A diagram of a computer network

Description automatically generated

URL: <https://docs.amd.com/r/en-US/pg051-tri-mode-eth-mac/Ethernet-Data-Format>

Half-Duplex Frame Transmission

In a half-duplex system, the CSMA/CD media access method defines how two or more stations share a common medium.

1. Even when it has nothing to transmit, the Ethernet MAC monitors the Ethernet medium for traffic by watching the carrier sense signal (CRS) from the external PHY. Whenever the medium is busy (CRS = 1 ), the Ethernet MAC defers to the passing frame by delaying any pending transmission of its own.
2. After the last bit of the passing frame (when the carrier sense signal changes from TRUE to FALSE), the Ethernet MAC starts the timing of the interframe gap.
3. The Ethernet MAC resets the interframe gap timer if the carrier sense becomes TRUE during the period defined by “interframe gap part 1 (IFG1).” IEEE Std 802.3-2008 states that this should be the first 2/3 of the interframe gap timing interval (64-bit times) but it can be shorter and as small as zero. The purpose of this option is to support a possible brief failure of the carrier sense signal during a collision condition and is described in paragraph 4.2.3.2.1 of the IEEE standard.
4. To ensure fair access to the bus, the Ethernet MAC does not reset the interframe gap timer if carrier sense becomes TRUE during the period defined by “interframe gap part 2 (IFG2).” IEEE Std 802.3-2008 states that this should be the last 1/3 of the interframe gap timing interval.

After initiating a transmission, if the message collides with the message of another station (COL = 1 ), each transmitting station intentionally continues to transmit (jam) for an additional predefined period (32-bit times for 10/100 Mbbs) to ensure the propagation of the collision throughout the system. The station remains silent for a random amount of time (back off) before attempting to transmit again.

A station can experience a collision during the beginning of its transmission (the collision window) before its transmission has had time to propagate to all stations on the bus. After the collision window is passed, a transmitting station acquires the bus. Subsequent collisions (late collisions) are avoided because all other (properly functioning) stations are assumed to have detected the transmission and trying to defer it.

#### Full-Duplex Frame Transmission

In a full-duplex system, there is a point-to-point dedicated connection between two Ethernet devices, capable of simultaneously transmit and receive with no possibility of collisions. The Ethernet MAC does not use the carrier sense signal from the external PHY because the medium is not shared and the Ethernet MAC only needs to monitor its own transmissions. After the last bit of an Ethernet MAC frame transmission, the Ethernet MAC starts the interframe gap timer and defer transmissions until the IFG count completes. The minimum value supported for the IFG depends on the TEMAC solution options and the current mode of operation.

If the TEMAC solution has been built with half-duplex support, the IFG delay is 96-bit times. When IFG Adjustment is enabled, greater than 64-bit times, the value presented on tx\_ifg\_delay .

If the TEMAC solution has been built with only full-duplex support, the IFG delay is 96-bit times. When IFG Adjustment is enabled, greater than 32-bit times, the value presented on tx\_ifg\_delay .

# Flow Control Using IEEE 802.3

<https://docs.amd.com/r/en-US/pg051-tri-mode-eth-mac/Flow-Control-Using-IEEE-802.3>

# Bandwidth Requirements

<https://docs.amd.com/r/en-US/pg051-tri-mode-eth-mac/Low-Frequency-Statistical-Counters>

The frequency of stats\_ref\_clk is flexible but depends upon both the number of counters and the maximum frequency supported by the MAC. The low-frequency increment vectors can update at a maximum rate of one per minimum sized Ethernet frame. This translates to 584 ns when running at 1 Gbps (64 bytes of minimum Ethernet frame size, plus 1-byte of minimum received preamble, plus eight bytes of minimum received interframe gap, at a byte rate of 1-byte per 8 ns).

With stats\_ref\_clk set to 125 MHz, 36 statistical counters can be safely updated between successive Ethernet frames (584 ns divided by the 8 ns clock period of stats\_ref\_clk , divided by two because a counter update requires two accesses). As this is less than the provided 44 counters, extra decode logic is included to take advantage of the frame size counters’ one-hot status (that is, only one of the seven RX and one of the seven TX frame size counters can update on a per packet basis).

The round-robin function that controls which counter is being accessed, only accesses the required frame size counter and skips the other five. This means the 44 counters supported only require 32 counter accesses. However, this does mean that the stats\_ref\_clk should be at least as fast as the clock used for the maximum rate supported by the MAC (125 MHz at 1 Gbps or 12.5 MHz at 10/100 Mbps).

# Frame Filter

The MAC can be configured with an optional frame filter.

The frame filter performs two functions:

* Checking if any received packet matches one of the predefined Destination Address values: Pause Address, Broadcast Address, User Defined Unicast Address and the special multicast Pause Address.
* Comparing the first 64 bytes of a received packet against a user defined pattern.

In the case of the Destination Address comparisons, the results are used in other blocks within the MAC, such as flow control and in the generation of statistics vectors.

## Using the Frame Filter

<https://docs.amd.com/r/en-US/pg051-tri-mode-eth-mac/Using-the-Frame-Filter>

## Usage of frame filter to implement VLAN priority-based filtering

 In a standard VLAN Ethernet frame, the VLAN type value of 0x8100 is found in bytes [14:13], with the priority field being the upper three bits of byte 15. This requires the following register settings:

* Frame Filter Value bytes [15:12] set to 0xE0008100
* Frame Filter Mask Value bytes [15:12] set to 0xE0FFFF00
* All other Frame Filter Mask Value bytes are set to 0x0