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Features

- TCP/IP stack implementation
- Support IPv4 protocol
- Support one session per one TOE100G IP (Multisession can be implemented by using multiple TOE100G IPs)
- Support both Server and Client mode (Passive/Active open and close)
- Support Jumbo frame
- Transmitted packet size aligned to 512-bit, transmitted data bus size
- Total receive data size aligned to 512-bit, received data bus size
- Simple data interface by standard FIFO interface at 512-bit data bus
- Simple control interface by single-port RAM interface
- 512-bit Avalon stream interface with 100G Ethernet MAC
- At least 220 MHz user clock frequency
- Reference design available on Stratix10 MX, Stratix10 TX, and Agilex F-Series FPGA development Kit
- Not support data fragmentation feature
- Customized service for following features
 - Unaligned 512-bit data transferring
 - Buffer size extension by using Windows Scaling feature
 - Network parameter assignment by other methods

Core Facts	
Provided with Core	
Documentation	Reference design manual, Demo instruction manual
Design File Formats	Encrypted HDL
Instantiation Templates	VHDL
Reference Designs & Application Notes	QuartusII Project, See Reference Design Manual
Additional Items	Demo on Stratix10 MX, Stratix10 TX, and Agilex F-Series development kit
Support	

Table 1: Example Implementation Statistics

Family	Example Device	Fmax (MHz)	ALMs ¹	Registers ¹	Pin	Block Memory bit ²	Design Tools
Stratix10 MX	1SG280HU2F50E1VG	350	7,533	16,093	-	1,837,056	QuartusII19.4
Stratix10 TX	1ST280EY2F55E1VG	350	7,441	16,373		1,837,056	QuartusII20.4
Agilex F-Series	AGFB014R24A2E2VR0	350	7,713	14,239	-	1,837,056	QuartusII20.4

Notes:

1) Actual logic resource dependent on percentage of unrelated logic

2) Block memory resources are based on 64kB Tx data buffer size and 64kB Rx data buffer size which are maximum buffer size to

Applications

Using TCP/IP protocol over 100Gb Ethernet, the system can transfer the data at ultra-high speed with reliability. This solution is commonly applied in the Server which has big data for processing and needs to complete processing in short time. Also, it is applied in the test system which needs to log the data from many sources with high-bandwidth. Figure 1 and Figure 2 show some TOE100G IP applications in FPGA

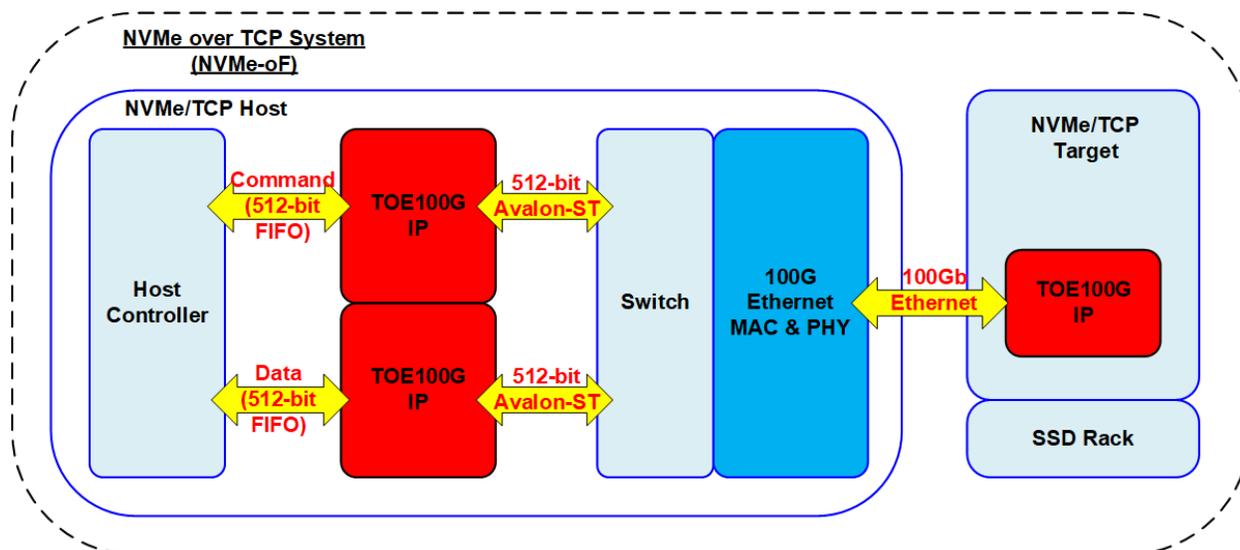


Figure 1: NVMe over TCP(NVMe-oF) application

The first application is NVMe-oF system by using TCP/IP protocol, NVMe over TCP (NVMe/TCP). NVMe-oF allows the host accessing the storage across a network by using NVMe protocol. It can achieve high-bandwidth data transferring with the low-latency. The well-known NVMe-oF protocols are RDMA, InfiniBand, and NVMe/TCP. NVMe/TCP is the NVMe-oF solution that can be implemented by using common network hardware, not specific hardware. Consequently, the hardware cost is much reduced and the system is extensible across the network.

Figure 1 shows the details to implement NVMe/TCP Host by using two TOE100G IPs for processing two TCP ports. First port is to transfer Admin command while another port is to transfer data. To use TOE100G IP for Admin command, Host controller does not need to implement TCP/IP protocol but implements only NVMe and NVMe-oF protocol. Using TOE100G IP on the data port achieves the great data transfer speed which is the advantage when using CPUless system, comparing to using CPU software. In CPUless system, CPU and DDR are not necessary for implementing the host controller.

Another side of NVMe-oF is called NVMe/TCP Target which connects with SSD Rack. The target translates the command and the data from 100Gb Ethernet to be NVMe on PCIe protocol for NVMe SSD. Similar to the host, the target can be designed by CPU system or hardware logic with TOE100G-IP.

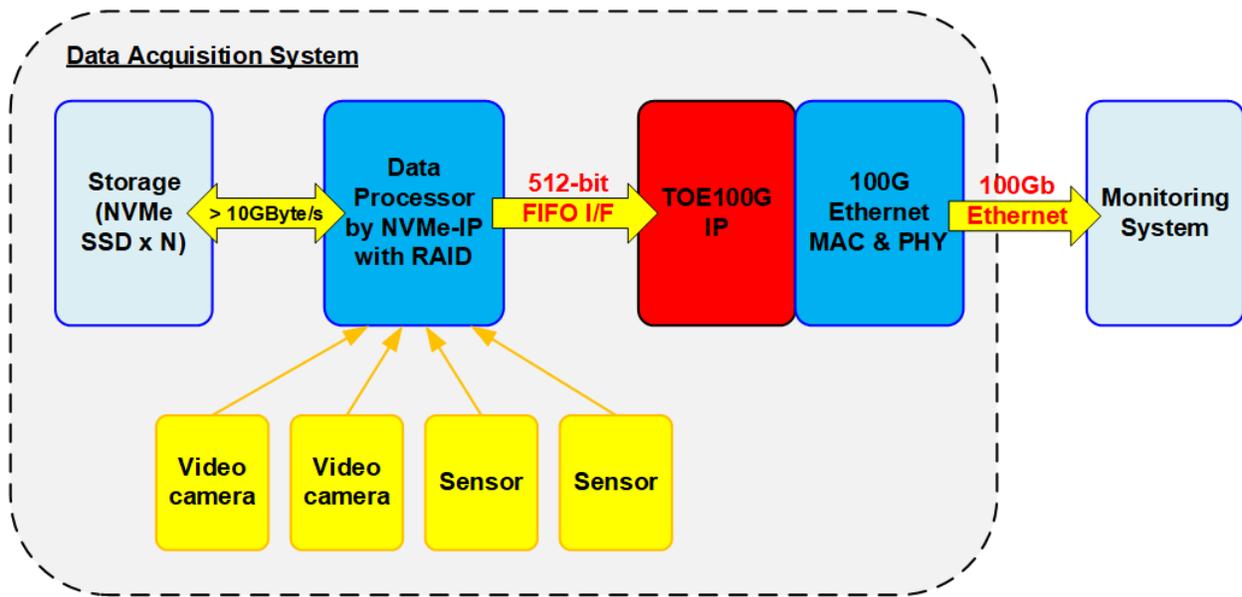


Figure 2: Data acquisition system

Figure 2 shows the data acquisition system which supports data transferring up to 10 GByte/s. Some test instruments need to record the high-resolution video from many cameras and high-speed data from many sensors for monitoring the system in real-time. When there are many high-resolution data sources, some test instruments must transfer data up to 10GByte every second. There are limited hardware systems and communication channels that supports 10 GByte/s. One of the fastest storage is NVMe SSD which can write or read data up to 3200 MByte/s at 4-lane PCIe Gen3. The storage must be connected as 4-ch RAID0 system to increase transfer speed to four times. While the communication channel that supports more than 10 GByte/s is 100 Gb Ethernet. From TOE100G IP test result, it can achieve up to 12 GByte/s.

General Description

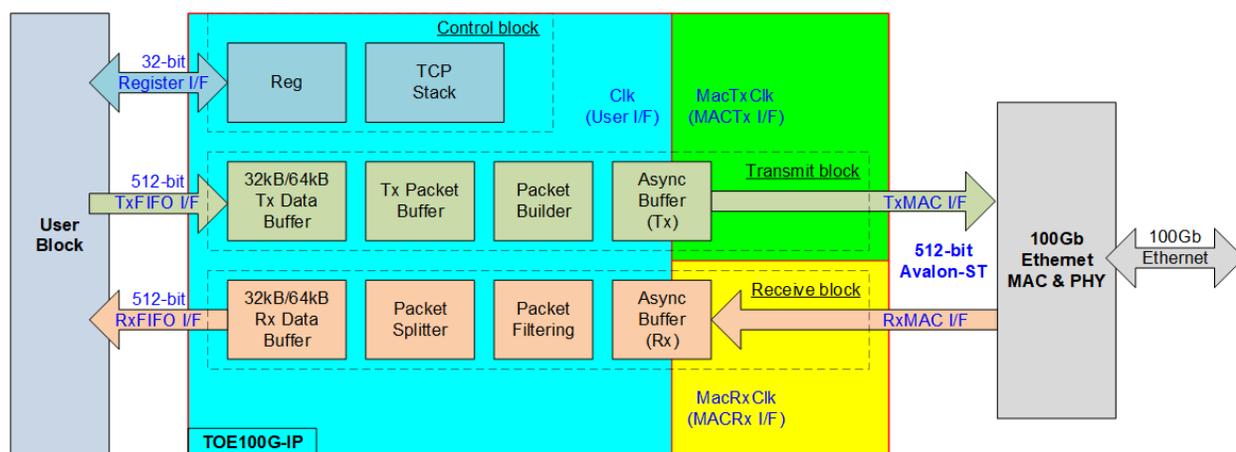


Figure 3: TOE100G IP Block Diagram

TOE100G IP core implements TCP/IP stack by hardwire logic and connects with 100Gb Ethernet MAC and PHY module for the lower-layer hardware. User interface of TOE100G IP consists of Register interface for control signals and FIFO interface for data signals. There are three clock domains run in TOE100G IP – Clk for user interface, MacTxClk for Tx path of 100G EMAC, and MacRxClk for Rx path of 100G EMAC.

Note: Some EMACs shares the same clock source for Tx path and Rx path. Therefore, MacTxClk and MacRxClk are fed by the same signal.

Register interface uses 5-bit address to access up to 32 registers. The registers stores the network parameters, command, and system parameters. One TOE100G IP operates one session for communicating with one target device. The network parameters are set before de-asserting reset signal to start IP initialization. After finishing reset operation and parameter initialization, the IP is ready for transferring data with the target device. The network parameters cannot change without reset process. TOE100G IP has three initialization modes for getting MAC address of the target device. More details of each mode are described in IP Initialization topic.

To transfer data with the user, 512-bit FIFO interface is applied. There is no byte enable in FIFO interface, so the transmitted data from user must be aligned 512-bit. Also, the packet length and total transmit length must be aligned to 512-bit. On the other hand, the received data on Rx FIFO I/F can be read when at least one 512-bit data is available in Rx data buffer. If total receive data size is not aligned to 512-bit, the user cannot read it. The user must wait until the next data is received to fill remaining byte in 512-bit data for reading Rx data buffer.

TOE100G IP is designed to connect with 100Gb Ethernet MAC which uses 512-bit Avalon-ST to be user interface. Ethernet MAC and PHY, provided by Intel, includes EMAC, PCS, and PMA function. The clock frequency of user interface of 100Gb Ethernet MAC for both transmit path or receive path is equal to 390.625 MHz or 402.832 MHz, depending on Ethernet MAC IP core.

There are two Async buffers inside TOE100G IP, so the user interface can run in independent clock that has lower frequency than Ethernet MAC clock frequency. It is recommended to use 220 MHz or more to be user clock frequency. Using too slow frequency clock, Async buffer may be full and some packets may be lost. Also, total transfer performance is reduced from data recovery process.

According to TCP/IP standard, the first step before transferring the data is the connection establishment. TOE100G IP supports both active open (the port is opened by the IP) and passive open (the port is opened by the target device). After that, the data can be transferred via the new connection. To send TCP payload data, the user sets total transfer size, packet size, and send command to the IP. The TCP payload data is transferred via TxFIFO interface. On the other hand, when the TCP packet is received from the target, TCP payload data is extracted and stored to Rx data buffer. The user logic monitors FIFO status to detect the amount of data and then asserts read enable to read the data via RxFIFO interface. When there is no more data for transferring, the connection can be terminated by closing the port. TOE100G IP supports both active close (the port is closed by the IP) and passive close (the port is closed by the target device).

To meet the user system requirement which may be sensitive on the memory resource or the performance, the buffer size inside the IP can be assigned by the user. There are two buffers which can adjust the size - Tx data buffer and Rx data buffer. Using bigger buffer size may increase the transfer performance in each direction. More details of the hardware inside the IP are described in the next topic.

Functional Description

As shown in Figure 3, TOE100G IP can be divided into three blocks - control block, transmit block, and receive block. The details of each block are described as follows.

Control Block

- Reg

All parameters of the IP are set via register interface which uses 5-bit address and 32-bit data. Timing diagram of register interface is similar to single-port RAM interface, as shown in Figure 7. The address for writing data and reading data is shared. The description of each register is defined as shown in Table 2.

Table 2 Register map Definition

RegAddr [4:0]	Reg Name	Dir	Bit	Description
00000b	RST	Wr /Rd	[0]	Reset IP. '0': No reset, '1': Reset. Default value is '1'. After all network parameters are assigned, the user sets '1' and then sets '0' to this register for loading parameter and starting system initialization. To update some parameters, user must set this register to '1' and '0' respectively again. The network parameters controlled by RST register are SML, SMH, DML, DMH, DIP, SIP, DPN, SPN, and SRV register.
00001b	CMD	Wr	[1:0]	User command. "00": Send data, "10": Open connection (active), "11": Close connection (active), "01": Undefined. The command operation begins after the user sets CMD register. Before setting this register to start new operation, the system must be in Idle state. User must confirm that busy is equal to '0' by reading bit[0] of CMD register or bit[0] of RegDataA1 output signal.
			Rd	[0]
			[3:1]	Current IP status. "000": Send data, "001": Idle, "010": Active open, "011": Active close, "100": Receive data, "101": Initialization, "110": Passive open, "111": Passive close.
00010b	SML	Wr /Rd	[31:0]	Define 32-bit lower MAC address (bit [31:0]) for this IP. To update this value, the IP must be reset by RST register.
00011b	SMH	Wr /Rd	[15:0]	Define 16-bit upper MAC address (bit [47:32]) for this IP. To update this value, the IP must be reset by RST register.
00100b	DIP	Wr /Rd	[31:0]	Define 32-bit target IP address. To update this value, the IP must be reset by RST register.
00101b	SIP	Wr /Rd	[31:0]	Define 32-bit IP address for this IP. To update this value, the IP must be reset by RST register.
00110b	DPN	Wr /Rd	[15:0]	Define 16-bit target port number. Unused when the port is opened in passive mode. To update this value, the IP must be reset by RST register.
00111b	SPN	Wr /Rd	[15:0]	Define 16-bit port number for this IP. To update this value, the IP must be reset by RST register.
1000b	TDL	Wr	[31:0]	Total Tx data length in byte unit, but the length must be aligned to 64-byte (data bus size). Valid from 64-0xFFFFFC0 (Bit[5:0] is ignored by the IP). User needs to set this register before setting CMD register = Send data (00b). This register is read when CMD register is set. After the IP runs Send data command and Busy is asserted to '1', the user can set TDL register for the next command. The user does not need to set TDL register again when the next command uses the same total data length.
		Rd	[31:0]	Remaining transfer length in byte unit which does not transmit.

RegAddr [4:0]	Reg Name	Dir	Bit	Description
01001b	TMO	Wr	[31:0]	Define timeout value for waiting Rx packet returned from the target. The counter is run under UserClk, so timer unit is equal to 1/Clk input signal. TimerInt is asserted to '1' when no packet is received until timeout. Timeout status of TimerInt can be read from TMO[7:0] register. It is recommended to set this register to be more than 0x6000.
		Rd	[31:0]	The details of timeout interrupt are shown in TMO[7:0]. Other bits are read for IP monitoring. [0]-Timeout from not receiving ARP reply packet After timeout, the IP resends ARP request until ARP reply is received. [1]-Timeout from not receiving SYN and ACK flag during active open operation After timeout, the IP resends SYN packet for 16 times and then sends FIN packet to close connection. [2]-Timeout from not receiving ACK flag during passive open operation After timeout, the IP resends SYN/ACK packet for 16 times and then sends FIN packet to close connection. [3]-Timeout from not receiving FIN and ACK flag during active close operation After the 1 st timeout, the IP sends RST packet to close connection. [4]-Timeout from not receiving ACK flag during passive close operation After timeout, the IP resends FIN/ACK packet for 16 times and then sends RST packet to close connection. [5]-Timeout from not receiving ACK flag during data transmit operation After timeout, the IP resends the previous data packet. [6]-Timeout from Rx packet lost, Rx data FIFO full, or wrong sequence number The IP generates duplicate ACK to request data retransmission. [7]-Timeout from too small receive window size when running Send data command and PSH[2] is set to '1'. After timeout, the IP retransmits data packet, similar to TMO[5] recovery process. [21]-Lost flag when the sequence number of the received ACK packet is skipped. As a result, TimerInt is asserted and TMO[6] is equal to '1'. [22]-FIN flag is detected during sending operation. [23]-Rx packet is ignored due to Rx data buffer full (fatal error). [27]-Rx packet lost detected [30]-RST flag is detected in Rx packet [31],[29:28],[26:24]-Internal test status
01010b	PKL	Wr /Rd	[15:0]	TCP data length of each Tx packet in byte unit, but the length must be aligned to 64-byte. Valid from 64-8960. Default value is 1408 byte which is the maximum size of non-jumbo frame that is aligned to 64-byte. Bit[5:0] of this register is ignored by the IP. During running Send data command (Busy='1'), the user must not set this register. Similar to TDL register, the user does not need to set PKL register again if the next command uses the same packet length.
01011b	PSH	Wr /Rd	[2:0]	Sending mode for Send data command. [0]-Disable to retransmit packet. '0': Generate the duplicated data packet for the last data packet in Send data command when the TDL value is not equal to N times of PKL value. (default). '1': Disable the duplicate data packet. [1]-PSH flag value in TCP header for all transmitted packet. '0': PSH flag = '0' (default). '1': PSH flag = '1'.

RegAddr [4:0]	Reg Name	Dir	Bit	Description
01011b	PSH	Wr /Rd	[2:0]	<p>[2]-Enable to retransmit data packet when Send data command is paused until timeout, caused by the receive window size smaller than the packet size. This flag is designed to solve the system hang problem when the window update packet is lost. Data retransmission can activate the target device to regenerate the lost window update packet. All following conditions must be met to start data retransmission.</p> <p>(1) PSH[2] is set to '1'.</p> <p>(2) The current command is Send data and all data are not completely sent.</p> <p>(3) The receive window size is smaller than the packet size.</p> <p>(4) Timer set by TMO register is overflowed.</p> <p>'0': Disable the feature (default), '1': Enable the feature.</p>
01100b	WIN	Wr /Rd	[5:0]	<p>Threshold value of free space in Rx data buffer, assigned in 1Kbyte unit for sending window update packet. Default value is 0 (disable window update feature).</p> <p>The IP transmits the window update packet when the free space of Rx data buffer is increased from the value in the latest transmitted packet more than the threshold value.</p> <p>For example, the user sets WIN="00001b" (1 Kbyte) and the window size of the latest transmitted packet is equal to 2 Kbyte. After the user reads 1 Kbyte data from the IP, free space of Rx data buffer is updated from 2 Kbyte to be 3 Kbyte. The IP detects the increased free space size is more than 1 Kbyte (3K – 2K) which is the threshold value. As a result, the IP sends the window update packet to update the receive buffer size.</p>
01101b	ETL	Wr	[31:0]	<p>Extended total Tx data length in byte unit. The size must be aligned to 64 byte. Bit[5:0] is ignored by the IP. User can set this register during running Send data command operating (Busy='1') for extending total Tx data length. So, the data can be transmitted continuously without re-sending the new command to IP. The caution points to use this feature are as follows.</p> <p>1) ETL register must be programmed when read value of TDL is not less than 128 Kbyte to be the safe gap that Busy is not de-asserted to '0' before setting ETL register.</p> <p>2) The set value of ETL must be less than the max value of TDL (0xFFFFFC0) – read value of TDL to avoid overflow value.</p> <p>For example, the user sets TDL = 3.5 Gbyte and then set CMD register = Send data. After the IP completes 2 Gbyte data (remaining size = 1.5 Gbyte), the user sets ETL register = 1.5 Gbyte. The total transmit length is equal to 5 Gbyte (3.5 Gbyte of TDL + 1.5 Gbyte of ETL).</p>
01110b	SRV	Wr /Rd	[1:0]	<p>"00": Client mode (default). After RST register changes from '1' to '0', the IP sends ARP request to get Target MAC address from the ARP reply returned by the target device. IP busy is deasserted to '0' after receiving ARP reply.</p> <p>"01": Server mode. After RST register changes from '1' to '0', the IP waits for ARP request from the Target to get Target MAC address. After receiving ARP request, the IP generates ARP reply and then de-asserts IP busy to '0'.</p> <p>"1x": Fixed MAC Mode. After RST register changes from '1' to '0', the IP updates all internal parameters and then de-asserts IP busy to '0'. Target MAC address is loaded by DML/DMH register.</p> <p>Note: In Server mode, when RST register changes from '1' to '0', the target device needs to resend ARP request for TOE100G IP completing the IP initialization.</p>
01111b	VER	Rd	[31:0]	IP version
10000b	DML	Wr /Rd	[31:0]	<p>Define 32-bit lower target MAC address (bit [31:0]) for this IP when SRV[1:0]="1x" (Fixed MAC).</p> <p>To update this value, the IP must be reset by RST register.</p>
10001b	DMH	Wr /Rd	[15:0]	<p>Define 16-bit upper target MAC address (bit [47:32]) for this IP when SRV[1:0]="1x" (Fixed MAC).</p> <p>To update this value, the IP must be reset by RST register.</p>

- **TCP Stack**

TCP stack is the main controller to control the other modules for interfacing with user and transferring a packet with EMAC. The IP operation has two phases - IP initialization phase and data transferring phase.

After RST register changes from '1' to '0', the initialization phase begins. There are three modes for running the initialization phase, set by SRV[1:0] register, i.e., Client mode, Server mode, and Fixed MAC mode. The parameters from Reg module is read by TCP Stack and then set to Transmit block and Receive block for transferring the packet with the target device. After finishing, the IP changes to data transferring phase.

To transfer data between TOE100G IP and the target device, three processes are run, i.e., opening the port, transferring data, and closing the port. The IP supports to run active open or active close by sending SYN or FIN packet when the user sets CMD register = "10" (port opening) or "11" (port closing). Also, the port can be closed or opened by the target device (passive mode) when TCP Stack detects SYN or FIN packet from Receive block. During port opening or port closing, TCP Stack asserts Busy flag to '1'. After finishing transferring all packets and the port is completely opened or closed, Busy flag is de-asserted to '0'. ConnOn signal can be applied to check if the port status is completely opened or closed. The data can be transferred when ConnOn is asserted to '1' (the port is opened completely).

To send the data, the data from the user is stored in Tx data buffer. The network parameters from user setting are applied to build TCP header by Packet Builder and append the data from Tx data buffer. Before forwarding to EMAC, Async buffer is applied for clock domain crossing from Clk (user's clock) to MacTxClk (TxEMAC I/F clock). After that, EMAC sends the packet to the target device. If the target device receives the data correctly, ACK packet is returned to Receive block. TCP Stack monitors the status of Transmit block and Receive block to confirm that the data is sent successfully. If the data is lost, TCP Stack pauses the current data transmission and then start data retransmission process in Transmit block.

When the data is received by Receive block, TCP Stack checks the order of received data. If the data is in the correct order, normal ACK packet is generated by Transmit block. Otherwise, TCP Stack starts the lost data recovery process by controlling the Transmit block for generating duplicate ACKs to the target device.

Table 3 TxBuf/RxBufBitWidth Parameter description

Value of BitWidth	Buffer Size	TxBufBitWidth	RxBufBitWidth
9	32kByte	Valid	Valid
10	64kByte	Valid	Valid

Transmit Block

The data buffer size can be adjusted by parameter assignment. Using bigger size may increase the transmit performance. Data from Tx data buffer is split into packet size and then stored in Tx packet buffer. TCP header is prepared from the network parameters in Reg module and then combined with TCP data from Tx data buffer to build the complete TCP packet. The transmitted data in Tx data buffer is flushed after the target device returns ACK packet. After finishing Send data command, the user can start the next command.

- **Tx Data Buffer**

This buffer size is set by “TxBufBitWidth” parameter of the IP which can be equal to 9 or 10. The parameter is the address size of 512-bit buffer, as shown in Table 3. This buffer stores the data from the user for preparing the transmit packet sent to the target device. Data can be removed from the buffer after the target device confirms that the data is completely received. Consequently, when the buffer size is large enough, the IP can send many data to the target device without waiting ACK packet returned from the target to clear the buffer. Also, the user continuously stores the new data to Tx data buffer without waiting for a long time. As a result, the system achieves the best transmit performance on 100Gb Ethernet connection. Nevertheless, the carrier, the networking interface, and the target system have latency time, all data in the Tx data buffer may be completely transferred before the ACK packet to flush the buffer is returned. The user needs to pause filling the new data. Therefore, the transmit performance will be reduced when there is much latency time for transmitting and processing the Ethernet packet.

If total amount of user data is more than the value of TDL register, there is remaining stored in the buffer after finishing the current Send command. The data can be applied for the next Send command. All data in the buffer is flushed when the connection is closed or the IP is reset.

Note: The IP cannot send the packet if the data stored in the buffer is less than transmit size. The IP must wait until the data from user is enough for creating one packet.

- **Tx Packet Buffer**

This buffer stores at least one transmit packet before forwarding a packet to Async buffer.

- **Packet Builder**

TCP packet consists of the header and the data. Packet builder receives network parameters, set in Reg module, and then prepares TCP header. Also, IP and TCP checksum are calculated to be a part of TCP header. After all TCP header is completely built, the header combining with the data from Tx packet buffer is transmitted to Async buffer (Tx).

- **Async Buffer (Tx)**

Async buffer (Tx) is designed to forward the packet from Clk domain to MacTxClk domain. Also, it includes the logic to interface with 100G EMAC. It is recommended to use at least 220 MHz for user clock domain. If using too low frequency, the transmitted packet sent to EMAC will be always paused. Therefore, the transmit performance will be dropped.

Receive Block

In the receive block, Rx data buffer is included to store the received data from the target device. The data is stored in the buffer when the header in the packet is matched to the expected value, set by the network parameters inside Reg module. Also, the IP and TCP checksum in the packet must be correct. Otherwise, the received packet is rejected. Using bigger size of Rx data buffer may increase the receive performance. Besides, TOE100G IP supports re-ordering packet when only one packet is swapped. For example, the receive order is packet#1, #3, #2, and #4 (packet #2 is swapped with packet#3). If the packet order is switched more than one packet such as packet#1, #3, #4, and #2 (packet #3 and #4 are received before packet#2), TOE100G IP cannot reorder and the data must be retransmitted by generating duplicate ACK packet.

- **Async Buffer (Rx)**

Async buffer (Rx) is designed to forward EMAC packet from MacRxClk domain to Clk domain. Also, the logic for interface with 100G EMAC is included. It is recommended to use at least 220 MHz for user clock domain. If using too low frequency, the buffer will be full and the received packet from EMAC will be lost.

- **Packet Filtering**

The header in Rx packet are verified by this module to validate the packet. The packet is valid when the following conditions are met.

- (1) Network parameters are matched to the value in Reg module, i.e., MAC address, IP address, and Port number.
- (2) The packet is ARP packet or TCP/IPv4 packet without data fragment flag.
- (3) IP header length and TCP header length are valid (IP header length is equal to 20 bytes and TCP header length is equal to 20 - 60 bytes).
- (4) IP checksum and TCP checksum are correct.
- (5) The data pointer decoded by the sequence number is in valid range.
- (6) The acknowledge number is in valid range.

- **Packet Splitter**

This module is designed to remove the packet header and split only TCP payload data to store to Rx data buffer.

- **Rx Data Buffer**

This buffer size is set by "RxBufBitWidth" parameter of the IP. The valid value is 9 for 32Kbyte or 10 for 64Kbyte buffer size. Rx data buffer size is applied to be the window size of the transmitted packet. When Rx data buffer is big enough, the target device can send many data to TOE100G IP without waiting ACK packet returned by the IP which has latency time from the networking system. As a result, using bigger size of Rx data buffer may increase the receive performance.

The data is stored in the buffer until the user reads it. If the user does not read data out from the buffer for long time, the buffer will be full. Next, the target device cannot send more data to the IP and then the receive performance is reduced. To achieve the best receive performance, it is recommended for the user logic to read the data from the IP when the data is ready. If the Rx data buffer is not full, the receive performance will not be dropped by the full window size.

User Block

The user module can be designed by using state machine to set the command and the parameters via register interface. Also, the status is monitored to confirm that the operation is finished without any error. The data path is designed by connecting with the FIFO for sending or receiving data with the IP.

100G Ethernet MAC and PHY

100G Ethernet MAC and PHY consists of Ethernet MAC and PHY for running 100Gb Ethernet. The user interface to connect with TOE100G IP is 512-bit Avalon stream, run at 390.625 MHz for Stratix10 MX or 402.832 MHz for Stratix10 TX or Agilex . Physical interface for connecting 100G Ethernet is 100GBASE-R standard. More details about the IP are described in following website.

Stratix10 MX : Low Latency 100G Ethernet MAC

<https://www.intel.com/content/www/us/en/programmable/products/intellectual-property/ip/interface-protocols/m-alt-ll100gb-ethernet.html>

Agilex and Stratix 10 TX : E-Tile Hard IP Intel

<https://www.intel.com/content/dam/www/programmable/us/en/pdfs/literature/ug/ug-s10-etile-hip-ethernet.pdf>

Core I/O Signals

Descriptions of all parameters and I/O signals are provided in Table 4 -Table 7. The EMAC interface is 512-bit Avalon stream standard.

Table 4: Core Parameters

Name	Value	Description
TxBufBitWidth	9-10	Setting Tx Data buffer size. The value is the address bus size of this buffer.
RxBufBitWidth	9-10	Setting Rx Data buffer size. The value is the address bus size of this buffer.

Table 5: User I/O Signals (Synchronous to Clk)

Signal	Dir	Description
Common Interface Signal		
RstB	In	Reset IP core. Active Low.
Clk	In	User clock for running TOE100G IP. Clock frequency should be at least 220 MHz to achieve the best performance.
User Interface		
RegAddr[4:0]	In	Register address bus. In Write access, RegAddr is valid when RegWrEn='1'.
RegWrData[31:0]	In	Register write data bus. Valid when RegWrEn='1'.
RegWrEn	In	Register write enable. Valid at the same clock as RegAddr and RegWrData.
RegRdData[31:0]	Out	Register read data bus. Valid in the next clock after RegAddr is valid.
ConnOn	Out	Connection Status. '1': connection is opened, '0': connection is closed.
TimerInt	Out	Timer interrupt. Assert to high for 1 clock cycle when timeout is detected. More details of Interrupt status are monitored from TMO[7:0] register.
RegDataA1[31:0]	Out	32-bit read value of CMD register (RegAddr=00001b). Bit[0] is busy flag of TOE100G IP.
RegDataA8[31:0]	Out	32-bit read value of TDL register (RegAddr=01000b)
RegDataA9[31:0]	Out	32-bit read value of TMO register (RegAddr=01001b)
Tx Data Buffer Interface		
TCPTxFfFlush	Out	Tx data buffer within the IP is reset. Asserted to '1' when the connection is closed or the IP is reset.
TCPTxFfFull	Out	Asserted to '1' when Tx data buffer is full. User needs to stop writing data within 4 clock cycles after this flag is asserted to '1'.
TCPTxFfWrEn	In	Write enable to Tx data buffer. Asserted to '1' to write data to Tx data buffer.
TCPTxFfWrData[511:0]	In	Write data to Tx data buffer. Valid when TCPTxFfWrEn='1'.
Rx Data Buffer Interface		
TCPRxFfFlush	Out	Rx data buffer within the IP is reset. Asserted to '1' when the new connection is opened.
TCPRxFfRdCnt[9:0]	Out	Data counter of Rx data buffer to show the number of received data in 512-bit unit.
TCPRxFfLastRdCnt[5:0]	Out	Remaining byte of the last data in Rx data buffer when total received data in the buffer is not aligned to 64-byte unit. User cannot read the data until all 64-byte data is received.
TCPRxFfRdEmpty	Out	Asserted to '1' when Rx data buffer is empty. User needs to stop reading data immediately when this signal is asserted to '1'.
TCPRxFfRdEn	In	Asserted to '1' to read data from Rx data buffer.
TCPRxFfRdData[511:0]	Out	Data output from Rx data buffer. Valid in the next clock cycle after TCPRxFfRdEn is asserted to '1'.

Table 6: Tx EMAC I/O Signals (Synchronous to MacTxClk)

Signal	Dir	Description
Tx MAC Interface		
MacTxClk	In	Clock from EMAC for synchronous with Tx MAC interface. 390.625 MHz or 402.832 MHz for 100Gb Ethernet.
MacTxData[511:0]	Out	Transmitted data. Valid when MacTxValid='1'.
MacTxEmpty[5:0]	Out	Specify the number of bytes which are unused of the final word in the frame.
MacTxValid	Out	Valid signal of transmitted data.
MacTxSOP	Out	Control signal to indicate the first word in the frame. Valid when MacTxValid='1'.
MacTxEOP	Out	Control signal to indicate the final word in the frame. Valid when MacTxValid='1'.
MacTxReady	In	Handshaking signal. Asserted to '1' when MacTxData has been accepted. This signal must not be de-asserted to '0' when a packet is transmitting.

Table 7: Rx EMAC I/O Signals (Synchronous to MacRxClk)

Signal	Dir	Description
Rx MAC Interface		
MacRxClk	In	Clock from EMAC for synchronous with Rx MAC interface. 390.625 MHz or 402.832 MHz for 100Gb Ethernet. In some EMAC IPs, MacTxClk and MacRxClk are the same signals.
MacRxData[511:0]	In	Received data. Valid when MacRxValid='1'.
MacRxValid	In	Valid signal of received data.
MacRxEOP	In	Control signal to indicate the final word in the frame. Valid when MacRxValid='1'.
MacRxError	In	Control signal asserted at the end of received frame (MacRxValid='1' and MacRxEOP='1') to indicate that the frame has CRC error. '1': error packet, '0': normal packet. For Intel EMAC IP, connect with rx_error[1] signal.
MacRxReady	Out	Handshaking signal. Asserted to '1' when MacRxData has been accepted. Typically, MacRxReady is always asserted to '1'. If Clk frequency is too low until free space of Async buffer is not enough, MacRxReady will be de-asserted to '0' after receiving end of packet. The signal is re-asserted to '1' when free space of Async buffer is enough for storing one packet.

Timing Diagram

IP Initialization

The initialization process begins after user changes RST register from '1' to '0'. TOE100G IP can run in three modes, set by SRV register, i.e., Client mode (SRV="00"), Server mode (SRV="01"), and Fixed MAC mode (SRV="1x"). The details of each mode are shown in the following timing diagram.

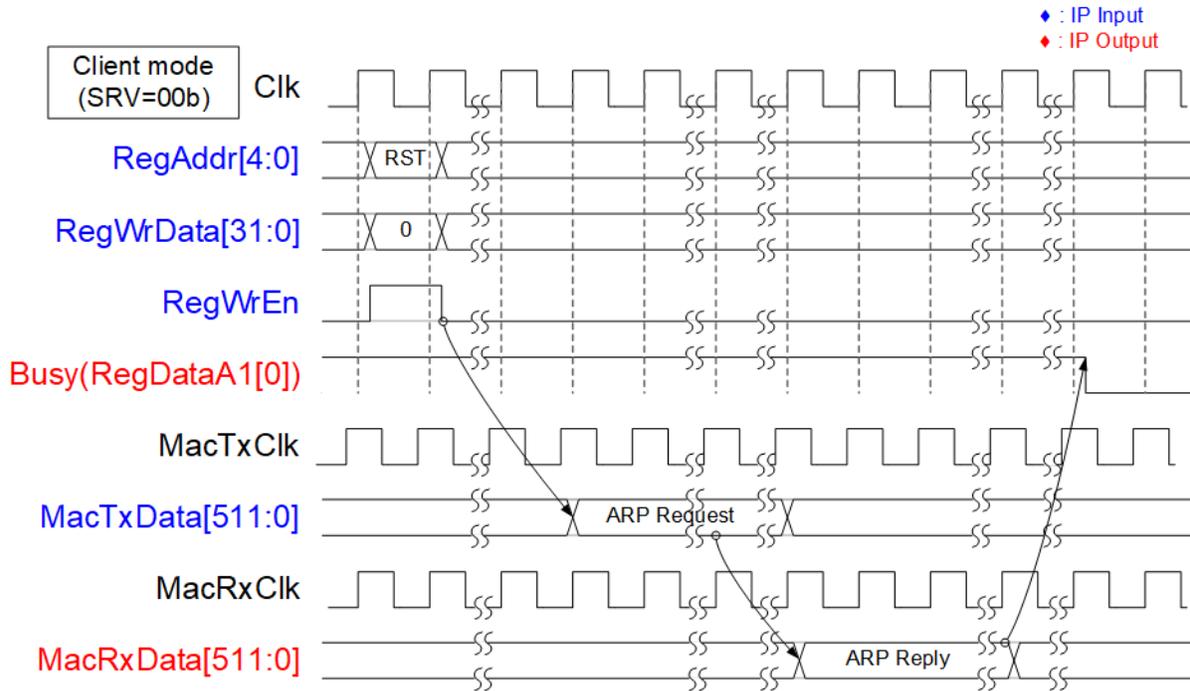


Figure 4: IP Initialization in Client mode

As shown in Figure 4, in Client mode TOE100G IP sends ARP request and waits ARP reply returned from the target device. Target MAC address is extracted from ARP reply packet. After finishing, Busy signal (bit0 of RegDataA1) is de-asserted to '0'.

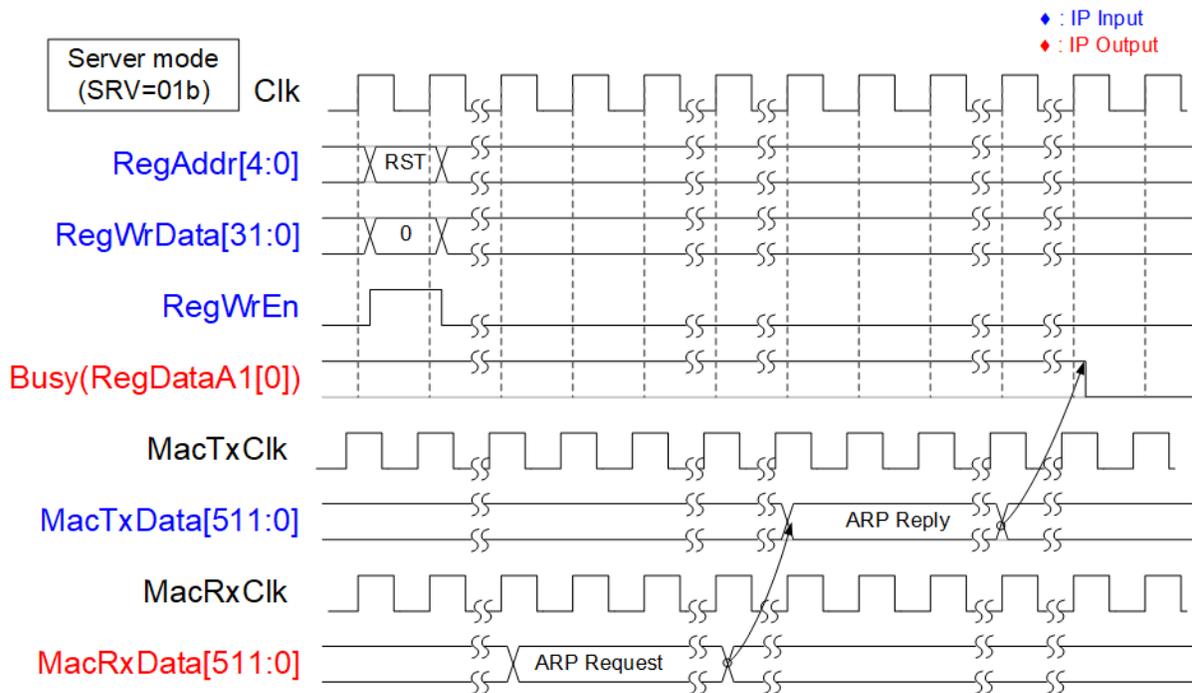


Figure 5: IP Initialization in Server mode

As shown in Figure 5, after finishing reset process in Server mode, TOE100G IP waits until ARP request sent by the target device. After that, TOE100G IP returns ARP reply to the target. Target MAC address is extracted from ARP request packet. Finally, Busy signal is de-asserted to '0'.

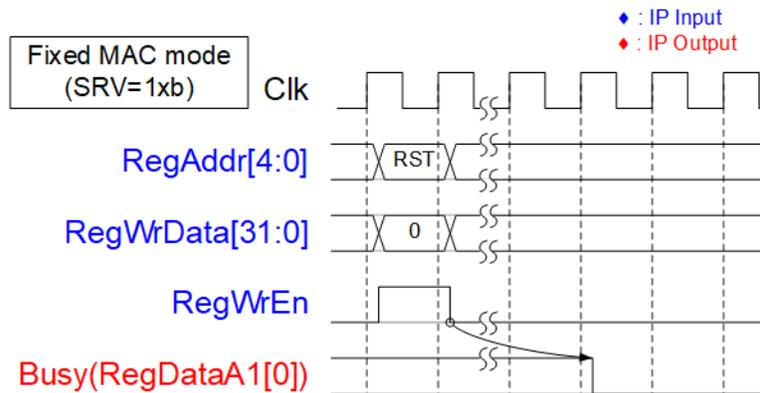


Figure 6: IP Initialization in Fixed mode

As shown in Figure 6, after finishing reset process in Fixed MAC mode, TOE100G IP updates all parameters from the registers. Target MAC address is loaded from DML and DMH register. After finishing, Busy signal is de-asserted to '0'.

Register Interface

All control signals and the network parameters for the operation are set and monitored via Register interface. Timing diagram of Register interface is similar to Single-port RAM which shares the address bus for write and read access. Read latency time of the read data from the address is one clock cycle. Register map is defined in Table 2.

As shown in Figure 7, to write the register, the user sets $\text{RegWrEn}=1$ with the valid value of RegAddr and RegWrData . To read the register, the user sets only RegAddr and then RegRdData is valid in the next clock cycle.

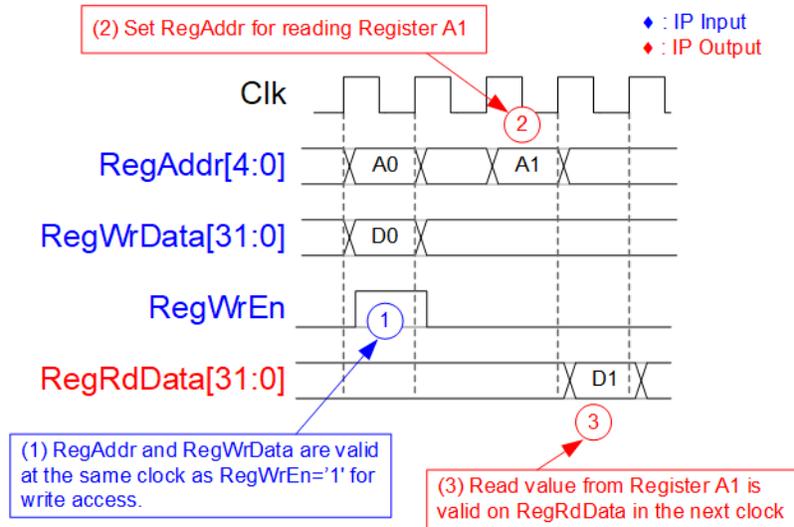


Figure 7: Register interface timing diagram

As shown in Figure 8, before the user sets CMD register to start the new command operation, Busy flag must be equal to '0' to confirm that IP is in Idle status. After CMD register is set, Busy flag is asserted to '1'. Busy is de-asserted to '0' when the command is completed.

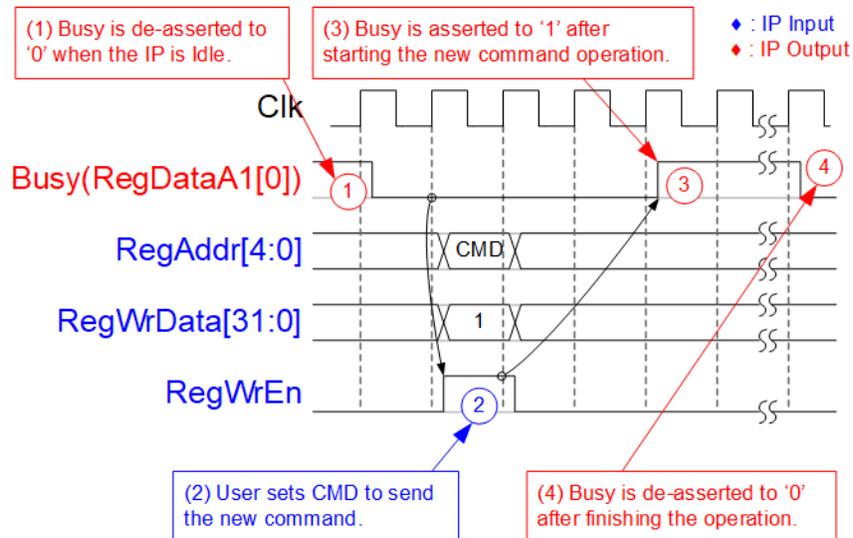


Figure 8: CMD register timing diagram

Tx FIFO Interface

To send the data to IP core via Tx FIFO interface, Full flag is monitored to be flow control signal. The write signals are similar to write interface of general FIFO by using write data and write enable as shown in Figure 9.

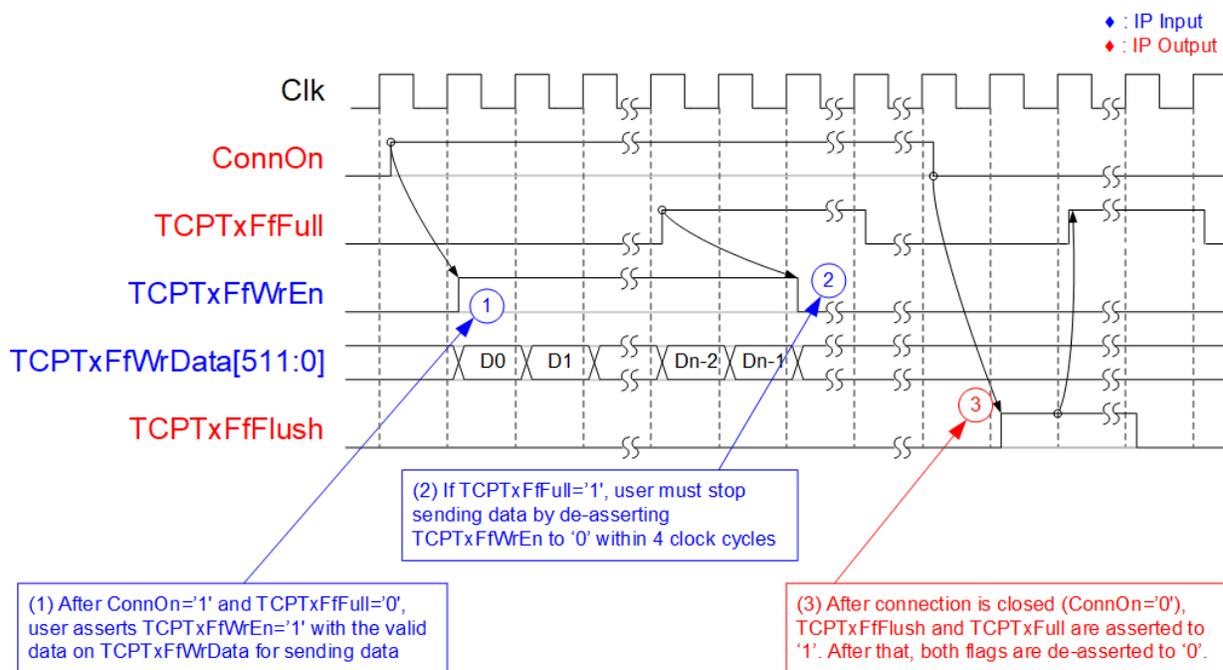


Figure 9: Tx FIFO interface timing diagram

- (1) Before sending data, user needs to confirm that full flag (TCPTxFfFull) is not asserted to '1' and ConnOn must be equal to '1'. After that, TCPTxFfWrEn can be asserted to '1' with valid value of TCPTxFfWrData.
- (2) TCPTxFfWrEn must be de-asserted to '0' within 4 clock cycles to pause data sending after TCPTxFfFull is asserted to '1'.
- (3) After finishing transferring all data, the port can be closed by TOE100G IP (active) or the target device (passive). After the port is closed, the following situations are found.
 - i) ConnOn changes from '1' to '0'.
 - ii) TCPTxFfFlush is asserted to '1' to flush all data inside TxFIFO.
 - iii) TCPTxFfFull is asserted to '1' to pause data sent by the user during closing the connection.

Rx FIFO Interface

After the received data is stored in Rx data buffer, the user can read the data from Rx data buffer by using Rx FIFO interface. Empty flag is monitored to check data available status and then asserts read enable signal to read the data, similar to read interface of general FIFO, as shown in Figure 10.

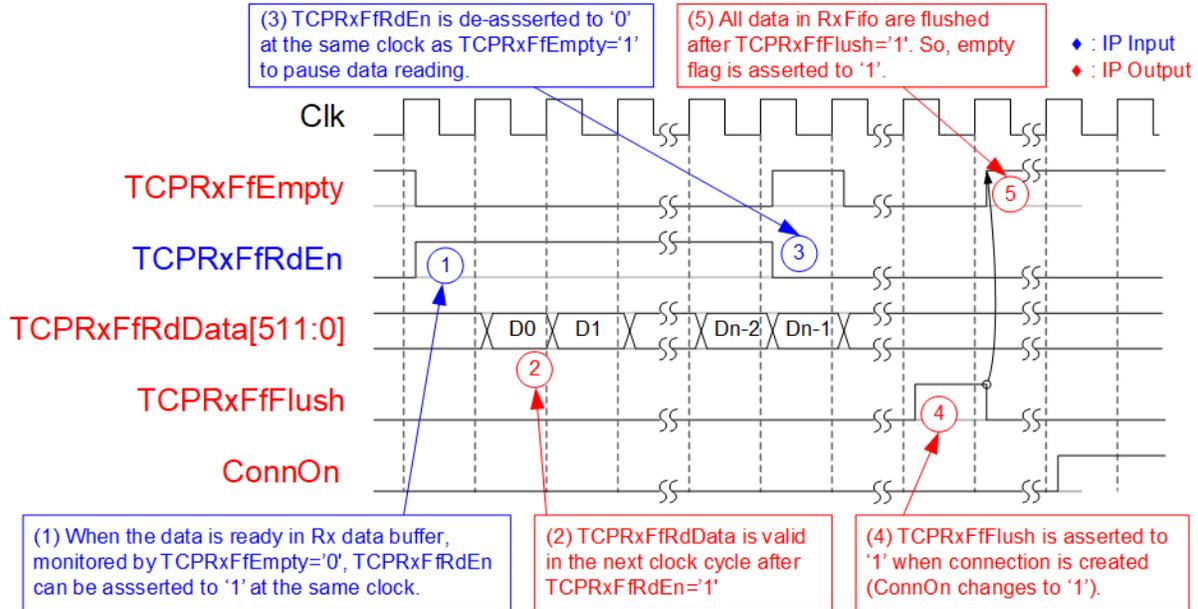


Figure 10: Rx FIFO interface timing diagram by using Empty flag

- (1) TCPRxFfEmpty is monitored to check data available status. When data is ready (TCPRxFfEmpty='0'), TCPRxFfRdEn can be asserted to '1' to read data from Rx data buffer.
- (2) TCPRxFfRdData is valid in the next clock cycle.
- (3) Reading data must be immediately paused by de-asserting TCPRxFfRdEn='0' when TCPRxFfEmpty='1'.
- (4) User must read all data from Rx data buffer before the connection is new created. All data in Rx data buffer is flushed and TCPRxFfFlush is asserted to '1' when the new connection is created. After finishing new connection created, ConnOn changes from '0' to '1'.
- (5) After finishing Flush operation, TCPRxFfEmpty is asserted to '1'.

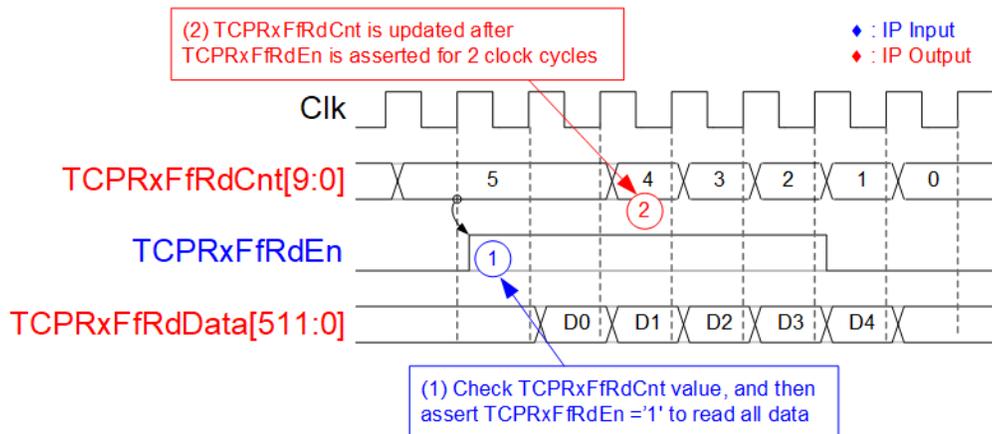


Figure 11: Rx FIFO interface timing diagram by using read counter

If user logic reads data as burst mode, TOE100G IP has read counter signal to show the total number of data stored in Rx FIFO interface as 512-bit unit. For example, Figure 11 shows five data available in Rx data buffer. Therefore, user can assert TCPRxFfRdEn to '1' for 5 clock cycles to read all data from Rx data buffer. The latency time to update read counter (TCPRxFfRdCnt) after asserting read enable (TCPRxFfRdEn) is 2 clock cycles.

EMAC Interface

EMAC interface of TOE100G IP is designed by using 512-bit Avalon-stream interface. The details of EMAC interface for Transmit and Receive direction are shown in Figure 12 - Figure 14.

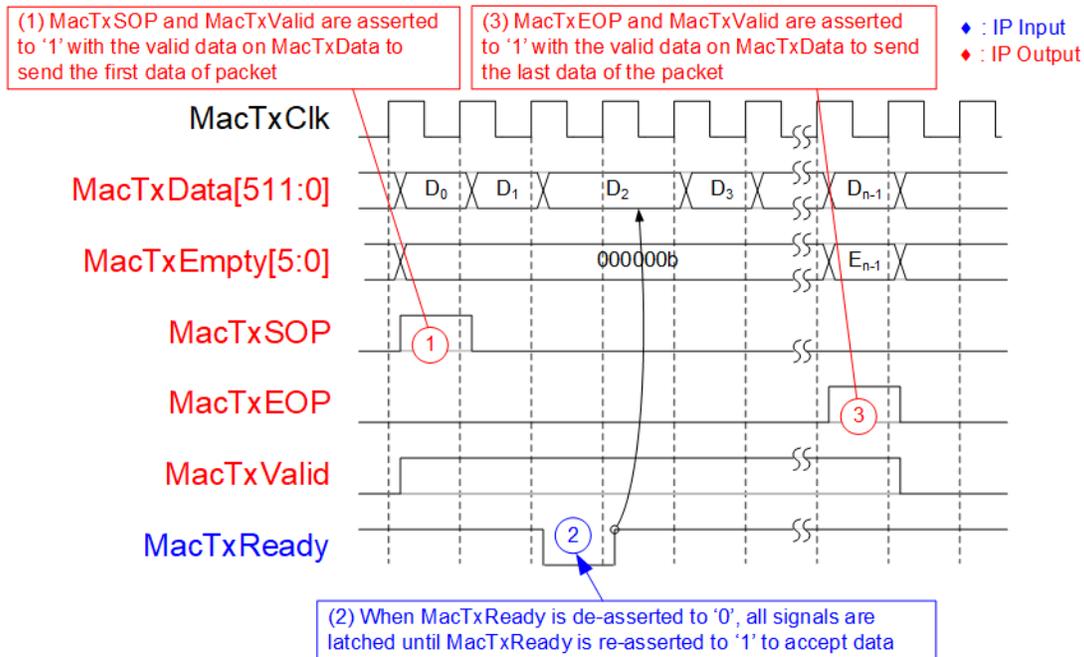


Figure 12: Transmit EMAC interface timing diagram

- (1) To send the first data of a packet, TOE100G IP asserts MacTxSOP and MacTxValid to '1' with the valid data on MacTxData.
- (2) During transmitting the packet, EMAC may be not ready to receive the data and de-asserts MacTxReady to '0'. TOE100G IP holds the same value of all signals to wait until MacTxReady is re-asserted to '1'. After that, the next data is transmitted.
- (3) To send the last data of the packet, MacTxEOP and MacTxValid are asserted to '1' with the valid data on MacTxData. According to EMAC specification, MacTxValid must be always asserted to '1' during a packet transmission. It cannot be de-asserted to '0' before end of packet is transmitted.

To receive the packet from EMAC, if the user clock frequency is too low, it will be possible that MacRxReady which is output from TOE100G IP is de-asserted to '0' after receiving end of packet. The situation is found when Async buffer (Rx) has too less free space for storing one packet, as shown in Figure 14.

If the user clock frequency is high enough, MacRxReady is always asserted to '1' for receiving the data from EMAC, as shown in Figure 13.

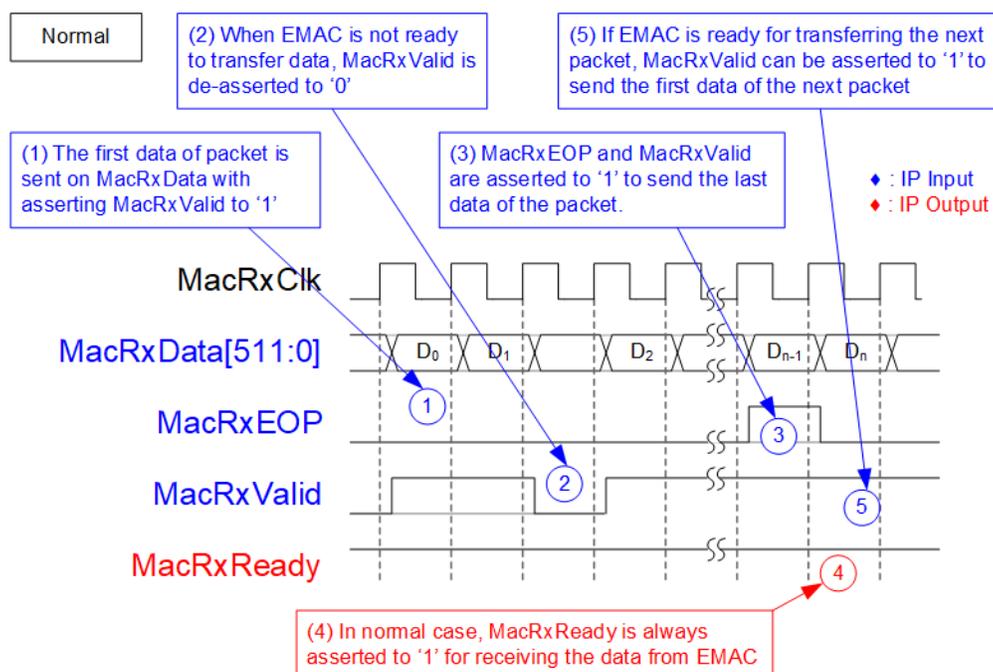


Figure 13: Receive EMAC interface timing diagram (Normal)

- (1) To send the first data of a packet, EMAC asserts MacRxValid to '1' with the valid data on MacTxData. EMAC can send the data continuously to TOE100G IP by asserting MacRxValid to '1'.
- (2) When EMAC is not ready to send the data, MacRxValid is de-asserted to '0' to pause data transmission.
- (3) To send the last data of the packet, EMAC asserts MacRxValid and MacRxEOP to '1' with the valid data on MacTxData.
- (4) In normal case, MacRxReady is always asserted to '1' for receiving the next packet after receiving the last data.
- (5) If EMAC is ready for transferring the next packet, MacRxValid can be asserted to '1' to send the first data of the next packet.

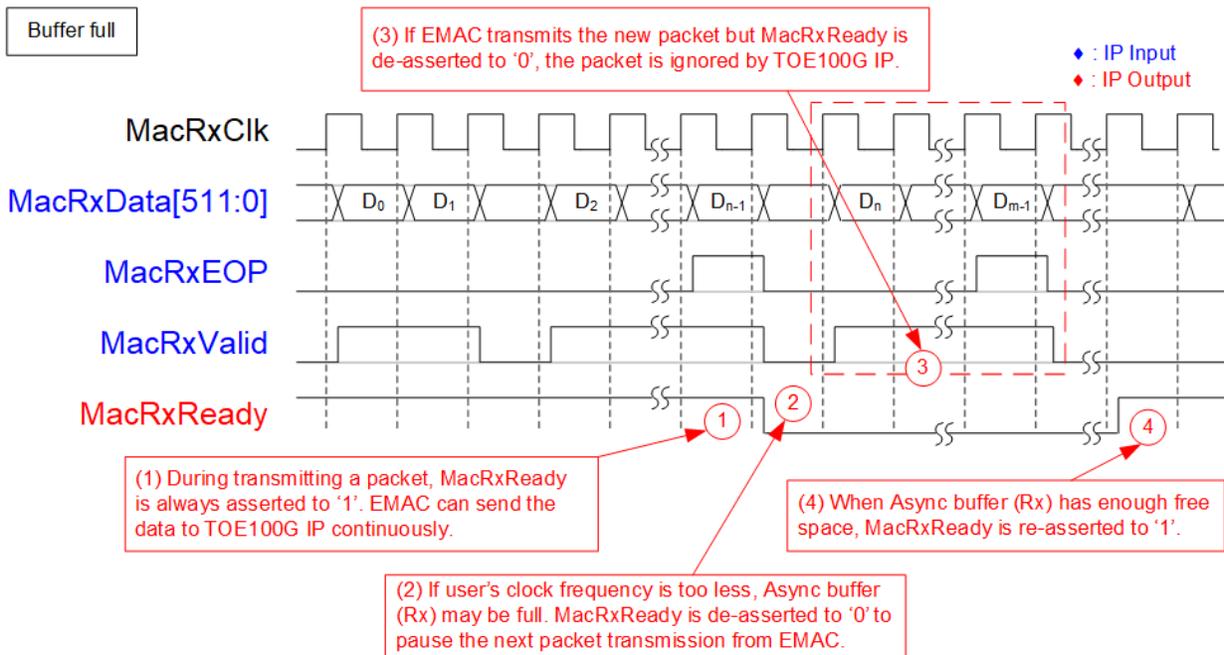


Figure 14: Receive EMAC interface timing diagram (Data lost)

- (1) Before transmitting end-of-packet, MacRxReady is always asserted to '1' to receive a packet from EMAC.
- (2) If clock frequency of user's clock is too low until Async buffer (Rx) inside TOE100G IP does not have enough free space for storing the next packet, MacRxReady is de-asserted to '0' after receiving end-of-packet (MacRxEOP='1' and MacRxValid='1').
- (3) If MacRxReady is de-asserted to '0' and EMAC sends the new packet by asserting MacRxValid to '1', TOE100G IP will ignore the packet.
- (4) When the packet inside Async buffer (Rx) is processed completely and Async buffer (Rx) has enough free space, MacRxReady is re-asserted to '1'. Now TOE100G IP is ready to receive the packet from EMAC.

Example usage

Client mode (SRV[1:0]="00")

The example steps to set register for transferring data in Client mode are shown as follows.

- 1) Set RST register='1' to reset the IP.
- 2) Set SML/SMH for MAC address, DIP/SIP for IP address, and DPN/SPN for port number.
Note: DPN is optional setting which is applied when the port is opened by IP (Active open).
- 3) Set RST register='0' to start the IP initialization process by sending ARP request packet to get Target MAC address from ARP reply packet. Busy signal is de-asserted to '0' after finishing the initialization process.
- 4) The new connection can be created by two modes.
 - a. Active open: Write CMD register = "Open connection" to create the connection (SYN packet is firstly sent from TOE100G IP). After that, wait until Busy flag is de-asserted to '0'.
 - b. Passive open: Wait until "ConnOn" signal = '1' (the target device sends SYN packet to TOE100G IP firstly).
- 5)
 - a. For data transmission, set TDL register (total transmit length) and PKL register (packet size). Next, set CMD register = "Send data" to start data transmission. The user sends the data to TOE100G IP via TxFIFO interface before or after setting CMD register. When the command is finished, busy flag is de-asserted to '0'. The user can set the new value to TDL/PKL register and then set CMD register = "Send data" to start the next transmission.
 - b. For data reception, user monitors Rx FIFO status and reads data until Rx FIFO is empty.
- 6) Similar to creating the connection, the connection can be terminated by two modes.
 - a. Active close: Set CMD register = "Close connection" to close the connection (FIN packet is firstly sent by TOE100G IP). After that, wait until Busy flag is de-asserted to '0'.
 - b. Passive close: Wait until "ConnOn" signal = '0' (FIN packet is sent from the target to TOE100G IP firstly).

Server mode (SRV[1:0]="01")

Comparing to Client mode which MAC address is decoded from ARP reply packet after TOE100G IP sends ARP request packet, Server mode decodes MAC address from ARP request packet. The process for transferring data is similar to Client mode. The example steps for running in Server mode are shown as follows.

- 1) Set RST register='1' to reset the IP.
- 2) Set SML/SMH for MAC address, DIP/SIP for IP address, and DPN/SPN for port number.
- 3) Set RST register='0' to start the IP initialization process by waiting ARP request packet to get Target MAC address. Next, the IP creates ARP reply packet returned to the target device. After finishing the initialization, busy signal is de-asserted to '0'.
- 4) Remaining steps are similar to step 4 – 6 of Client mode

Fixed MAC mode (SRV[1:0]="1x")

In Fixed MAC mode, MAC Address of the target device is loaded by DML and DMH register. The process for transferring the data is similar to Client and Server mode. The example steps for running in Fixed MAC mode are shown as follows

- 1) Set RST register='1' to reset the IP.
- 2) Set SML/SMH for MAC address of TOE100G IP, DML/DMH for MAC address of the target device, DIP/SIP for IP address, and DPN/SPN for port number.
- 3) Set RST register='0' to start the IP initialization process. After finishing the initialization, busy signal is de-asserted to '0'.
- 4) Remaining steps are similar to step 4 – 6 of Client mode

PKL and TDL setting in Send command

When running Send command, the IP can run in two modes. First is when TDL is equal to N times of PKL. Second is when TDL is not equal to N times of PKL. More details of each mode are described as follows.

TDL = N times of PKL

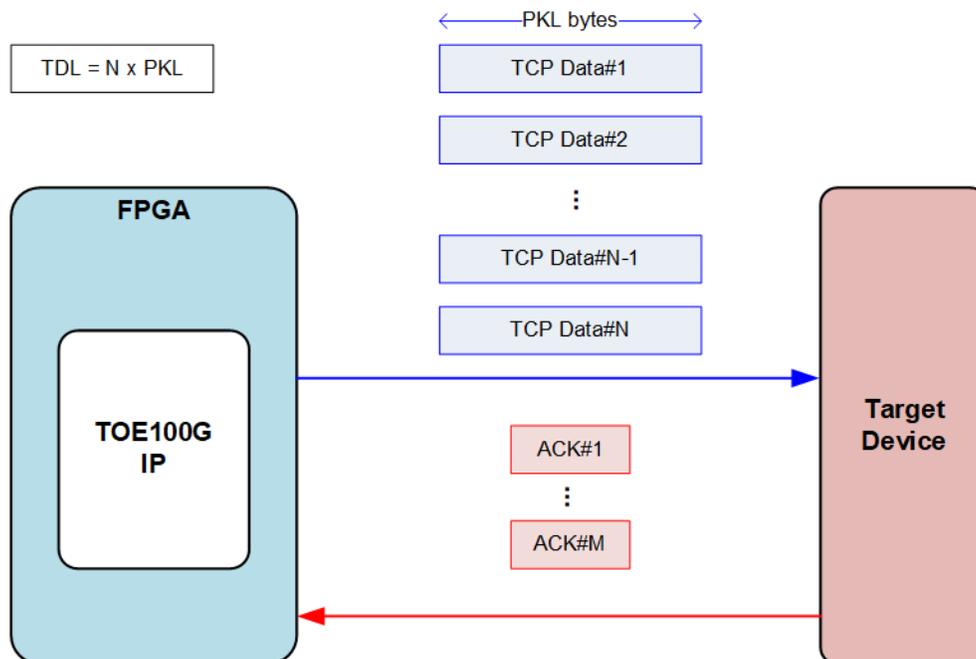


Figure 15: TCP packet when TDL = N times of PKL

When TDL value is equal to N times of PKL value, the data from user is split to N packets and forwarded to the target device, as shown in Figure 15. If the target device returns ACK packet to be response for every TCP packet, there are N ACK packets in the network system. To improve network performance, the several ACK packets are combined to be one packet. This technique is called TCP delayed ACK. Therefore, the numbers of ACK packet returned from the target device may be less than the numbers of data packet from TOE100G IP when running Send command.

PSH[0] set value is not effect for this condition. The last data packet (TCP Data#N) is sent only one time.

TDL = N times of PKL + Residue

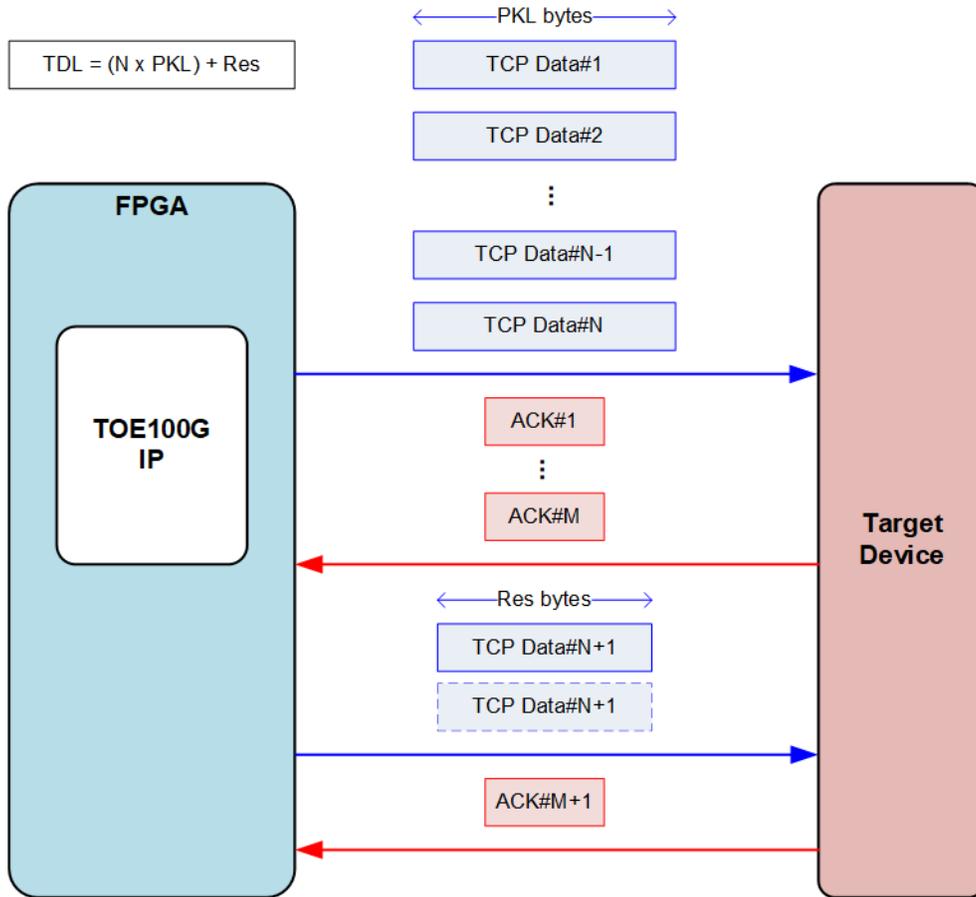


Figure 16: TCP packet when TDL = (N times of PKL) + Residue

When TDL value is not equal to N times of PKL value, the data sent to the target device is split to N packets of PKL-byte data and the last packet which has Res-byte data. As shown in Figure 16, the first step is similar to the condition that TDL is equal to N times of PKL. The IP needs to receive the ACK packet from the target device to confirm all N-packet is received completely. After that, the last packet which consists of the residue byte data is sent to the target device. If PSH[0] register is equal to '0' (default value), the residue packet is sent two times. Otherwise, the last packet is one time sent. The send command is finished when ACK from the target is returned to confirm the last packet is received.

Note: If target device is run on some OSs which enables delayed ACK feature, ACK#M packet, returned to confirm that TCP Data#N packet is accepted, may be arrived so late by timeout condition in some conditions. Therefore, the target device needs to disable delayed ACK feature or the TDL value should be aligned to PKL value in the system that is rather sensitive to this latency time.

Verification Methods

The TOE100G IP Core functionality was verified by simulation and also proved on real board design by using Stratix10 MX, Stratix10 TX, or Agilex F-series FPGA development Kit.

Recommended Design Experience

User must be familiar with HDL design methodology to integrate this IP into their design.

Ordering Information

This product is available directly from Design Gateway Co., Ltd. Please contact Design Gateway Co., Ltd. For pricing and additional information about this product using the contact information on the front page of this datasheet.

Revision History

Revision	Date	Description
1.0	19-Apr-2021	New release
1.1	7-Mar-2022	Add Stratix10 TX device support