

**Proposed
Draft**

Serial ATA International Organization

Version 5
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Technical Proposal TPD_019_20081114_v08
**Title: HOLD_p/HOLDA_p Protocol Change for 6G
SATA**

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Document History

Version	Date	Comments
0	6/30/2008	Initial presentation of the issue
1	7/7/2008	Propagation delay table
2	7/14/2008	Proposed text change
3	10/1/2007	Discussion, no changes
4	9/30/2008	Removed text "additional data" from the proposed text change
5	10/2/2008	In the proposal format
6	10/23/2008	Editorial text change
7	11/05/2008	Only uses "Dword" in the text; changes in Table 1 to include any fraction of Dword; editorial changes; added the remainder of the text in section 9.4.7 from the Revision 2.6.
8	11/14/2008	Removed "primitive" after HOLD _P and HOLD _P .

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1. Introduction

With the introduction of 6G SATA, it becomes necessary to account in the flow control for latencies that are caused by delays due to the propagation of signals through the cable. Assuming a 5 nsec/m propagation delay, a round trip DWord propagation delay for a given transfer speed relative to the length of the cable is given in **Table 1**.

Table 1:

5 ns/m	1m (5 ns one way)		2m (10 ns one way)	
	One way	Round	One way	Round
Gen1 (26.6 ns)	0.188 (0)	(1)	0.376 (1)	(2)
Gen2 (13.3 ns)	0.375 (0)	(1)	0.75 (1)	(2)
Gen3 (6.7 ns)	0.75 (1)	(2)	1.5 (2)	(4)

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The 1m cable length is characteristic of the SATA “i” mode. The 2m cable length is characteristic of the SATA “m” mode. The SATA-I/O has already specified Gen3i mode (6G SATA “i” mode), and is in the process of defining the Gen3m mode (6G SATA “m” mode). For this reason, it is proposed here to modify the text that describes the required HOLD_P/HOLDA_P behavior as stated in section 1.1.

1.1 Proposed change

The following changes shall be included in the Section 9.4.7 Flow control Signaling Latency in the *Serial ATA Revision 2.6* specification document

There is a finite pipeline latency in a round-trip handshake across the Serial ATA interface. In order to avoid buffer overflow in flow control situations, the maximum tolerable latency from when a receiver sends a HOLD_P until it receives the HOLDA_P from the transmitter is specified. This allows the high-water mark to be set in the receive FIFO so as to avoid buffer overflow while avoiding excessive buffering/FIFO space.

In the case where the receiver wants to flow control the incoming traffic, it transmits HOLD_P on the back channel. Some number of received DWords later, HOLDA_P is received. The larger the latency between transmitting HOLD_P until receiving HOLDA_P, the larger the receive FIFO needs to be. Within a single HOLD_P/ HOLDA_P sequence, there shall be a maximum allowed latency from the time the MSB of the initial HOLD_P is on the wire, until the MSB of the initial HOLDA_P is on the wire. The LSB is transmitted first.

When operating at Gen1 and Gen2 transfer speeds, a receiver shall be able to accommodate reception of 20 DWords after the time it transmits HOLD_P to the transmitter, and the transmitter shall respond with HOLDA_P in response to receiving HOLD_P within 20 DWords. The 20 DWord latency is not applicable to any subsequent transmissions of HOLD_P within the same sequence. Upon each new instantiation of a HOLD_P/ HOLDA_P sequence, the receiver and transmitter operating at Gen1 or Gen2 transfer speeds shall meet the 20 DWord latency specification.

When operating at Gen3 transfer speed, a receiver shall be able to accommodate reception of 24 DWords after the time it transmits HOLD_P to the transmitter, and the transmitter shall respond with HOLDA_P in response to receiving HOLD_P within 20 DWords. This DWord latency is not applicable to any subsequent transmissions of HOLD_P within the same sequence. Upon each new instantiation of a HOLD_P/ HOLDA_P sequence, the receiver and transmitter operating at Gen3 transfer speed shall meet this DWord latency specification.

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- Deleted: A receiver shall be able to accommodate reception of 20 DWords of additional data after the time it transmits the HOLD_P flow control character to the transmitter, and the transmitter shall respond with a HOLDA_P in response to receiving a HOLD_P within 20 DWord times. The 20 DWord latency specification is not applicable to any subsequent transmissions of the HOLD_P flow control character within the same sequence. Upon each new instantiation of a HOLD_P/ HOLDA_P sequence, the receiver and transmitter shall meet the 20 DWord latency specification.
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There is no reference design in this specification. The specified maximum latency is based on the layers and states described throughout this document. It is recognized that the Link layer may have two separate clock domains -- transmit clock domain, and the receive clock domain. It is also recognized that a Link state machine could run at the Dword clock rate, implying synchronizers between three potential clock domains. In practice more efficient implementations would be pursued and the actual latencies may be less than indicated here. The figures represent an almost literal interpretation of the spec into logic design. A synchronizer is assumed to be a worst case of 2.99 clocks of any clock domain and is rounded to three whole clocks. The Serial ATA cable contains less than half of a Dword of content at Gen1i and Gen2i speeds with 1m internal cables, and is therefore negligible. For longer cable lengths, the effect of the cable should not be ignored. Two Dwords of pipeline delay are assumed for the Phy, and the FIFO is assumed to run at the Link state machine rate. No synchronization is needed between the two.

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The following figure outlines the origin of the 20 Dword latency specification. The example illustrates the components of a round trip delay when the receiver transmits HOLD_P on the link until reception of the HOLD_A from the transmitter. This corresponds to the number of Dwords that the receiver shall be able to accept after transmitting a HOLD_P.

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Table 63 – Example of Components of a Round Trip Delay

Receiver Sends HOLD_P

- 1 Dword Convert to 40 bit data.
- 1 Dword 10b/8b conversion.
- 1 Dword De-scrambling.
- 3 Dwords Synchronization between receive clock, and Link state machine clock.
- 1 Dword Link state machine is notified that primitive has been received.
- 1 Dword Link state machine takes action.
- 1 Dword FIFO is notified of primitive reception.
- 1 Dword FIFO stops sending data to Link layer.
- 1 Dword Link is notified to insert HOLD_A.
- 1 Dword Link acts on notification and inserts HOLD_A into data stream.
- 1 Dword Scrambling.
- 1 Dword 8b/10b conversion.
- 1 Dword Synchronize to transmit clock (3 transmit clocks, which are four times the Link state machine rate)
- 1 Dword Convert to 10 bit data
- 2 Dwords Phy, transmit side

HOLD_A on the Cable