a violation has occurred meaning the current packet is corrupted. Error control blocks are transmitted as long as the underflow condition persists. It is up to the user logic to ensure a complete packet is input to the core without under-running the LBUS interface.
tx_datain0	128	I	Transmit segmented LBUS data for segment0. This bus receives input data from the user logic. The value of the bus is captured in every cycle that tx_enain is sampled as 1.
tx_datain1	128	I	Transmit segmented LBUS data for segment1.
tx_datain2	128	I	Transmit segmented LBUS data for segment2.
tx_datain3	128	I	Transmit segmented LBUS data for segment3.
tx_enain0	1	I	Transmit LBUS enable for segment0. This signal is used to enable the TX LBUS interface. All signals on this interface are sampled only in cycles in which tx_enain is sampled as a 1.
tx_enain1	1	I	Transmit LBUS enable for segment1.
tx_enain2	1	I	Transmit LBUS enable for segment2.
tx_enain3	1	I	Transmit LBUS enable for segment3.
tx_sopin0	1	I	Transmit LBUS SOP for segment0. This signal is used to indicate the SOP when it is sampled as a 1 and is 0 for all other transfers of the packet. This signal is sampled only in cycles in which tx_enain is sampled as a 1.
tx_sopin1	1	I	Transmit LBUS SOP for segment1.
tx_sopin2	1	I	Transmit LBUS SOP for segment2.
tx_sopin3	1	I	Transmit LBUS SOP for segment3.
tx_eopin0	1	I	Transmit LBUS EOP for segment0. This signal is used to indicate the EOP when it is sampled as a 1 and is 0 for all other transfers of the packet. This signal is sampled only in cycles in which tx_enain is sampled as a 1.
tx_eopin1	1	I	Transmit LBUS EOP for segment1.
tx_eopin2	1	I	Transmit LBUS EOP for segment2.
tx_eopin3	1	I	Transmit LBUS EOP for segment3.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
tx_errin0	1	I	Transmit LBUS error for segment0. This signal is used to indicate a packet contains an error when it is sampled as a 1 and is 0 for all other transfers of the packet. This signal is sampled only in cycles in which tx_enain and tx_eopin are sampled as 1. When this signal is sampled as a 1, the last data word is replaced with the IEEE standard 802.3-2012 Error Code control word that guarantees the partner device receives the packet in error. If a packet is input with this signal set to a 1, the FCS checking and reporting is disabled (only for that packet).
tx_errin1	1	I	Transmit LBUS error for segment1.
tx_errin2	1	I	Transmit LBUS error for segment2.
tx_errin3	1	I	Transmit LBUS error for segment3.
tx_mtyin0	4	I	Transmit LBUS empty for segment0. This bus is used to indicate how many bytes of the tx_datain bus are empty or invalid for the last transfer of the current packet. This bus is sampled only in cycles that tx_enain and tx_eopin are sampled as 1. When tx_eopin and tx_errin are sampled as 1, the value of tx_mtyin[2:0] is ignored as treated as if it was 000. The other bits of tx_mtyin are used as usual.
tx_mtyin1	4	I	Receive LBUS empty for segment1.
tx_mtyin2	4	I	Receive LBUS empty for segment2.
tx_mtyin3	4	I	Receive LBUS empty for segment3.
tx_axis_tdata	512	I	512-bit TX AXI4-Stream data input. Note: This port is available when the User Interface option is selected as AXIS in the General tab.
tx_axis_tvalid	1	I	AXI4-Stream Data Valid input. Note: This port is available when the User Interface option is selected as AXIS in the General tab.
tx_axis_tready	1	O	AXI4-Stream acknowledge signal to indicate to start the data transfer. Note: This port is available when the User Interface option is selected as AXIS in the General tab.
tx_axis_tlast	1	I	AXI4-Stream signal indicating end of Ethernet packet. Note: This port is available when the User Interface option is selected as AXIS in the General tab.
tx_axis_tkeep	64	I	AXI4-Stream Data Control. tx_axis_tkeep word signifying valid data on tx_axis_tdata. Note: This port is available when the User Interface option is selected as AXIS in the General tab.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
tx_axis_tuser	1	O	AXI4-Stream User Sideband interface. Equivalent to the tx_errin signal. 1 = indicates a bad packet 0 = indicates a good packet Note: This port is available when the User Interface option is selected as AXIS in the General tab.
rx_axis_tdata	512	O	512-bit RX AXI4-Stream data output. Note: This port is available when the User Interface option is selected as AXIS in the General tab.
rx_axis_tvalid	1	O	AXI4-Stream Data Valid Note: This port is available when the User Interface option is selected as AXIS in the General tab.
rx_axis_tlast	1	O	AXI4-Stream signal indicating an end of packet. Note: This port is available when the User Interface option is selected as AXIS in the General tab.
rx_axis_tkeep	64	O	AXI4-Stream Data Control to upper layer. rx_axis_tkeep word signifying valid data on rx_axis_tdata. Note: This port is available when the User Interface option is selected as AXIS in the General tab.
rx_axis_tuser	1	O	AXI4-Stream User Sideband interface. 1 = indicates a bad packet has been received 0 = indicates a good packet has been received Note: This port is available when the User Interface option is selected as AXIS in the General tab.
ctl_tx_enable	1	I	TX Enable. This signal is used to enable the transmission of data when it is sampled as a 1. When sampled as a 0, only idles are transmitted by CMAC. This input should not be set to 1 until the receiver it is sending data to (that is, the receiver in the other device) is fully aligned and ready to receive data (that is, the other device is not sending a remote fault condition). Otherwise, loss of data can occur. If this signal is set to 0 while a packet is being transmitted, the current packet transmission is completed and then the CMAC stops transmitting any more packets.
ctl_tx_send_rfi	1	I	Transmit Remote Fault Indication (RFI) code word. If this input is sampled as a 1, the TX path only transmits Remote Fault code words. This input should be set to 1 until the RX path is fully aligned and is ready to accept data from the link partner.
ctl_tx_send_idle	1	I	Transmit Idle code words. If this input is sampled as a 1, the TX path only transmits Idle code words. This input should be set to 1 when the partner device is sending Remote Fault Indication (RFI) code words.
stat_tx_local_fault	1	O	A value of 1 indicates the receive decoder state machine is in the TX_INIT state. This output is level sensitive.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
ctl_rx_enable	1	I	RX Enable. For normal operation, this input must be set to 1. When this input is set to 0, after the RX completes the reception of the current packet (if any), it stops receiving packets by keeping the PCS from decoding incoming data. In this mode, there are no statistics reported and the LBUS interface is idle.
ctl_rx_force_resync	1	I	RX force resynchronization input. This signal is used to force the RX path to reset, re-synchronize, and realign. A value of 1 forces the reset operation. A value of 0 allows normal operation. Note: This input should normally be Low and should only be pulsed (one cycle minimum pulse) to force realignment.
stat_rx_framing_err_0	4	O	RX sync header bits framing error for lane 0. Each PCS Lane has a four-bit bus that indicates how many sync header errors were received for that PCS Lane. The value of the bus is only valid when the corresponding stat_rx_framing_err_valid_[19:0] is a 1. The values on these buses can be updated at any time and are intended to be used as increment values for sync header error counters.
stat_rx_framing_err_1	4	O	RX sync header bits framing error for lane 1.
stat_rx_framing_err_2	4	O	RX sync header bits framing error for lane 2.
stat_rx_framing_err_3	4	O	RX sync header bits framing error for lane 3.
stat_rx_framing_err_4	4	O	RX sync header bits framing error for lane 4.
stat_rx_framing_err_5	4	O	RX sync header bits framing error for lane 5.
stat_rx_framing_err_6	4	O	RX sync header bits framing error for lane 6.
stat_rx_framing_err_7	4	O	RX sync header bits framing error for lane 7.
stat_rx_framing_err_8	4	O	RX sync header bits framing error for lane 8.
stat_rx_framing_err_9	4	O	RX sync header bits framing error for lane 9.
stat_rx_framing_err_10	4	O	RX sync header bits framing error for lane 10.
stat_rx_framing_err_11	4	O	RX sync header bits framing error for lane 11.
stat_rx_framing_err_12	4	O	RX sync header bits framing error for lane 12.
stat_rx_framing_err_13	4	O	RX sync header bits framing error for lane 13.
stat_rx_framing_err_14	4	O	RX sync header bits framing error for lane 14.
stat_rx_framing_err_15	4	O	RX sync header bits framing error for lane 15.
stat_rx_framing_err_16	4	O	RX sync header bits framing error for lane 16.
stat_rx_framing_err_17	4	O	RX sync header bits framing error for lane 17.
stat_rx_framing_err_18	4	O	RX sync header bits framing error for lane 18.
stat_rx_framing_err_19	4	O	RX sync header bits framing error for lane 19.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
stat_rx_framing_err_valid_0	1	O	Valid indicator for stat_rx_framing_err_0[3:0]. When this output is sampled as a 1, the value on the corresponding stat_rx_framing_err_0[3:0] is valid.
stat_rx_framing_err_valid_1	1	O	Valid indicator for stat_rx_framing_err_1[3:0].
stat_rx_framing_err_valid_2	1	O	Valid indicator for stat_rx_framing_err_2[3:0].
stat_rx_framing_err_valid_3	1	O	Valid indicator for stat_rx_framing_err_3[3:0].
stat_rx_framing_err_valid_4	1	O	Valid indicator for stat_rx_framing_err_4[3:0].
stat_rx_framing_err_valid_5	1	O	Valid indicator for stat_rx_framing_err_5[3:0].
stat_rx_framing_err_valid_6	1	O	Valid indicator for stat_rx_framing_err_6[3:0].
stat_rx_framing_err_valid_7	1	O	Valid indicator for stat_rx_framing_err_7[3:0].
stat_rx_framing_err_valid_8	1	O	Valid indicator for stat_rx_framing_err_8[3:0].
stat_rx_framing_err_valid_9	1	O	Valid indicator for stat_rx_framing_err_9[3:0].
stat_rx_framing_err_valid_10	1	O	Valid indicator for stat_rx_framing_err_10[3:0].
stat_rx_framing_err_valid_11	1	O	Valid indicator for stat_rx_framing_err_11[3:0].
stat_rx_framing_err_valid_12	1	O	Valid indicator for stat_rx_framing_err_12[3:0].
stat_rx_framing_err_valid_13	1	O	Valid indicator for stat_rx_framing_err_13[3:0].
stat_rx_framing_err_valid_14	1	O	Valid indicator for stat_rx_framing_err_14[3:0].
stat_rx_framing_err_valid_15	1	O	Valid indicator for stat_rx_framing_err_15[3:0].
stat_rx_framing_err_valid_16	1	O	Valid indicator for stat_rx_framing_err_16[3:0].
stat_rx_framing_err_valid_17	1	O	Valid indicator for stat_rx_framing_err_17[3:0].
stat_rx_framing_err_valid_18	1	O	Valid indicator for stat_rx_framing_err_18[3:0].
stat_rx_framing_err_valid_19	1	O	Valid indicator for stat_rx_framing_err_19[3:0].
stat_rx_local_fault	1	O	This output is High when stat_rx_internal_local_fault or stat_rx_received_local_fault is asserted. This output is level sensitive.
stat_rx_synced	20	O	Word Boundary Synchronized. These signals indicate whether a PCS lane is word boundary synchronized. A value of 1 indicates the corresponding PCS lane has achieved word boundary synchronization and it has received a PCS lane marker. This output is level sensitive.
stat_rx_synced_err	20	O	Word Boundary Synchronization Error. These signals indicate whether an error occurred during word boundary synchronization in the respective PCS lane. A value of 1 indicates that the corresponding PCS lane lost word boundary synchronization due to sync header framing bits errors or that a PCS lane marker was never received. This output is level sensitive.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
stat_rx_mf_len_err	20	O	PCS Lane Marker Length Error. These signals indicate whether a PCS Lane Marker length mismatch occurred in the respective lane (that is, PCS Lane Markers were received not every CTL_RX_VL_LENGTH_MINUS1 words apart). A value of 1 indicates that the corresponding lane is receiving PCS Lane Markers at wrong intervals. This output remains High until the error condition is removed.
stat_rx_mf_repeat_err	20	O	PCS Lane Marker Consecutive Error. These signals indicate whether four consecutive PCS Lane Marker errors occurred in the respective lane. A value of 1 indicates an error in the corresponding lane. This output remains High until the error condition is removed.
stat_rx_mf_err	20	O	PCS Lane Marker Word Error. These signals indicate that an incorrectly formed PCS Lane Marker Word was detected in the respective lane. A value of 1 indicates an error occurred. This output is pulsed for one clock cycle to indicate the error condition. Pulses can occur in back-to-back cycles.
stat_rx_aligned	1	O	All PCS Lanes Aligned/De-Skewed. This signal indicates whether or not all PCS lanes are aligned and de-skewed. A value of 1 indicates all PCS lanes are aligned and de-skewed. When this signal is a 1, the RX path is aligned and can receive packet data. When this signal is 0, a local fault condition exists. This output is level sensitive.
stat_rx_status	1	O	PCS status. A value of 1 indicates that the PCS is aligned and not in HI_BER state. This output is level sensitive.
stat_rx_block_lock	20	O	Block lock status for each PCS lane. A value of 1 indicates that the corresponding lane has achieved block lock as defined in Clause 82. This output is level sensitive.
stat_rx_aligned_err	1	O	Loss of Lane Alignment/De-Skew. This signal indicates that an error occurred during PCS lane alignment or PCS lane alignment was lost. A value of 1 indicates an error occurred. This output is level sensitive.
stat_rx_misaligned	1	O	Alignment Error. This signal indicates that the lane aligner did not receive the expected PCS lane marker across all lanes. This signal is not asserted until the PCS lane marker has been received at least once across all lanes and at least one incorrect lane marker has been received. This occurs one meta-frame after the error. This signal is not asserted if the lane markers have never been received correctly. Lane marker errors are indicated by the corresponding stat_rx_mf_err signal. This output is pulsed for one clock cycle to indicate an error condition. Pulses can occur in back-to-back cycles.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
stat_rx_remote_fault	1	O	Remote fault indication status. If this bit is sampled as a 1, it indicates a remote fault condition was detected. If this bit is sampled as a 0, a remote fault condition exist does not exist. This output is level sensitive.
stat_rx_pcs_l_number_0	5	O	The signal stat_rx_pcs_l_number_0[4:0] indicates which PCS lane is received on physical lane 0. There are a total of 20 separate stat_rx_pcs_l_number[4:0] buses. This bus is only valid when the corresponding bit of be stat_rx_synced[19:0] is a 1. These outputs are level sensitive.
stat_rx_pcs_l_number_1	5	O	This signal indicates which PCS lane is received on physical lane 1.
stat_rx_pcs_l_number_2	5	O	This signal indicates which PCS lane is received on physical lane 2.
stat_rx_pcs_l_number_3	5	O	This signal indicates which PCS lane is received on physical lane 3.
stat_rx_pcs_l_number_4	5	O	This signal indicates which PCS lane is received on physical lane 4.
stat_rx_pcs_l_number_5	5	O	This signal indicates which PCS lane is received on physical lane 5.
stat_rx_pcs_l_number_6	5	O	This signal indicates which PCS lane is received on physical lane 6.
stat_rx_pcs_l_number_7	5	O	This signal indicates which PCS lane is received on physical lane 7.
stat_rx_pcs_l_number_8	5	O	This signal indicates which PCS lane is received on physical lane 8.
stat_rx_pcs_l_number_9	5	O	This signal indicates which PCS lane is received on physical lane 9.
stat_rx_pcs_l_number_10	5	O	This signal indicates which PCS lane is received on physical lane 10.
stat_rx_pcs_l_number_11	5	O	This signal indicates which PCS lane is received on physical lane 11.
stat_rx_pcs_l_number_12	5	O	This signal indicates which PCS lane is received on physical lane 12.
stat_rx_pcs_l_number_13	5	O	This signal indicates which PCS lane is received on physical lane 13.
stat_rx_pcs_l_number_14	5	O	This signal indicates which PCS lane is received on physical lane 14.
stat_rx_pcs_l_number_15	5	O	This signal indicates which PCS lane is received on physical lane 15.
stat_rx_pcs_l_number_16	5	O	This signal indicates which PCS lane is received on physical lane 16.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
stat_rx_pcs1_number_17	5	O	This signal indicates which PCS lane is received on physical lane 17.
stat_rx_pcs1_number_18	5	O	This signal indicates which PCS lane is received on physical lane 18.
stat_rx_pcs1_number_19	5	O	This signal indicates which PCS lane is received on physical lane 19.
stat_rx_pcs1_demuxed	20	O	PCS Lane Marker found. If a signal of this bus is sampled as 1, it indicates that the receiver has properly de-multiplexed that PCS lane. These outputs are level sensitive.
stat_rx_bad_fcs	4	O	Bad FCS indicator. A value of 1 indicates a packet was received with a bad FCS, but not a stomped FCS. A stomped FCS is defined as the bitwise inverse of the expected good FCS. This output is pulsed for one clock cycle to indicate an error condition. Pulses can occur in back-to-back cycles.
stat_rx_stomped_fcs	4	O	Stomped FCS indicator. A value of 1 or greater indicates that one or more packets were received with a stomped FCS. A stomped FCS is defined as the bitwise inverse of the expected good FCS. This output is pulsed for one clock cycle to indicate the stomped condition. Pulses can occur in back-to-back cycles.
stat_rx_truncated	1	O	Packet truncation indicator. A value of 1 indicates that the current packet in flight is truncated due to its length exceeding <code>ctl_rx_max_packet_len[14:0]</code> . This output is pulsed for one clock cycle to indicate the truncated condition. Pulses can occur in back-to-back cycles.
stat_rx_internal_local_fault	1	O	This signal goes High when an internal local fault is generated due to any one of the following: test pattern generation, bad lane alignment, or high bit error rate. This signal remains High as long as the fault condition persists.
stat_rx_received_local_fault	1	O	This signal goes High when enough local fault words are received from the link partner to trigger a fault condition as specified by the IEEE fault state machine. This signal remains High as long as the fault condition persists.
stat_rx_bip_err_0	1	O	BIP8 error indicator for PCS lane 0. A non-zero value indicates the BIP8 signature byte was in error for the corresponding PCS lane. A non-zero value is pulsed for one clock cycle. This output is pulsed for one clock cycle to indicate an error condition. Pulses can occur in back-to-back cycles.
stat_rx_bip_err_1	1	O	BIP8 error indicator for PCS lane 1.
stat_rx_bip_err_2	1	O	BIP8 error indicator for PCS lane 2.
stat_rx_bip_err_3	1	O	BIP8 error indicator for PCS lane 3.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
stat_rx_bip_err_4	1	O	BIP8 error indicator for PCS lane 4.
stat_rx_bip_err_5	1	O	BIP8 error indicator for PCS lane 5.
stat_rx_bip_err_6	1	O	BIP8 error indicator for PCS lane 6.
stat_rx_bip_err_7	1	O	BIP8 error indicator for PCS lane 7.
stat_rx_bip_err_8	1	O	BIP8 error indicator for PCS lane 8.
stat_rx_bip_err_9	1	O	BIP8 error indicator for PCS lane 9.
stat_rx_bip_err_10	1	O	BIP8 error indicator for PCS lane 10.
stat_rx_bip_err_11	1	O	BIP8 error indicator for PCS lane 11.
stat_rx_bip_err_12	1	O	BIP8 error indicator for PCS lane 12.
stat_rx_bip_err_13	1	O	BIP8 error indicator for PCS lane 13.
stat_rx_bip_err_14	1	O	BIP8 error indicator for PCS lane 14.
stat_rx_bip_err_15	1	O	BIP8 error indicator for PCS lane 15.
stat_rx_bip_err_16	1	O	BIP8 error indicator for PCS lane 16.
stat_rx_bip_err_17	1	O	BIP8 error indicator for PCS lane 17.
stat_rx_bip_err_18	1	O	BIP8 error indicator for PCS lane 18.
stat_rx_bip_err_19	1	O	BIP8 error indicator for PCS lane 19.
stat_rx_hi_ber	1	O	High Bit Error Rate (BER indicator). When set to 1, the BER is too high as defined by the 802.3. This output is level sensitive.
stat_rx_got_signal_os	1	O	Signal Ordered Sets (OS) indication. If this bit is sampled as a 1, it indicates that a Signal OS word was received. Signal OS should not be received in an Ethernet network.
ctl_rx_test_pattern	1	I	Test pattern checking enable for the RX core. A value of 1 enables test mode as defined in Clause 82.2.18. Corresponds to MDIO register bit 3.42.2 as defined in Clause 82.3. Checks for scrambled idle pattern.
ctl_tx_test_pattern	1	I	Test pattern generation enable for the TX core. A value of 1 enables test mode as defined in Clause 82.2.18. Corresponds to MDIO register bit 3.42.3 as defined in Clause 82.3. Generates a scrambled idle pattern.
stat_rx_test_pattern_mismatch	3	O	Test pattern mismatch increment. A non-zero value in any cycle indicates how many mismatches occurred for the test pattern in the RX core. This output is only active when <code>ctl_rx_test_pattern</code> is set to a 1. This output can be used to generate MDIO register 3.43.15:0 as defined in Clause 82.3. This output is pulsed for one clock cycle.
ctl_cau4_mode	1	I	When this input is High, the dedicated 100G Ethernet subsystem operates in CAUI-4 mode and when Low in CAUI-10 mode. This port is available for Runtime Switchable case only.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
ctl_tx_lane0_vlm_bip7_override	1	I	When this input is High, the bip7 byte of the PCS lane0 marker is over-ridden by ctl_tx_lane0_vlm_bip7_override_value[7:0]
ctl_tx_lane0_vlm_bip7_override_value	8	I	This input is the override value of the bip7 byte of PCS lane0 marker when ctl_tx_lane0_vlm_bip7_override is asserted.
stat_rx_lane0_vlm_bip7	8	O	This output is the received value of the bip7 byte in the PCS lane0 marker.
stat_rx_lane0_vlm_bip7_valid	1	O	This output, when asserted, indicates that the value of stat_rx_lane0_vlm_bip7[7:0] is valid.
stat_rx_total_bytes	8	O	Increment for the total number of bytes received.
stat_rx_total_packets	4	I	Increment for the total number of packets received.
stat_rx_total_good_bytes	14	O	Increment for the total number of good bytes received. This value is only non-zero when a packet is received completely and contains no errors.
stat_rx_total_good_packets	1	O	Increment for the total number of good packets received. This value is only non-zero when a packet is received completely and contains no errors.
stat_rx_packet_bad_fcs	1	O	Increment for packets between 64 and ctl_rx_max_packet_len bytes that have FCS errors.
stat_rx_packet_64_bytes	1	O	Increment for good and bad packets received that contain 64 bytes.
stat_rx_packet_65_127_bytes	1	O	Increment for good and bad packets received that contain 65 to 127 bytes.
stat_rx_packet_128_255_bytes	1	O	Increment for good and bad packets received that contain 128 to 255 bytes.
stat_rx_packet_256_511_bytes	1	O	Increment for good and bad packets received that contain 256 to 511 bytes.
stat_rx_packet_512_1023_bytes	1	O	Increment for good and bad packets received that contain 512 to 1,023 bytes.
stat_rx_packet_1024_1518_bytes	1	O	Increment for good and bad packets received that contain 1,024 to 1,518 bytes.
stat_rx_packet_1519_1522_bytes	1	O	Increment for good and bad packets received that contain 1,519 to 1,522 bytes.
stat_rx_packet_1523_1548_bytes	1	O	Increment for good and bad packets received that contain 1,523 to 1,548 bytes.
stat_rx_packet_1549_2047_bytes	1	O	Increment for good and bad packets received that contain 1,549 to 2,047 bytes.
stat_rx_packet_2048_4095_bytes	1	O	Increment for good and bad packets received that contain 2,048 to 4,095 bytes.
stat_rx_packet_4096_8191_bytes	1	O	Increment for good and bad packets received that contain 4,096 to 8,191 bytes.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
stat_rx_packet_8192_9215_bytes	1	O	Increment for good and bad packets received that contain 8,192 to 9,215 bytes.
stat_rx_packet_small	4	O	Increment for all packets that are less than 64 bytes long.
stat_rx_packet_large	1	O	Increment for all packets that are more than 9,215 bytes long.
stat_rx_unicast	1	O	Increment for good unicast packets.
stat_rx_multicast	1	O	Increment for good multicast packets.
stat_rx_broadcast	1	O	Increment for good broadcast packets.
stat_rx_oversize	1	O	Increment for packets longer than ctl_rx_max_packet_len with good FCS.
stat_rx_toolong	1	O	Increment for packets longer than ctl_rx_max_packet_len with good and bad FCS.
stat_rx_undersize	4	O	Increment for packets shorter than stat_rx_min_packet_len with good FCS.
stat_rx_fragment	4	O	Increment for packets shorter than stat_rx_min_packet_len with bad FCS.
stat_rx_vlan	1	O	Increment for good 802.1Q tagged VLAN packets.
stat_rx_inrangeerr	1	O	Increment for packets with Length field error but with good FCS.
stat_rx_jabber	1	O	Increment for packets longer than ctl_rx_max_packet_len with bad FCS.
stat_rx_pause	1	O	Increment for 802.3x Ethernet MAC Pause packet with good FCS.
stat_rx_user_pause	1	O	Increment for priority based pause packets with good FCS.
stat_rx_bad_code	3	O	Increment for 64B/66B code violations. This signal indicates that the RX PCS receive state machine is in the RX_E state as specified by the 802.3 specifications. This output can be used to generate MDIO register 3.33:7:0 as defined in Clause 82.3.
stat_rx_bad_sfd	1	O	Increment bad SFD. This signal indicates if the Ethernet packet received was preceded by a valid start of frame delimiter (SFD). A value of 1 indicates that an invalid SFD was received.
stat_rx_bad_preamble	1	O	Increment bad preamble. This signal indicates if the Ethernet packet received was preceded by a valid preamble. A value of 1 indicates that an invalid preamble was received.
stat_tx_total_bytes	7	O	Increment for the total number of bytes transmitted.
stat_tx_total_packets	1	O	Increment for the total number of packets transmitted.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
stat_tx_total_good_bytes	14	O	Increment for the total number of good bytes transmitted. This value is only non-zero when a packet is transmitted completely and contains no errors.
stat_tx_total_good_packets	1	O	Increment for the total number of good packets transmitted.
stat_tx_bad_fcs	1	O	Increment for packets greater than 64 bytes that have FCS errors.
stat_tx_packet_64_bytes	1	O	Increment for good and bad packets transmitted that contain 64 bytes.
stat_tx_packet_65_127_bytes	1	O	Increment for good and bad packets transmitted that contain 65 to 127 bytes.
stat_tx_packet_128_255_bytes	1	O	Increment for good and bad packets transmitted that contain 128 to 255 bytes.
stat_tx_packet_256_511_bytes	1	O	Increment for good and bad packets transmitted that contain 256 to 511 bytes.
stat_tx_packet_512_1023_bytes	1	O	Increment for good and bad packets transmitted that contain 512 to 1,023 bytes.
stat_tx_packet_1024_1518_bytes	1	O	Increment for good and bad packets transmitted that contain 1,024 to 1,518 bytes.
stat_tx_packet_1519_1522_bytes	1	O	Increment for good and bad packets transmitted that contain 1,519 to 1,522 bytes.
stat_tx_packet_1523_1548_bytes	1	O	Increment for good and bad packets transmitted that contain 1,523 to 1,548 bytes.
stat_tx_packet_1549_2047_bytes	1	O	Increment for good and bad packets transmitted that contain 1,549 to 2,047 bytes.
stat_tx_packet_2048_4095_bytes	1	O	Increment for good and bad packets transmitted that contain 2,048 to 4,095 bytes.
stat_tx_packet_4096_8191_bytes	1	O	Increment for good and bad packets transmitted that contain 4,096 to 8,191 bytes.
stat_tx_packet_8192_9215_bytes	1	O	Increment for good and bad packets transmitted that contain 8,192 to 9,215 bytes.
stat_tx_packet_small	1	O	Increment for all packets that are less than 64 bytes long. Packet transfers of less than 64 bytes are not permitted.
stat_tx_packet_large	1	O	Increment for all packets that are more than 9,215 bytes long.
stat_tx_unicast	1	O	Increment for good unicast packets.
stat_tx_multicast	1	O	Increment for good multicast packets.
stat_tx_broadcast	1	O	Increment for good broadcast packets.
stat_tx_vlan	1	O	Increment for good 802.1Q tagged VLAN packets.
stat_tx_pause	1	O	Increment for 802.3x Ethernet MAC Pause packet with good FCS.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
stat_tx_user_pause	1	O	Increment for priority based pause packets with good FCS.
stat_tx_frame_error	1	O	Increment for packets with tx_errin set to indicate an EOP abort.
ctl_rx_pause_enable	9	I	RX pause enable signal. This input is used to enable the processing of the pause quanta for the corresponding priority. This signal only affects the RX user interface, not the pause processing logic.
ctl_tx_pause_enable	9	I	TX pause enable signal. This input is used to enable the processing of the pause quanta for the corresponding priority. This signal gates transmission of pause packets.
ctl_rx_enable_gcp	1	I	A value of 1 enables global control packet processing.
ctl_rx_check_mcast_gcp	1	I	A value of 1 enables global control multicast destination address processing.
ctl_rx_check_ucast_gcp	1	I	A value of 1 enables global control unicast destination address processing.
ctl_rx_check_sa_gcp	1	I	A value of 1 enables global control source address processing.
ctl_rx_check_etype_gcp	1	I	A value of 1 enables global control Ethertype processing.
ctl_rx_check_opcode_gcp	1	I	A value of 1 enables global control opcode processing.
ctl_rx_enable_pcp	1	I	A value of 1 enables priority control packet processing.
ctl_rx_check_mcast_pcp	1	I	A value of 1 enables priority control multicast destination address processing.
ctl_rx_check_ucast_pcp	1	I	A value of 1 enables priority control unicast destination address processing.
ctl_rx_check_sa_pcp	1	I	A value of 1 enables priority control source address processing.
ctl_rx_check_etype_pcp	1	I	A value of 1 enables priority control Ethertype processing.
ctl_rx_check_opcode_pcp	1	I	A value of 1 enables priority control opcode processing.
ctl_rx_enable_gpp	1	I	A value of 1 enables global pause packet processing.
ctl_rx_check_mcast_gpp	1	I	A value of 1 enables global pause multicast destination address processing.
ctl_rx_check_ucast_gpp	1	I	A value of 1 enables global pause unicast destination address processing.
ctl_rx_check_sa_gpp	1	I	A value of 1 enables global pause source address processing.
ctl_rx_check_etype_gpp	1	I	A value of 1 enables global pause Ethertype processing.
ctl_rx_check_opcode_gpp	1	I	A value of 1 enables global pause opcode processing.
ctl_rx_enable_ppp	1	I	A value of 1 enables priority pause packet processing.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
ctl_rx_check_mcast_ppp	1	I	A value of 1 enables priority pause multicast destination address processing.
ctl_rx_check_ucast_ppp	1	I	A value of 1 enables priority pause unicast destination address processing.
ctl_rx_check_sa_ppp	1	I	A value of 1 enables priority pause source address processing.
ctl_rx_check_etype_ppp	1	I	A value of 1 enables priority pause Ethertype processing.
ctl_rx_check_opcode_ppp	1	I	A value of 1 enables priority pause opcode processing.
stat_rx_pause_req	9	O	Pause request signal. When the RX receives a valid pause frame, it sets the corresponding bit of this bus to a 1 and holds at 1 until the pause packet has been processed.
ctl_rx_pause_ack	9	I	Pause acknowledge signal. This bus is used to acknowledge the receipt of the pause frame from the user logic.
stat_rx_pause_valid	9	O	This bus indicates that a pause packet was received and the associated quanta on the stat_rx_pause_quanta[8:0][15:0] bus is valid and must be used for pause processing. If an 802.3x Ethernet MAC Pause packet is received, bit[8] is set to 1.
stat_rx_pause_quanta0	16	O	This bus indicates the quanta received for priority 0 in priority based pause operation. If an 802.3x Ethernet MAC Pause packet is received, the quanta is placed in stat_rx_pause_quanta8[15:0].
stat_rx_pause_quanta1	16	O	This bus indicates the quanta received for priority 1 in a priority based pause operation.
stat_rx_pause_quanta2	16	O	This bus indicates the quanta received for priority 2 in a priority based pause operation.
stat_rx_pause_quanta3	16	O	This bus indicates the quanta received for priority 3 in a priority based pause operation.
stat_rx_pause_quanta4	16	O	This bus indicates the quanta received for priority 4 in a priority based pause operation.
stat_rx_pause_quanta5	16	O	This bus indicates the quanta received for priority 5 in a priority based pause operation.
stat_rx_pause_quanta6	16	O	This bus indicates the quanta received for priority 6 in a priority based pause operation.
stat_rx_pause_quanta7	16	O	This bus indicates the quanta received for priority 7 in a priority based pause operation.
stat_rx_pause_quanta8	16	O	This bus indicates the quanta received for priority 8 in a priority based pause operation.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
ctl_tx_pause_req	9	I	If a bit of this bus is set to 1, the dedicated 100G Ethernet subsystem transmits a pause packet using the associated quanta value on the ctl_tx_pause_quanta[8:0][15:0] bus. If bit[8] is set to 1, a global pause packet is transmitted. All other bits cause a priority pause packet to be transmitted. Each bit of this bus must be held at a steady state for a minimum of 16 cycles before the next transition.
ctl_tx_pause_quanta0	16	I	This bus indicates the quanta to be transmitted for priority 0 in a priority based pause operation. If an 802.3x Ethernet MAC Pause packet is to be transmitted, the quanta is placed in ctl_tx_pause_quanta8[15:0].
ctl_tx_pause_quanta1	16	I	This bus indicates the quanta to be transmitted for priority 1 in a priority based pause operation.
ctl_tx_pause_quanta2	16	I	This bus indicates the quanta to be transmitted for priority 2 in a priority based pause operation.
ctl_tx_pause_quanta3	16	I	This bus indicates the quanta to be transmitted for priority 3 in a priority based pause operation.
ctl_tx_pause_quanta4	16	I	This bus indicates the quanta to be transmitted for priority 4 in a priority based pause operation.
ctl_tx_pause_quanta5	16	I	This bus indicates the quanta to be transmitted for priority 5 in a priority based pause operation.
ctl_tx_pause_quanta6	16	I	This bus indicates the quanta to be transmitted for priority 6 in a priority based pause operation.
ctl_tx_pause_quanta7	16	I	This bus indicates the quanta to be transmitted for priority 7 in a priority based pause operation.
ctl_tx_pause_quanta8	16	I	This bus indicates the quanta to be transmitted for priority 8 in a priority based pause operation.
ctl_tx_pause_refresh_timer0	16	I	This bus sets the retransmission time of pause packets for priority 0 in a priority based pause operation.
ctl_tx_pause_refresh_timer1	16	I	This bus sets the retransmission time of pause packets for priority 1 in a priority based pause operation.
ctl_tx_pause_refresh_timer2	16	I	This bus sets the retransmission time of pause packets for priority 2 in a priority based pause operation.
ctl_tx_pause_refresh_timer3	16	I	This bus sets the retransmission time of pause packets for priority 3 in a priority based pause operation.
ctl_tx_pause_refresh_timer4	16	I	This bus sets the retransmission time of pause packets for priority 4 in a priority based pause operation.
ctl_tx_pause_refresh_timer5	16	I	This bus sets the retransmission time of pause packets for priority 5 in a priority based pause operation.
ctl_tx_pause_refresh_timer6	16	I	This bus sets the retransmission time of pause packets for priority 6 in a priority based pause operation.
ctl_tx_pause_refresh_timer7	16	I	This bus sets the retransmission time of pause packets for priority 7 in a priority based pause operation.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
ctl_tx_pause_refresh_timer8	16	I	This bus sets the retransmission time of pause packets for priority 8 in a priority based pause operation.
ctl_tx_resend_pause	1	I	Re-transmit pending pause packets. When this input is sampled as 1, all pending pause packets are retransmitted as soon as possible (that is, after the current packet in flight is completed) and the retransmit counters are reset. This input should be pulsed to 1 for one cycle at a time.
stat_tx_pause_valid	9	O	If a bit of this bus is set to 1, the dedicated 100G Ethernet subsystem has transmitted a pause packet. If bit[8] is set to 1, a global pause packet is transmitted. All other bits cause a priority pause packet to be transmitted.
ctl_tx_systemtimerin	80	I	System timer input for the TX. In normal clock mode, the time format is according to the IEEE 1588 format, with 48 bits for seconds and 32 bits for nanoseconds. In transparent clock mode, bit 63 is the sign bit, bits 62:16 carry nanoseconds, and bits 15:0 carry fractional nanoseconds. Refer to the IEEE 1588v2 for the representational definitions. This input must be in the TX clock domain.
tx_ptp_tstamp_valid_out	1	O	This bit indicates that a valid timestamp is being presented on the TX.
tx_ptp_pcslane_out	5	O	This bus identifies which of the 20 PCS lanes that the SOP was detected on for the corresponding timestamp.
tx_ptp_tstamp_tag_out	16	O	Tag output corresponding to tx_ptp_tag_field_in[15:0].
tx_ptp_tstamp_out	80	O	Time stamp for the transmitted packet SOP corresponding to the time at which it passed the capture plane. The representation of the bits contained in this bus is the same as the timer input.
tx_ptp_1588op_in	2	I	2'b00 – "No operation": no timestamp will be taken and the frame will not be modified. 2'b01 – "1-step": a timestamp should be taken and inserted into the frame. 2'b10 – "2-step": a timestamp should be taken and returned to the client using the additional ports of 2-step operation. The frame itself will not be modified. 2'b11 – Reserved.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
tx_ptp_tag_field_in	16	I	The usage of this field is dependent on the 1588 operation For "No operation", this field will be ignored. For "1-step" and "2-step", this field is a tag field. This tag value will be returned to the client with the timestamp for the current frame using the additional ports of 2-step operation. This tag value can be used by software to ensure that the timestamp can be matched with the precise timing protocol (PTP) frame that it sent for transmission.
tx_ptp_upd_chksum_in	1	I	The usage of this field is dependent on the 1588 operation. For "No operation" or "2-step", this bit will be ignored. For "1-step": 1'b0: The PTP frame does not contain a UDP checksum. 1'b1: The PTP frame does contain a UDP checksum which the core is required to recalculate.
tx_ptp_chksum_offset_in	16	I	The usage of this field is dependent on the "1588 operation" and on the "Update Checksum" bit. For "No operation", for "2-step" or for "1-step" when "Update Checksum" is set to 1'b0, this field will be ignored. For "1-step" when "Update Checksum" is set to 1'b1, this field is a numeric value indicating the number of bytes into the frame to where the first byte of the checksum is located (where a value of 0 represents the first byte of the Destination Address, etc). Note: The IPv6 header size is unbounded, so this field is able to cope with all frames sizes up to 16K jumbo frames. Only even values are supported.
tx_ptp_tstamp_offset_in	16	I	The usage of this field is dependent on the 1588 operation For "No operation" or "2-step" this field is ignored. For "1-step", this field is a numeric value indicating the number of bytes into the frame to where the first byte of the timestamp to be inserted is located (where a value of 0 represents the first byte of the Destination Address, etc). This input is also used to specify the offset for the correction field in 1-step Transparent Clock mode. Note: The IPv6 header size is unbounded, so this field is able to cope with all frames sizes up to 16K jumbo frames. Note: Only even values are supported. Note: In transparent clock mode and when tx_ptp_upd_chksum_in=1, this value cannot be greater than tx_ptp_chksum_offset_in + 34 (decimal).

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
ctl_tx_ptp_vlane_adjust_mode	1	I	When asserted, this signal applies an adjustment to the TX timestamps according to the PCS lane on which the SOP occurs. When zero, no adjustment is made. This signal only has effect for 1-step operation.
stat_tx_ptp_fifo_write_error	1	O	Transmit PTP FIFO write error. A 1 on this status indicates that an error occurred during the PTP Tag write. A TX Path reset is required to clear the error.
stat_tx_ptp_fifo_read_error	1	O	Transmit PTP FIFO read error. A 1 on this status indicates that an error occurred during the PTP Tag read. A TX Path reset is required to clear the error.
ctl_rx_systemtimerin	80	I	System timer input for the RX. In normal clock mode, the time format is according to the IEEE 1588 format, with 48 bits for seconds and 32 bits for nanoseconds. In transparent clock mode, bit 63 is the sign bit, bits 62:16 carry nanoseconds, and bits 15:0 carry fractional nanoseconds. Refer to the IEEE 1588v2 for the representational definitions. This input must be in the same clock domain as the lane 0 RX SerDes.
rx_ptp_tstamp_out	80	O	Time stamp for the received packet SOP corresponding to the time at which it passed the capture plane. This signal will be valid starting at the same clock cycle during which the SOP is asserted for one of the LBUS segments. The representation of the bits contained in this bus is the same as the timer input.
rx_ptp_pcslane_out	5	O	This bus identifies which of the 20 PCS lanes that the SOP was detected on for the corresponding timestamp. This signal will be valid starting at the same clock cycle during which the SOP is asserted for one of the LBUS segments.
rx_lane_aligner_fill_0	7	O	This output indicates the fill level of the alignment buffer for PCS lane0. This information can be used by the PTP application, together with the signal rx_ptp_pcslane_out[4:0], to adjust for the lane skew of the arriving SOP. The units are SerDes clock cycles.
rx_lane_aligner_fill_1	7	O	This output indicates the fill level of the alignment buffer for PCS lane1.
rx_lane_aligner_fill_2	7	O	This output indicates the fill level of the alignment buffer for PCS lane2.
rx_lane_aligner_fill_3	7	O	This output indicates the fill level of the alignment buffer for PCS lane3.
rx_lane_aligner_fill_4	7	O	This output indicates the fill level of the alignment buffer for PCS lane4.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
rx_lane_aligner_fill_5	7	O	This output indicates the fill level of the alignment buffer for PCS lane5.
rx_lane_aligner_fill_6	7	O	This output indicates the fill level of the alignment buffer for PCS lane6.
rx_lane_aligner_fill_7	7	O	This output indicates the fill level of the alignment buffer for PCS lane7.
rx_lane_aligner_fill_8	7	O	This output indicates the fill level of the alignment buffer for PCS lane8.
rx_lane_aligner_fill_9	7	O	This output indicates the fill level of the alignment buffer for PCS lane9.
rx_lane_aligner_fill_10	7	O	This output indicates the fill level of the alignment buffer for PCS lane10.
rx_lane_aligner_fill_11	7	O	This output indicates the fill level of the alignment buffer for PCS lane11.
rx_lane_aligner_fill_12	7	O	This output indicates the fill level of the alignment buffer for PCS lane12.
rx_lane_aligner_fill_13	7	O	This output indicates the fill level of the alignment buffer for PCS lane13.
rx_lane_aligner_fill_14	7	O	This output indicates the fill level of the alignment buffer for PCS lane14.
rx_lane_aligner_fill_15	7	O	This output indicates the fill level of the alignment buffer for PCS lane15.
rx_lane_aligner_fill_16	7	O	This output indicates the fill level of the alignment buffer for PCS lane16.
rx_lane_aligner_fill_17	7	O	This output indicates the fill level of the alignment buffer for PCS lane17.
rx_lane_aligner_fill_18	7	O	This output indicates the fill level of the alignment buffer for PCS lane18.
rx_lane_aligner_fill_19	7	O	This output indicates the fill level of the alignment buffer for PCS lane19.
drp_clk	1	I	DRP interface clock. When DRP is not used, this can be tied to GND.
drp_addr	10	I	DRP address bus.
drp_di	16	I	Data bus for writing configuration data from the FPGA logic resources to the 100G Ethernet subsystem.
drp_en	1	I	DRP enable signal. 0: No read or write operations performed. 1: Enables a read or write operation. For write operations, DRP_WE and DRP_EN should be driven High for one DRP_CLK cycle only.
drp_do	16	O	Data bus for reading configuration data from the 100G Ethernet subsystem to the FPGA logic resources.

Table 5-2: CORE XCI Top-Level Port List (Cont'd)

Name	Size	I/O	Description
drp_rdy	1	O	Indicates operation is complete for write operations and data is valid for read operations.
drp_we	1	I	DRP write enable. 0: Read operation when DRP_EN is 1. 1: Write operation when DRP_EN is 1. For write operations, DRP_WE and DRP_EN should be driven High for one DRP_CLK cycle only.
user_reg0	32	O	User-defined output from the AXI4-Lite register map user_reg0 register. Note: This input is available when Include AXI4-Lite Control and Statistics Interface is selected in the General Tab.

Note: AXI4-Lite interface ports are visible only when you select the **Include AXI4-Lite Control and Statistics Interface** option from the [General Tab](#). Refer to [AXI User Interface Ports](#) for the AXI4-Lite port list and descriptions.

Modes of Operation

Three modes of operations are supported for this example design which are:

- [Duplex Mode](#)
- [Simplex TX Mode](#)
- [Simplex RX Mode](#)

Duplex Mode

In this mode of operation both the 100G Ethernet subsystem transmitter and receiver are active and loopback is provided at the GT output interface, that is, output is fed back as input. Packet generation and monitor are also active in this mode.

To enable this mode of operation, select the duplex mode from the Vivado IDE parameters. Figure 5-3 shows the duplex mode of operation.

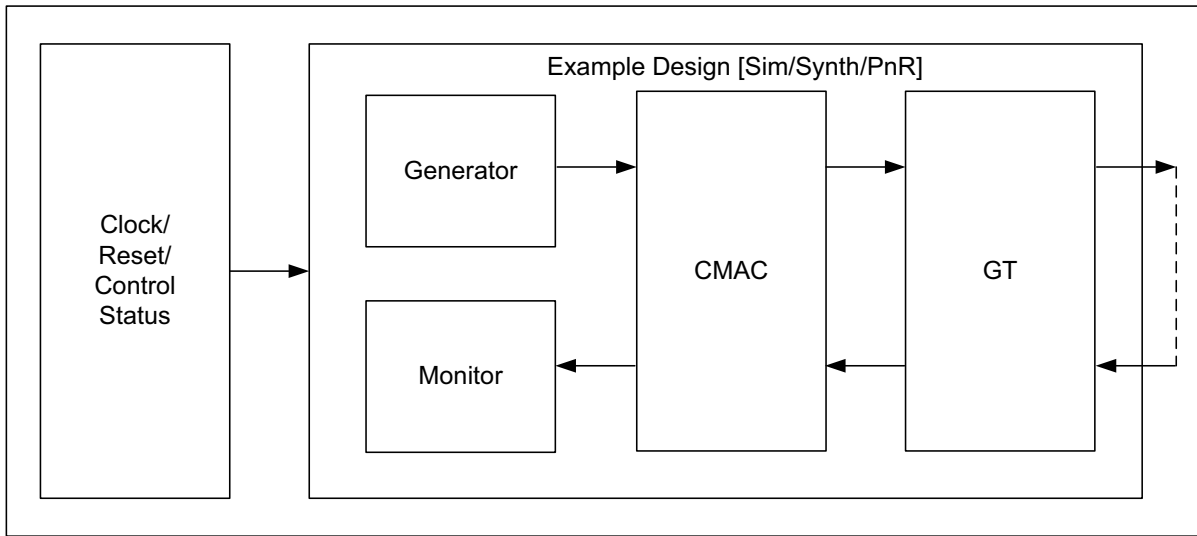


Figure 5-3: Duplex Mode of Operation

Simplex TX Mode

Simplex TX Mode of Operation

In this mode of operation only the 100G Ethernet subsystem transmitter is enabled as shown in Figure 5-4. Also, only the packet generator will be enabled for the generation of packets.

To enable this mode of operation, select the Simplex TX mode from the Vivado IDE. Figure 5-4 shows the simplex TX mode of operation.

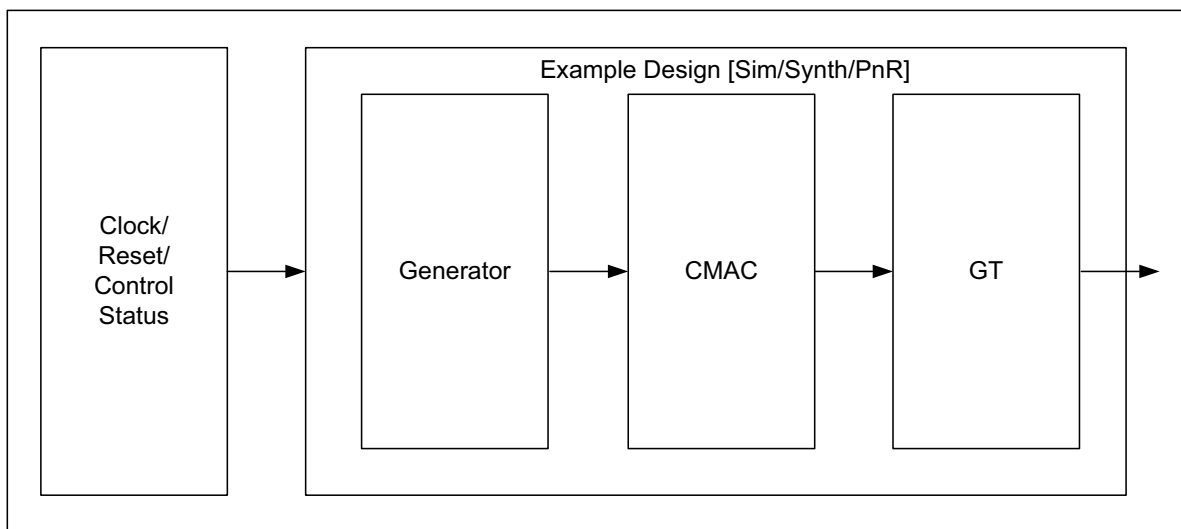


Figure 5-4: Simplex TX Mode of Operation

Simplex TX Mode Simulation

As shown in the [Figure 5-4](#) in this mode of operation only the CMAC transmitter is enabled and the packet generator is enabled for the generation of packets. For simulation a partner test bench is instantiated to perform the functionality of the CMAC receiver. This partner test bench will have a CMAC receiver and a packet monitor to verify the received data from the generator.

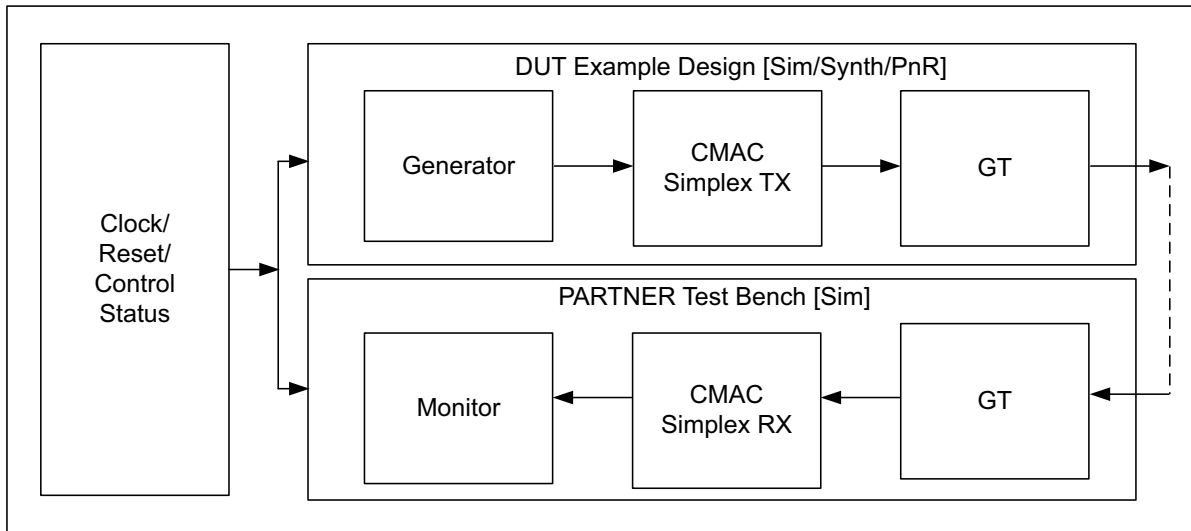


Figure 5-5: Simplex TX Mode Simulation Block Diagram

Simplex RX Mode

Simplex RX Mode of Operation

In this mode of operation only the 100G Ethernet subsystem receiver is enabled as shown in [Figure 5-6](#). Also only the packet monitor will be enabled for the reception of packets.

To enable this mode of operation, select the Simplex RX mode from the Vivado IDE parameters.

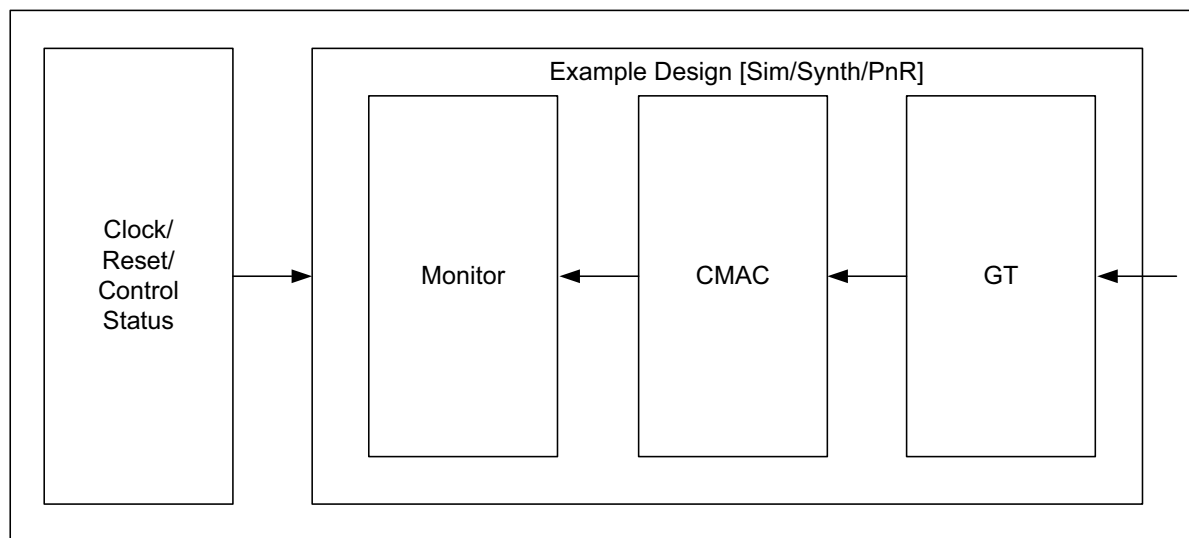


Figure 5-6: Simplex RX Mode of Operation

Simplex RX Mode Simulation

As shown in [Figure 5-6](#), in this mode of operation only the CMAC receiver is enabled and the packet monitor will be enabled to verify the received data. For simulation, a partner test bench is instantiated to perform the functionality of the CMAC transmitter. This partner test bench will have a CMAC transmitter and a packet generator to generate the test data.

[Figure 5-7](#) shows the Simplex RX mode for simulation.

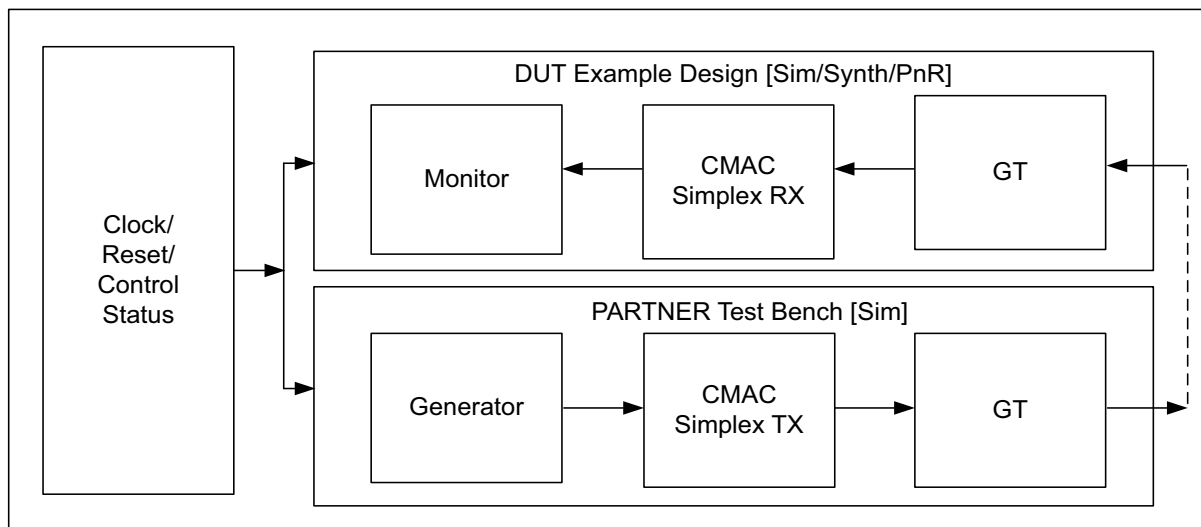


Figure 5-7: Simplex RX Mode Simulation Block Diagram

Transaction Flow

This section describes the flow of data between `cmac_0_pkt_gen_mon` and `cmac_0` and various state transitions that happen within `cmac_0_pkt_gen` and `cmac_0_pkt_mon`.

Packet Generation

The module `cmac_0_pkt_gen` is responsible for the generation of LBUS packets. Typically the packet generator waits for the GT to achieve lock and for the core RX to get aligned. After this has occurred, the packet generator sends a predefined number of packets. A Finite State Machine (FSM) is used to generate the LBUS packets. A functional description of each state follows:

- **STATE_TX_IDLE:** By default the controller is in the `STATE_TX_IDLE` state. When `reset_done` becomes High, it moves to the `STATE_GT_LOCKED` state.
- **STATE_GT_LOCKED:** This state sets `ctl_tx_send_rfi=1`, `tx_core_busy_led=1` and `gt_lock_led=1`. It then moves to the `STATE_WAIT_RX_ALIGNED` state.
- **STATE_WAIT_RX_ALIGNED:** This state waits for the 100G Ethernet subsystems to indicate `stat_rx_aligned=1`, which means that the 100G Ethernet IP RX core is locked. After that, it moves to the `STATE_PKT_TRANSFER_INIT` state.
- **STATE_PKT_TRANSFER_INIT:** This state sets `rx_aligned_led=1` and `tx_core_busy_led=1`. It then initializes all signals to start LBUS packet generation and moves to the `STATE_LBUS_TX_ENABLE` state.

- **STATE_LBUS_TX_ENABLE:** This state checks for the number of packets to be generated and sends LBUS packets of a predefined size. After sending all the packets, the FSM moves to the STATE_LBUS_TX_DONE state. During transmission of the packets, if `tx_rdyout=0`, `tc_ovfout=1` or `tx_unfout=1`, the FSM controller moves to the STATE_LBUS_TX_HALT state.
- **STATE_LBUS_TX_HALT:** In this state, the controller generates the `tx_fail_reg` flag if `tc_ovfout` or `tx_unfout` is High. Then the FSM moves to the STATE_LBUS_TX_DONE state. If `tx_rdyout` becomes High, the FSM moves to the STATE_LBUS_TX_ENABLE state to proceed with packet generation.
- **STATE_LBUS_TX_DONE:** This state resets all signals related to packet generation and sets `tx_done_led = 1`. If the 1588 "1-step" or "Both" option with FCS insertion is enabled, FSM moves to the STATE_PTP_PKT_INIT state; otherwise it checks if TX_FLOW_CONTROL is enabled. If enabled, the FSM moves to the STATE_TX_PAUSE_INIT state. If TX_FLOW_CONTROL is now enabled, the FSM moves to the STATE_WAIT_FOR_RESTART state.
- **STATE_WAIT_FOR_RESTART:** In this state, all the packet generator parameters reset to the default values and reset `tx_busy_led=0`. The FSM moves to STATE_PKT_TRANSFER_INIT at `tx_restart_rising_edge`.
- **STATE_PTP_PKT_INIT:** Reset all the signals used for LBUS transactions. Move to the STATE_PTP_PKT_READ state wait until the initialization counter is done and set the `ptp_pkt_transfer` flag to one. After sending three 1588 PTP packets (Ethernet, IPV4 and IPV6), FSM moves to the STATE_TX_PAUSE_INIT state if the TX_FLOW_CONTROL is enabled; otherwise FSM moves to STATE_WAIT_FOR_RESTART state.
- **STATE_PTP_PKT_READ:** In case of IPV4 or IPV6, increment the `tx_ptp_pkt_index` and move to the STATE_PTP_PKT_TRANSFER state.
- **STATE_TX_PTP_PKT_TRANSFER:** Read the data from the `ptp_pkt_gen` module after sending the complete ptp packet, move to the STATE_PTP_PKT_INIT state.
- **STATE_TX_PAUSE_INIT:** Set the `ctl_tx_pause_enable = 9'h100` and `ctl_tx_pause_req[8] = 1` and wait for the `stat_tx_pause` signal to become High and the FSM moves to the STATE_TX_PPP_INIT state.
- **STATE_TX_PPP_INIT:** In this state, the controller sets `ctl_tx_pause_enable = 9'h0ff` and `ctl_tx_pause_req[7:0]` one bit at a time in decrementing order (bit 7 to bit 0). It then waits for `stat_tx_pause_valid[0]` to become High and moves to the STATE_TX_PAUSE_DONE state.
- **STATE_TX_PAUSE_DONE:** In this state, all the pause signals are reset. The controller then moves to the STATE_WAIT_FOR_RESTART state.

Notes:

- If any time `stat_rx_aligned = 0`, the FSM moves to `STATE_TX_IDLE`.
- In the simplex TX mode of operation because RX alignment information will not be available, the state machine waits for you to input `simplex_mode_rx_aligned`. After you assert this input to High, packet transmission starts.
- If you select the **Disable FCS Insertion** option in the [General Tab](#), the CMAC core will not insert the CRC value for the data packets. So a `CRC_Mapping_LUT` module will be instantiated inside the `cmac_0_pkt_gen` module that contains the pre-calculated CRC values for the current LBUS predefined data packet of the packet size 522 bytes. These CRC values will be appended at the end of each LBUS packet.]

Therefore, if you are changing the packet size, you must change the CRC values for this new module as appropriate for the new packet and/or packet size.

If the 1588 Transparent Clock **1-step** or **Both** option is selected and if FCS insertion is disabled in Vivado IDE, the 1588 Transparent Clock testing will not be performed in the example design because of the unpredictable PTP frame CRC values as the core will modify the packet.

- If you select the **1-step** or **Both** option in the [General Tab](#), then the `ptp_packet_gen` module will be instantiated inside the `cmac_0_packet_gen` module. This module contains three 1588 PTP packets (Ethernet, IPV4 and IPV6) with or without the CRC values based on the **Disable FCS Insertion** or **Enable FCS Insertion** option in the [General Tab](#).

The state transition that occurs during this process is shown in [Figure 5-8](#).

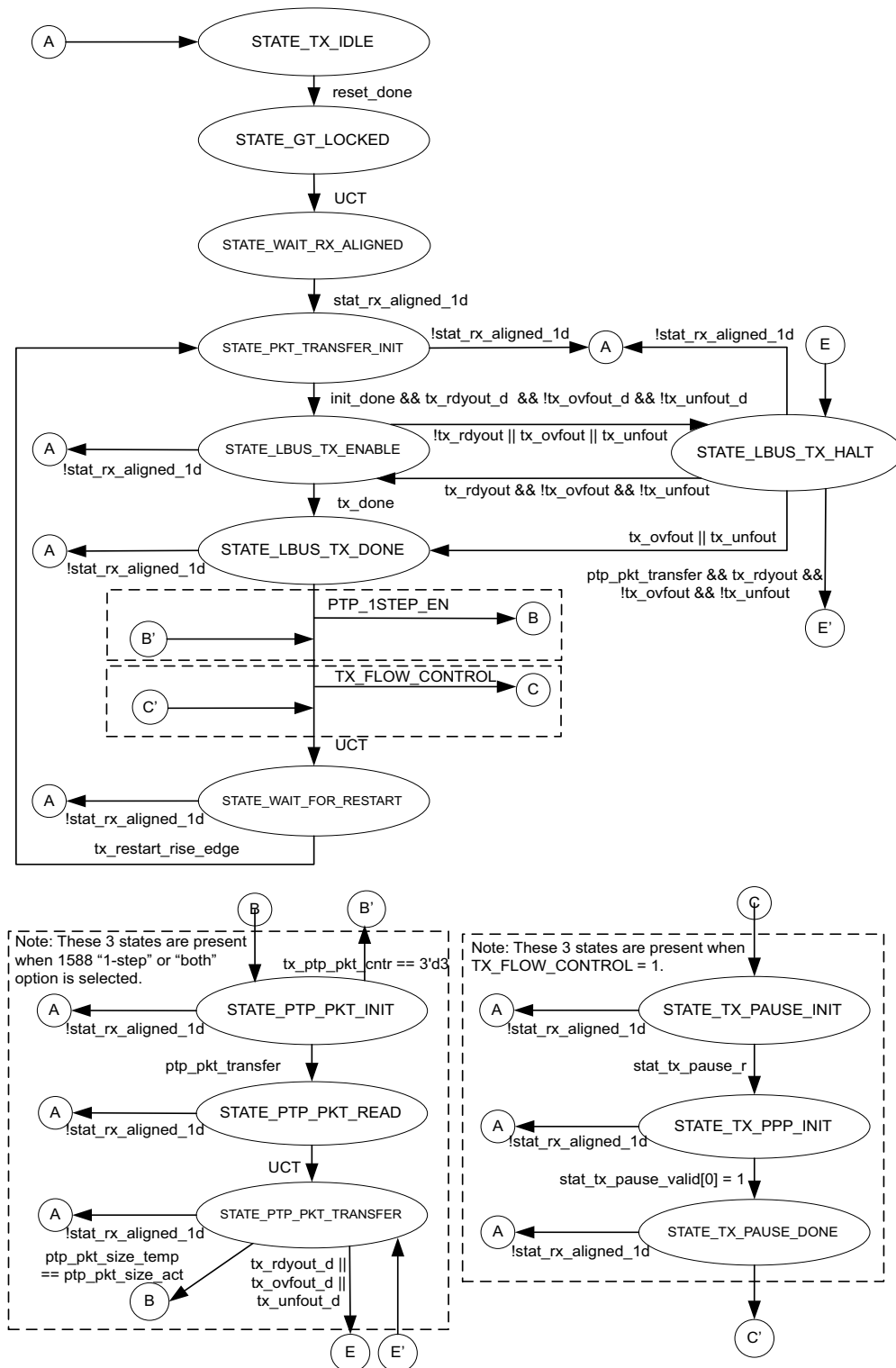


Figure 5-8: State Transition Diagram for Packet Generator

Packet Reception

The module `cmac_0_pkt_mon` is responsible for reception of packets. Typically the packet monitor waits for transceivers to achieve lock and for the 100G Ethernet IP RX to align. After alignment, the packet monitor receives a predefined number of packets. The FSM is used to monitor the RX LBUS signals. A functional description of each state follows:

- **STATE_RX_IDLE:** By default, the FSM is in the IDLE state. When `reset_done` goes High, the FSM moves to the `STATE_GT_LOCKED` state.
- **STATE_GT_LOCKED:** This state sets `gt_lock_led=1`, `rx_core_busy_led=1`, and `ctl_rx_enable=1`. Then the FSM moves to the `STATE_WAIT_RX_ALIGNED` state.
- **STATE_WAIT_RX_ALIGNED:** This state waits for `stat_rx_aligned=1`, which indicates that the 100G Ethernet IP RX core is aligned. The FSM then moves to the `STATE_PKT_TRANSFER_INIT` state.
- **STATE_PKT_TRANSFER_INIT:** This state sets `rx_aligned_led=1`, `rx_core_busy_led=1`, initializes all signals to start LBUS packet generation, and then moves to the `STATE_LBUS_RX_ENABLE` state.
- **STATE_LBUS_RX_ENABLE:** This state receives LBUS packets and compares them to the expected packets. If there is a mismatch, it sets `rx_data_fail_led=1`. This flag is reset only when `lbus_tx_rx_restart_in=1`. After receiving all the packets, the FSM moves to the `STATE_LBUS_RX_DONE` state.
- **STATE_LBUS_RX_DONE:** This state resets all the signals related to LBUS packets, sets the `rx_done_led=1`, and moves to the `STATE_WAIT_FOR_RESTART` state. If the TX Flow Control and RX Flow Control functions are enabled, it waits for `pause_test_done=1` and then moves to the `STATE_WAIT_FOR_RESTART` state. If 1588 1-step is enabled, the FSM moves to the `STATE_RX_PTP_ENABLE` state.
- **STATE_RX_PTP_ENABLE:** Receive the three 1588 PTP packets. After receiving the packets, the FSM moves to the `STATE_RX_PTP_DONE` state.
- **STATE_RX_PTP_DONE:** This state only displays the time stamps received. If the TX Flow Control and RX Flow Control are enabled, wait for the `pause_test_done=1` and move to `STATE_WAIT_FOR_RESTART`.
- **STATE_WAIT_FOR_RESTART:** This state resets all signals related to the LBUS packet monitor and resets `rx_core_busy_led=0`. It then waits for `rx_restart_rise_edge=1` and `stat_rx_aligned=1`. The FSM then moves to the `STATE_PKT_TRANSFER_INIT` state. If any time `stat_rx_aligned = 0`, the FSM moves to `STATE_RX_IDLE`.

Notes:

- If any time `stat_rx_aligned = 0`, then the FSM moves to `STATE_RX_IDLE`.
- When `RX_FLOW_CONTROL` is enabled, the corresponding input control signals are initialized to enable Pause and Priority Pause frames reception.
- If you select the **Disable FCS Stripping** option in the [General Tab](#), the `CRC_Mapping_LUT` module will be instantiated inside the `cmac_0_pkt_mon` module. This `CRC_Mapping_LUT` module contains the pre-calculated CRC values for the received LBUS data packets of packet size 522 bytes. These CRC values will be compared with the received LBUS packet CRC.
- If you change the packet size, you must provide the new CRC values as appropriate for the new packet size.

The state transition that occurs during this process is shown in [Figure 5-9](#).

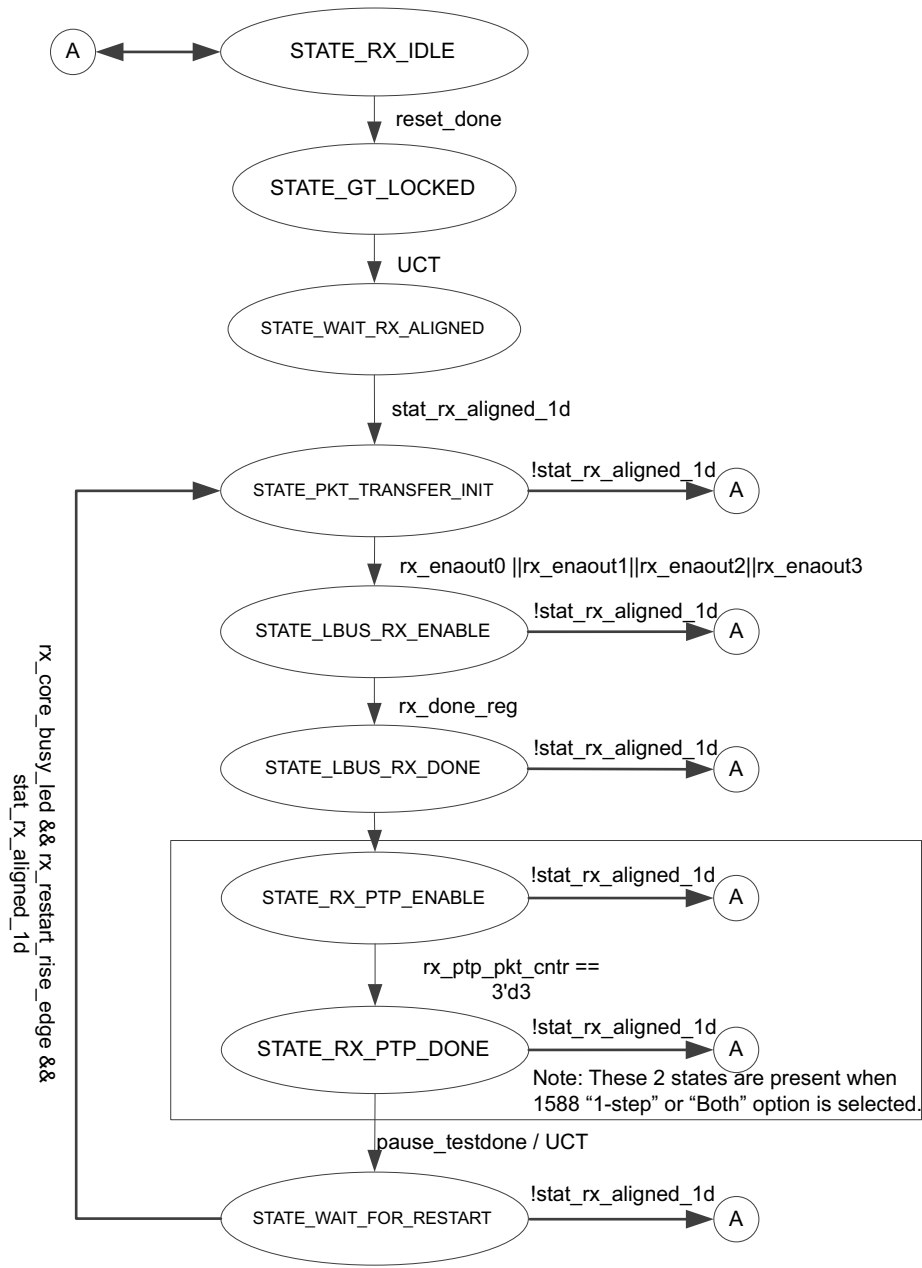
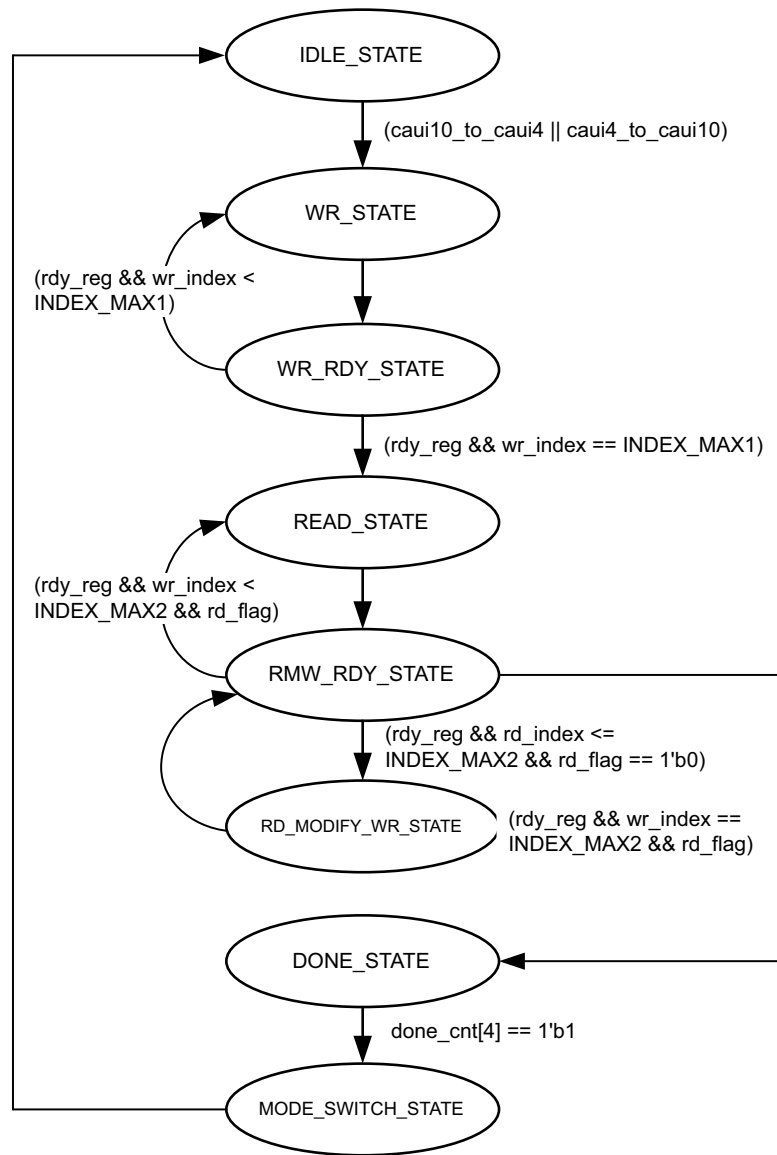


Figure 5-9: State Transition Diagram for Packet Monitor

Runtime Switchable

When you select the Mode option as runtime switchable, the `cmac_0_trans_debug` module will be present in the example design. This `cmac_0_trans_debug` module is responsible for performing the DRP write operation to switch the transceiver operation mode, that is, CAUI-10 to CAUI-4/CAUI-4 to CAUI-10. When you set the `switch_cai_mode` input signal active-High for at least two clock cycles and then make it active-Low, it starts the DRP write operation for the transceiver common and transceiver channel and resets the 100G Ethernet subsystem. The state transition occurred during this process is shown in [Figure 5-10](#):



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Figure 5-10: State Transition Diagram for Runtime Switchable DRP Operation

Shared Logic Implementation

Shared logic includes the GT common module which can be present as part of GT or in the example design. By default, shared logic is present inside the core. If you want to instantiate shared logic in the example design, select **Include Shared logic in example design** in the Vivado IDE.

Figure 5-11 shows the implementation when shared logic is instantiated in the example design.

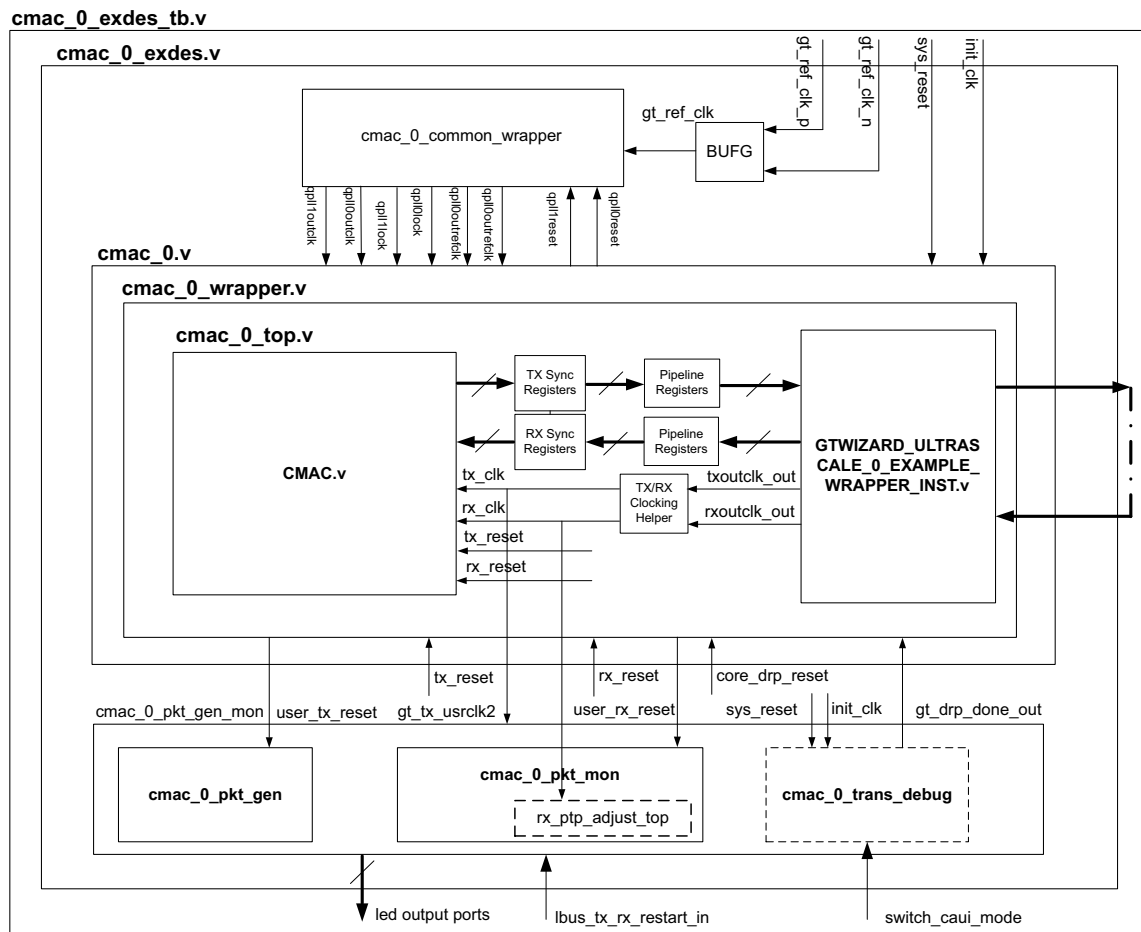


Figure 5-11: Example Design Hierarchy with Shared Logic Implementation (GT Subcore in Core)

CORE DRP Operation

1. Make the `core_drp_reset` signal High.
 2. Perform the DRP write/read operation.
 3. After completion of the DRP operation, make the `core_drp_reset` signal Low.
 4. Wait for the `rx_alignment`.
-

AXI4-Lite Interface Implementation

If you wish to instantiate the AXI4-Lite interface to access the control and status registers of the CMAC core, you need to tick mark the **Include AXI4-Lite Control and Statistics Interface** check box in the [General Tab](#). It enables the `axi4_lite_if_wrapper` module (that contains `axi4_lite_reg_map` along with the `axi4_lite_slave_2_ipif` module) in the `cmac_wrapper`. The user interface logic for accessing the registers (control, status and statistics) is present in the `pkt_gen_mon` module.

Note: In the CAUI-4 mode, if you select **Include IEEE 802.3bj RS-FEC** along with the **Include AXI4-Lite Control and Statistics Interface** option, the AXI Crossbar module is instantiated to access the AXI4-Lite interface control and statistics registers for both CMAC and IEEE 802.3bj RS-FEC IP. Refer to [IEEE 802.3bj RS-FEC Integration](#) for more details.

This mode enables the following features:

- You can configure all the CTL ports of the core through the AXI4-Lite interface. This operation is performed by writing to a set of address locations with the required data to the register map interface. The address location with the configuration register list is mentioned in [Table 5-5](#).
- You can access all the status and statistics registers from the core through the AXI4-Lite interface. This is performed by reading the address locations for the status and statistics registers through register map. [Table 5-6](#) shows the address with the corresponding register descriptions.

The following diagram shows the implementation when **Include AXI4-Lite Control and Statistics Interface** is enabled in the General tab.

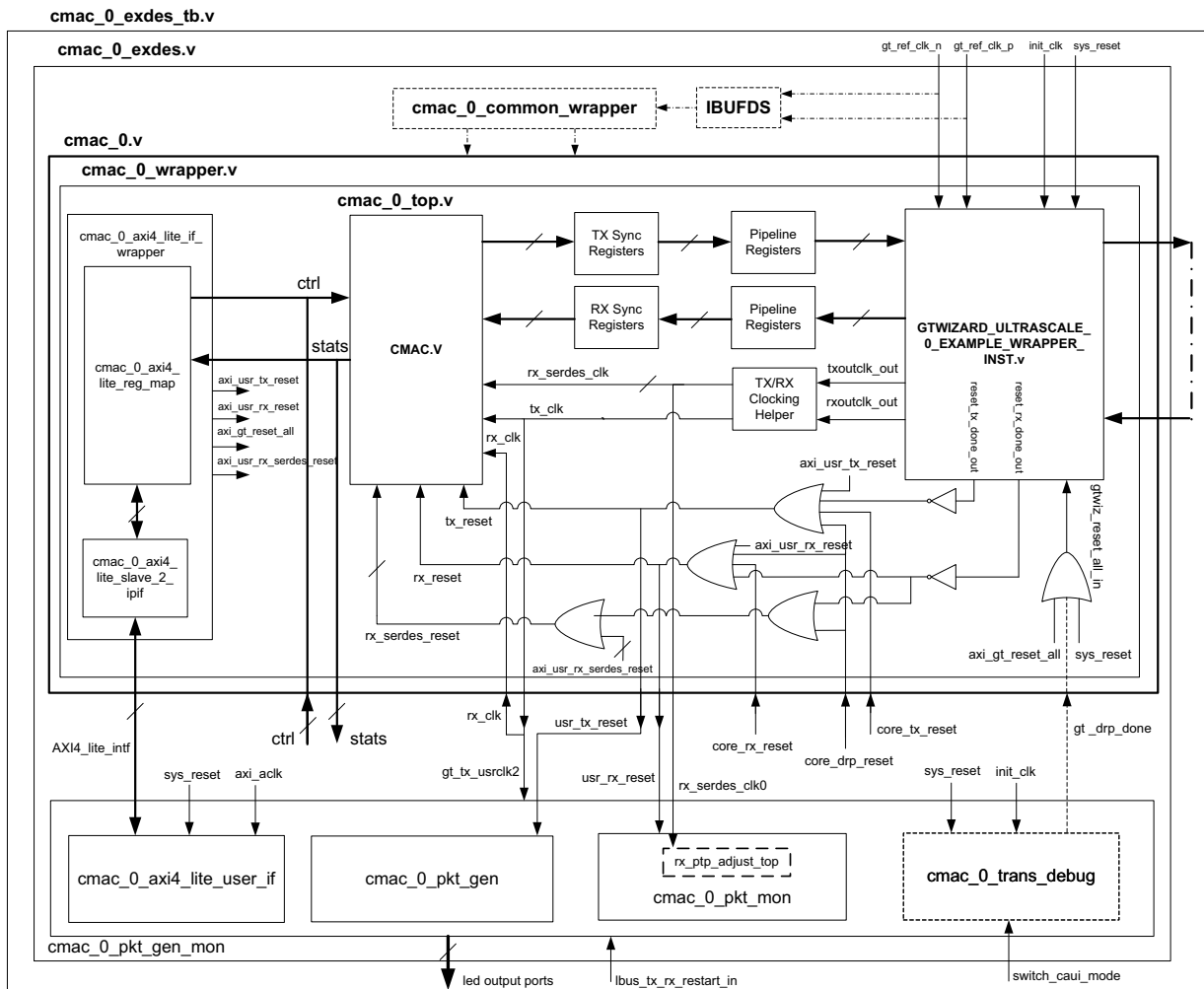
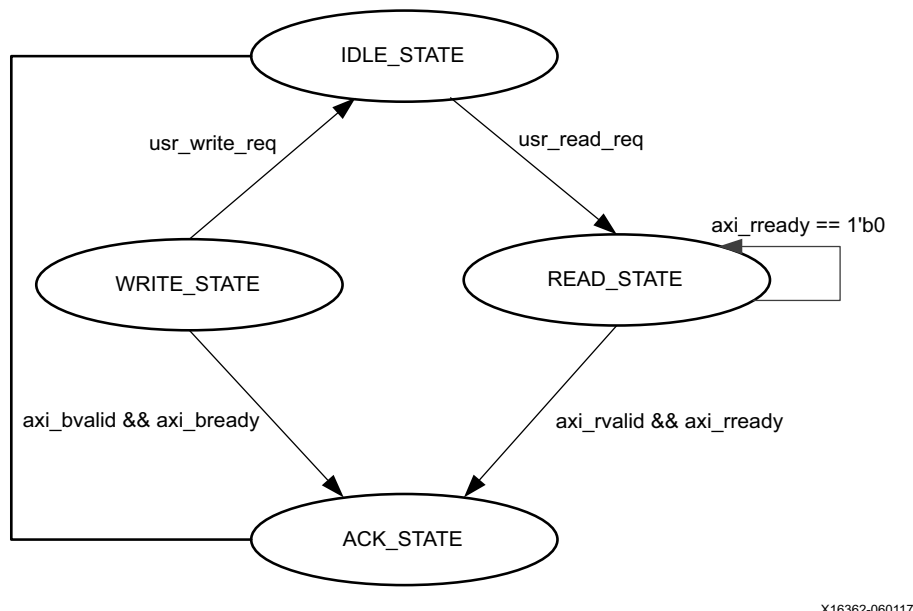


Figure 5-12: Example Design Hierarchy with AXI4-Lite Interface

The following sections provide the AXI4-Lite interface state machine control and ports.

User State Machine

The read and write through the AXI4-Lite slave module interface is controlled by a state machine as shown in Figure 5-13.



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Figure 5-13: User State Machine for AXI4-Lite Interface

Following is the functional description of each state.

- **IDLE_STATE:** By default the FSM will be in the IDLE_STATE state. When the `user_read_req` signal becomes High, then it moves to READ_STATE; else if the `user_write_req` signal is High, it moves to the WRITE_STATE; else it remains in IDLE_STATE.
- **WRITE_STATE:** You provide `S_AXI_AWVALID`, `S_AXI_AWADDR`, `S_AXI_WVALID`, `S_AXI_WDATA` and `S_AXI_WSTRB` in this state to write to the register map through AXI. When `S_AXI_BVALID` and `S_AXI_BREADY` from the AXI slave are High then it moves to ACK_STATE. If there is any write operation than happens in any illegal addresses, the `S_AXI_BRESP[1:0]` indicates `2'b10` that asserts the write error signal.
- **READ_STATE:** You provide `S_AXI_ARVALID` and `S_AXI_ARADDR` in this state to read from the register map through AXI. When `S_AXI_RVALID` and `S_AXI_RREADY` are High then it moves to ACK_STATE. If there is any read operation that occurs from any illegal addresses, the `S_AXI_RRESP[1:0]` indicates `2'b10` that asserts the read error signal
- **ACK_STATE:** The state moves to IDLE_STATE.

AXI User Interface Ports

Table 5-3: AXI User Interface Ports

Name	Size	I/O	Description
s_axi_aclk	1	I	AXI clock signal
s_axi_sreset	1	I	AXI active-High synchronous reset
s_axi_awaddr	32	I	AXI write address
s_axi_awvalid	1	I	AXI write address valid
s_axi_awready	1	O	AXI write address ready
s_axi_wdata	32	I	AXI write data
s_axi_wstrb	4	I	AXI write strobe. This signal indicates which byte lanes hold valid data.
s_axi_wvalid	1	I	AXI write data valid. This signal indicates that valid write data and strobes are available.
s_axi_wready	1	O	AXI write data ready
s_axi_bresp	2	O	AXI write response. This signal indicates the status of the write transaction. 'b00 = OKAY 'b01 = EXOKAY 'b10 = SLVERR 'b11 = DECERR
s_axi_bvalid	1	O	AXI write response valid. This signal indicates that the channel is signaling a valid write response.
s_axi_bready	1	I	AXI write response ready.
s_axi_araddr	32	I	AXI read address
s_axi_arvalid	1	I	AXI read address valid
s_axi_arready	1	O	AXI read address ready
s_axi_rdata	32	O	AXI read data issued by slave
s_axi_rresp	2	O	AXI read response. This signal indicates the status of the read transfer. 'b00 = OKAY 'b01 = EXOKAY 'b10 = SLVERR 'b11 = DECERR
s_axi_rvalid	1	O	AXI read data valid
s_axi_rready	1	I	AXI read ready. This signal indicates that the user/master can accept the read data and response information.

User Side AXI4-Lite Write/Read Transactions

Figure 5-14 through Figure 5-17 show timing diagram waveforms for the AXI4-Lite interface.

- Valid Write transactions (Figure 5-14)
- Invalid Write transactions (Figure 5-15)
- Valid Read transactions (Figure 5-16)
- Invalid Read transactions (Figure 5-17)

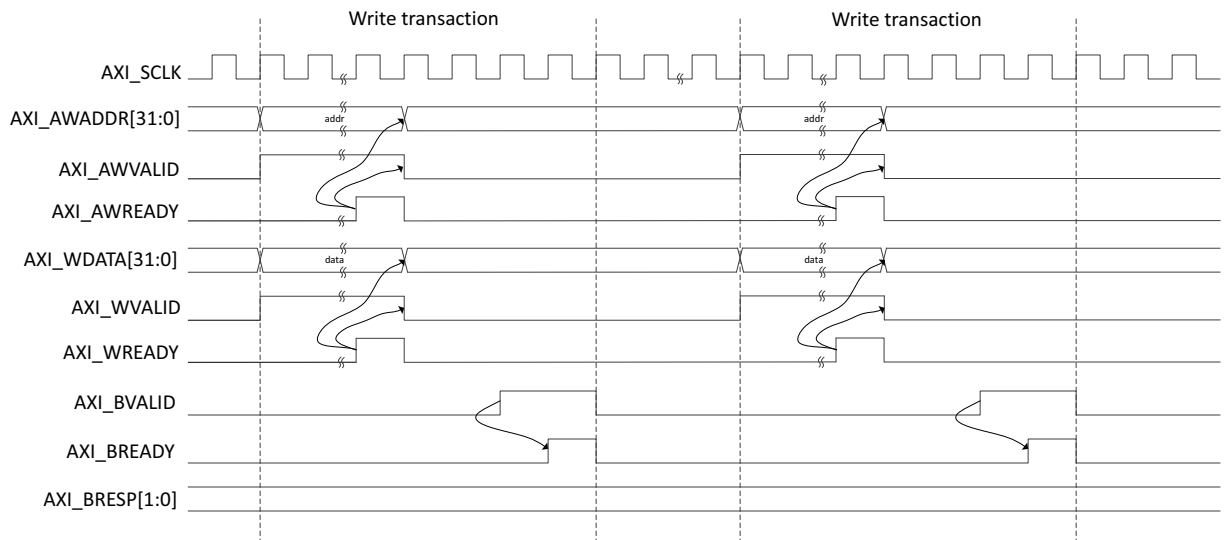


Figure 5-14: AXI4-Lite User Side Write Transaction

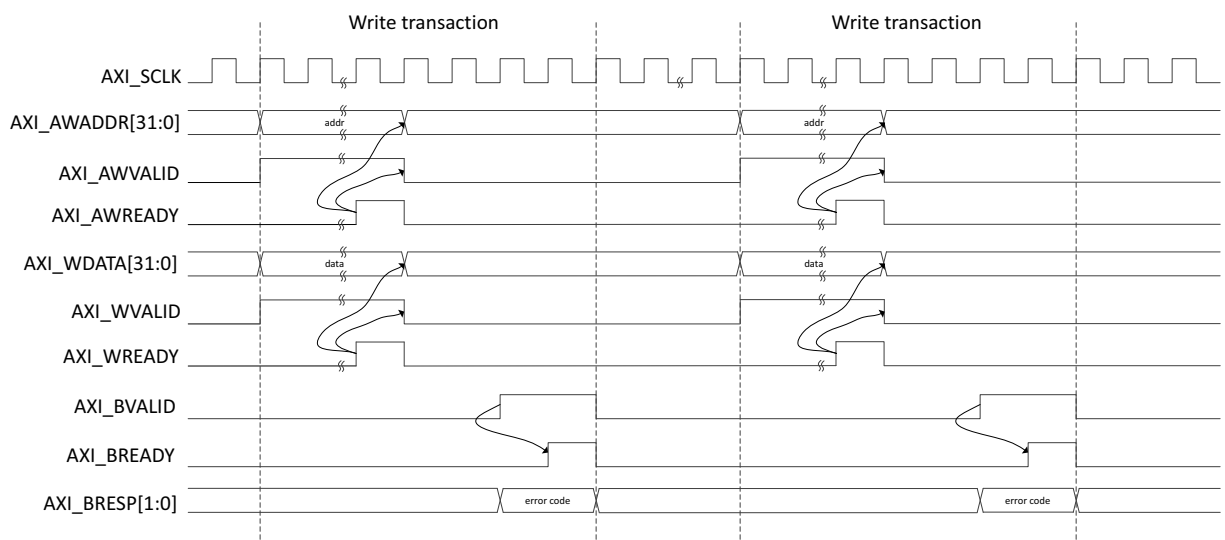


Figure 5-15: AXI4-Lite User Side Write Transaction with Invalid Write Address

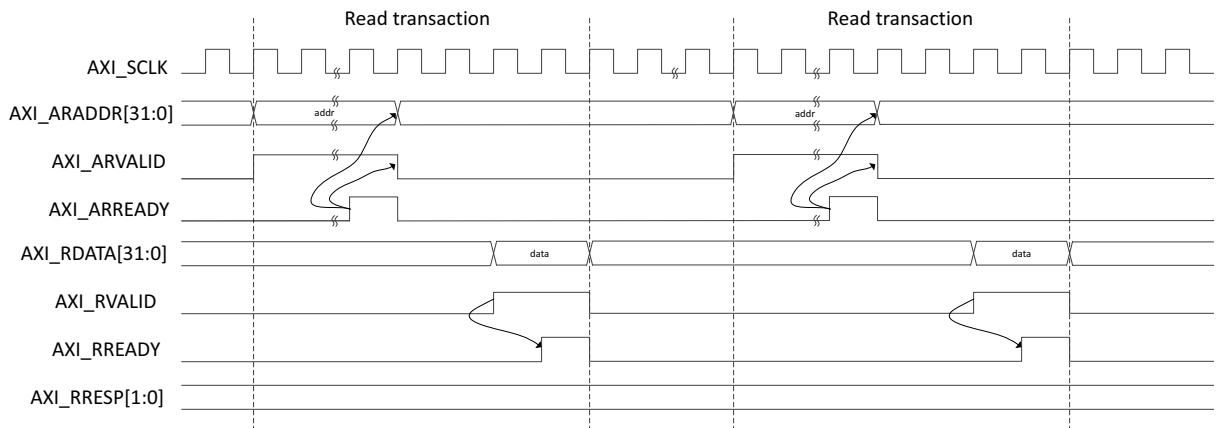


Figure 5-16: AXI4-Lite User Side Read Transaction

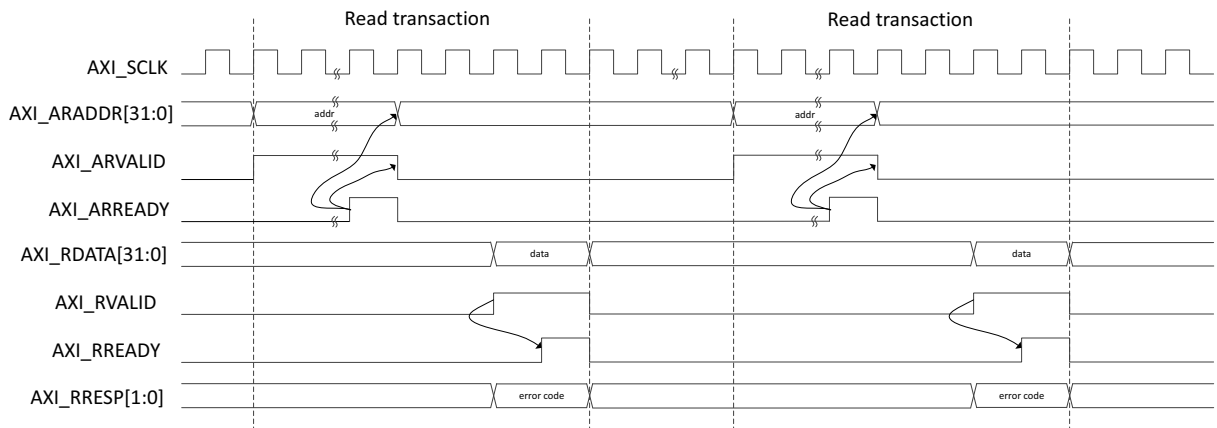


Figure 5-17: AXI4-Lite User Side Read Transaction with Invalid Read Address

Register Map

The following sections provide the register map and register descriptions for the core.

Base Pages

The register map is broken into two 512 base address pages to allow for future development and expansion.

Table 5-4: Register Base Addresses

Base Address	Space Name
0x0000 0000	IP Configuration Registers
0x0000 0200	Status and Statistics Registers

All registers are 32 bytes in size and aligned on 32-byte addressing. In the following register space maps, any holes in the address space should be considered RESERVED and can cause the AXI Control interface IP to respond with an error if accessed.

Configuration Register Space

The configuration space provides the ability to configure the core for various use cases.

The integrated UltraScale™ CMAC IP makes use of a dynamic reconfiguration port (DRP) to provide the ability to configure aspects of the core without the need for fabric logic connections. In this case those configuration bits in the soft AXI Control register set will become RESERVED (unused) and the software should use the DRP operation registers to configure those attributes of the core. See [Table 3-7](#) for the DRP address map.

Table 5-5: Configuration Register Map

Address	Register Name
0x0000	GT_RESET_REG
0x0004	RESET_REG
0x0008	SWITCH_CORE_MODE_REG
0x000C	CONFIGURATION_TX_REG1
0x0010	Reserved
0x0014	CONFIGURATION_RX_REG1
0x0018–0x001C	Reserved
0x0020	CORE_MODE_REG
0x0024	CORE_VERSION_REG
0x0028	Reserved
0x002C	CONFIGURATION_TX_BIP_OVERRIDE
0x0030	CONFIGURATION_TX_FLOW_CONTROL_CONTROL_REG1
0x0034	CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG1
0x0038	CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG2
0x003C	CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG3
0x0040	CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG4
0x0044	CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG5
0x0048	CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG1
0x004C	CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG2
0x0050	CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG3
0x0054	CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG4
0x0058	CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG5
0x005C–0x0080	Reserved
0x0084	CONFIGURATION_RX_FLOW_CONTROL_CONTROL_REG1

Table 5-5: Configuration Register Map (Cont'd)

Address	Register Name
0x0088	CONFIGURATION_RX_FLOW_CONTROL_CONTROL_REG2
0x008C	Reserved
0x0090	GT_LOOPBACK_REG
0x0094–0x009C	Reserved
0x00A0	CONFIGURATION_AN_CONTROL_REG1
0x00A4	CONFIGURATION_AN_CONTROL_REG2
0x00A8	CONFIGURATION_AN_ABILITY
0x00AC	CONFIGURATION_LT_CONTROL_REG1
0x00B0	CONFIGURATION_LT_TRAINED_REG
0x00B4	CONFIGURATION_LT_PRESET_REG
0x00B8	CONFIGURATION_LT_INIT_REG
0x00BC	CONFIGURATION_LT_SEED_REG0
0x00C0	CONFIGURATION_LT_SEED_REG1
0x00C4	CONFIGURATION_LT_COEFFICIENT_REG0
0x00C8	CONFIGURATION_LT_COEFFICIENT_REG1
0x00CC	USER_REG0
0x00D0–0x01FF	Reserved

Status and Statistics Register Space

The status and statistics registers indicate the health of the link and histograms counters to provide classification of the traffic and error counts. The status and counters are all read-only.

Status registers are cleared on read and counters are controlled by a "tick" mechanism.

Some bits are sticky, that is, latching their values High or Low after being set. This is indicated by the suffix LH (Latched High) or LL (Latched Low).

- R/LL: Register bit defaults to 1, upon error condition this bit latches to 0, the bit is set back to its default state after each read.
- R/LH: Register bit defaults to 0, upon error condition this bit latches to 1, the bit is set back to its default state after each read.
- If the register bit does not default to its respective values after each read, the error state is ongoing.

The counters accumulate their counts in an internal accumulator. A write to the TICK_REG register (or the input port `pm_tick` is '1'b1) causes the accumulated counts to be pushed to

the readable STAT*_MSB/LSB registers and simultaneously clears the accumulators. The STAT*_MSB/LSB registers can then be read. In this way all values stored in the statistics counters represent a snapshot over the same time-interval.

The STAT_CYCLE_COUNT_MSB/LSB register contains a count of the number of SerDes clock cycles between TICK_REG register writes. This allows for easy time-interval based statistics. The counters have a default width of 48 bits. The counters saturate to 1s. The values in the counters are held until the next write to the TICK_REG register.

The addresses shown in Table 5-6 for the counters are the addresses of the LSB register or bits 31:0 of the count. The MSB bits 47:32 of the counter are located at +0x4 from the LSB.

Table 5-6: Status and Statistics Register Map

Address	Register Name
0x0200	STAT_TX_STATUS_REG
0x0204	STAT_RX_STATUS_REG
0x0208	STAT_STATUS_REG1
0x020C	STAT_RX_BLOCK_LOCK_REG
0x0210	STAT_RX_LANE_SYNC_REG
0x0214	STAT_RX_LANE_SYNC_ERR_REG
0x0218	STAT_RX_AM_ERR_REG
0x021C	STAT_RX_AM_LEN_ERR_REG
0x0220	STAT_RX_AM_REPEAT_ERR_REG
0x0224	STAT_RX_PCSL_DEMUXED_REG
0x0228	STAT_RX_PCS_LANE_NUM_REG1
0x022C	STAT_RX_PCS_LANE_NUM_REG2
0x0230	STAT_RX_PCS_LANE_NUM_REG3
0x0234	STAT_RX_PCS_LANE_NUM_REG4
0x0238	STAT_RX_BIP_OVERRIDE_REG
0x023C–0x0254	Reserved
0x0258	STAT_AN_STATUS_REG
0x025C	STAT_AN_ABILITY_REG
0x0260	STAT_AN_LINK_CTL_REG_1
0x0264	STAT_LT_STATUS_REG1
0x0268	STAT_LT_STATUS_REG2
0x026C	STAT_LT_STATUS_REG3
0x0270	STAT_LT_STATUS_REG4
0x0274	STAT_LT_COEFFICIENT0_REG
0x0278	STAT_LT_COEFFICIENT1_REG

Table 5-6: Status and Statistics Register Map (Cont'd)

Address	Register Name
0x027C	STAT_AN_LINK_CTL_REG_2
0x0280–0x02AF	Reserved
Histogram/Counter Registers⁽¹⁾	
0x02B0	TICK_REG
0x02B8	STAT_CYCLE_COUNT
0x02C0	STAT_RX_BIP_ERR_0
0x02C8	STAT_RX_BIP_ERR_1
0x02D0	STAT_RX_BIP_ERR_2
0x02D8	STAT_RX_BIP_ERR_3
0x02E0	STAT_RX_BIP_ERR_4
0x02E8	STAT_RX_BIP_ERR_5
0x02F0	STAT_RX_BIP_ERR_6
0x02F8	STAT_RX_BIP_ERR_7
0x0300	STAT_RX_BIP_ERR_8
0x0308	STAT_RX_BIP_ERR_9
0x0310	STAT_RX_BIP_ERR_10
0x0318	STAT_RX_BIP_ERR_11
0x0320	STAT_RX_BIP_ERR_12
0x0328	STAT_RX_BIP_ERR_13
0x0330	STAT_RX_BIP_ERR_14
0x0338	STAT_RX_BIP_ERR_15
0x0340	STAT_RX_BIP_ERR_16
0x0348	STAT_RX_BIP_ERR_17
0x0350	STAT_RX_BIP_ERR_18
0x0358	STAT_RX_BIP_ERR_19
0x0360	STAT_RX_FRAMING_ERR_0
0x0368	STAT_RX_FRAMING_ERR_1
0x0370	STAT_RX_FRAMING_ERR_2
0x0378	STAT_RX_FRAMING_ERR_3
0x0380	STAT_RX_FRAMING_ERR_4
0x0388	STAT_RX_FRAMING_ERR_5
0x0390	STAT_RX_FRAMING_ERR_6
0x0398	STAT_RX_FRAMING_ERR_7
0x03A0	STAT_RX_FRAMING_ERR_8
0x03A8	STAT_RX_FRAMING_ERR_9

Table 5-6: Status and Statistics Register Map (Cont'd)

Address	Register Name
0x03B0	STAT_RX_FRAMING_ERR_10
0x03B8	STAT_RX_FRAMING_ERR_11
0x03C0	STAT_RX_FRAMING_ERR_12
0x03C8	STAT_RX_FRAMING_ERR_13
0x03D0	STAT_RX_FRAMING_ERR_14
0x03D8	STAT_RX_FRAMING_ERR_15
0x03E0	STAT_RX_FRAMING_ERR_16
0x03E8	STAT_RX_FRAMING_ERR_17
0x03F0	STAT_RX_FRAMING_ERR_18
0x03F8	STAT_RX_FRAMING_ERR_19
0x0400–0x0410	Reserved
0x0418	STAT_RX_BAD_CODE
0x0420	Reserved
0x0428	Reserved
0x0430	Reserved
0x0438	Reserved
0x0440	Reserved
0x0448	Reserved
0x0450	Reserved
0x0458	STAT_TX_FRAME_ERROR
0x0460	Reserved
0x0500	STAT_TX_TOTAL_PACKETS
0x0508	STAT_TX_TOTAL_GOOD_PACKETS
0x0510	STAT_TX_TOTAL_BYTES
0x0518	STAT_TX_TOTAL_GOOD_BYTES
0x0520	STAT_TX_PACKET_64_BYTES
0x0528	STAT_TX_PACKET_65_127_BYTES
0x0530	STAT_TX_PACKET_128_255_BYTES
0x0538	STAT_TX_PACKET_256_511_BYTES
0x0540	STAT_TX_PACKET_512_1023_BYTES
0x0548	STAT_TX_PACKET_1024_1518_BYTES
0x0550	STAT_TX_PACKET_1519_1522_BYTES
0x0558	STAT_TX_PACKET_1523_1548_BYTES
0x0560	STAT_TX_PACKET_1549_2047_BYTES
0x0568	STAT_TX_PACKET_2048_4095_BYTES

Table 5-6: Status and Statistics Register Map (Cont'd)

Address	Register Name
0x0570	STAT_TX_PACKET_4096_8191_BYTES
0x0578	STAT_TX_PACKET_8192_9215_BYTES
0x0580	STAT_TX_PACKET_LARGE
0x0588	STAT_TX_PACKET_SMALL
0x0590–0x05B0	Reserved
0x05B8	STAT_TX_BAD_FCS
0x05C0	Reserved
0x05C8	Reserved
0x05D0	STAT_TX_UNICAST
0x05D8	STAT_TX_MULTICAST
0x05E0	STAT_TX_BROADCAST
0x05E8	STAT_TX_VLAN
0x05F0	STAT_TX_PAUSE
0x05F8	STAT_TX_USER_PAUSE
0x0600	Reserved
0x0608	STAT_RX_TOTAL_PACKETS
0x0610	STAT_RX_TOTAL_GOOD_PACKETS
0x0618	STAT_RX_TOTAL_BYTES
0x0620	STAT_RX_TOTAL_GOOD_BYTES
0x0628	STAT_RX_PACKET_64_BYTES
0x0630	STAT_RX_PACKET_65_127_BYTES
0x0638	STAT_RX_PACKET_128_255_BYTES
0x0640	STAT_RX_PACKET_256_511_BYTES
0x0648	STAT_RX_PACKET_512_1023_BYTES
0x0650	STAT_RX_PACKET_1024_1518_BYTES
0x0658	STAT_RX_PACKET_1519_1522_BYTES
0x0660	STAT_RX_PACKET_1523_1548_BYTES
0x0668	STAT_RX_PACKET_1549_2047_BYTES
0x0670	STAT_RX_PACKET_2048_4095_BYTES
0x0678	STAT_RX_PACKET_4096_8191_BYTES
0x0680	STAT_RX_PACKET_8192_9215_BYTES
0x0688	STAT_RX_PACKET_LARGE
0x0690	STAT_RX_PACKET_SMALL
0x0698	STAT_RX_UNDERSIZE
0x06A0	STAT_RX_FRAGMENT

Table 5-6: Status and Statistics Register Map (Cont'd)

Address	Register Name
0x06A8	STAT_RX_OVERSIZE
0x06B0	STAT_RX_TOOLONG
0x06B8	STAT_RX_JABBER
0x06C0	STAT_RX_BAD_FCS
0x06C8	STAT_RX_PACKET_BAD_FCS
0x06D0	STAT_RX_STOMPED_FCS
0x06D8	STAT_RX_UNICAST
0x06E0	STAT_RX_MULTICAST
0x06E8	STAT_RX_BROADCAST
0x06F0	STAT_RX_VLAN
0x06F8	STAT_RX_PAUSE
0x0700	STAT_RX_USER_PAUSE
0x0708	STAT_RX_INRANGEERR
0x0710	STAT_RX_TRUNCATED
0x0718–0x07FF	Reserved

Notes:

1. Histogram/Counter registers are available when **Include Statistics Counters** option is selected in [Figure 4-1](#).

Register Descriptions

Table 5-7: GT_RESET_REG

Address	Bits	Default	Type	Description
0x0000	0	0	RW	gt_reset_all. A write of 1 issues a RESET to the GT. This is a clear on write register
	31:1	0	NA	Reserved

Table 5-8: RESET_REG

Address	Bits	Default	Type	Description
0x0004	9:0	0	RW	usr_rx_serdes_reset. Unused PCS bits are RESERVED. A write of 1 in a given bit location puts that PCS lane logic into reset.
	29:10	0	NA	Reserved
	30	0	RW	usr_rx_reset. RX core reset. A write of 1 puts the RX path in reset
	31	0	RW	usr_tx_reset. TX core reset. A write of 1 puts the TX path in reset

Table 5-9: SWITCH_CORE_MODE_REG

Address	Bits	Default	Type	Description
0x0008	0	0	RW	For Runtime Switch mode only. A write of 1 enables the mode switch between CAUI10 and CAUI4. This is a clear on write register. This is an input to the trans debug module that performs the GT DRP operations.
	31:1	0	NA	Reserved

Table 5-10: CONFIGURATION_TX_REG1

Address	Bits	Default	Type	Description
0x000C	0	0	RW	ctl_tx_enable
	3:1	0	NA	Reserved
	4	0	RW	ctl_tx_send_rfi
	5	0	RW	ctl_tx_send_idle
	15:6	0	NA	Reserved
	16	0	RW	ctl_tx_test_pattern
	31:17	0	NA	Reserved

Table 5-11: CONFIGURATION_RX_REG1

Address	Bits	Default	Type	Description
0x0014	0	0	RW	ctl_rx_enable
	6:1	0	NA	Reserved
	7	0	RW	ctl_rx_force_resync
	8	0	RW	ctl_rx_test_pattern
	31:9	0	NA	Reserved

Table 5-12: CORE_MODE_REG

Address	Bits	Default	Type	Description
0x0020	1:0	(1)	R	Core mode register: <ul style="list-style-type: none"> • 2'b00: CAUI10 • 2'b01: CAUI4 • 2'b10: Runtime Switchable CAUI10 • 2'b11: Runtime Switchable CAUI4
	31:2	0	NA	Reserved

Notes:

1. Based on core configuration.

Table 5-13: CORE_VERSION_REG

Address	Bits	Default	Type	Description
0x0024	7:0	minor	R	Current version of the core in the format "major.minor" For example core version 1.7 Bits [7:0] represents minor version that is 7 Bits [15:8] represents major version that is 1
	15:8	major	R	
	31:16	0	NA	Reserved

Table 5-14: CONFIGURATION_TX_BIP_OVERRIDE

Address	Bits	Default	Type	Description
0x002C	7:0	0	RW	ctl_tx_lane0_vlm_bip7_override_value
	8	0	RW	ctl_tx_lane0_vlm_bip7_override
	31:9	0	NA	Reserved

Table 5-15: CONFIGURATION_TX_FLOW_CONTROL_CONTROL_REG1

Address	Bits	Default	Type	Description
0x0030	8:0	0	RW	ctl_tx_pause_enable
	31:9	0	NA	Reserved

Table 5-16: CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG1

Address	Bits	Default	Type	Description
0x0034	15:0	0	RW	ctl_tx_pause_refresh_timer0
	31:16	0	RW	ctl_tx_pause_refresh_timer1

Table 5-17: CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG2

Address	Bits	Default	Type	Description
0x0038	15:0	0	RW	ctl_tx_pause_refresh_timer2
	31:16	0	RW	ctl_tx_pause_refresh_timer3

Table 5-18: CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG3

Address	Bits	Default	Type	Description
0x003C	15:0	0	RW	ctl_tx_pause_refresh_timer4
	31:16	0	RW	ctl_tx_pause_refresh_timer5

Table 5-19: CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG4

Address	Bits	Default	Type	Description
0x0040	15:0	0	RW	ctl_tx_pause_refresh_timer6
	31:16	0	RW	ctl_tx_pause_refresh_timer7

Table 5-20: CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG5

Address	Bits	Default	Type	Description
0x0044	15:0	0	RW	ctl_tx_pause_refresh_timer8
	31:16	0	NA	Reserved

Table 5-21: CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG1

Address	Bits	Default	Type	Description
0x0048	15:0	0	RW	ctl_tx_pause_quanta0
	31:16	0	RW	ctl_tx_pause_quanta1

Table 5-22: CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG2

Address	Bits	Default	Type	Description
0x004C	15:0	0	RW	ctl_tx_pause_quanta2
	31:16	0	RW	ctl_tx_pause_quanta3

Table 5-23: CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG3

Address	Bits	Default	Type	Description
0x0050	15:0	0	RW	ctl_tx_pause_quanta4
	31:16	0	RW	ctl_tx_pause_quanta5

Table 5-24: CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG4

Address	Bits	Default	Type	Description
0x0054	15:0	0	RW	ctl_tx_pause_quanta6
	31:16	0	RW	ctl_tx_pause_quanta7

Table 5-25: CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG5

Address	Bits	Default	Type	Description
0x0058	15:0	0	RW	ctl_tx_pause_quanta8
	31:16	0	NA	Reserved

Table 5-26: CONFIGURATION_RX_FLOW_CONTROL_CONTROL_REG1

Address	Bits	Default	Type	Description
0x0084	8:0	0	RW	ctl_rx_pause_enable
	9	0	NA	Reserved
	10	0	RW	ctl_rx_enable_gcp
	11	0	RW	ctl_rx_enable_pcp
	12	0	RW	ctl_rx_enable_gpp
	13	0	RW	ctl_rx_enable_ppp
	14	0	NA	Reserved
	23:15	0	RW	ctl_rx_pause_ack
	31:24	0	NA	Reserved

Table 5-27: CONFIGURATION_RX_FLOW_CONTROL_CONTROL_REG2

Address	Bits	Default	Type	Description
0x0088	0	0	RW	ctl_rx_check_mcast_gcp
	1	0	RW	ctl_rx_check_ucast_gcp
	2	0	RW	ctl_rx_check_sa_gcp
	3	0	RW	ctl_rx_check_etype_gcp
	4	0	RW	ctl_rx_check_opcode_gcp
	5	0	RW	ctl_rx_check_mcast_pcp
	6	0	RW	ctl_rx_check_ucast_pcp
	7	0	RW	ctl_rx_check_sa_pcp
	8	0	RW	ctl_rx_check_etype_pcp
	9	0	RW	ctl_rx_check_opcode_pcp
	10	0	RW	ctl_rx_check_mcast_gpp
	11	0	RW	ctl_rx_check_ucast_gpp
	12	0	RW	ctl_rx_check_sa_gpp
	13	0	RW	ctl_rx_check_etype_gpp
	14	0	RW	ctl_rx_check_opcode_gpp
	15	0	RW	ctl_rx_check_opcode_ppp
	16	0	RW	ctl_rx_check_mcast_ppp
	17	0	RW	ctl_rx_check_ucast_ppp
	18	0	RW	ctl_rx_check_sa_ppp
	19	0	RW	ctl_rx_check_etype_ppp
31:20	0	NA	Reserved	

Table 5-28: GT_LOOPBACK_REG

Address	Bits	Default	Type	Description
0x0090	0	0	RW	ctl_gt_loopback 0 is for Normal operation (external loopback). 1 is for Near End PMA loopback (internal loopback).
	31:1	0	NA	Reserved

Table 5-29: CONFIGURATION_AN_CONTROL_REG1

Address	Bits	Default	Type	Description
0x00A0	0	0	RW	ctl_autoneg_enable
	1	1	RW	ctl_autoneg_bypass ⁽¹⁾
	9:2	0	RW	ctl_an_nonce_seed
	10	0	RW	ctl_an_pseudo_sel
	11	0	RW	ctl_restart_negotiation
	12	0	RW	ctl_an_local_fault
	31:13	0	NA	Reserved

Notes:

1. For simulation, the ctl_autoneg_bypass value is written as 1 during reset. To test with ANLT enabled configuration, write the register with ctl_autoneg_enable to 1 and ctl_autoneg_bypass to 0.

Table 5-30: CONFIGURATION_AN_CONTROL_REG2

Address	Bits	Default	Type	Description
0x00A4	0	0	RW	ctl_an_pause
	1	0	RW	ctl_an_asmdir
	17:2	0	NA	Reserved
	18	0	RW	ctl_an_cl91_fec_request
	19	0	RW	ctl_an_cl91_fec_ability
	20	0	RW	ctl_an_fec_25g_rs_request
	21	0	NA	Reserved
	22	0	RW	ctl_an_loc_np
	23	0	RW	ctl_an_lp_np_ack
	31:24	0	NA	Reserved

Table 5-31: CONFIGURATION_AN_ABILITY

Address	Bits	Default	Type	Description
0x00A8	0	0	RW	ctl_an_ability_1000base_kx
	1	0	RW	ctl_an_ability_10gbase_kx4
	2	0	RW	ctl_an_ability_10gbase_kr
	3	0	RW	ctl_an_ability_40gbase_kr4
	4	0	RW	ctl_an_ability_40gbase_cr4
	5	0	RW	ctl_an_ability_100gbase_cr10
	6	0	RW	ctl_an_ability_100gbase_kp4
	7	0	RW	ctl_an_ability_100gbase_kr4
	8	0	RW	ctl_an_ability_100gbase_cr4
	9	0	RW	ctl_an_ability_25gbase_krcr_s
	10	0	RW	ctl_an_ability_25gbase_krcr
	11	0	RW	ctl_an_ability_2_5gbase_kx
	12	0	RW	ctl_an_ability_5gbase_kr
	13	0	RW	ctl_an_ability_50gbase_krcr
	14	0	RW	ctl_an_ability_100gbase_kr2cr2
	15	0	RW	ctl_an_ability_200gbase_kr4cr4
	16	0	RW	ctl_an_ability_25gbase_kr1
	17	0	RW	ctl_an_ability_25gbase_cr1
	18	0	RW	ctl_an_ability_50gbase_kr2
	19	0	RW	ctl_an_ability_50gbase_cr2
31:20	0	NA	Reserved	

Table 5-32: CONFIGURATION_LT_CONTROL_REG1

Address	Bits	Default	Type	Description
0x00AC	0	0	RW	ctl_lt_training_enable
	1	0	RW	ctl_lt_restart_training
	31:2	0	NA	Reserved

Table 5-33: CONFIGURATION_LT_TRAINED_REG

Address	Bits	Default	Type	Description
0x00B0	3:0	0	RW	ctl_lt_rx_trained
	31:4	0	NA	Reserved

Table 5-34: CONFIGURATION_LT_PRESET_REG

Address	Bits	Default	Type	Description
0x00B4	3:0	0	RW	ctl_lt_preset_to_tx
	31:4	0	NA	Reserved

Table 5-35: CONFIGURATION_LT_INIT_REG

Address	Bits	Default	Type	Description
0x00B8	3:0	0	RW	ctl_lt_initialize_to_tx
	31:4	0	NA	Reserved

Table 5-36: CONFIGURATION_LT_SEED_REG0

Address	Bits	Default	Type	Description
0x00BC	10:0	0	RW	ctl_lt_pseudo_seed0
	26:16	0	RW	ctl_lt_pseudo_seed1
	31:27	0	NA	Reserved

Table 5-37: CONFIGURATION_LT_SEED_REG1

Address	Bits	Default	Type	Description
0x00C0	10:0	0	RW	ctl_lt_pseudo_seed2
	26:16	0	RW	ctl_lt_pseudo_seed3
	31:27	0	NA	Reserved

Table 5-38: CONFIGURATION_LT_COEFFICIENT_REG0

Address	Bits	Default	Type	Description
0x00C4	1:0	0	RW	ctl_lt_k_p1_to_tx0
	3:2	0	RW	ctl_lt_k0_to_tx0
	5:4	0	RW	ctl_lt_k_m1_to_tx0
	7:6	0	RW	ctl_lt_stat_p1_to_tx0
	9:8	0	RW	ctl_lt_stat0_to_tx0
	11:10	0	RW	ctl_lt_stat_m1_to_tx0
	17:16	0	RW	ctl_lt_k_p1_to_tx1
	19:18	0	RW	ctl_lt_k0_to_tx1
	21:20	0	RW	ctl_lt_k_m1_to_tx1
	23:22	0	RW	ctl_lt_stat_p1_to_tx1
	25:24	0	RW	ctl_lt_stat0_to_tx1
	27:26	0	RW	ctl_lt_stat_m1_to_tx1
31:28	0	NA	Reserved	

Table 5-39: CONFIGURATION_LT_COEFFICIENT_REG1

Address	Bits	Default	Type	Description
0x00C8	1:0	0	RW	ctl_lt_k_p1_to_tx2
	3:2	0	RW	ctl_lt_k0_to_tx2
	5:4	0	RW	ctl_lt_k_m1_to_tx2
	7:6	0	RW	ctl_lt_stat_p1_to_tx2
	9:8	0	RW	ctl_lt_stat0_to_tx2
	11:10	0	RW	ctl_lt_stat_m1_to_tx2
	17:16	0	RW	ctl_lt_k_p1_to_tx3
	19:18	0	RW	ctl_lt_k0_to_tx3
	21:20	0	RW	ctl_lt_k_m1_to_tx3
	23:22	0	RW	ctl_lt_stat_p1_to_tx3
	25:24	0	RW	ctl_lt_stat0_to_tx3
	27:26	0	RW	ctl_lt_stat_m1_to_tx3
31:28	0	NA	Reserved	

Table 5-40: USER_REG0

Address	Bits	Default	Type	Description
0x00CC	31:0	0	RW	user_reg0

Table 5-41: STAT_TX_STATUS_REG

Address	Bits	Default	Type	Description
0x0200	0	0	R/LH	stat_tx_local_fault
	31:1	0	NA	Reserved

Table 5-42: STAT_RX_STATUS_REG

Address	Bits	Default	Type	Description
0x0204	0	1	R/LL	stat_rx_status
	1	1	R/LL	stat_rx_aligned
	2	0	R/LH	stat_rx_misaligned
	3	0	R/LH	stat_rx_aligned_err
	4	0	R/LH	stat_rx_hi_ber
	5	0	R/LH	stat_rx_remote_fault
	6	0	R/LH	stat_rx_local_fault
	7	0	R/LH	stat_rx_internal_local_fault
	8	0	R/LH	stat_rx_received_local_fault
	11:9	0	R/LH	stat_rx_test_pattern_mismatch
	12	0	R/LH	stat_rx_bad_preamble
	13	0	R/LH	stat_rx_bad_sfd
	14	0	R/LH	stat_rx_got_signal_os
31:15	0	NA	Reserved	

Table 5-43: STAT_STATUS_REG1

Address	Bits	Default	Type	Description
0x0208	3:0	0	NA	Reserved
	4	0	R/LH	stat_tx_ptp_fifo_read_error
	5	0	R/LH	stat_tx_ptp_fifo_write_error
	31:6	0	NA	Reserved

Table 5-44: STAT_RX_BLOCK_LOCK_REG

Address	Bits	Default	Type	Description
0x020C	19:0	1	R/LL	stat_rx_block_lock
	31:20	0	NA	Reserved

Table 5-45: STAT_RX_LANE_SYNC_REG

Address	Bits	Default	Type	Description
0x0210	19:0	1	R/LL	stat_rx_synced
	31:20	0	NA	Reserved

Table 5-46: STAT_RX_LANE_SYNC_ERR_REG

Address	Bits	Default	Type	Description
0x0214	19:0	0	R/LH	stat_rx_synced_err
	31:20	0	NA	Reserved

Table 5-47: STAT_RX_LANE_AM_ERR_REG

Address	Bits	Default	Type	Description
0x0218	19:0	0	R/LH	stat_rx_mf_err
	31:20	0	NA	Reserved

Table 5-48: STAT_RX_LANE_AM_LEN_ERR_REG

Address	Bits	Default	Type	Description
0x021C	19:0	0	R/LH	stat_rx_mf_len_err
	31:20	0	NA	Reserved

Table 5-49: STAT_RX_LANE_AM_REPEAT_ERR_REG

Address	Bits	Default	Type	Description
0x0220	19:0	0	R/LH	stat_rx_mf_repeat_err
	31:20	0	NA	Reserved

Table 5-50: STAT_RX_PCSL_DEMUXED_REG

Address	Bits	Default	Type	Description
0x0224	19:0	0	R	stat_rx_pcsl_demuxed
	31:20	0	NA	Reserved

Table 5-51: STAT_RX_PCS_LANE_NUM_REG1

Address	Bits	Default	Type	Description
0x0228	4:0	0	R	stat_rx_pcsl_number_0
	9:5	0	R	stat_rx_pcsl_number_1
	14:10	0	R	stat_rx_pcsl_number_2
	19:15	0	R	stat_rx_pcsl_number_3
	24:20	0	R	stat_rx_pcsl_number_4
	29:25	0	R	stat_rx_pcsl_number_5
	31:30	0	NA	Reserved

Table 5-52: STAT_RX_PCS_LANE_NUM_REG2

Address	Bits	Default	Type	Description
0x022C	4:0	0	R	stat_rx_pcsl_number_6
	9:5	0	R	stat_rx_pcsl_number_7
	14:10	0	R	stat_rx_pcsl_number_8
	19:15	0	R	stat_rx_pcsl_number_9
	24:20	0	R	stat_rx_pcsl_number_10
	29:25	0	R	stat_rx_pcsl_number_11
	31:30	0	NA	Reserved

Table 5-53: STAT_RX_PCS_LANE_NUM_REG3

Address	Bits	Default	Type	Description
0x0230	4:0	0	R	stat_rx_pcs_l_number_12
	9:5	0	R	stat_rx_pcs_l_number_13
	14:10	0	R	stat_rx_pcs_l_number_14
	19:15	0	R	stat_rx_pcs_l_number_15
	24:20	0	R	stat_rx_pcs_l_number_16
	29:25	0	R	stat_rx_pcs_l_number_17
	31:30	0	NA	Reserved

Table 5-54: STAT_RX_PCS_LANE_NUM_REG4

Address	Bits	Default	Type	Description
0x0234	4:0	0	R	stat_rx_pcs_l_number_18
	9:5	0	R	stat_rx_pcs_l_number_19
	31:10	0	NA	Reserved

Table 5-55: STAT_RX_BIP_OVERRIDE_REG

Address	Bits	Default	Type	Description
0x0238	7:0	0	R	stat_rx_lane0_vlm_bip7
	8	0	R	stat_rx_lane0_vlm_bip7_valid
	31:9	0	NA	Reserved

Table 5-56: STAT_AN_STATUS_REG

Address	Bits	Default	Type	Description
0x0258	0	0	R	stat_an_fec_enable
	1	0	R	stat_an_rs_fec_enable
	2	0	R	stat_an_autoneg_complete
	3	0	R	stat_an_parallel_detection_fault
	4	0	R	stat_an_tx_pause_enable
	5	0	R	stat_an_rx_pause_enable
	6	0	R/LH	stat_an_lp_ability_valid
	7	0	R	stat_an_lp_autoneg_able
	8	0	R	stat_an_lp_pause
	9	0	R	stat_an_lp_asm_dir
	10	0	R	stat_an_lp_rf
	11	0	R	stat_an_lp_fec_10g_ability
	12	0	R	stat_an_lp_fec_10g_request
	13	0	R/LH	stat_an_lp_extended_ability_valid
	17:14	0	R	stat_an_lp_ability_extended_fec
	18	0	R	stat_an_lp_fec_25g_rs_request
	19	0	R	stat_an_lp_fec_25g_baser_request
31:20	0	NA	Reserved	

Table 5-57: STAT_AN_ABILITY_REG

Address	Bits	Default	Type	Description
0x025C	0	0	R	stat_an_lp_ability_1000base_kx
	1	0	R	stat_an_lp_ability_10gbase_kx4
	2	0	R	stat_an_lp_ability_10gbase_kr
	3	0	R	stat_an_lp_ability_40gbase_kr4
	4	0	R	stat_an_lp_ability_40gbase_cr4
	5	0	R	stat_an_lp_ability_100gbase_cr10
	6	0	R	stat_an_lp_ability_100gbase_kp4
	7	0	R	stat_an_lp_ability_100gbase_kr4
	8	0	R	stat_an_lp_ability_100gbase_cr4
	9	0	R	stat_an_lp_ability_25gbase_krcr_s
	10	0	R	stat_an_lp_ability_25gbase_krcr
	11	0	R	stat_an_lp_ability_2_5gbase_kx
	12	0	R	stat_an_lp_ability_5gbase_kr
	13	0	R	stat_an_lp_ability_50gbase_krcr
	14	0	R	stat_an_lp_ability_100gbase_kr2cr2
	15	0	RW	stat_an_lp_ability_200gbase_kr4cr4
	16	0	RW	stat_an_lp_ability_25gbase_kr1
	17	0	RW	stat_an_lp_ability_25gbase_cr1
	18	0	RW	stat_an_lp_ability_50gbase_kr2
	19	0	RW	stat_an_lp_ability_50gbase_cr2
31:20	0	NA	Reserved	

Table 5-58: STAT_AN_LINK_CTL_REG_1

Address	Bits	Default	Type	Description
0x0260	1:0	0	R	stat_an_link_cntl_1000base_kx
	3:2	0	R	stat_an_link_cntl_10gbase_kx4
	5:4	0	R	stat_an_link_cntl_10gbase_kr
	7:6	0	R	stat_an_link_cntl_40gbase_kr4
	9:8	0	R	stat_an_link_cntl_40gbase_cr4
	11:10	0	R	stat_an_link_cntl_100gbase_cr10
	13:12	0	R	stat_an_link_cntl_100gbase_kp4
	15:14	0	R	stat_an_link_cntl_100gbase_kr4
	17:16	0	R	stat_an_link_cntl_100gbase_cr4
	19:18	0	R	stat_an_link_cntl_25gbase_krcr_s
	21:20	0	R	stat_an_link_cntl_25gbase_krcr
	23:22	0	R	stat_an_link_cntl_2_5gbase_kx
	25:24	0	R	stat_an_link_cntl_5gbase_kr
	27:26	0	R	stat_an_link_cntl_50gbase_krcr
	29:28	0	R	stat_an_link_cntl_100gbase_kr2cr2
31:30	0	R	stat_an_link_cntl_200gbase_kr4cr4	

Table 5-59: STAT_LT_STATUS_REG1

Address	Bits	Default	Type	Description
0x0264	3:0	0	R	stat_lt_initialize_from_rx
	19:16	0	R	stat_lt_preset_from_rx
	31:20	0	R	Reserved

Table 5-60: STAT_LT_STATUS_REG2

Address	Bits	Default	Type	Description
0x0268	3:0	0	R	stat_lt_training
	19:16	0	R	stat_lt_frame_lock
	31:20	0	R	Reserved

Table 5-61: STAT_LT_STATUS_REG3

Address	Bits	Default	Type	Description
0x026C	3:0	0	R	stat_lt_signal_detect
	19:16	0	R	stat_lt_training_fail
	31:20	0	R	Reserved

Table 5-62: STAT_LT_STATUS_REG4

Address	Bits	Default	Type	Description
0x0270	3:0	0	R	stat_lt_rx_sof
	31:4	0	R	Reserved

Table 5-63: STAT_LT_COEFFICIENT0_REG

Address	Bits	Default	Type	Description
0x0274	1:0	0	R	stat_lt_k_p1_from_rx0
	3:2	0	R	stat_lt_k0_from_rx0
	5:4	0	R	stat_lt_k_m1_from_rx0
	7:6	0	R	stat_lt_stat_p1_from_rx0
	9:8	0	R	stat_lt_stat0_from_rx0
	11:10	0	R	stat_lt_stat_m1_from_rx0
	17:16	0	R	stat_lt_k_p1_from_rx1
	19:18	0	R	stat_lt_k0_from_rx1
	21:20	0	R	stat_lt_k_m1_from_rx1
	23:22	0	R	stat_lt_stat_p1_from_rx1
	25:24	0	R	stat_lt_stat0_from_rx1
	27:26	0	R	stat_lt_stat_m1_from_rx1
	31:28	0	NA	Reserved

Table 5-64: STAT_LT_COEFFICIENT1_REG

Address	Bits	Default	Type	Description
0x0278	1:0	0	R	stat_lt_k_p1_from_rx2
	3:2	0	R	stat_lt_k0_from_rx2
	5:4	0	R	stat_lt_k_m1_from_rx2
	7:6	0	R	stat_lt_stat_p1_from_rx2
	9:8	0	R	stat_lt_stat0_from_rx2
	11:10	0	R	stat_lt_stat_m1_from_rx2
	17:16	0	R	stat_lt_k_p1_from_rx3
	19:18	0	R	stat_lt_k0_from_rx3
	21:20	0	R	stat_lt_k_m1_from_rx3
	23:22	0	R	stat_lt_stat_p1_from_rx3
	25:24	0	R	stat_lt_stat0_from_rx3
	27:26	0	R	stat_lt_stat_m1_from_rx3
	31:28	0	NA	Reserved

Table 5-65: STAT_AN_LINK_CTL_REG_2

Address	Bits	Default	Type	Description
0x027C	1:0	0	R	stat_an_link_cntl_25gbase_kr1
	3:2	0	R	stat_an_link_cntl_25gbase_cr1
	5:4	0	R	stat_an_link_cntl_50gbase_kr2
	7:6	0	R	stat_an_link_cntl_50gbase_cr2
	31:8	0	NA	Reserved

Table 5-66: TICK_REG

Address	Bits	Default	Type	Description
0x02B0	0	0	WO/SC	tick_reg. Writing a 1 to the Tick bit will trigger a snapshot of all the Statistics counters into their readable registers. The bit self-clears, thus only a single write is required by the user
	31:1	0	NA	Reserved

.h Header File

The header (.h) file contains AXI4 registers information, such as register address, register name with bit position, mask value, access type and their default values when the subsystem is generated with **Include AXI4-Lite Control and Statistics Interface** option enabled in Vivado IDE. The header file can be found in `header_files` folder of the project path.

Sample Statistics Counter

A sample statistics counter is illustrated in [Table 5-67](#). The format for the counters is the same for all counter types.

After the 'tick' is issued, the counters contain their updated value and can be read multiple times without destruction of this data.

Table 5-67: STAT_RX_BIP_ERR_0[47:0]

Address	Bits	Default	Type	Description
0x02C0	32	0	R	stat_rx_bip_err_0_lsb[31:0]
0x02C4	16	0	R	stat_rx_bip_err_0_msb[47:32]

IEEE 802.3bj RS-FEC Integration

If you want to include IEEE 802.3bj RS-FEC soft IP (for error correction) in between CMAC and GT, you must tick mark the **Include IEEE 802.3bj RS-FEC** check box in the General tab. This option is active for CAUI-4 mode of operation only.

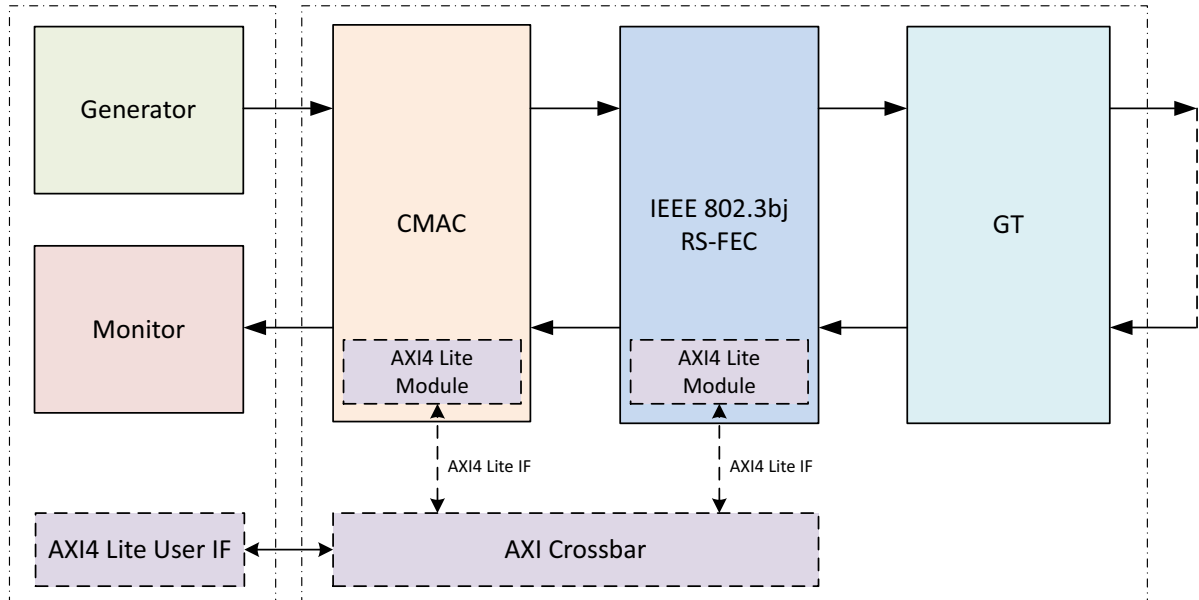


Figure 5-18: Figure 18.RS-FEC Integration between CMAC and GT

This feature enables the IEEE 802.3bj RS-FEC soft IP component instantiated in between the CMAC core and the GT. The TX SerDes lines from the CMAC core will be input to the RS-FEC soft IP for forward error correction encoding. The output from the RS-FEC module then fed to GT. Similarly, the RX SerDes lines from the GT will be fed to RS-FEC module for error correction decoding then to CMAC core. Refer to the *100G IEEE 802.3bj Reed-Solomon Forward Error Correction LogiCORE IP Product Guide* (PG197) [Ref 13].

The AXI Crossbar soft IP along with the AXI4-Lite User Interface modules are instantiated when you select **Include AXI4-Lite Control and Statistics Interface** with RS-FEC enable. The AXI Crossbar IP is configured with 1-master and 2-slave interfaces. Both CMAC and RS-FEC modules control and status ports registers can be accessed with AXI4-Lite interface through AXI Crossbar. Refer to the *AXI Interconnect LogiCORE IP Product Guide* (PG059) [Ref 14] for AXI Crossbar soft IP functionality.

The base address locations for CMAC control and status registers and RS-FEC control and status registers in the AXI Crossbar soft IP are configured as shown:

- 0x0000_0000 to 0x0000_0FFF: Address locations for CMAC
- 0x0000_1000 to 0x0000_1FFF: Address locations for RS-FEC

For IEEE 802.3bj RS-FEC IP, the address location for the input `rs_fec_ctrl_in` is 0x0000_1000.

Core Bring Up Sequence

Without AXI4-Lite Interface

1. Assert the below signals:

```
ctl_rx_enable = 1'b1
ctl_tx_send_rfi = 1'b1
```

2. Wait for RX_aligned then deassert / assert the below signals:

```
ctl_tx_send_rfi = 1'b0
ctl_tx_enable = 1'b1
```

3. When TX/RX flow control is enabled in the Vivado IDE (the default setting), assign the signals below.

Note: If you have disabled TX/RX flow control in the Vivado IDE, skip to [step 4](#).

```
ctl_tx_pause_req[8:0] = 9'b100
ctl_rx_pause_enable[8:0] = 9'b1FF
ctl_tx_pause_enable[8:0] = 9'b1FF
ctl_tx_pause_quanta8[15:0] = 16'bFFFF
ctl_tx_pause_refresh_timer8[15:0] = 16'bFFFF
```

4. Data transmission and reception can be performed.

With AXI4-Lite Interface

1. Write the below registers:

```
0x00014 : 32'h00000001 [CONFIGURATION_RX_REG1 for ctl_rx_enable]
0x0000C : 32'h00000010 [CONFIGURATION_TX_REG1 for ctl_tx_send_rfi]
```

2. Wait for RX_aligned then write the below registers:

```
0x0000C : 32'h00000001 [CONFIGURATION_TX_REG1 for ctl_tx_enable to 1'b1 and
ctl_tx_send_rfi to 1'b0]
```

3. When TX/RX flow control is enabled in the Vivado IDE (the default setting), write the registers below.

Note: If you have disabled TX/RX flow control in the Vivado IDE, skip to [step 4](#).

```
0x0084 : 32'h00003DFF [CONFIGURATION_RX_FLOW_CONTROL_CONTROL_REG1]
0x0088 : 32'h0001C631 [CONFIGURATION_RX_FLOW_CONTROL_CONTROL_REG2]
0x0048 : 32'hFFFFFFFF [CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG1]
0x004C : 32'hFFFFFFFF [CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG2]
0x0050 : 32'hFFFFFFFF [CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG3]
0x0054 : 32'hFFFFFFFF [CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG4]
0x0058 : 32'h0000FFFF [CONFIGURATION_TX_FLOW_CONTROL_QUANTA_REG5]
0x0034 : 32'hFFFFFFFF [CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG1]
0x0038 : 32'hFFFFFFFF [CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG2]
0x003C : 32'hFFFFFFFF [CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG3]
0x0040 : 32'hFFFFFFFF [CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG4]
0x0044 : 32'h0000FFFF [CONFIGURATION_TX_FLOW_CONTROL_REFRESH_REG5]
```



```
0x0030 : 32'h000001FF [CONFIGURATION_TX_FLOW_CONTROL_CONTROL_REG1]
```

4. Data transmission and reception can be performed.

Use Case for Different Modes

This section describes the use case for different modes of operation of the 100G Ethernet subsystem.

Simulation – Duplex/Simplex RX Mode

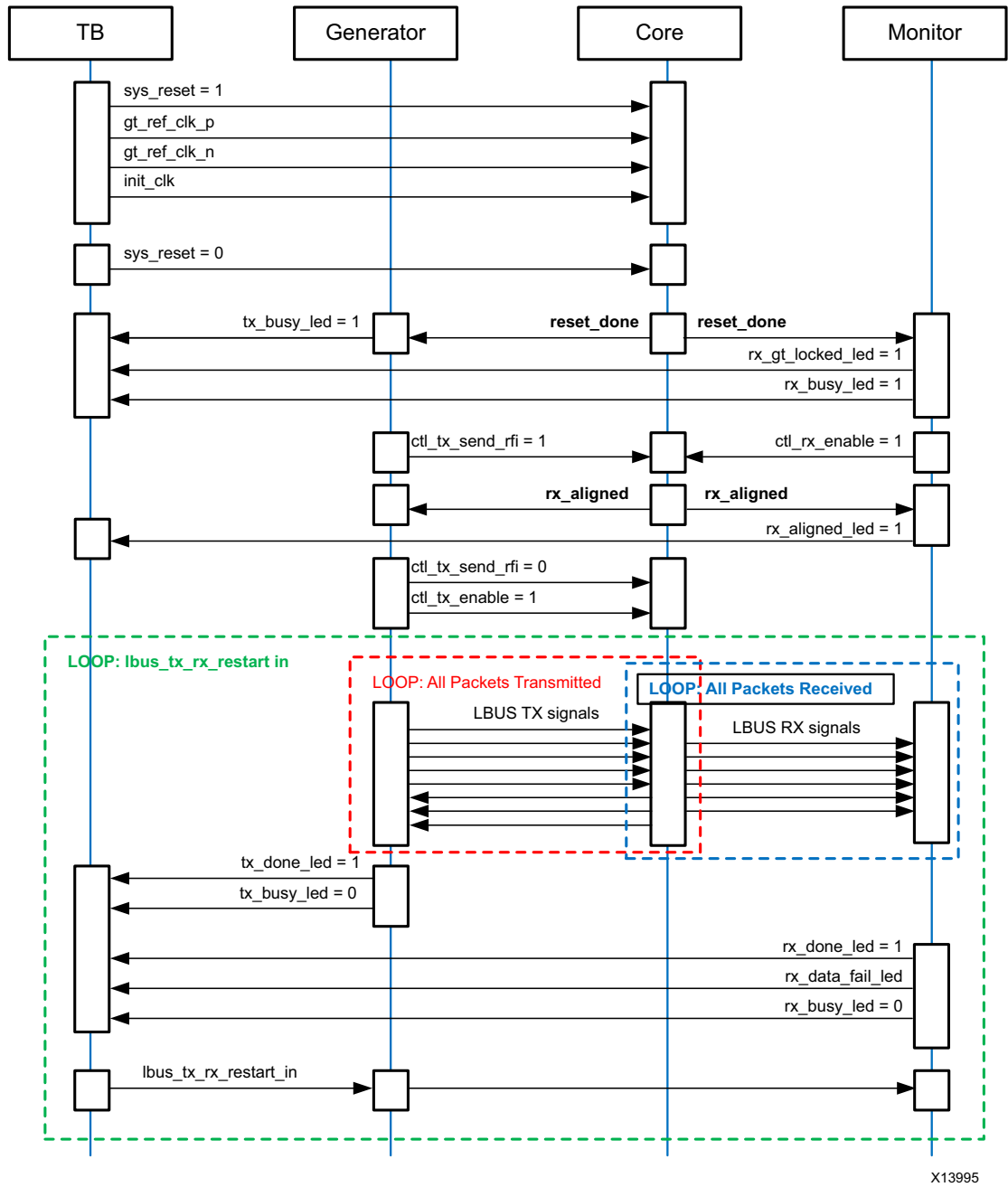


Figure 5-19: Simulation Use Case for Duplex/Simplex RX Configuration

Simulation – Simplex TX Mode

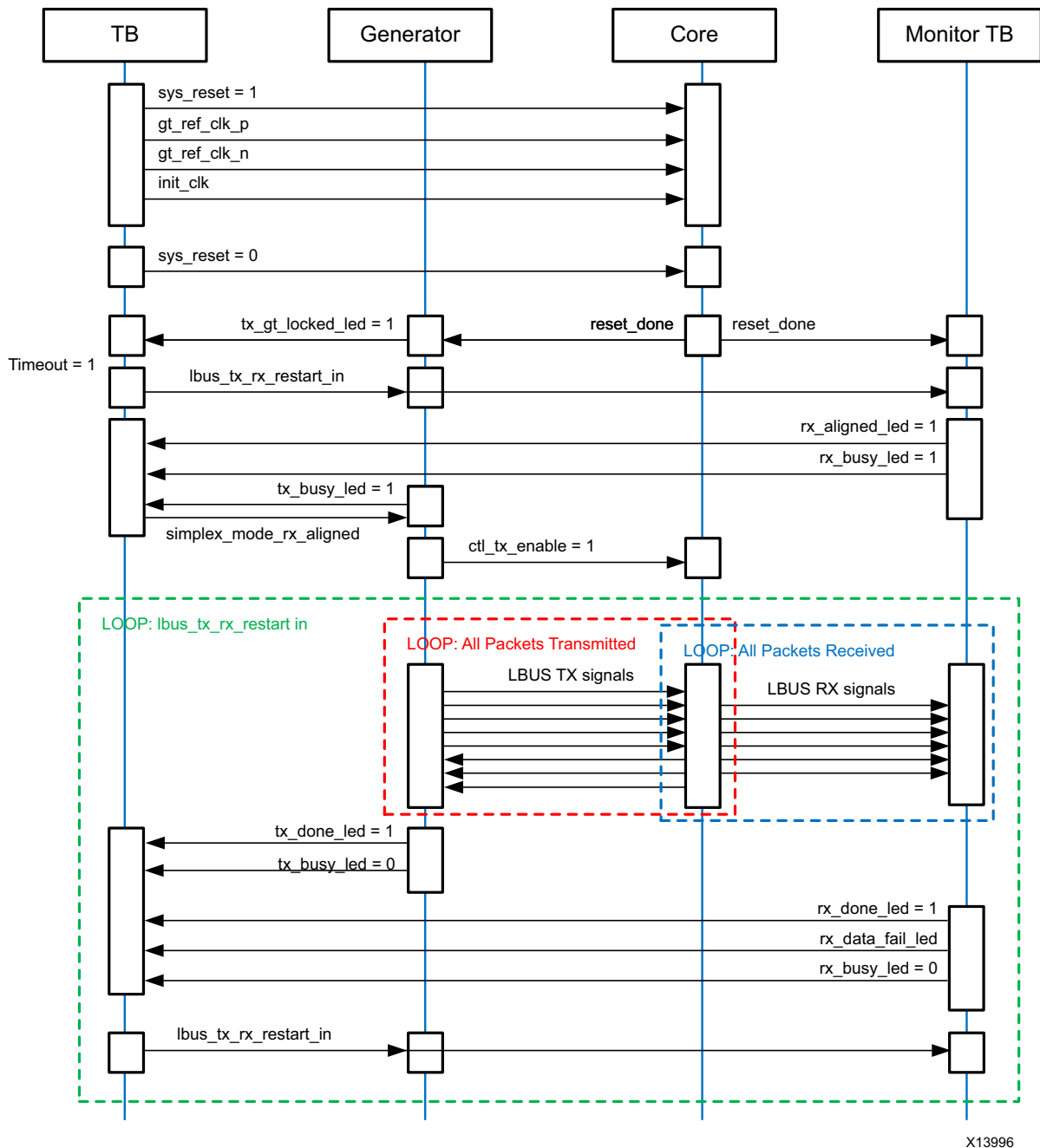


Figure 5-20: Simulation Use Case for Simplex TX Configuration

Simulation – Runtime Switchable

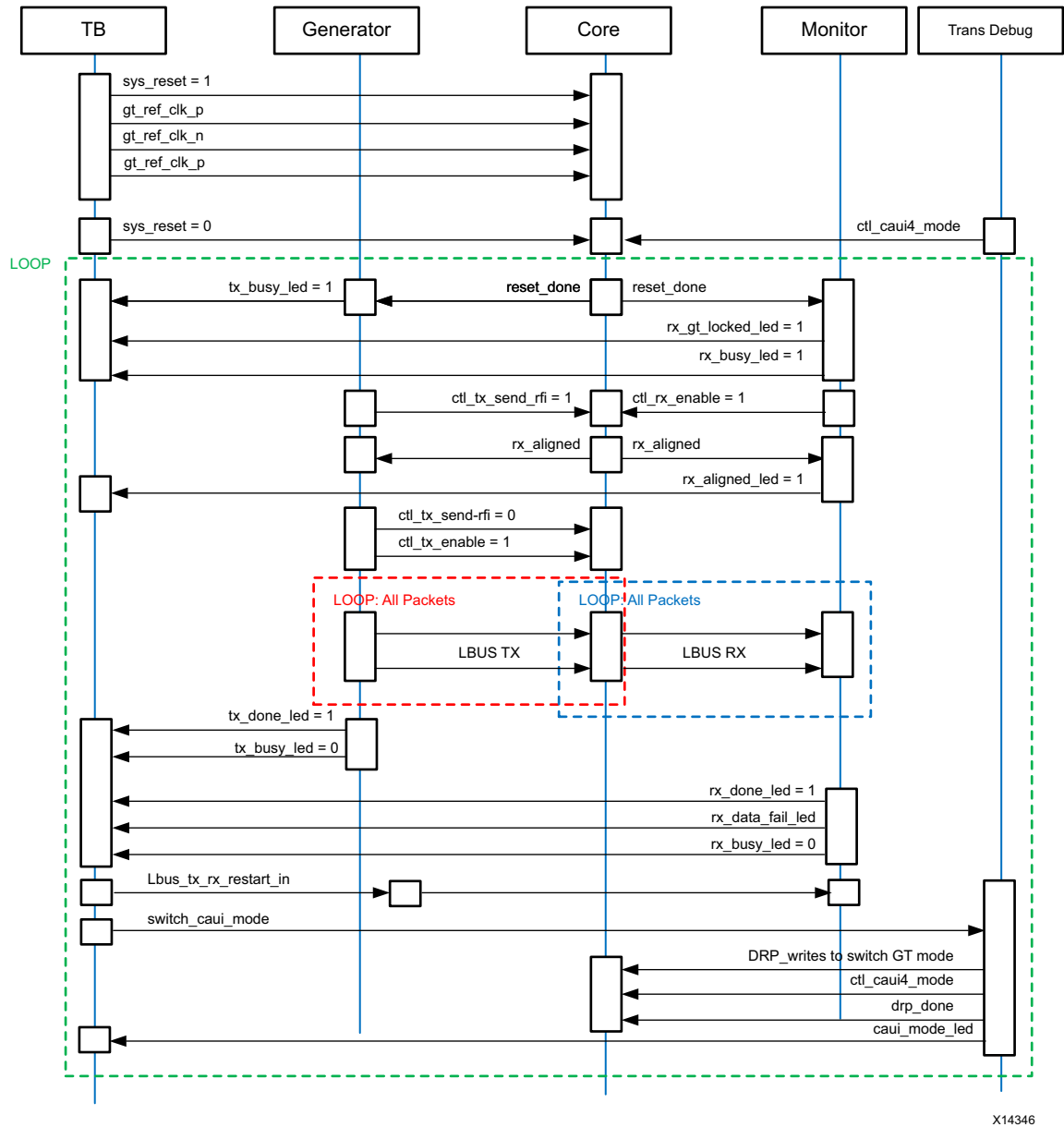


Figure 5-21: Simulation Use Case for Runtime Switchable Mode

Validation – Duplex/Simplex RX Mode

Figure 5-22 shows the LED behavior and input switch condition for the validation of the 100G Ethernet subsystem on the board for the Duplex/Simplex RX mode configuration.

Green color indicates the successful completion of the respective test.

Red color indicates the current process is busy or respective test failed.

Validation – Passing Scenario Duplex/Simplex RX Mode

rx_gt_locked_led	rx_aligned_led	tx_done_led	rx_done_led	rx_data_fail_led	tx_busy_led	rx_busy_led	sys_reset (Switch)	lbus_tx_rx_restart_in (Switch)	Description
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	ON	Off	Board Bring Up
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Off	Off	On System Reset
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	Off	Off	After GT Locked
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	Off	Off	After Rx_aligned
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Off	Off	All packets Generated by packet generator
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Off	Off	All Packets received by the packet monitor without error
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	Off	ON	User restarted the LBUS transaction

X14001

Figure 5-22: Board Validation for Duplex/Simplex RX Configuration – Passing Scenario

Validation – Failing Scenario Duplex/Simplex RX Mode

rx_gt_locked_led	rx_aligned_led	tx_done_led	rx_done_led	rx_data_fail_led	tx_busy_led	rx_busy_led	sys_reset (Switch)	lbus_tx_rx_restart_in (Switch)	Description
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	ON	Off	Board Bring Up
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Off	Off	On System Reset
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	Off	Off	After GT Locked
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	Off	Off	After Rx_aligned
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Off	Off	All packets generated by packet generator
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Off	Off	All packets received by the packet monitor without error
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	Off	ON	User restarted the LBUS transaction

X14002

Figure 5-23: Board Validation for Duplex/Simplex RX Configuration – Failing Scenario

Validation – Simplex TX Mode

Figure 5-24 describes the LED behavior and input switch condition for the validation of the 100G Ethernet subsystem onboard for Simplex TX mode configuration.

Validation – Passing Scenario Simplex TX Mode

tx_gt_locked_led	rx_aligned_led	tx_done_led	tx_busy_led	sys_reset (Switch)	ibus_tx_rx_restart_in (Switch)	Description
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	ON	Off	Board Bring Up
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Off	Off	On System Reset
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Off	Off	After GT Locked
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Off	ON	User must decide when generator has to start packet generation by making <code>simplex_mode_rx_aligned=1</code>
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Off	Off	All packets generated by packet generator
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Off	ON	User restarted the LBUS transaction

X14003

Figure 5-24: Board Validation for Simplex TX Configuration – Passing Scenario

Validation – Runtime Switchable Mode (CAUI-10 to CAUI-4. – Passing Scenario

The following table describes the LED behavior and input condition for the validation of the CMAC core on a board for **Runtime Switchable** mode.

rx_gt_locked_led	rx_aligned_led	tx_done_led	caui_mode_led	rx_done_led	rx_data_fail_led	tx_busy_led	rx_busy_led	sys_reset (Switch)	lbus_tx_rx_restart_in (Switch)	switch_caui_mode (Switch)	Description
○	○	○	○	○	○	○	○	ON	Off	Off	Board Bring Up
○	○	○	○	○	○	○	○	Off	Off	Off	On System Reset
●	○	○	○	○	○	●	●	Off	Off	Off	After GT Locked (CAUI-10 mode)
●	●	○	○	○	○	●	●	Off	Off	Off	After Rx_aligned (CAUI-10 mode)
●	●	●	○	○	○	○	●	Off	Off	Off	All packets generated by packet generator for CAUI-10)
●	●	●	○	●	○	○	○	Off	Off	Off	All packets received by the packet monitor without error for CAUI-10
●	●	○	○	○	○	●	●	Off	ON	Off	User restarted the LBUS transaction
●	○	○	●	○	○	●	●	Off	Off	1 Pulse	After GT Locked (CAUI-4 mode)
●	●	○	●	○	○	●	●	Off	Off	Off	After Rx_aligned (CAUI-4 mode)
●	●	●	●	○	○	○	●	Off	Off	Off	All packets generated by packet generator for CAUI-4)
●	●	●	●	●	○	○	○	Off	Off	Off	All packets received by the packet monitor without error for CAUI-4
●	●	○	●	○	○	●	●	Off	ON	Off	User restarted the LBUS transaction

X14004

Figure 5-25: Board Validation for Runtime Switchable Configuration – Passing Scenario

Simulating the Example Design

The example design provides a quick way to simulate and observe the behavior of the 100G Ethernet subsystem example design projects generated using the Vivado Design Suite.

Supported Simulators

The currently supported simulators are:

- Vivado simulator (default).
- Mentor Graphics® Questa® Advanced Simulator/ModelSim (integrated in the Vivado IDE).

- Cadence® Incisive® Enterprise Simulator (IES).
- Synopsys VCS® and VCS MX.

The simulator uses the example design test bench and test cases provided along with the example design.

Running a Simulation

For any project (100G Ethernet subsystem) generated out of context (OOC), the simulations can be run in the following ways:

1. In the Sources Window, right-click the example project file (.xci), and select **Open IP Example Design**. The example project is created.
2. In the Flow Navigator (left-hand pane) under Simulation, right-click **Run Simulation** and select **Run Behavioral Simulation**.

Note: The post-synthesis and post-implementation simulation options are not supported for the 100G Ethernet subsystem.

After the Run Behavioral Simulation Option is running, you can observe the compilation and elaboration phase through the activity in the **Tcl Console**, and in the **Simulation** tab of the **Log** Window.

3. In **Tcl Console**, type the run all command and press **Enter**. This runs the complete simulation as per the test case provided in example design test bench.

After the simulation is complete, the result can be viewed in the **Tcl Console**.

Changing the Simulator

To change the simulator:

1. In the Flow Navigator, under Simulation, select **Simulation Settings**.
2. In the Project Settings for Simulation dialog box, change the Target Simulator to **QuestaSim/ModelSim**.
3. When prompted, click **Yes** to change and then run the simulator.

Simulation Speed Up

Simulation can take a long time to complete due to the time required to complete alignment. A ``define SIM_SPEED_UP` is available to improve simulation time by reducing the PCS lane Alignment Marker (AM) spacing in order to speed up the time the IP will take to achieve alignment. Setting ``define SIM_SPEED_UP` will change `CTL_TX_VL_LENGTH_MINUS1` and `CTL_RX_VL_LENGTH_MINUS1` from `16'h3FFF` to `16'h03FF`.

The `SIM_SPEED_UP` option can be used for simulation when in serial loopback or if the Alignment Marker spacing can be reduced at both endpoints. This option is compatible with the example design simulation which uses serial loopback.

Notes

- Altering the value of `CTL_TX_VL_LENGTH_MINUS1` and `CTL_RX_VL_LENGTH_MINUS1` from the default value of `0x3FFF` will violate the IEEE 802.3 specification.
- Decreasing the AM spacing will result in less than 100G Ethernet bandwidth being available on the link.
- This change can be made only in simulation. For a design to work in hardware, the default value of `0x3FFF` must be used.
- Full-rate simulation without the `SIM_SPEED_UP` option should still be run.
- `SIM_SPEED_UP` is available only when running RTL simulations. The option is not available for post-synthesis or post-implementation simulations.

VCS

Use the `vlogan` option: `+define+SIM_SPEED_UP`

QuestaSim

Use the `vlog` option: `+define+SIM_SPEED_UP`

IES

Use the `ncvlog` option: `+define+SIM_SPEED_UP`

Vivado Simulator

Use the `xvlog` option: `-d SIM_SPEED_UP`

Synthesizing and Implementing the Example Design

To run synthesis and implementation on the example design in the Vivado Design Suite, do the following steps:

1. Go to the XCI file, right-click, and select **Open IP Example Design**.
A new Vivado tool window opens with the project name "example_project" within the project directory.
2. In the Flow Navigator, click **Run Synthesis** and **Run Implementation**.



TIP: Click **Run Implementation** first to run both synthesis and implementation.

Click **Generate Bitstream** to run synthesis, implementation, and then bitstream.

Auto-Negotiation and Link Training

Auto-Negotiation

Auto-negotiation (AN) with Link Training (LT) is an optional feature implemented in the FPGA fabric logic that can be selected at the time of configuration. A block diagram of the core with auto-negotiation and link training is illustrated in [Figure A-1](#).



Figure A-1: Core with Auto-Negotiation and Link Training

The auto-negotiation function allows an Ethernet device to:

- advertise the modes of operation it possesses to another device at the remote end of a backplane Ethernet link, and
- detect corresponding operational modes the other device might be advertising.

The objective of this auto-negotiation function is to provide the means to exchange information between two devices and to automatically configure them to take maximum advantage of their abilities. This feature also supports a digital signal detect to ensure that the device is attached to a link partner rather than detecting a signal due to crosstalk. When auto-negotiation is complete, ability is reported according to the available modes of operation.

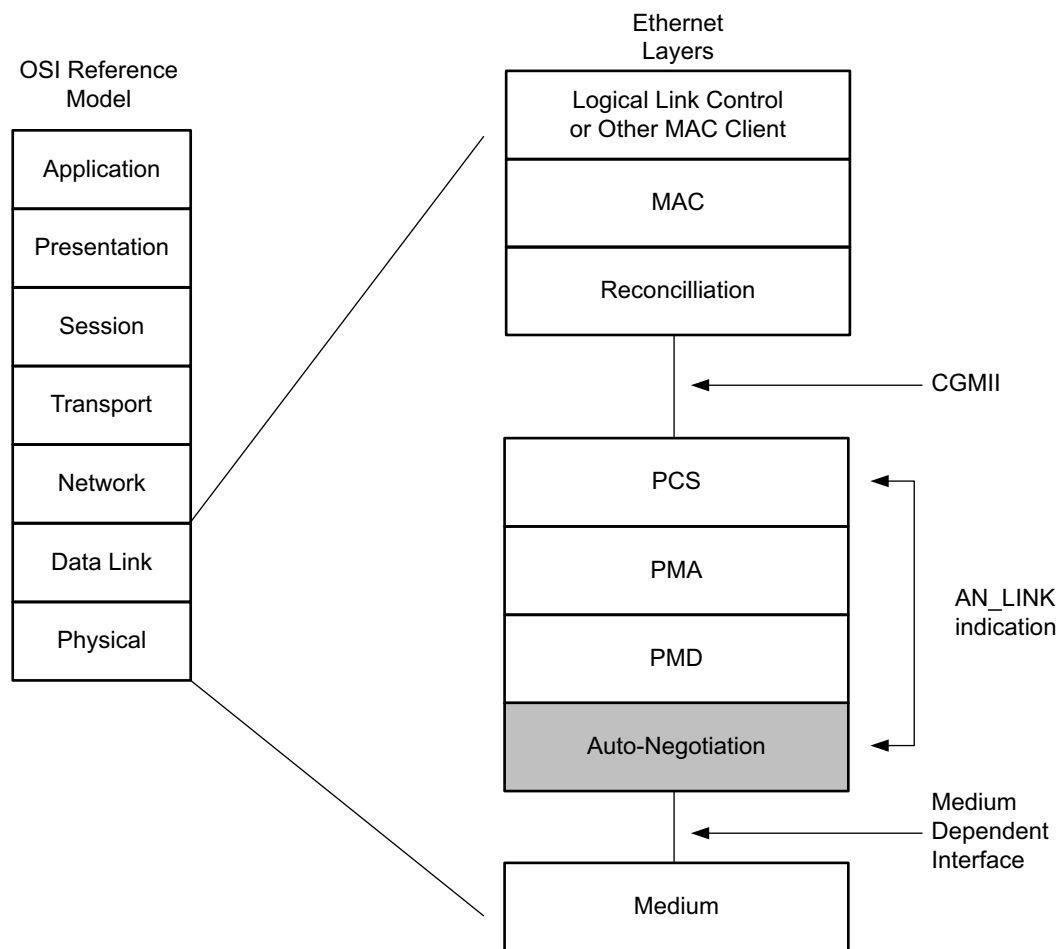
Link Training is performed after auto-negotiation if the Link Training function is supported by both ends of the link. Link Training is typically required due to frequency-dependent losses which can occur as digital signals traverse the backplane. The primary function of the Link Training block included with this core is to provide register information and a training sequence over the backplane link which is then analyzed by a receiving circuit (part of the transceiver). The other function of the Link Training block is to communicate training

feedback from the receiver to the corresponding transmitter so that its equalizer circuit (part of the transceiver) can be adjusted as required. The decision-making algorithm is not part of this core.

When Auto-Negotiation and Link Training are complete, the data path is switched to mission mode (the PCS), as shown in Figure A-1.

Overview

Figure A-2 shows the position of the auto-negotiation function in the OSI reference model.



X18918-102418

Figure A-2: Auto-Negotiation in OSI Model

The 100G Base-KR4 auto-negotiation logic core implements the requirements as specified in Clause 73, IEEE Std 802.3-2015. The functions of the Auto-Negotiation are listed in clause 73, specifically in “Figure 73-11, Arbitration state diagram” in section 73.10.4, State Diagrams.

During normal mission mode operation, with link control outputs set to 11 (binary), the bit operating frequency of the transceiver input and output is typically 25.78125 Gb/s. However, the Dual Manchester Encoding (DME) bit rate used on the lane during Auto-Negotiation is different to the mission mode operation. To accommodate this requirement, the auto-negotiation core uses over-sampling and over-driving to match the 156.25 Mb/s Auto-Negotiation speed (DME clock frequency 312.5 MHz) with the mission mode 25.78125 Gb/s physical lane speed.

Auto-Negotiation is only performed on one lane. Therefore, by convention, for multi-lane Ethernet protocols lane 0 is used for AN.



IMPORTANT: *Some protocols allow lanes to be swapped; however, for AN to work, lane 0 must connect to lane 0 of the link partner.*

Functional Description

autoneg_enable

When the `ctl_autoneg_enable` input signal is set to 1, auto negotiation begins automatically at power-up, or if the carrier signal is lost, or if the input `ctl_restart_negotiation` signal is cycled from a 0 to a 1. All of the Ability input signals as well as the two input signals `pause` and `asm_dir` are tied Low or High to indicate the capability of the hardware. The `nonce_seed[7:0]` input must be set to a unique non-zero value for every instance of the auto negotiator. This is important to guarantee that no dead-locks occur at power-up. If two link partners connected together attempt to auto-negotiate with their `nonce_seed[7:0]` inputs set to the same value, the auto-negotiation fails continuously. The `ctl_an_pseudo_sel` input is an arbitrary selection that is used to select the polynomial of the random bit generator used in bit position 49 of the DME pages used during auto-negotiation. Any selection on this input is valid and does not result in any adverse behavior.

Link Control

When auto negotiation begins, the various link control signals are activated, depending on the disposition of the corresponding Ability inputs for those links. Subsequently, the corresponding link status signals are monitored by the ANIPC hardware for an indication of the state of the various links that are connected. If particular links are unused, the corresponding link control outputs are unconnected, and the corresponding link-status inputs should be tied Low. During this time, AN sets up a communication link with the link partner and uses this link to negotiate the capabilities of the connection.

Autoneg Complete

When Auto-Negotiation is complete, the `stat_an_autoneg_complete` output signal is asserted. In addition, the `ctl_an_fec_enable` output signal is asserted if the Forward Error Correction hardware is to be used; the `ctl_tx_pause_en` output signal is asserted if the transmitter hardware is allowed to generate PAUSE control packets, the output signal `ctl_rx_pause_en` is asserted if the receiver hardware is allowed to detect PAUSE control packets, and the output link control of the selected link is set to its mission mode value (bin) 11.

The results of the auto negotiation do not directly cause the interface to change its behavior. External logic must determine how the ability information is to be used. For example, the appropriate logic level can be applied to `ctl_tx_FEC_enable`, `ctl_tx_pause_enable`, `ctl_rx_FEC_enable`, or `ctl_rx_pause_enable`.

Note: The `stat_an_autoneg_complete` signal is not asserted until `rx_status` is received from the PCS. That means that, where link training is included, the `stat_an_autoneg_complete` output signal is not asserted until after link training has completed.

Link Training

Overview

Link training (LT) is performed after auto-negotiation (AN) converges to a backplane or copper technology. Technology selection can also be the result of a manual entry or parallel detection. Link training can be required due to frequency-dependent losses, which can occur as digital signals traverse the backplane or a copper cable. The primary function of the LT IP core is to provide register information and a training sequence over the backplane link, which is then analyzed by a receiving circuit not part of the core. The other function of the core with LT is to communicate training feedback from the receiver to the corresponding transmitter so that its equalizer circuit (not part of the core) can be adjusted as required. The two circuits comprising the core are the receive Link Training block and the transmit Link Training block.

Functional Description

Transmit

The LT transmit block constructs a 4,384-bit frame, which contains a frame delimiter, control channel, and link training sequence. It is formatted as shown in [Figure A-3](#).

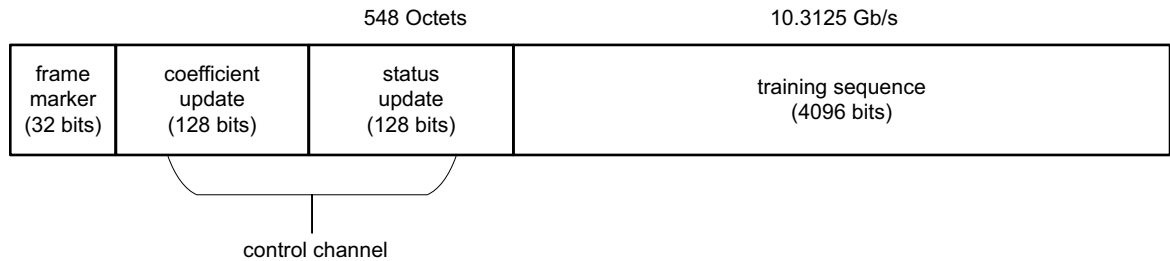


Figure A-3: Link Training Transmit



RECOMMENDED: Xilinx recommends that the control channel bits not be changed by the link training algorithm while the transmit state machine is transmitting them, otherwise, they might be received incorrectly, possibly resulting in a DME error. This time begins when t_{x_SOF} is asserted and ends at least 288 bit times later, or approximately 30 ns.

Note: Although the coefficient and status contain 128 bit times at the line rate, the actual signaling rate for these two fields is reduced by a factor of 8. Therefore, the DME clock rate is one quarter of the line rate.

Frame Marker

The frame marker consists of 16 consecutive 1s followed by 16 consecutive 0s. This pattern is not repeated in the remainder of the frame.

Coefficient and Status

Because the DME signaling rate for these two fields is reduced by a factor of 8, each coefficient and status transmission contain $128 / 8 = 16$ bits, each numbered from 15–0. [Table A-1](#) and [Table A-2](#) define these bits in the order in which they are transmitted starting with bit 15 and ending with bit 0.

Table A-1: Coefficient and Update Field Bit Definitions

Bits	Name	Description
15:14	Reserved	Transmitted as 0, ignored on reception.
13	Preset	1 = Preset coefficients 0 = Normal operation
12	Initialize	1 = Initialize coefficients 0 = Normal operation

Table A-1: Coefficient and Update Field Bit Definitions

Bits	Name	Description															
11:6	Reserved	Transmitted as 0, ignored on reception.															
5:4	Coefficient (+1) update	<table border="0"> <tr> <td><u>5</u></td> <td><u>4</u></td> <td></td> </tr> <tr> <td>1</td> <td>1=</td> <td>Reserved</td> </tr> <tr> <td>0</td> <td>1=</td> <td>Increment</td> </tr> <tr> <td>1</td> <td>0=</td> <td>Decrement</td> </tr> <tr> <td>0</td> <td>0=</td> <td>Hold</td> </tr> </table>	<u>5</u>	<u>4</u>		1	1=	Reserved	0	1=	Increment	1	0=	Decrement	0	0=	Hold
<u>5</u>	<u>4</u>																
1	1=	Reserved															
0	1=	Increment															
1	0=	Decrement															
0	0=	Hold															
3:2	Coefficient	<table border="0"> <tr> <td><u>3</u></td> <td><u>2</u></td> <td></td> </tr> <tr> <td>1</td> <td>1=</td> <td>Reserved</td> </tr> <tr> <td>0</td> <td>1=</td> <td>Increment</td> </tr> <tr> <td>1</td> <td>0=</td> <td>Decrement</td> </tr> <tr> <td>0</td> <td>0=</td> <td>Hold</td> </tr> </table>	<u>3</u>	<u>2</u>		1	1=	Reserved	0	1=	Increment	1	0=	Decrement	0	0=	Hold
<u>3</u>	<u>2</u>																
1	1=	Reserved															
0	1=	Increment															
1	0=	Decrement															
0	0=	Hold															
1:0	Coefficient (-1) update	<table border="0"> <tr> <td><u>1</u></td> <td><u>0</u></td> <td></td> </tr> <tr> <td>1</td> <td>1=</td> <td>Reserved</td> </tr> <tr> <td>0</td> <td>1=</td> <td>Increment</td> </tr> <tr> <td>1</td> <td>0=</td> <td>Decrement</td> </tr> <tr> <td>0</td> <td>0=</td> <td>Hold</td> </tr> </table>	<u>1</u>	<u>0</u>		1	1=	Reserved	0	1=	Increment	1	0=	Decrement	0	0=	Hold
<u>1</u>	<u>0</u>																
1	1=	Reserved															
0	1=	Increment															
1	0=	Decrement															
0	0=	Hold															

Table A-2: Status Report Field Bit Definitions

Bits	Name	Description															
15	Receiver ready	1 = The local receiver has determined that training is complete and is prepared to receive data. 0 = The local receiver is requesting that training continue.															
14:6	Reserved	Transmitted as 0, ignored on reception.															
5:4	Coefficient (+1) update	<table border="0"> <tr> <td><u>5</u></td> <td><u>4</u></td> <td></td> </tr> <tr> <td>1</td> <td>1=</td> <td>Maximum</td> </tr> <tr> <td>0</td> <td>1=</td> <td>Updated</td> </tr> <tr> <td>1</td> <td>0=</td> <td>Minimum</td> </tr> <tr> <td>0</td> <td>0=</td> <td>Not updated</td> </tr> </table>	<u>5</u>	<u>4</u>		1	1=	Maximum	0	1=	Updated	1	0=	Minimum	0	0=	Not updated
<u>5</u>	<u>4</u>																
1	1=	Maximum															
0	1=	Updated															
1	0=	Minimum															
0	0=	Not updated															
3:2	Coefficient (0) update	<table border="0"> <tr> <td><u>3</u></td> <td><u>2</u></td> <td></td> </tr> <tr> <td>1</td> <td>1=</td> <td>Maximum</td> </tr> <tr> <td>0</td> <td>1=</td> <td>Updated</td> </tr> <tr> <td>1</td> <td>0=</td> <td>Minimum</td> </tr> <tr> <td>0</td> <td>0=</td> <td>Not updated</td> </tr> </table>	<u>3</u>	<u>2</u>		1	1=	Maximum	0	1=	Updated	1	0=	Minimum	0	0=	Not updated
<u>3</u>	<u>2</u>																
1	1=	Maximum															
0	1=	Updated															
1	0=	Minimum															
0	0=	Not updated															
1:0	Coefficient (-1) update	<table border="0"> <tr> <td><u>1</u></td> <td><u>0</u></td> <td></td> </tr> <tr> <td>1</td> <td>1=</td> <td>Maximum</td> </tr> <tr> <td>0</td> <td>1=</td> <td>Updated</td> </tr> <tr> <td>1</td> <td>0=</td> <td>Minimum</td> </tr> <tr> <td>0</td> <td>0=</td> <td>Not updated</td> </tr> </table>	<u>1</u>	<u>0</u>		1	1=	Maximum	0	1=	Updated	1	0=	Minimum	0	0=	Not updated
<u>1</u>	<u>0</u>																
1	1=	Maximum															
0	1=	Updated															
1	0=	Minimum															
0	0=	Not updated															

The functions of each bit are defined in IEEE 802.3 Clause 72, "72.6.10.2 Training frame structure". Their purpose is to communicate the adjustments of the transmit equalizer during the process of link training. The corresponding signal names are defined in [Port Descriptions](#).

Training Sequence

The training sequence consists of a Pseudo Random Bit Sequence (PRBS) of 4094 bits followed by two 0s, for a total of 4096 bits. The PRBS is transmitted at the line rate of 10.3125 Gb/s. The PRBS generator receives an 11-bit seed from an external source. Subsequent to the initial seed being loaded, the PRBS generator continues to run with no further intervention being required.

The PRBS generator itself is implemented with a circuit that corresponds to this polynomial:

$$G(x) = 1 + x^9 + x^{11}$$

Receive

The receive block implements the frame alignment state diagram illustrated in IEEE 802.3, Clause 72, Figure 72-4.

Frame Lock State Machine

The frame lock state machine searches for the frame marker, consisting of 16 consecutive 1s followed by 16 consecutive 0s. This functionality is fully specified in IEEE 802.3, Clause 72, Figure 72-4. When frame lock is achieved, the `frame_lock` signal is set to a value of TRUE.

Received Data

The receiver outputs the control channel with the bit definitions defined in [Table A-1](#) and [Table A-2](#).

If a DME error occurs during the reception of a particular DME frame, the control channel outputs are not updated but retain the value of the last received good DME frame. They are updated when the next good DME frame is received.

Port Descriptions

Auto-Negotiation Signals

[Table A-3](#) lists the additional signals available when the auto-negotiation feature is present.

Table A-3: Auto-Negotiation Signals

Name	I/O	Clock Domain	Description
ctl_autoneg_enable	I	init_clk	Enable signal for auto-negotiation.
ctl_autoneg_bypass	I	init_clk	This input disables auto-negotiation and bypasses the auto-negotiation function. When this input is asserted, auto-negotiation is turned off, but the PCS is connected to the output to allow operation.
ctl_an_nonce_seed[7:0]	I	init_clk	8-bit seed to initialize the nonce field polynomial generator.
ctl_an_pseudo_sel	I	init_clk	Selects the polynomial generator for the bit 49 random bit generator. If this input is 1, then the polynomial is x^7+x^6+1 . When this input is Low, the polynomial is x^7+x^3+1 .
ctl_restart_negotiation	I	init_clk	This input triggers a restart of the auto-negotiation, regardless of what state the circuit is currently in.
ctl_an_local_fault	I	init_clk	This input signal sets the local_fault bit of the transmit link codeword.
Signals Used for PAUSE Ability Advertising			
ctl_an_pause	I	init_clk	This input sets the PAUSE bit, (C0), of the transmit link codeword.
ctl_an_asmdir	I	init_clk	This input sets the ASMDIR bit, (C1), of the transmit link codeword.
ctl_an_loc_np	I	init_clk	Local Next Page indicator. If this bit is 1, the ANIPC transfers the next page word at input loc_np_data to the remote link partner. If this bit is 0, the ANIPC does not initiate the next page protocol. If the link partner has next pages to send, and the loc_np bit is clear, the ANIPC transfers null message pages.
ctl_an_loc_np_ack	I	init_clk	Link Partner Next Page Acknowledge. This is used to signal the ANIPC that the next page data from the remote link partner at output pin lp_np_data has been read by the local host. When this signal goes High, the ANIPC acknowledges reception of the next page codeword to the remote link partner and initiates transfer of the next codeword. During this time, the ANIPC removes the lp_np signal until the new next page information is available.

Table A-3: Auto-Negotiation Signals (Cont'd)

Name	I/O	Clock Domain	Description
Ability Signal Inputs			
ctl_an_ability_1000base_kx	I	init_clk	These inputs identify the Ethernet protocol abilities that are advertised in the transmit link codeword to the link partner. A value of 1 indicates that the interface advertises that it supports the protocol.
ctl_an_ability_10gbase_kr	I	init_clk	
ctl_an_ability_10gbase_kx4	I	init_clk	
ctl_an_ability_25gbase_krcr	I	init_clk	
ctl_an_ability_25gbase_krcr_s	I	init_clk	
ctl_an_ability_25gbase_kr1	I	init_clk	
ctl_an_ability_25gbase_cr1	I	init_clk	
ctl_an_ability_40gbase_cr4	I	init_clk	
ctl_an_ability_40gbase_kr4	I	init_clk	
ctl_an_ability_50gbase_cr2	I	init_clk	
ctl_an_ability_50gbase_kr2	I	init_clk	
ctl_an_ability_100gbase_cr10	I	init_clk	
ctl_an_ability_100gbase_cr4	I	init_clk	
ctl_an_ability_100gbase_kp4	I	init_clk	
ctl_an_ability_100gbase_kr4	I	init_clk	
ctl_an_cl91_fec_request	I	init_clk	This bit is used to request clause 91 FEC.
ctl_an_cl91_fec_ability	I	init_clk	This bit is used to indicate clause 91 FEC ability.
stat_an_link_cntl_10gbase_kx4[1:0]	O	init_clk	Link Control outputs from the auto-negotiation controller auto-negotiation controller. The valid settings are as follows: <ul style="list-style-type: none"> • 00: DISABLE; PCS is disconnected; • 01: SCAN_FOR_CARRIER; RX is connected to PCS; • 11: ENABLE; PCS is connected for mission mode operation. • "10: not used.
stat_an_link_cntl_10gbase_kr[1:0]	O	init_clk	
stat_an_link_cntl_40gbase_kr4[1:0]	O	init_clk	
stat_an_link_cntl_40gbase_cr4[1:0]	O	init_clk	
stat_an_link_cntl_100gbase_cr10[1:0]	O	init_clk	
stat_an_link_cntl_100gbase_kp4[1:0]	O	init_clk	
stat_an_link_cntl_100gbase_kr4[1:0]	O	init_clk	
stat_an_link_cntl_100gbase_cr4[1:0]	O	init_clk	
stat_an_link_cntl_25gbase_krcr_s[1:0]	O	init_clk	
stat_an_link_cntl_25gbase_krcr[1:0]	O	init_clk	
stat_an_link_cntl_25gbase_kr1[1:0]	O	init_clk	
stat_an_link_cntl_25gbase_cr1[1:0]	O	init_clk	
stat_an_link_cntl_50gbase_kr2[1:0]	O	init_clk	
stat_an_lnk_cntl_50gbase_cr2[1:0]	O	init_clk	
stat_an_fec_enable	O	init_clk	This output enables the use of clause 74 FEC on the link.

Table A-3: Auto-Negotiation Signals (Cont'd)

Name	I/O	Clock Domain	Description
stat_an_rs_fec_enable	O	init_clk	This output enables the use of clause 91 FEC on the link.
stat_an_tx_pause_enable	O	init_clk	This output enables station-to-station (global) pause packet generation in the transmit path to control data flow in the receive path.
stat_an_rx_pause_enable	O	init_clk	This output enables station-to-station (global) pause packet interpretation in the receive path, in order to control data flow from the transmitter.
stat_an_autoneg_complete	O	init_clk	This output indicates the auto-negotiation is complete and RX link status from the PCS has been received.
stat_an_parallel_detection_fault	O	init_clk	This output indicates a parallel detection fault during auto-negotiation.
stat_an_start_tx_disable	O	init_clk	When ctl_autoneg_enable is High and ctl_autoneg_bypass is Low, this signal cycles High for 1 clock cycle at the very start of the TX_DISABLE phase of auto-negotiation. That is, when auto-negotiation enters state TX_DISABLE, this output will cycle High for 1 clock period. It effectively signals the start of auto-negotiation.
stat_an_start_an_good_check	O	init_clk	When ctl_autoneg_enable is High and ctl_autoneg_bypass is Low, this signal cycles High for 1 clock cycle at the very start of the AN_GOOD_CHECK phase of auto-negotiation. That is, when auto-negotiation enters the state AN_GOOD_CHECK, this output will cycle High for 1 clock period. It effectively signals the start of link training. However, if link training is not enabled, that is ctl_lt_training_enable is Low, then this output effectively signals the start of the mission-mode operation.

Table A-3: Auto-Negotiation Signals (Cont'd)

Name	I/O	Clock Domain	Description
stat_an_lp_ability_1000base_kx	O	init_clk	These signals indicate the advertised protocol from the link partner. They all become valid when the output signal stat_an_lp_ability_valid is asserted. A value of 1 indicates that the protocol is advertised as supported by the link partner.
stat_an_lp_ability_100gbase_cr10	O	init_clk	
stat_an_lp_ability_100gbase_cr4	O	init_clk	
stat_an_lp_ability_100gbase_kp4	O	init_clk	
stat_an_lp_ability_100gbase_kr4	O	init_clk	
stat_an_lp_ability_10gbase_kr	O	init_clk	
stat_an_lp_ability_10gbase_kx4	O	init_clk	
stat_an_lp_ability_25gbase_krcr	O	init_clk	
stat_an_lp_ability_25gbase_krcr_s	O	init_clk	
stat_an_lp_ability_25gbase_kr1	O	init_clk	
stat_an_lp_ability_25gbase_cr1	O	init_clk	
stat_an_lp_ability_40gbase_cr4	O	init_clk	
stat_an_lp_ability_40gbase_kr4	O	init_clk	
stat_an_lp_ability_50gbase_kr2	O	init_clk	
stat_an_lp_ability_50gbase_cr2	O	init_clk	
stat_an_lp_pause	O	init_clk	This signal indicates the advertised value of the PAUSE bit, (C0), in the receive link codeword from the link partner. It becomes valid when the output signal stat_an_lp_ability_valid is asserted.
stat_an_lp_asm_dir	O	init_clk	This signal indicates the advertised value of the ASMDIR bit, (C1), in the receive link codeword from the link partner. It becomes valid when the output signal stat_an_lp_ability_valid is asserted.
stat_an_lp_rf	O	init_clk	This bit indicates link partner remote fault.
stat_an_lp_fec_10g_ability	O	init_clk	This signal indicates the clause 74 FEC ability associated with 10Gb/s lane protocols that is being advertised by the link partner. It becomes valid when the output signal stat_an_lp_ability_valid is asserted.
stat_an_lp_fec_10g_request	O	init_clk	This signal indicates that the link partner is requesting the clause 74 FEC used on the 10 Gb/s lane protocols. It becomes valid when the output signal stat_an_lp_ability_valid is asserted.
stat_an_lp_fec_25g_rs_request	O	init_clk	This signal indicates that the link partner is requesting the clause 91 RS-FEC be used for the 25 Gb/s lane protocols. It becomes valid when the output signal stat_an_lp_ability_valid is asserted.

Table A-3: Auto-Negotiation Signals (Cont'd)

Name	I/O	Clock Domain	Description
stat_an_lp_fec_25_baser_request	O	init_clk	This signal indicates that the link partner is requesting that clause 74 FEC be used for the 25 Gb/s lane base-r protocols. It becomes valid when the output signal stat_an_lp_ability_valid is asserted.
stat_an_lp_autoneg_able	O	init_clk	This signal indicates that the link partner can perform auto-negotiation. It becomes valid when the output signal stat_an_lp_ability_valid is asserted.
stat_an_lp_ability_valid	O	init_clk	This signal indicates when all of the link partner advertisements become valid.
stat_an_loc_np_ack	O	init_clk	This signal is used to indicate to the local host that the local next page data, presented at input pin loc_np_data, has been taken. This signal pulses High for 1 clock period when the auto-negotiation core logic samples the next page data on the input loc_np_data. When the local host detects this signal High, it must replace the 48-bit next page codeword at input pin loc_np_data with the next 48-bit codeword to be sent. If the local host has no more next pages to send, it must clear the loc_np input.
stat_an_lp_np	O	init_clk	Link Partner Next Page. This signal is used to indicate that there is a valid 48-bit next page codeword from the remote link partner at output pin lp_np_data. This signal is driven Low when the lp_np_ack input signal is driven High, indicating that the local host has read the next page data. It remains Low until the next codeword becomes available on the lp_np_data output pin, the lp_np_output is driven High again.
stat_an_rxcdrhold	O	init_clk	Indicates the RX CDR Hold signal.
stat_an_lp_ability_extended_fec[3:0]	O	init_clk	This output indicates the extended FEC abilities.
stat_an_lp_extended_ability_valid	O	init_clk	When this bit is a 1, it indicates that the detected extended abilities are valid.
an_loc_np_data[47:0]	I	init_clk	Local Next Page codeword. This is the 48 bit codeword used if the loc_np input is set. In this data field, the bits NP, ACK, & T, bit positions 15, 14, 12, and 11, are not transferred as part of the next page codeword. These bits are generated in the auto negotiation core logic. However, the Message Protocol bit, MP, in bit position 13, is transferred.
an_lp_np_data[47:0]	O	init_clk	Link Partner Next Page Data. This 48-bit word is driven by the auto negotiation core logic with the 48 bit next page codeword from the remote link partner.

Link Training Signals

Table A-4 describes the additional signals available when the link training feature is present.

Table A-4: Link Training Signals

Name	I/O	Clock Domain	Description
ctl_lt_training_enable	I	tx_serdes_clk	Enables link training. When link training is disabled, all PCS lanes function in mission mode.
ctl_lt_restart_training	I	tx_serdes_clk	This signal triggers a restart of link training regardless of the current state.
ctl_lt_rx_trained[3:0]	I	tx_serdes_clk	This signal is asserted to indicate that the receiver finite impulse response (FIR) filter coefficients have all been set, and that the receiver portion of training is complete.
ctl_lt_preset_to_tx[3:0]	I	tx_serdes_clk	This signal is used to set the value of the preset bit that is transmitted to the link partner in the control block of the training frame.
ctl_lt_initialize_to_tx[3:0]	I	tx_serdes_clk	This signal is used to set the value of the initialize bit that is transmitted to the link partner in the control block of the training frame.
ctl_lt_pseudo_seed0[10:0] ctl_lt_pseudo_seed1[10:0] ctl_lt_pseudo_seed2[10:0] ctl_lt_pseudo_seed3[10:0]	I	tx_serdes_clk	This 11-bit signal seeds the training pattern generator.
ctl_lt_k_p1_to_tx0[1:0] ctl_lt_k_p1_to_tx1[1:0] ctl_lt_k_p1_to_tx2[1:0] ctl_lt_k_p1_to_tx3[1:0]	I	tx_serdes_clk	This 2-bit field is used to set the value of the k+1 coefficient update field that is transmitted to the link partner in the control block of the training frame.
ctl_lt_k0_to_tx0[1:0] ctl_lt_k0_to_tx1[1:0] ctl_lt_k0_to_tx2[1:0] ctl_lt_k0_to_tx3[1:0]	I	tx_serdes_clk	This 2-bit field is used to set the value of the k0 coefficient update field that is transmitted to the link partner in the control block of the training frame.
ctl_lt_k_m1_to_tx0[1:0] ctl_lt_k_m1_to_tx1[1:0] ctl_lt_k_m1_to_tx2[1:0] ctl_lt_k_m1_to_tx3[1:0]	I	tx_serdes_clk	This 2-bit field is used to set the value of the k-1 coefficient update field that is transmitted to the link partner in the control block of the training frame.
ctl_lt_stat_p1_to_tx0[1:0] ctl_lt_stat_p1_to_tx1[1:0] ctl_lt_stat_p1_to_tx2[1:0] ctl_lt_stat_p1_to_tx3[1:0]	I	tx_serdes_clk	This 2-bit field is used to set the value of the k+1 coefficient update status that is transmitted to the link partner in the status block of the training frame.
ctl_lt_stat0_to_tx0[1:0] ctl_lt_stat0_to_tx1[1:0] ctl_lt_stat0_to_tx2[1:0] ctl_lt_stat0_to_tx3[1:0]	I	tx_serdes_clk	This 2-bit field is used to set the value of the k0 coefficient update status that is transmitted to the link partner in the status block of the training frame.

Table A-4: Link Training Signals (Cont'd)

Name	I/O	Clock Domain	Description
ctl_lt_stat_m1_to_tx0[1:0] ctl_lt_stat_m1_to_tx1[1:0] ctl_lt_stat_m1_to_tx2[1:0] ctl_lt_stat_m1_to_tx3[1:0]	I	tx_serdes_clk	This 2-bit field is used to set the value of the k-1 coefficient update status that is transmitted to the link partner in the status block of the training frame.
stat_lt_signal_detect[3:0]	O	rx_serdes_clk	This signal indicates when the respective link training state machine has entered the SEND_DATA state, in which normal PCS operation can resume.
stat_lt_training[3:0]	O	rx_serdes_clk	This signal indicates when the respective link training state machine is performing link training.
stat_lt_training_fail[3:0]	O	rx_serdes_clk	This signal is asserted during link training if the corresponding link training state machine detects a time-out during the training period.
stat_lt_rx_sof[3:0]	O	rx_serdes_clk	This output is High for 1 RX SerDes clock cycle to indicate the start of the link training frame.
stat_lt_frame_lock[3:0]	O	rx_serdes_clk	When link training has begun, these signals are asserted, for each physical medium dependent (PMD) lane, when the corresponding link training receiver is able to establish a frame synchronization with the link partner.
stat_lt_preset_from_rx[3:0]	O	rx_serdes_clk	This signal reflects the value of the preset control bit received in the control block from the link partner.
stat_lt_initialize_from_rx[3:0]	O	rx_serdes_clk	This signal reflects the value of the initialize control bit received in the control block from the link partner.
stat_lt_k_p1_from_rx0[1:0] stat_lt_k_p1_from_rx1[1:0] stat_lt_k_p1_from_rx2[1:0] stat_lt_k_p1_from_rx3[1:0]	O	rx_serdes_clk	This 2-bit field indicates the update control bits for the k+1 coefficient, as received from the link partner in the control block.
stat_lt_k0_from_rx0[1:0] stat_lt_k0_from_rx1[1:0] stat_lt_k0_from_rx2[1:0] stat_lt_k0_from_rx3[1:0]	O	rx_serdes_clk	This 2-bit field indicates the update control bits for the k0 coefficient, as received from the link partner in the control block.
stat_lt_k_m1_from_rx0[1:0] stat_lt_k_m1_from_rx1[1:0] stat_lt_k_m1_from_rx2[1:0] stat_lt_k_m1_from_rx3[1:0]	O	rx_serdes_clk	This 2-bit field indicates the update control bits for the k-1 coefficient, as received from the link partner in the control block.
stat_lt_stat_p1_from_rx0[1:0] stat_lt_stat_p1_from_rx1[1:0] stat_lt_stat_p1_from_rx2[1:0] stat_lt_stat_p1_from_rx3[1:0]	O	rx_serdes_clk	This 2-bit field indicates the update status bits for the k+1 coefficient, as received from the link partner in the status block.

Table A-4: Link Training Signals (Cont'd)

Name	I/O	Clock Domain	Description
stat_lt_stat0_from_rx0[1:0] stat_lt_stat0_from_rx1[1:0] stat_lt_stat0_from_rx2[1:0] stat_lt_stat0_from_rx3[1:0]	O	rx_serdes_clk	This 2-bit fields indicates the update status bits for the k0 coefficient, as received from the link partner in the status block.
stat_lt_stat_m1_from_rx0[1:0] stat_lt_stat_m1_from_rx1[1:0] stat_lt_stat_m1_from_rx2[1:0] stat_lt_stat_m1_from_rx3[1:0]	O	rx_serdes_clk	This 2-bit field indicates the update status bits for the k-1 coefficient, as received from the link partner in the status block.
lt_tx_sof[3:0]	O	tx_serdes_clk	This is a link training signal that is asserted for one tx_serdes_clk period at the start of each training frame. It is provided for applications that need to count training frames or synchronize events to the output of the training frames.

Upgrading

This appendix is not applicable to this release of the core, because there are no port or parameter changes.

Debugging

This appendix includes details about resources available on the Xilinx[®] Support website and debugging tools.

Finding Help on Xilinx.com

To help in the design and debug process when using the 100G Ethernet subsystem, the [Xilinx Support web page](#) contains key resources such as product documentation, release notes, answer records, information about known issues, and links for obtaining further product support.

Documentation

This product guide is the main document associated with the 100G Ethernet MAC core. This guide, along with documentation related to all products that aid in the design process, can be found on the [Xilinx Support web page](#) or by using the Xilinx Documentation Navigator.

Download the Xilinx Documentation Navigator from the [Downloads page](#). For more information about this tool and the features available, open the online help after installation.

Solution Centers

See the [Xilinx Solution Centers](#) for support on devices, design tools, and intellectual property at all stages of the design cycle. Topics include design assistance, advisories, and troubleshooting tips.

The Solution Center specific to the 100G Ethernet MAC core is [Xilinx Ethernet IP Solution Center](#).

Answer Records

Answer Records include information about commonly encountered problems, helpful information on how to resolve these problems, and any known issues with a Xilinx product. Answer Records are created and maintained daily ensuring that users have access to the most accurate information available.

Answer Records for this core can be located by using the Search Support box on the main [Xilinx support web page](#). To maximize your search results, use proper keywords such as

- Product name
- Tool message(s)
- Summary of the issue encountered

A filter search is available after results are returned to further target the results.

Master Answer Record for the 100G Ethernet MAC core

AR: [58696](#)

Technical Support

Xilinx provides technical support at the [Xilinx support web page](#) for this LogiCORE™ IP product when used as described in the product documentation. Xilinx cannot guarantee timing, functionality, or support if you do any of the following:

- Implement the solution in devices that are not defined in the documentation.
- Customize the solution beyond that allowed in the product documentation.
- Change any section of the design labeled DO NOT MODIFY.

To contact Xilinx Technical Support, navigate to the [Xilinx Support web page](#).

Debug Tools

Vivado Design Suite Debug Feature

The Vivado® Design Suite debug feature inserts logic analyzer and virtual I/O cores directly into your design. The debug feature also allows you to set trigger conditions to capture application and integrated block port signals in hardware. Captured signals can then be analyzed. This feature in the Vivado Integrated Design Environment (IDE) is used for logic debugging and validation of a design running in Xilinx devices.

The Vivado logic analyzer is used with the logic debug IP cores, including:

- ILA 2.0 (and later versions)
- VIO 2.0 (and later versions)

See the *Vivado Design Suite User Guide: Programming and Debugging* (UG908) [Ref 15].

Simulation Debug

The 100G Ethernet subsystem example design includes a sample simulation test bench. This consists of a loopback from the TX side of the user interface, through the TX circuit, looping back to the RX circuit, and checking the received packets at the RX side of the user interface.

This section contains details about items that should be checked if the simulation does not run properly from the scripts.

Slow Simulation

Simulations can appear to run slowly under some circumstances. If a simulation is unacceptably slow, the following suggestions can improve the run-time performance.

- Use a faster computer with more memory.
- Make use of a Platform LSF (Load Sharing Facility), if available.
- Bypass the Xilinx transceiver (this might require creating your own test bench).
- Send fewer packets. This can be accomplished by modifying the appropriate parameter in the provided sample test bench.
- Specify a shorter time between alignment markers. This should result in a shorter lane alignment phase at the expense of more overhead. However, when the 100G Ethernet subsystem is implemented in hardware, the distance between alignment markers should follow the specification recommendations (after every 16,383 words). For more information, see [Simulation Speed Up in Chapter 5](#).

Simulation Fails Before Completion

If the sample simulation fails or hangs before successfully completing, then it is possible that a timeout has occurred. Ensure that the simulator timeouts are long enough to accommodate the waiting periods in the simulation, for example during the lane alignment phase.

Simulation Completes But Fails

If the sample simulation completes with a failure, contact [Xilinx technical support](#). The test will normally complete successfully. Consult the sample simulation log file for the expected behavior.

Hardware Debug

Hardware issues range from link bring-up to problems seen after hours of testing. This section provides debug steps for common issues.

General Checks

Ensure that all the timing constraints for the core are properly incorporated from the example design and that all constraints are met during implementation.

- Does it work in post-place and route timing simulation? If problems are seen in hardware but not in timing simulation, this could indicate a PCB issue. Ensure that all clock sources are active and clean.
- If using mixed-mode clock managers (MMCMs) in the design, ensure that all MMCMs have obtained lock by monitoring the LOCKED port.

Ethernet Specific Checks

Many issues can occur during the first hardware test. This section details the debugging process. It is assumed that the 100G Ethernet subsystem has already passed all simulation testing which is being implemented in hardware. This is a pre-requisite for any kind of hardware debug.

The following sequence helps to isolate ethernet-specific problems:

1. Clean up [Signal Integrity](#).
2. Ensure that each SerDes achieves clock data recovery (CDR) lock.
3. Check that each lane has achieved word alignment.
4. Check that lane alignment has been achieved.
5. Proceed to [Interface Debug](#) and [Protocol Debug](#).

Signal Integrity

If you are bringing up a board for the first time and the 100G Ethernet subsystem does not seem to be achieving lane alignment, the most likely problem is related to signal integrity. Signal integrity issues must be addressed before any other debugging can take place.

Even if lane alignment is achieved, periodic BIP8 errors create signal integrity issues. Check the BIP8 signals to assist with debugging.



IMPORTANT: *It assumed that the PCB itself has been designed and manufactured in accordance with the required trace impedances and trace lengths, including the requirements for skew set out in the IEEE 802.3 specification.*

Signal integrity should be debugged independently from the 100G Ethernet subsystem. The following checks should be made:

- Transceiver Settings
- Checking For Noise
- Bit Error Rate Testing

If assistance is required for transceiver and signal integrity debugging, contact [Xilinx technical support](#).

Lane Swapping

In Ethernet, physical lanes can be swapped and the protocol will align lanes correctly. Therefore lane swapping should not cause any problems.

N/P Swapping

If the positive and negative signals of a differential pair are swapped, data will not be correctly received on that lane. Verify that each link has the correct polarity of each differential pair.

PCS Lane Mapping

The `stat_rx_pcs1_number_[0:19][4:0]` signal indicates which physical lane is receiving PCS lanes [0:19]. See [PCS Lane Multiplexing in Chapter 3](#) to understand the mapping of these 20 Physical lanes to the 4 GT lanes in the case of CAUI-4 or 10 GT lanes in the case of CAUI-10.

In CAUI-10 mode, data on GT0 maps to physical lanes 0 and 1, and so forth; GT9 maps to physical lanes 18 and 19. In CAUI-4 mode, data on GT0 maps to physical lanes 0:4, and so forth; GT3 maps to physical lanes 15:19.

Clocking and Resets

See [Clocking](#) and [Resets in Chapter 3](#) for these requirements.

Ensure that the clock frequencies for both the 100G Ethernet subsystem as well as the Xilinx transceiver reference clock match the configuration requested when the subsystem was

ordered. The core clock has a minimum frequency associated with it. The maximum core clock frequency is determined by timing constraints. The minimum core clock frequency is derived from the required Ethernet bandwidth plus the margin reserved for clock tolerance, wander and jitter.

The first thing to verify during debugging is to ensure that resets remain asserted until the clock is stable. It must be frequency-stable as well as free from glitches before the 100G Ethernet subsystem is taken out of reset. This applies to both the SerDes clock as well as the subsystem clock.

If any subsequent instability is detected in a clock, the 100G Ethernet subsystem must be reset. One example of such instability is a loss of CDR lock. The user logic should determine all external conditions that would require a reset (for example, clock glitches, loss of CDR lock, or power supply glitches).

The GT requires a GTRXRESET after the serial data becomes valid to insure correct CDR lock to the data. This is required after a cable pull and re-plug, or after powering on or resetting the link partner. At the core level to avoid interruption on the TX side of the link, the reset can be triggered using `gtwiz_reset_rx_datapath`. If available, signal detect or inversion of loss of signal from the optics can be used to trigger the reset. If signal detect or loss of signal is not available, timeout logic can be added to monitor if alignment has not completed and to issue the `gtwiz_reset_rx_datapath` reset.

Configuration changes cannot be made unless the subsystem is reset. An example of a configuration change would be setting a different maximum packet length. Check the description for the particular signal on the port list to determine if this requirement applies to the parameter that is being changed ([Table 2-2](#)).

Interface Debug

The 100G Ethernet subsystem user interface is the segmented LBUS (Local bus). This section details debugging information for the TX and RX interfaces.

TX Debug

TX debugging is assisted using several diagnostic signals. See [Table 2-2](#) for more details.

Data must be written to the TX LBUS so that there are no overflow or underflow conditions.

The LBUS bandwidth must always be greater than the Ethernet bandwidth to guarantee that data can be sent without interruption.

When writing data to the LBUS, the `tx_rdyout` signal must always be observed. This signal indicates whether the fill level of the TX buffer is within an acceptable range or not. If this signal is ever asserted, you must stop writing to the TX LBUS until the signal is deasserted.

Because the TX LBUS has greater bandwidth than the TX Ethernet interface, it is not unusual to see this signal being frequently asserted and this is not a cause for concern. You must ensure that TX writes are stopped when `tx_rdyout` is asserted.

The level at which `tx_rdyout` becomes asserted is set by a pre-determined threshold.



IMPORTANT: *If `tx_rdyout` is ignored, the signal `tx_ovfout` might be asserted, indicating a buffer overflow. This should be prevented. Xilinx recommends that the core be reset if `tx_ovfout` is asserted. Do not attempt to continue debugging after `tx_ovfout` has been asserted until the cause of the overflow has been addressed.*

When a packet data transaction has begun in the TX direction, it must continue until completion or there might be a buffer underflow as indicated by the signal `stat_tx_underflow_err`. This must not be allowed to occur. Data must be written on the TX LBUS without interruption. Ethernet packets must be present on the line from start to end with no gaps or idles. If `stat_tx_underflow_err` is asserted, debugging must stop until the condition which caused the underflow has been addressed.

RX Debug

See the port list in [Table 2-2](#) for a complete description of the diagnostic signals that are available to debug the RX.

If the Ethernet packets are being transmitted properly according to the 802.3 protocol, there should not be RX errors. However, the signal integrity of the received signals must be verified first.

The `stat_rx_bip_err` signals provide a per-lane indicator of signal quality. The `stat_rx_hi_ber` signal is asserted when the bit error rate is too high, according to the 802.3 protocol. The threshold is BER = 10⁻⁴.

To aid in debug, a local loopback can be performed at the transceiver level. This connects the TX SerDes to the RX SerDes and bypasses potential signal integrity problems. The received data can be checked against the transmitted packets to verify that the logic is operating properly.

Protocol Debug

To achieve error-free data transfers with the 100G Ethernet subsystem, the 802.3 specification should be followed. Note that signal integrity should always be ensured before proceeding to the protocol debug.

Alignment Marker Spacing

According to the 802.3 specification, the alignment marker spacing should be set to 16,383 for both the TX and RX. Check that both ends of the link are programmed to this value.

Diagnostic Signals

There are many error indicators available to check for protocol violations. Carefully read the description of each one to see if it is useful for a particular debugging issue. See [Table 2-2](#) for more details.

The following is a suggested debug sequence.

1. Ensure that Word sync has been achieved.
2. Ensure that Lane sync has been achieved (this uses the lane marker alignment words which occur after every 16,383 words).
3. Verify that the BIP8 indicators are clean.
4. Make sure there are no descrambler state errors.
5. Eliminate CRC32 errors, if any.
6. Make sure the LBUS protocol is being followed correctly.
7. Ensure that there are no overflow or underflow conditions when packets are sent.

Statistics Counters

When error-free communication has been achieved, the statistics indicators can be monitored to ensure that traffic characteristics meet expectations. Some signals are strobes only, which means that the counters are not part of the core. This is done so that the counter size can be customized. The counters are optional.

Additional Resources and Legal Notices

Xilinx Resources

For support resources such as Answers, Documentation, Downloads, and Forums, see [Xilinx Support](#).

Documentation Navigator and Design Hubs

Xilinx® Documentation Navigator provides access to Xilinx documents, videos, and support resources, which you can filter and search to find information. To open the Xilinx Documentation Navigator (DocNav):

- From the Vivado® IDE, select **Help > Documentation and Tutorials**.
- On Windows, select **Start > All Programs > Xilinx Design Tools > DocNav**.
- At the Linux command prompt, enter `docnav`.

Xilinx Design Hubs provide links to documentation organized by design tasks and other topics, which you can use to learn key concepts and address frequently asked questions. To access the Design Hubs:

- In the Xilinx Documentation Navigator, click the **Design Hubs View** tab.
- On the Xilinx website, see the [Design Hubs](#) page.

Note: For more information on Documentation Navigator, see the [Documentation Navigator](#) page on the Xilinx website.

References

These documents provide supplemental material useful with this product guide:

1. *IEEE 1588-2008* (standards.ieee.org/findstds/standard/1588-2008.html)
2. *IEEE std 802.3-2012* (standards.ieee.org/findstds/standard/802.3-2012.html)

3. *Virtex UltraScale Architecture Data Sheet: DC and AC Switching Characteristics* ([DS893](#))
4. *UltraScale FPGAs Transceiver Wizards* ([PG182](#))
5. *UltraScale Architecture Clocking Resource User Guide* ([UG572](#))
6. *Vivado Design Suite User Guide: Designing IP Subsystems using IP Integrator* ([UG994](#))
7. *Vivado Design Suite User Guide: Designing with IP* ([UG896](#))
8. *Vivado Design Suite User Guide: Getting Started* ([UG910](#))
9. *Vivado Design Suite User Guide: Logic Simulation* ([UG900](#))
10. *Vivado Design Suite User Guide: Using Constraints* ([UG903](#))
11. *UltraScale FPGAs GTH Transceivers User Guide* ([UG576](#))
12. *UltraScale FPGAs GTY Transceivers User Guide* ([UG578](#))
13. *100G IEEE 802.3bj Reed-Solomon Forward Error Correction* (PG197) — [Access in lounge](#)
14. *AXI Interconnect LogiCORE IP Product Guide* ([PG059](#))
15. *Vivado Design Suite User Guide: Programming and Debugging* ([UG908](#))
16. *ISE to Vivado Design Suite Migration Guide* ([UG911](#))
17. *Vivado Design Suite User Guide: Implementation* ([UG904](#))

Revision History

Date	Version	Revision
05/22/2019	2.5	<p>Chapter 2: Product Specification</p> <ul style="list-style-type: none"> Added AXI4-Stream interface to bullet. Added AXI4-Stream description in Typical Operation. <p>Chapter 3: Designing with the Core</p> <ul style="list-style-type: none"> Added User Side AXI4-Stream Interface section. <p>Chapter 4: Design Flow Steps</p> <ul style="list-style-type: none"> Updated figures. Added AXIS and Include Statistics Counters and Statistics Resource Type parameters in Table 4-1. <p>Chapter 5: Example Design</p> <ul style="list-style-type: none"> Added AXI4-Stream TX and RX in Table 5-2. Added table note in Table 5-6. Added Bits[15:11] in Table 5-31. Updated Bits[13, 6] Type in Table 5-56. Updated Bits[19:11] in Table 5-57. Updated Bits[31:22] in Table 5-58. Added new register Table 5-65. <p>Appendix A: Auto Negotiation and Link Training</p> <ul style="list-style-type: none"> Updated Bits[5:0] description in Table A-2.
12/05/2018	2.4	<p>Chapter 3: Designing with the Core</p> <ul style="list-style-type: none"> Updated Figure 3-3 to Figure 3-5 and Figure 3-10. <p>Chapter 4: Design Flow Steps</p> <ul style="list-style-type: none"> Updated figures. Removed 161.13 from GT RefClk and User Interface parameter in Table 4-1. <p>Chapter 5: Example Design</p> <ul style="list-style-type: none"> Updated gt_rxsusclk2 and added user_reg0 in Table 5-2. Added USER_REG0 in Table 5-5. Added Table 5-40.

Date	Version	Revision
04/04/2018	2.3	<ul style="list-style-type: none"> • Updated descriptions for STAT_RX_PCSL_NUMBER_0[4:0] to STAT_RX_PCSL_NUMBER_19[4:0] throughout. <p>Chapter 5: Example Design</p> <ul style="list-style-type: none"> • Added the gt_txpippmen, gt_txpippmsel, and stat_reg_compare_out ports. • Defined the .h Header File. • Updated register names: <ul style="list-style-type: none"> ◦ STAT_RX_PCSL_DEMUXED to STAT_RX_PCSL_DEMUXED_REG ◦ STAT_AN_STATUS to STAT_AN_STATUS_REG ◦ STAT_AN_LINK_CTL to STAT_AN_LINK_CTL_REG ◦ STAT_AN_ABILITY to STAT_AN_ABILITY_REG • Updated 0x023C-0x0254 and 0x027C-0x02AF as reserved addresses. • Added 0x0258 to 0x0278 address, and removed 0x0758 to 0x0778.
10/04/2017	2.3	<p>Chapter 5: Example Design</p> <ul style="list-style-type: none"> • Updated the port s_axi_pm_tick to pm_tick. • Updated the port description for rx_serdes_clk. • Added the port send_continuous_pkts. • Updated connections in Figure 5-12. • Updated the "Configuration Register Map" table and the "Status and Statistics Register Map" table with new registers & addresses. • Updated the Core Bring Up Sequence section. <p>Appendix A: Auto-Negotiation and Link Training</p> <ul style="list-style-type: none"> • Updated the port ctl_an_cl91_ability to ctl_an_cl91_fec_ability.
06/07/2017	2.2	<ul style="list-style-type: none"> • Updated document title: removed "Block for", and added subsystem. • Changed signal names stat_rx_vl_* to stat_rx_pcs*_* throughout. <p>Chapter 3: Designing with the Core</p> <ul style="list-style-type: none"> • Added Frame-by-Frame Timestamping Operation section. <p>Chapter 5: Example Design</p> <ul style="list-style-type: none"> • Added the gt_powergoodout and gt_ref_clk_out signals. • Updated the Configuration Register Map table. <p>Appendix C: Debugging</p> <ul style="list-style-type: none"> • Added the PCS Lane Mapping debug step (Hardware Debug).
04/05/2017	2.1	<ul style="list-style-type: none"> • Added a new appendix for the auto-negotiation and link training features.

Date	Version	Revision
11/30/2016	2.0	<p>Chapter 2: Product Specification</p> <ul style="list-style-type: none"> Updated the TX_RDYOUT port description. Updated bus values for STAT_RX_BAD_FCS, STAT_RX_STOMPED_FCS, STAT_RX_UNDERSIZE, STAT_RX_FRAGMENT, and STAT_RX_BAD_CODE. <p>Chapter 5: Example Design</p> <ul style="list-style-type: none"> Minor editorial updates. Changed the axi_gt_loopback port name to ctl_gt_loopback. Updated the drp_addr port description. Updated default values for bit 0 and bit 1 in the STAT_RX_STATUS_REG table. Updated default values for bit 19:0 and bit 31:20 in the STAT_RX_BLOCK_LOCK_REG table. Updated default values for bit 19:0 and bit 31:20 in the STAT_RX_LANE_SYNC_REG table.
10/05/2016	2.0	<p>Facts Table</p> <ul style="list-style-type: none"> Added early access Linux software driver support. <p>Chapter 2: Product Specification</p> <ul style="list-style-type: none"> Updated the Clock Domain for CTL_RX_SYSTEMTIMERIN[80-1:0]. Updated the Default Value for CTL_RX_OPCODE_PPP[15:0] and CTL_TX_OPCODE_PPP[15:0]. <p>Chapter 3: Designing with the Core</p> <ul style="list-style-type: none"> Added further details about Synchronous Mode and Asynchronous Mode in the Resets section. <p>Chapter 4: Design Flow Steps</p> <ul style="list-style-type: none"> Changed GT Selections and Configuration tab to CMAC / GT Selections and Configuration tab throughout. <p>Chapter 5: Example Design</p> <ul style="list-style-type: none"> Added new Example Design Hierarchy (GT Subcore in Example Design) section, and diagram. Added the tx_clk, gtwiz_userdata_tx_in, gtwiz_userdata_rx_out, txdata_in, txctrl0_in, txctrl1_in, rxdata_out, rxctrl0_out, rxctrl1_out, gt_txinhibit, axi_gt_reset_all, and axi_gt_loopback signals. Updated the Configuration Register Map table. Added the GT_LOOPBACK_REF table. Added Simulation Speed Up section. <p>Appendix B: Debugging</p> <ul style="list-style-type: none"> Added GTRXRESET requirement information to the Clocking and Resets section under Hardware Debug.

Date	Version	Revision
06/08/2016	1.10	<p>Chapter 3: Designing with the Core</p> <ul style="list-style-type: none"> Updated the RX PCS lane de-multiplexing details in Figure 3-5. Updated the corrected timestamp calculation and explanation in Receive Timestamp Function. <p>Chapter 4: Design Flow Steps</p> <ul style="list-style-type: none"> Updated all the tab figures. Updated the last parameter label in the GT Selections and Configuration tab to Enable Additional GT Control/Status and DPR Ports. All references also updated throughout the guide. <p>Chapter 5: Example Design</p> <ul style="list-style-type: none"> Removed cmac_0_common_wrapper module. Added the cmac_0_shared_logic_wrapper module. Updated the description for init_clk in Table 5-2.
04/06/2016	1.9	<ul style="list-style-type: none"> Changed Runtime Selectable mode to Runtime Switchable mode. Added the new parameters: GT DRP/Init Clock, RX Insertion Loss at Nyquist (dB), RX Equalization Mode, PLL Type Removed the Channel Topology parameter. Added s_axi_pm_tick to the User I/O Port List in the Example Design chapter. Added gt_rxusrclk2 to the CORE XCI Top Level Port List in Example Design chapter.
11/18/2015	1.8	Added licensing and ordering information for the soft IEEE 802.3 RS-FEC.

Date	Version	Revision
09/30/2015	1.7	<p>Chapter 2, Product Specification</p> <ul style="list-style-type: none"> Added the Domain column to all of the tables in the Port Descriptions section <p>Chapter 3: Designing with the Core</p> <ul style="list-style-type: none"> Updated Figure 3-1 through Figure 3-4 and the descriptions of these figures. Updated the description of a pause packet in the TX Pause Generation section <p>Chapter 4: Design Flow Steps</p> <ul style="list-style-type: none"> Updated all the tab figures and the tables describing these tabs. Removed the text in the User Parameters section. <p>Chapter 5: Example Design</p> <ul style="list-style-type: none"> Updated Figure 5-1 and added descriptions of the new blocks, cmac_0_rs_fec and cmac_0_axi4_lite_user_if. Added new I/O ports to Table 5-1. Updated other ports. Added the new Core XCI ports table to Chapter 5 Updates throughout based on the new and changed fields in Vivado IDE. Added a note about CAUI-4 mode to the AXI4-Lite Interface Implementation Added new Figure 5-10, GT Ref Clock Connectivity when Channels Operating above 16.375 Gb/s. Updated Figures 5-1, 5-7, 5-8, 5-11, 5-12, 5-13, 5-14, 5-15, 5-16, and 5-17. Updated Tables 5-1, 5-2, 5-5 and all of the tables in the Register Description section (Table 5-7 through Table 5-43). Added the new IEEE 802.3bj RS-FEC Integration section. <p>Appendix A: Added Changes from v1.6 to v1.7 section.</p>
06/24/2015	1.6	<p>Chapter 3: Designing with the Core</p> <ul style="list-style-type: none"> Updated Figure 3-1 through Figure 3-4. <p>Chapter 4: Design Flow Steps</p> <ul style="list-style-type: none"> Updated screen captures: Figures 4-1 through 4-3. <p>Chapter 5: Example Design</p> <ul style="list-style-type: none"> Updated Figure 5-1, Figure 5-7, Figure 5-11, Figure 5-17, Figure 5-18, Figure 5-19, Figure 5-20, Figure 5-21, Figure 5-22, Figure 5-23 Updated switch_caui_mode description in Table 5-1. Replaced tx_fail_led with cau_i_mode_led in Table 5-1. Updated descriptions for STATE_GT_LOCKED, STATE_LBUS_TX_DONE, STATE_WAIT_FOR_RESTART, STATE_LBUS_RX_DONE, STATE_PKT_TRANSFER_INIT. Removed STATE_SWITCH_CMACE_MODE Changed Figure 5-23 title to "Board Validation for Runtime Selectable configuration - Passing Scenario."

Date	Version	Revision
04/01/2015	1.5	<p>Chapter 4: Design Flow Steps</p> <ul style="list-style-type: none"> Updated Figures 4-1, 4-2, and 4-3. Updated Table 4-3: GT Selections and Configuration Added Enable AXI4-Lite Interface parameter to Table 4-1:General Tab <p>Chapter 5: Example Design</p> <ul style="list-style-type: none"> Updated lbus_tx_rx_restart_in description in Table 5-1. Added two new ports to Table 5-1: simplex_mode_rx_aligned and switch_caui_mode. Added cmac_0_axi4_lite_if_wrapper, cmac_0_axi4_lite_user_if, STATE_PTP_PKT_INIT, STATE_PTP_PKT_READ, STATE_TX_PTP_PKT_TRANSFER, STATE_RX_PTP_ENABLE, and STATE_RX_PTP_DONE Updated all of the figures. Added Simplex TX Mode Simulation, Simplex RX Mode Simulation sections. Added extensive Notes. Added new section, AXI4-Lite Interface.
01/22/2015	1.4	<ul style="list-style-type: none"> Updated the Vivado® IDE screen captures. Updated the clocking and reset diagram. Corrected the maximum packet length.
10/01/2014	1.3	<ul style="list-style-type: none"> Updated information on the segmented LBUS in Chapter 3, "Designing with the Core." Removed Appendix C, Segmented LBUS Protocol.
06/04/2014	1.2	<ul style="list-style-type: none"> Updated core to v1.2. Added example design clocking information.
04/02/2014	1.1	<ul style="list-style-type: none"> Added DRP blocks to Figure 2-1. Added transceiver selection rules. Updated General table Added resources and performance characteristics. Updated screen displays in Chapter 4, Figure 5-1, and Figure 5-5. Provided description of other optional modules instantiated in the example design. Updated Control/Pause Packet Processing table. Updated GT Selections and Configurations table. Added new constraints information. Added DRP information. Added Shared Logic Implementation and Runtime Selectable sections.
12/18/2013	1.0	Initial Xilinx release.

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