

## UHS-II Transaction/Link Layer Interface

Ver 1.0b

Note: This document defines the interface between the UHS-II Transaction layer implemented in Microblaze (MBLZ) and the Link layer implemented in hardware.

### Register Map

#### 1. CONFIGURATION Register – [ config\_reg ]

**ADDRESS**        0xC0000000  
**SIZE**            32  
**Default Value**   0x400083C0  
**Attributes**      Read / Write

Bits	Bit Field	Description
1:0	CNFG_LOCK_MARGIN	Configuration of permissible error range for PLL lock detector: <ul style="list-style-type: none"><li>- 00: +/- 1CLK</li><li>- 01: +/- 4CLK</li><li>- 10: +/- 8CLK</li><li>- 11: +/- 15CLK</li></ul>
3:2	CNFG_LOCK_PERIOD	Configuration of sampling duration for PLL lock detector of PHY: <ul style="list-style-type: none"><li>- 00: 103us@26MHz / 51.5us@52MHz</li><li>- 01: 256us@26MHz / 128us@52MHz</li><li>- 10: 502us@26MHz / 251us@52MHz</li><li>- 11: 1004us@26MHz / 502us@52MHz</li></ul>
4	CNFG_ALIGN_EN	TBD
15:5	CNFG_PLL	TBD
18:16	CNFG_BGR	TBD
23:19	CNFG_DRV	TBD
25:24	CNFG_DET	TBD
27:26	CNFG_REG	TBD
29:28	RSVD	Reserved

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30	HOST_MODE	TBD
31	PORT_SEL	TBD

## OBS:

TBA: Other configuration signals for LINK and PHY  
**CONTRL\_ADDR** 0xC0000100

## 2. CONTROL Register - [ **contrl\_reg** ]

**ADDRESS** 0xC0000100  
**SIZE** 32  
**Default Value** 0x00070000  
**Attributes** Read / Write

Bits	Bit Field	Description
0	RESET_N	SW Reset - This bit will reset entire logic.
1	TEST_NRST	TEST Reset - This bit will reset entire logic.
7:2	RSVD	Reserved
8	P_INIT_START	Start Physical Layer Initialization
9	D_CONFIG_DONE	End device configuration
10	GO_DORMANT	Go into DORMANT State
15:11	RSVD	Reserved
16	DET_EN	TBD
17	RCLKOE	TBD
18	RCLKTRMEN	TBD
31:19	RSVD	Reserved

## OBS:

TBA: Other control signals for PHY Layer  
**CONFIG\_ADDR** 0xC0000000

## 3. STATUS Register – [ status\_reg ]

**ADDRESS**            0xC0000200  
**SIZE**                32  
**Default Value**    0x00000000  
**Attributes**        Read / Write

Bits	Bit Field	Description
0	LINK_TX_FIFO_FULL	LINK Transmitter Full Flag
4:1	RSVD	Reserved
15:5	LINK_DLSM	LINK DLSM State: <ul style="list-style-type: none"> <li>- 0x001: DORMANT</li> <li>- 0x002: DORMAND_PENDING</li> <li>- 0x004: WAKEUP_PRE_ACTIVE</li> <li>- 0x008: WAKEUP_ACTIVE</li> <li>- 0x010: WAKEUP_SYNC</li> <li>- 0x020: CONFIG</li> <li>- 0x040: ACTIVE_CONTROL</li> <li>- 0x080: ACTIVE_WAIT_RDY</li> <li>- 0x100: ACTIVE_TRANS_FD</li> <li>- 0x200: ACTIVE_WAIT_STAT</li> <li>- 0x400: ACTIVE_STREAM</li> </ul>
23:16	CT	PHY PLSM State for Lane RX_0
31:24	ST	PHY PLSM State for Lane RX_1

### OBS:

TBA: Other status signals from LINK and PHY  
**STATUS\_ADDR**    0xC0000200

## 4. TX Register - [ **transm\_reg** ]

**ADDRESS**            0xC0000300  
**SIZE**                32  
**Default Value**    0x00000000  
**Attributes**        Read / Write

Bits	Bit Field	Description
7:0	DATA_TX_0	Data for receiving according to transaction layer <b>6.2.2 Packet Format Details</b> chapter.
8	TYPE_OF_DATA	Type of current data: - 0: Data (D) - 1: Symbol (K)
10:9	PLACE_OF_DATA	Place of current data in packet: - 01: First byte in packet (commonly COM symbol) - 10: Last byte in packet (commonly EOP symbol) - 11: Byte in packet (can be symbol or data) - 00: Other
15:11	RSVD	Reserved
22:16	DATA_TX_1	Data for receiving according to transaction layer <b>6.2.2 Packet Format Details</b> chapter. <b>Reserved for future use.</b>
23	TYPE_OF_DATA	Type of current data: - 0: Data (D) - 1: Symbol (K) <b>Reserved for future use.</b>
25:24	PLACE_OF_DATA	Place of current data in packet: - 01: First byte in packet (commonly COM symbol) - 10: Last byte in packet (commonly EOP symbol) - 11: Byte in packet (can be symbol or data) - 00: Other <b>Reserved for future use.</b>
31:26	RSVD	Reserved

**TRANSM\_ADDR**    0xC0000300

## 5. RX Register - [ **receiv\_reg** ]

**ADDRESS**        0xC0000400  
**SIZE**            32  
**Default Value**   0x00000000  
**Attributes**      Read / Write

Bits	Bit Field	Description
7:0	DATA_RX_0	Data for receiving according to transaction layer <b>6.2.2 Packet Format Details</b> chapter.
8	TYPE_OF_DATA	Type of current data: <ul style="list-style-type: none"> <li>- 0: Data (D)</li> <li>- 1: Symbol (K)</li> </ul>
10:9	PLACE_OF_DATA	Place of current data in packet: <ul style="list-style-type: none"> <li>- 01: First byte in packet (commonly COM symbol)</li> <li>- 10: Last byte in packet (commonly EOP symbol)</li> <li>- 11: Byte in packet (can be symbol or data)</li> <li>- 00: Other</li> </ul>
15:11	RSVD	Reserved
22:16	DATA_TX_1	Data for receiving according to transaction layer <b>6.2.2 Packet Format Details</b> chapter. <b>Reserved for future use.</b>
23	TYPE_OF_DATA	Type of current data: <ul style="list-style-type: none"> <li>- 0: Data (D)</li> <li>- 1: Symbol (K)</li> </ul> <b>Reserved for future use.</b>
25:24	PLACE_OF_DATA	Place of current data in packet: <ul style="list-style-type: none"> <li>- 01: First byte in packet (commonly COM symbol)</li> <li>- 10: Last byte in packet (commonly EOP symbol)</li> <li>- 11: Byte in packet (can be symbol or data)</li> <li>- 00: Other</li> </ul> <b>Reserved for future use.</b>
31:26	RSVD	Reserved

**RECEIV\_ADDR**    0xC0000400

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## 6. DEBUG 01

**ADDRESS**        **0xF0000000**  
**SIZE**            **32**  
**Default Value**   **0x00000000**  
**Attributes**      **Read / Write**

Bits	Bit Field	Description
31:0	RSVD	Reserved

**DEB\_01\_ADDR**    0xF0000000

## 7. DEBUG 02

**ADDRESS**        **0xF0000100**  
**SIZE**            **32**  
**Default Value**   **0x00000000**  
**Attributes**      **Read / Write**

Bits	Bit Field	Description
31:0	RSVD	Reserved

**DEB\_02\_ADDR**    0xF0000100

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## 8. DEBUG 03

**ADDRESS**        **0xF0000200**  
**SIZE**            **32**  
**Default Value**   **0x00000000**  
**Attributes**      **Read / Write**

Bits	Bit Field	Description
31:0	RSVD	Reserved

**DEB\_03\_ADDR**    0xF0000200

## 9. DEBUG 04

**ADDRESS**        **0xF0000300**  
**SIZE**            **32**  
**Default Value**   **0x00000000**  
**Attributes**      **Read / Write**

Bits	Bit Field	Description
31:0	RSVD	Reserved

**DEB\_04\_ADDR**    0xF0000300

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