Data Path Interface (DPI) to UTOPIA Level 1 Header Translation Device

IDT77V012

Features List

- 8, 12, 24, 28 or 32-bit ATM header lookup. Ideal for network side of SwitchStar DSLAM designs where full header access is needed
- Supports VPI Tunneling
- Supports both UNI and NNI formats
- Accounting functionality counts the number of cells on a per VC basis
- 8-bit UTOPIA Level 1 Tx and Rx interfaces
- Supports UTOPIA Level 1 cell mode operation
- 4-bit DPI Tx and Rx interfaces
- DPI interface supports cell sizes from 52 to 56 bytes for applications requiring a TAG
- DPI interface operates up to 66MHz
- In-Stream™ (In-band) programming for configuration of the 77V012, PHY and external search SRAM
- Supports up to 8K active connections with an external 128K x 32 SRAM. Up to 16K connections are supported in a 256K x 32 SRAM
- Inserts new ATM cell header and up to four bytes of TAG in receive direction, and removes TAG from cell header in transmit direction
- Utility bus interface for programming PHY devices
- Single +3.3V ± 0.3V power supply required
- Inputs are +5.0V tolerant

Description

The IDT77V012 provides full header translation functionality along with Data Path Interface (DPI) to UTOPIA Level 1 translation for switch and DSLAM designs using the IDT SwitchStar. The address search and replacement algorithm is performed using a VPI Tunneling or Full Header format on 8, 12, 24, 28 or 32-bits of the header. This added flexibility makes it suitable for both UNI and NNI formats. External memory is required to perform the header translation (receive direction only), which will support up to 16K connections using a 256K x 32 SRAM. The new header, which is obtained as a result of the search, can be used to overwrite the existing cell header in the receive path. A four byte TAG can also be added to aid in routing cells.

The 77V012 also contains cell counters in the transmit and receive direction. The counters can be used to provide detailed per VC accounting information for a particular port.

Other features include In-Stream™ programming, which can be utilized on either the DPI or UTOPIA interfaces, a Utility Bus interface for accessing registers in the PHY device, and an interface for an EEPROM.

Block Diagram

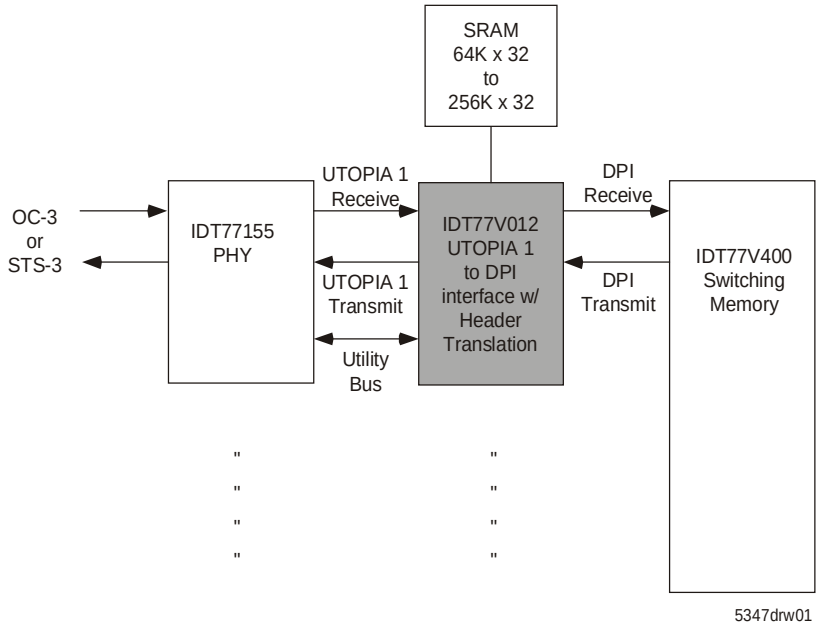
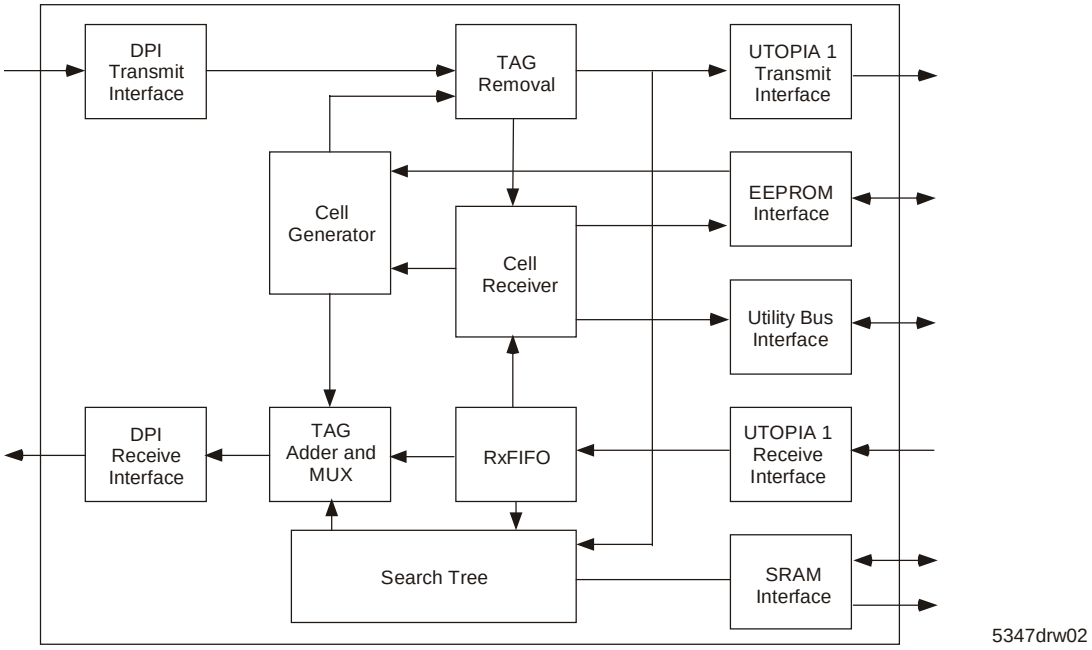
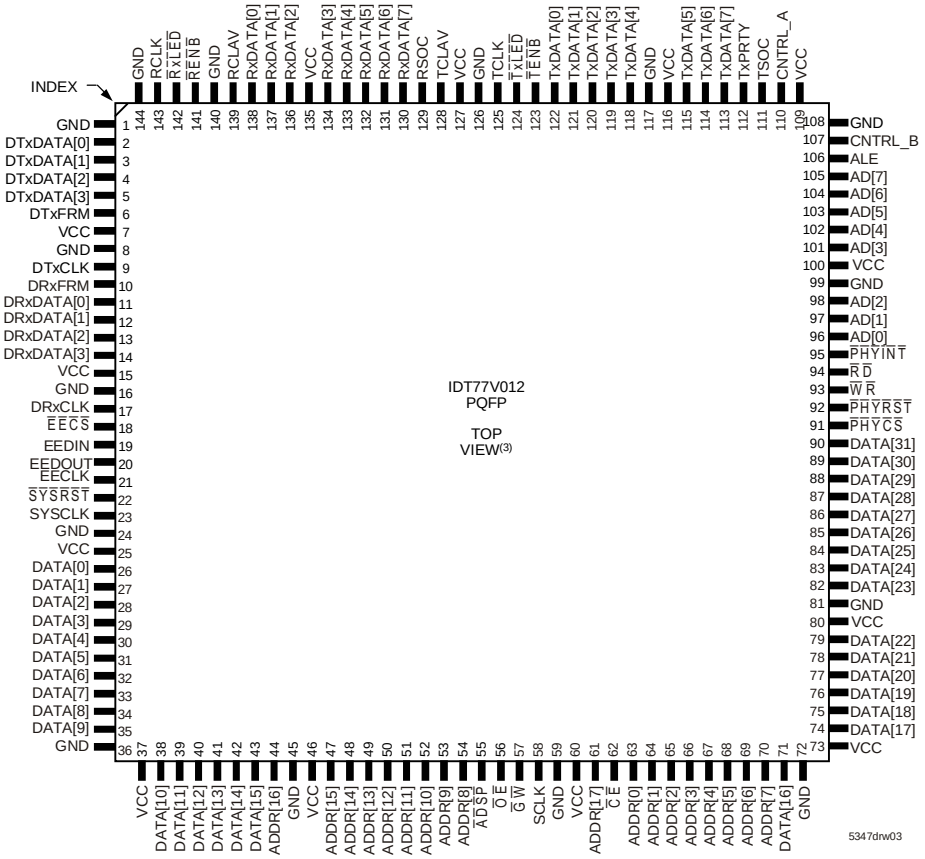


Figure 1 Typical IDT77V012 Application with the IDT77V400 Switching Memory

Block Diagram



Pin Configuration



Note: 1. All power pins must be connected to a 3.3V ± 0.3V power supply.
2. All GND pins must be connected to ground supply.
3. This text does not indicate orientation of the actual part-marking.

Pin Description Table

Pin Name	Pin Number	Input/ Output	Description
DRxDATA [0]	11	O	4-bit output data bus used to transfer data to a DPI device [LSB].
DRxDATA [1]	12	O	4-bit output data bus used to transfer data to a DPI device [LSB+1].
DRxDATA [2]	13	O	4-bit output data bus used to transfer data to a DPI device [LSB+2].
DRxDATA [3]	14	O	4-bit output data bus used to transfer data to a DPI device [MSB].
DRxFRM	10	O	DPI receive start of frame marker.
DRxCLK	17	I/O	Receive DPI clock.
DTxDATA [0]	2	I	4-bit input data bus used to transfer data from a DPI device [LSB].
DTxDATA [1]	3	I	4-bit input data bus used to transfer data from a DPI device [LSB+1].
DTxDATA [2]	4	I	4-bit input data bus used to transfer data from a DPI device [LSB+2].
DTxDATA [3]	5	I	4-bit input data bus used to transfer data from a DPI device [MSB].
DTxFRM	6	I	DPI transmit start of frame marker.
DTxCLK	9	O	Transmit DPI clock.
RxDATA [0]	138	I	8-bit UTOPIA 1 input data bus used to transfer data from a PHY device [LSB].
RxDATA [1]	137	I	8-bit UTOPIA 1 input data bus used to transfer data from a PHY device [LSB+1].
RxDATA [2]	136	I	8-bit UTOPIA 1 input data bus used to transfer data from a PHY device [LSB+2].
RxDATA [3]	134	I	8-bit UTOPIA 1 input data bus used to transfer data from a PHY device [LSB+3].
RxDATA [4]	133	I	8-bit UTOPIA 1 input data bus used to transfer data from a PHY device [LSB+4].
RxDATA [5]	132	I	8-bit UTOPIA 1 input data bus used to transfer data from a PHY device [LSB+5].
RxDATA [6]	131	I	8-bit UTOPIA 1 input data bus used to transfer data from a PHY device [LSB+6].
RxDATA [7]	130	I	8-bit UTOPIA 1 input data bus used to transfer data from a PHY device [MSB].
RSOC	129	I	UTOPIA 1 Receive Start of Cell.
RCLAV	139	I	UTOPIA 1 Receive Cell Available.
$\overline{\text{RENB}}$	141	O	UTOPIA 1 Receive Enable.
$\overline{\text{RxLED}}$	142	O	UTOPIA 1 Receive LED, open drain.
RCLK	143	O	UTOPIA 1 Receive Clock.
TxDATA [0]	122	O	8-bit UTOPIA 1 output data bus used to transfer data to a PHY device [LSB].
TxDATA [1]	121	O	8-bit UTOPIA 1 output data bus used to transfer data to a PHY device [LSB+1].
TxDATA [2]	120	O	8-bit UTOPIA 1 output data bus used to transfer data to a PHY device [LSB+2].
TxDATA [3]	119	O	8-bit UTOPIA 1 output data bus used to transfer data to a PHY device [LSB+3].
TxDATA [4]	118	O	8-bit UTOPIA 1 output data bus used to transfer data to a PHY device [LSB+4].
TxDATA [5]	115	O	8-bit UTOPIA 1 output data bus used to transfer data to a PHY device [LSB+5].
TxDATA [6]	114	O	8-bit UTOPIA 1 output data bus used to transfer data to a PHY device [LSB+6].
TxDATA [7]	113	O	8-bit UTOPIA 1 output data bus used to transfer data to a PHY device [MSB].
TSOC	111	O	UTOPIA 1 Transmit Start of Cell.

Table 1 Pin Description (Part 1 of 4)

Pin Name	Pin Number	Input/ Output	Description
TCLAV	128	I	UTOPIA 1 Transmit Cell Available.
$\overline{\text{TENB}}$	123	O	UTOPIA 1 Transmit Enable.
$\overline{\text{TxLED}}$	124	O	UTOPIA 1 Transmit LED, open drain.
TCLK	125	O	UTOPIA 1 Transmit Clock.
TxPRTY	112	O	Transmit Parity.
EECLK	21	O	EEPROM Clock.
$\overline{\text{EECS}}$	18	O	EEPROM Chip Select.
EEDIN	19	I	Serial input from the EEPROM.
EEDOUT	20	O	Serial output to the EEPROM.
AD[0]	96	I/O	Utility Bus Address and Data Bus [LSB].
AD[1]	97	I/O	Utility Bus Address and Data Bus [LSB+1].
AD[2]	98	I/O	Utility Bus Address and Data Bus [LSB+2].
AD[3]	101	I/O	Utility Bus Address and Data Bus [LSB+3].
AD[4]	102	I/O	Utility Bus Address and Data Bus [LSB+4].
AD[5]	103	I/O	Utility Bus Address and Data Bus [LSB+5].
AD[6]	104	I/O	Utility Bus Address and Data Bus [LSB+6].
AD[7]	105	I/O	Utility Bus Address and Data Bus [MSB].
$\overline{\text{PHYCS}}$	91	O	Utility Bus PHY Chip Select.
$\overline{\text{RD}}$	94	O	Utility Bus Read.
$\overline{\text{WR}}$	93	O	Utility Bus Write.
ALE	106	O	Utility Bus Address Latch Enable.
$\overline{\text{PHYRST}}$	92	O	PHY Reset, open drain.
$\overline{\text{PHYINT}}$	95	I	PHY Interrupt.
$\overline{\text{SYSRST}}$	22	I	System Reset.
SYSCLK	23	I	System Clock.
CNTRL_A	110	O	Control pin A.
CNTRL_B	107	O	Control pin B.
SCLK	58	O	SRAM Clock.
$\overline{\text{ADSP}}$	55	O	SRAM Address Status Processor.
$\overline{\text{GW}}$	57	O	SRAM Global Write Enable.
$\overline{\text{CE}}$	62	O	SRAM Chip Enable.
$\overline{\text{OE}}$	56	O	SRAM Output Enable.
ADDR[0]	63	O	SRAM Address bus.
		I	Tx TAG Size [0]. Number of bytes to remove from cell in transmit direction (LSB).

Table 1 Pin Description (Part 2 of 4)

Pin Name	Pin Number	Input/ Output	Description
ADDR[1]	64	O	SRAM Address bus.
		I	Tx TAG Size [1]. Number of bytes to remove from cell in transmit direction (LSB+1).
ADDR[2]	65	O	SRAM Address bus.
		I	Tx TAG Size [2]. Number of bytes to remove from cell in transmit direction (MSB).
ADDR[3]	66	O	SRAM Address bus.
		I	"Tx TAG Location. Location of TAG in the transmit direction. "0" beginning of cell, "1" end of cell."
ADDR[4]	67	O	SRAM Address bus.
		I	"Tx Add HEC. Add a HEC placeholder. "0" do not add placeholder, "1" add placeholder."
ADDR[5]	68	O	SRAM Address bus.
		I	Rx TAG Size [0]. Number of bytes to add to cell in receive direction (LSB).
ADDR[6]	69	O	SRAM Address bus.
		I	Rx TAG Size [1]. Number of bytes to add to cell in receive direction (LSB + 1).
ADDR[7]	70	O	SRAM Address bus.
		I	Rx TAG Size [2]. Number of bytes to add to cell in receive direction (MSB).
ADDR[8]	54	O	SRAM Address bus.
		I	"Rx Rem HEC. Remove HEC from the cell. "0" do not remove the HEC byte, "1" remove the HEC byte."
ADDR[9]	53	O	SRAM Address bus.
		I	"DPI Mode. Selects DRxCLK direction. "0" switch mode (output), "1" normal mode (input)."
ADDR[10]	52	O	SRAM Address bus.
		I	"In-Stream™ Direction. Selects the interface that the In-Stream™ cells will be filtered on. "0" transmit DPI interface, "1" receive UTOPIA interface."
ADDR[11]	51	O	SRAM Address bus.
		I	"Init from EEPROM. Selects whether first four bytes stored in EEPROM are to be written to In-Stream™ Cell Header registers. "0" do not write value to registers, "1" write four byte value from EEPROM to In-Stream™ Cell Header registers."
ADDR[12]	50	O	SRAM Address bus.
ADDR[13]	49	O	SRAM Address bus.
ADDR[14]	48	O	SRAM Address bus.
ADDR[15]	47	O	SRAM Address bus.
ADDR[16]	44	O	SRAM Address bus.
ADDR[17]	61	O	SRAM Address bus.
DATA[0]	26	I/O	SRAM Data bus.
DATA[1]	27	I/O	SRAM Data bus.
DATA[2]	28	I/O	SRAM Data bus.
DATA[3]	29	I/O	SRAM Data bus.
DATA[4]	30	I/O	SRAM Data bus.

Table 1 Pin Description (Part 3 of 4)

Pin Name	Pin Number	Input/ Output	Description
DATA[5]	31	I/O	SRAM Data bus.
DATA[6]	32	I/O	SRAM Data bus.
DATA[7]	33	I/O	SRAM Data bus.
DATA[8]	34	I/O	SRAM Data bus.
DATA[9]	35	I/O	SRAM Data bus.
DATA[10]	38	I/O	SRAM Data bus.
DATA[11]	39	I/O	SRAM Data bus.
DATA[12]	40	I/O	SRAM Data bus.
DATA[13]	41	I/O	SRAM Data bus.
DATA[14]	42	I/O	SRAM Data bus.
DATA[15]	43	I/O	SRAM Data bus.
DATA[16]	71	I/O	SRAM Data bus.
DATA[17]	74	I/O	SRAM Data bus.
DATA[18]	75	I/O	SRAM Data bus.
DATA[19]	76	I/O	SRAM Data bus.
DATA[20]	77	I/O	SRAM Data bus.
DATA[21]	78	I/O	SRAM Data bus.
DATA[22]	79	I/O	SRAM Data bus.
DATA[23]	82	I/O	SRAM Data bus.
DATA[24]	83	I/O	SRAM Data bus.
DATA[25]	84	I/O	SRAM Data bus.
DATA[26]	85	I/O	SRAM Data bus.
DATA[27]	86	I/O	SRAM Data bus.
DATA[28]	87	I/O	SRAM Data bus.
DATA[29]	88	I/O	SRAM Data bus.
DATA[30]	89	I/O	SRAM Data bus.
DATA[31]	90	I/O	SRAM Data bus.
Vcc	7,15,25,37, 46,60,73,80, 100,109,116, 127,135	Power	3.3V Power supply pins.
GND	1,8,16,24,36, 45,59,72,81, 99,108,117, 126,140,144	Ground	Ground pins.

Table 1 Pin Description (Part 4 of 4)

Absolute Maximum Ratings

Symbol	Parameter	Min	Max	Unit
V_{CC}	3.3V Digital Supply Voltage	G_{ND}-0.3	3.6	V
V_{IN}	Digital Input Voltage	G_{ND}-0.3	5.50	V
V_{OUT}	Digital Output Voltage	Gv-0.3	V_{CC}	V
GND	Digital Ground Voltage	0	0	V
I_{OUT1}	Output Current CNTRL_A, CNTRL_B	—	12.0	mA
I_{OUT2}	Output Current EECLK, $\overline{EECS}$, EEDOUT	—	2.0	mA
I_{OUT3}	Output Current $\overline{RxLED}$, $\overline{TxLED}$, $\overline{PHYRST}$ (open drain)	—	6.0	mA
I_{OUT4}	Output Current all outputs except those listed in I_{OUT1}, I_{OUT2} and I_{OUT3}	—	6.0	mA
T_{STG}	Storage Temperature	-55	140	C°

Recommended Operating Conditions

Symbol	Parameter	Min	Max	Unit
V_{CC}	Digital Supply Voltage	3.0	3.6	V
V_{IN}	TTL Input Voltage	GND	5.5	V
T_A	Industrial Operating Temperature	-40	+85	°C
titr	Input TTL rise time	—	2	ns
titf	Input TTL fall time	—	2	ns
V_{IH}	TTL Input High Voltage	2.0	—	V
V_{IL}	TTL Input Low Voltage	—	0.8	V

DC Electrical Characteristics

Symbol	Parameter	Test Conditions	Min	Max	Unit
$\|I_{LI}\|$	Input Leakage Current	V_{CC} = 3.3V, V_{IN} = 0V to V_{CC}	10	10	µA
$\|I_{LO}\|$	Output Leakage Current	V_{OUT} = 0V to V_{CC}	10	10	µA
V_{OH}	TTL Output High Voltage	I_{OH} = -4mA	2.4	—	V
V_{OL}	TTL Output Low Voltage	I_{OL} = +4mA	—	0.4	V
I_{CC}	Power Supply Current	155.52 Mbps	—	80	mA

Capacitance

Symbol	Parameter		Min	Typ	Max	Unit
C_{IN}	Input Capacitance	All Inputs	—	4	—	pF
C_{OUT}	Output Capacitance	All Outputs	—	6	—	pF
C_{BID}	Bi-Directional Capacitance	All Bi-directional Pins	—	10	—	pF

Device Interface

The 77V012 uses a UTOPIA level 1 interface to receive and transmit ATM cells to and from the PHY device. It has a UTOPIA master interface and operates with a 8-bit data bus. UTOPIA cell level handshake is used to transfer the cells between the ATM layer and the PHY layer. UTOPIA byte level handshake is not supported by the 77V012.

The Data Path Interface (DPI) uses a 4-bit data bus, which interfaces the 77V012 to the IDT SwitchStar.

The EEPROM holds information for initialization and Discovery/Identify cells. The EEPROM is an option and does not need to be implemented.

The Utility Bus interface contains the control pins used to program and read the internal PHY registers.

The SRAM interface is used to configure internal registers at reset and to interface with the external SRAM during normal operation.

The Misc. interface offers two test pins, that are controlled through registers.

UTOPIA Receive Interface Operation

The 77V012 offers a fully compliant UTOPIA Level 1 Receive interface, as specified by the UTOPIA Level 1 specification. The interface is a UTOPIA master that operates with a 8-bit Input Data Bus (RxDATA[7:0]). UTOPIA cell level handshake is used to receive ATM cells from the PHY device. The other signals associated with this interface are Receive Start of Cell (RSOC), Receive Enable ($\overline{\text{RENB}}$), Receive Cell Available (RCLAV), Receive LED ($\overline{\text{RxLED}}$), and Receive Clock (RCLK).

RCLK is a continuous clock, which is half the frequency of System Clock (SYSCLK).

$\overline{\text{RxLED}}$ indicates if there is activity on the UTOPIA receive bus. This open drain signal asserts low when a cell is transferred over the bus, and will stay asserted for 2^{22} RCLK cycles. At 40MHz this is approximately 0.1 seconds.

The 77V012 will assert $\overline{\text{RENB}}$ low upon detection of a high RCLAV. Once RSOC is detected the 77V012 will receive the entire cell without interruption.

When a TAG is not being used there is no delay between back to back cells. There is a maximum delay of eight clock cycles between back to back cells when a four byte TAG is being used.

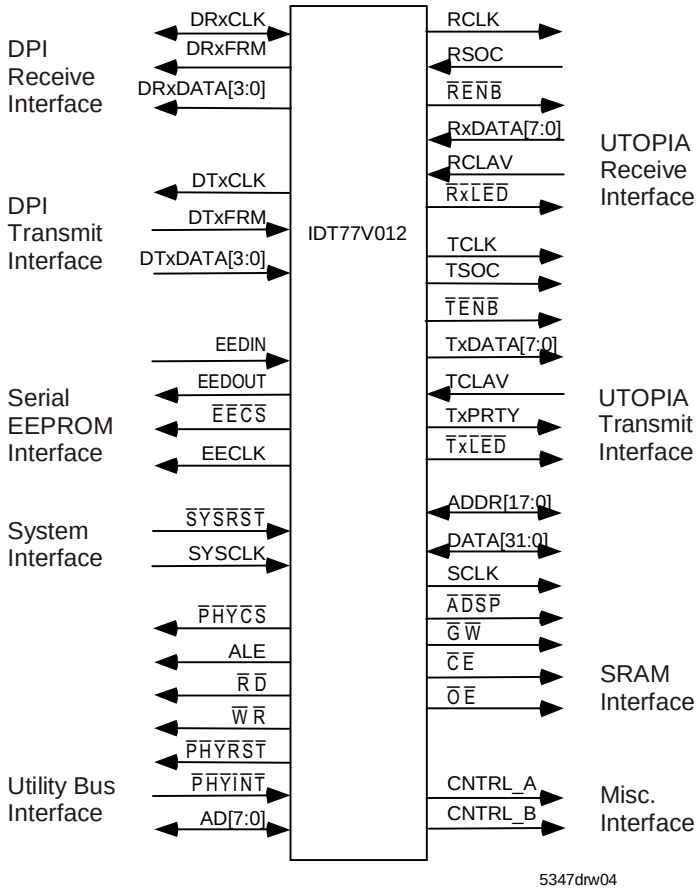


Figure 2 77V012 Interfaces

Cells can be dropped on the Rx UTOPIA interface by setting the RxData Cell Filter bit of the Configuration 2 register. This option is to prevent cells from reaching the switch when the 77V012 is in software reset, but the rest of the system is still under normal operation. When this bit is set to a one the 77V012 will drop all data cells and filter only In-Stream™ cells, if In-Stream™ filtering is being done on the Rx UTOPIA interface. A hardware reset will clear this bit, while a software reset will not. This register bit must be written to disable the function after a software reset has occurred. When enabled the receive cell counters are disabled, which includes both the UTOPIA Rx Cell Counter registers and the Rx Counters in the Result Node. The transmit section is not affected by this bit. See UTOPIA Receive Register Table for register description.

There are no delays between back to back cells when a TAG is not being used, and a maximum eight clock cycle delay between back to back cells when a four byte TAG is being used

UTOPIA Transmit Interface Operation

The 77V012 offers a fully compliant UTOPIA Level 1 Transmit interface, as specified by the UTOPIA Level 1 specification. The interface is a UTOPIA master that utilizes a 8-bit output data bus (TxDATA[7:0]). UTOPIA cell level handshake is used to transmit ATM cells to the PHY device. Other signals associated with this interface are Transmit Start of Cell (TSOC), Transmit Enable ($\overline{TENB}$), Transmit Clock (TCLK), Transmit LED ($\overline{TxLED}$), Transmit Parity (TxPRTY) and Transmit Cell Available (TCLAV).

TCLK is a continuous clock, which is half the frequency of System Clock (SYSCLK).

$\overline{TxLED}$ indicates if there is activity on the UTOPIA transmit bus. This open drain signal asserts low when a cell is transferred over the bus, and will stay asserted for 2^{22} TCLK cycles. At 40MHz this is approximately 0.1 seconds.

TxPRTY is a parity bit for the TxDATA[7:0] bus.

Upon detection of a high TCLAV the 77V012 will assert $\overline{TENB}$, TSOC and the first valid byte of data. TSOC is one TCLK cycle long and coincides with the first valid byte of data (TxDATA[7:0]). When the entire cell has been transferred the 77V012 will sample TCLAV for cell availability. The PHY will de-assert TCLAV if it cannot accept another cell.

When a TAG is not being used there is a maximum of one clock cycle delay between back to back cells. There is a maximum delay of five clock cycles back to back cells when a four byte TAG is being used.

There is one register associated with the UTOPIA 1 Transmit interface. Programming the Drop Cell register bit is done with an In-Stream™ programming cell.When this bit is set to a zero the 77V012 will stall the pipeline, if the PHY transmit FIFO is full, thus halting transmission until a high TCLAV is detected. When set to a one the 77V012 will drop cells if the PHY transmit FIFO is full.

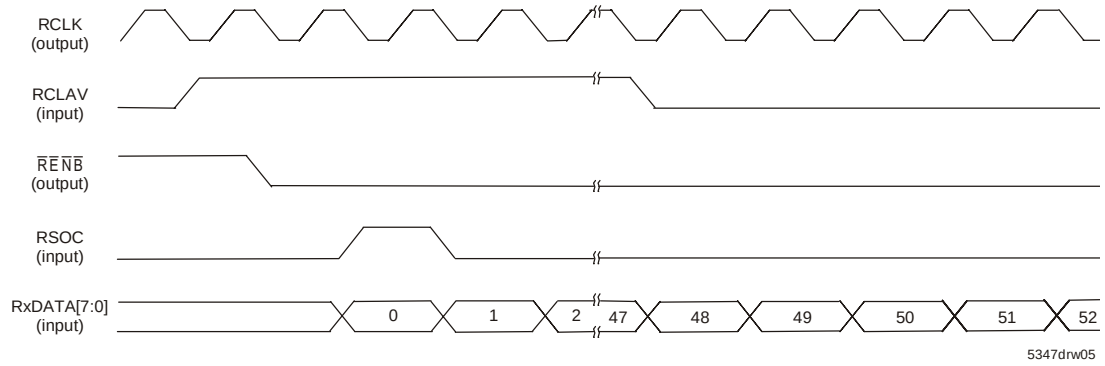


Figure 3 One Cell Transfer on Receive UTOPIA 1 Bus

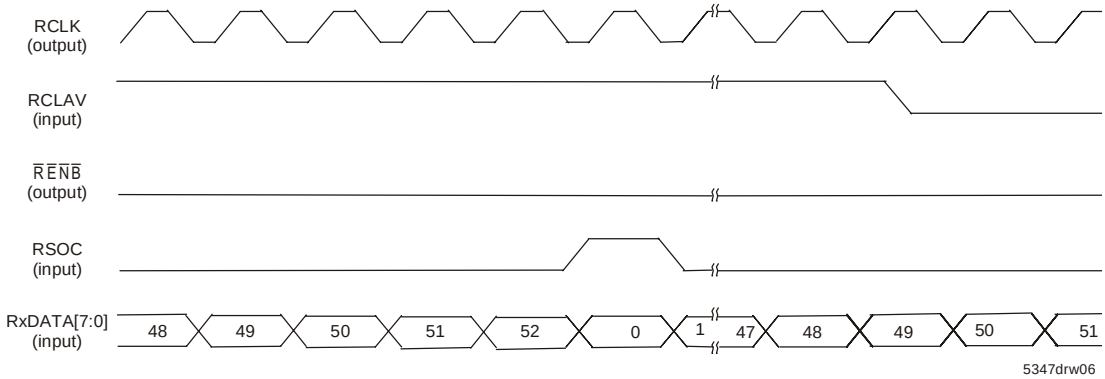


Figure 4 Back-to-Back Cell Transfer without Tag Added

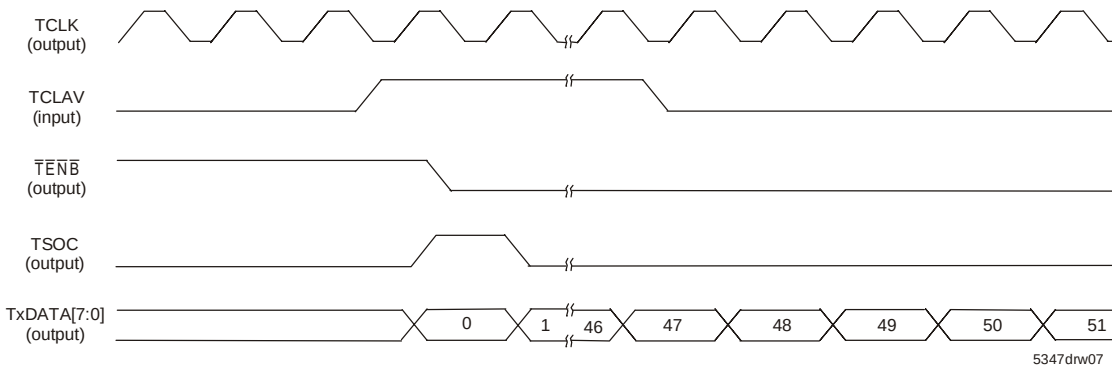


Figure 5 One Cell Transfer on Transmit UTOPIA 1 Bus

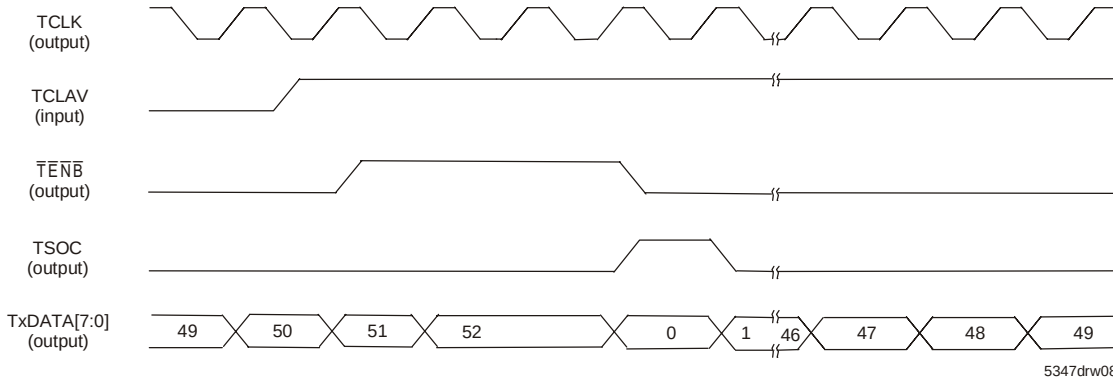


Figure 6 Back-to-Back Cell Transfer without Tag Added

Register Name	Register Address	Bit #	Bit Name	Value Range	Default Value	Description
Configuration 2	8002	6	RxData Cell Filter	0 - 1	0	Allow cells to be dropped on the receive UTOPIA interface. In-Stream™ cells are not affected by the condition of this bit, if they are being filtered on the receive UTOPIA interface. "0" pass cells received on the receive UTOPIA interface, "1" filter and drop data cells on the receive UTOPIA interface.

Table 2 UTOPIA Receive Register Table

Register Name	Register Address	Bit #	Bit Name	Value Range	Default Value	Description
Configuration 2	8002	5	Drop Cell	0 - 1	0	Selects action if PHY transmit FIFO is full: "0" stall pipeline, "1" drop cells.

Table 3 UTOPIA Transmit Register Table

Register Name	Register Address	Bit #	Bit Name	Value Range	Default Value	Description
Rx TAG and Mode Select	8006	4	DPI Mode	0 - 1	Defined by pin	Selects DRxCLK direction. "0" switch mode (output), "1" normal mode (input).

Table 4 DPI Receive Register Table

DPI Interface

The Data Path Interface (DPI) is a synchronous bus interface designed to transfer ATM cells between two devices. The 77V012 DPI interface supports a 4-bit wide data bus (DPI-4), with separate transmit and receive interfaces. All signals are sampled on the rising edge of their respective clock.

DPI Receive Interface

The DPI Receive Interface is used to transfer cells from the 77V012 to the IDT SwitchStar or other DPI device. It has a 4-bit Output Data Bus (DRxDATA[3:0]) and follows the standard DPI timing characteristics as described in the DPI specification. Other signals associated with this interface are DPI Receive Start of Frame (DRxFRM) and DPI Receive Clock (DRxCLK).

DRxCLK operates at a frequency less than or equal to SCLK. Depending on the DPI mode selected this clock will be either an input or an output. In Normal Mode DRxCLK is an input to the 77V012. In Switch Mode DRxCLK is a continuous clock generated by the 77V012. There is no flow control in Switch mode, as it is assumed that the IDT SwitchStar will be able to accept all incoming cells (non-blocking). Programming the clock direction is done at reset.

DRxFRM is the start of frame marker. This signal is one DRxCLK cycle long and is asserted high one DRxCLK cycle before the first nibble of valid data.

DPI Transmit Interface

The DPI Transmit Interface is used to transfer cells from the IDT SwitchStar or other DPI device to the 77V012. It has a 4-bit input data bus (DTxDATA[3:0]) and follows the standard DPI timing characteristics as described in the DPI specification. Other signals associated with this interface are DPI Transmit Start of Frame (DTxFRM), and DPI Transmit Clock (DTxCLK).

DTxCLK operates at a frequency less than or equal to SYSCLK. DTxCLK can stop if the PHY device signals it cannot accept another cell and the 77V012 has already started to stage the next cell to be transferred in its pipeline. When the PHY signals it can accept additional cells DTxCLK will resume and the cell transfer will continue.

DTxFRM is the start of frame marker. This signal is one DTxCLK cycle long and is asserted high one DTxCLK cycle before the first valid nibble of data.

Programming Pin Configurable Registers at Reset

A pull-up or pull-down resistor is connected to ADDR[11:0] signals to select desired register values. The $\overline{\text{SYSRST}}$ signal must be asserted for at least one SYSCLK cycle to load the desired values. On the rising edge of $\overline{\text{SYSRST}}$ the 77V012 will begin loading the register values, which takes an additional 16 SYSCLK cycles. During this 16 clock cycle period all outputs will be tri-stated.

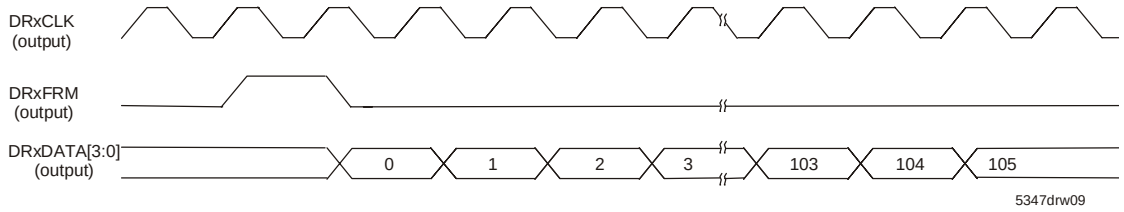


Figure 7 One Cell Transfer on Receive DPI Bus

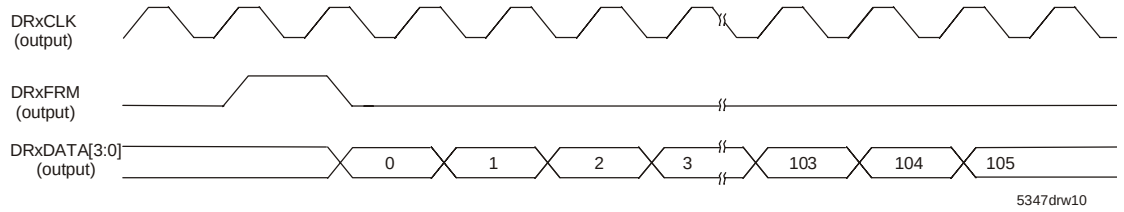


Figure 8 Back-to-Back Cell Transfer on Receive DPI Bus

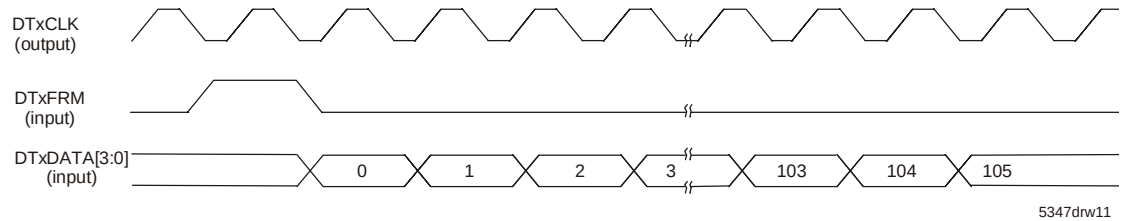


Figure 9 One Cell Transfer on Transmit DPI Bus

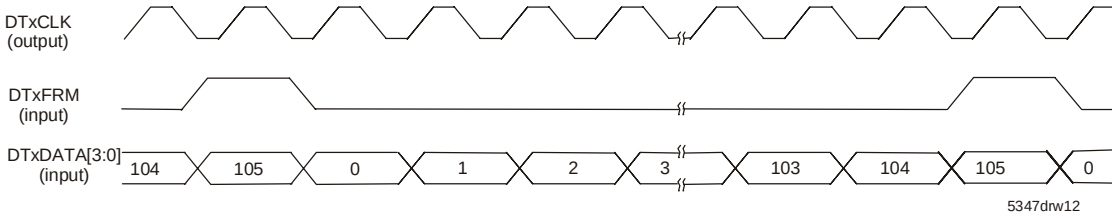


Figure 10 Back-to-Back Cell Transfers on Transmit DPI Bus

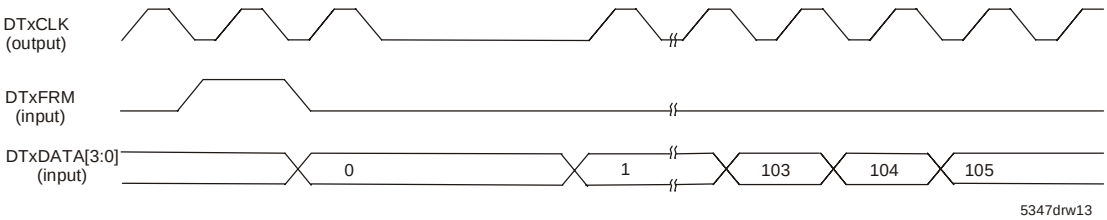


Figure 11 DTxCLK Stopping During Cell Transfer

Pin Name	Function @ Reset	Options	Register
ADDR[2:0]	Tx TAG Size	Number of bytes to remove from the cell in the transmit direction. Valid values are from zero to four bytes.	Tx TAG [2:0]
ADDR[3]	Tx TAG Location	"Location of the TAG in the transmit direction. "0" beginning of the cell, "1" end of the cell."	Tx TAG [3]
ADDR[4]	Tx Add HEC	"Add a HEC placeholder to the cell. "0" do not add HEC placeholder, "1" add HEC placeholder."	Tx TAG [4]
ADDR[7:5]	Rx TAG Size	Number of bytes to add to the cell in the receive direction. Valid values are from zero to four bytes.	Rx TAG and Mode Select [2:0]
ADDR[8]	Rx Remove HEC	"Remove HEC byte from cell. "0" do not remove HEC byte, "1" remove HEC byte."	Rx TAG and Mode Select [3]
ADDR[9]	DPI Mode	"Selects direction of DRxCLK. "0" switch mode (output), "1" normal mode (input)."	Rx TAG and Mode Select [4]
ADDR[10]	In-Stream™ Direction	"Interface to filter In-Stream™ programming cells. "0" filter on transmit DPI interface, "1" filter on receive UTOPIA interface."	Rx TAG and Mode Select [5]
ADDR[11]	Init from EEPROM	"Write four bytes from EEPROM to In-Stream™ Cell Header registers. "0" do not write four byte value, "1" write four byte value."	Rx TAG and Mode Select [6]

Table 5 Reset Configuration Pins

	Device to be Reset		
	77V012	PHY Device	Search Table
Software Reset (In-Stream™)	X		
$\overline{\text{SYSRST}}$ (external pin)	X	X	
PHY reset (register bit)		X	
Search Table Reset (register bit)			X

Table 6 Reset Table

Reset Options

Resetting the 77V012 can be accomplished with either the external pins or In-Stream™ programming cells, while the PHY and Search Tables are reset with In-Stream™ cells.

The System Reset ($\overline{SYSRST}$) pin will reset the 77V012 and the PHY devices when asserted low. The 77V012 can also be reset with an In-Stream™ cell carrying the Reset command (Message Type ID 0x3), however, this command does not reset the PHY device. When using the $\overline{SYSRST}$ pin the device will stay in reset for 16 SYSCLK cycles after the rising edge of $\overline{SYSRST}$.

The PHY can be reset at any time by writing a one to the PHY Reset bit of the Reset register. Writing a one willtoggle the external $\overline{PHYRST}$ pin low for 16 SYSCLK cycles, while the PHY is being reset. This bit will return to zero once the reset command is completed. This method will only reset the PHY device connected to the $\overline{PHYRST}$ pin.

The Search Table is reset by writing a one to the Search Table Reset bit of the Reset register. Writing a one to this register bit will fill the Search Table with Null pointers, which takes 1K to 12K SYSCLK cycles depending on the size of the Search Table. This command only resets the Search Table in the SRAM.

Cells can be dropped on the Rx UTOPIA interface by setting the RxData Cell Filter bit of the Configuration 2 register. When this bit is set to a one the 77V012 will drop all data cells and filter only In-Stream™ cells, if In-Stream™ filtering is being done on the Rx UTOPIA interface. A hardware reset will clear this bit, while a software reset will not. This register bit must be written to disable the function after a software reset has occurred. When enabled the receive cell counters are disabled, which includes both the UTOPIA Rx Cell Counter registers and the Rx Counters in the Result Node. The transmit section is not affected by this bit.

Bandwidth and Clock Speeds

The 77V012 can run at a maximum SYSCLK speed of 66MHz. The DPI clocks must run at 40MHz, or greater, to achieve 155.52Mbps data rate with overhead. The Clock Speed vs. Bandwidth Table lists some of the possible data rates and the clock frequencies required to achieve them.

UTOPIA to DPI Conversion

Bit swapping must be performed to convert the 8-bit Tx and Rx of the UTOPIA interface to the 4-bit Tx and Rx of the DPI interface. Cell formatting is big endian, or upper nibble first. The UTOPIA to DPI conversion table illustrates how the 77V012 performs cell formatting.

Utility Bus Interface

The Utility Bus interface is used to access the PHY registers. A one to 32-byte read or write command is accomplished by using In-Stream™ cells.

Signals associated with the Utility Bus Interface are Chip Select ($\overline{PHYCS}$), Address Latch Enable (ALE), Address/Data Bus (AD[7:0]), Read ($\overline{RD}$), Write ($\overline{WR}$), PHY Reset ($\overline{PHYRST}$) and PHY Interrupt ($\overline{PHYINT}$).

$\overline{PHYCS}$ is used to validate activity on the Utility Bus. When $\overline{PHYCS}$ ="0" the Utility Bus is active with valid data transactions. When $\overline{PHYCS}$ ="1" the Utility Bus is not selected.

ALE is an active high signal used to latch the address, on AD[7:0], in the address phase of a Utility Bus read or write operation.

AD[7:0] is a byte wide multiplexed bi-directional bus used to read and write data to the PHY.

SYSCLK (MHz)	DTxCLK & DRxCLK (MHz)	TCLK & RCLK (MHz)	Bandwidth of UTOPIA Interface (cell rate in Mbps)				
			52 byte cell (w/o HEC)	53 byte cell (normal cell w/HEC)	54 byte cell (one byte if TAG added w/HEC)	55 byte cell (two bytes of TAG added w/HEC)	56 byte cell (four bytes of TAG added w/o HEC)
40	40	20	157	157	144	144.3	140
44	44	22	172.7	172.7	158.4	158.7	154
50	50	25	196.2	196.3	180	180.3	175
66	66	33	259	259.1	237.6	238	231

Table 7 Clock Speed vs. Bandwidth Table

UTOPIA

bit 7 bit 0

GFC	VPI[7:4]
VPI[3:0]	VCI[15:12]
VCI[11:4]	

DPI-4

bit 3 bit 0

GFC
VPI[7:4]
VPI[3:0]

Table 8 UTOPIA to DPI Conversion

$\overline{RD}$ is an active low signal used as an enable to read data from an addressed location on the AD[7:0] bus.

$\overline{WR}$ is an active low signal used as an enable to write data to an addressed location on the AD[7:0] bus.

$\overline{PHYRST}$ is an active low PHY reset signal.

$\overline{PHYINT}$ is an active low interrupt signal. This signal is driven by the PHY layer and indicates that an interrupt has occurred. The interrupt must be cleared by the controlling CPU before another interrupt event can be reported.

Registers associated with the Utility Bus interface are described in the Utility Bus Register Table. The register address range is described in the Address Map.

Utility Bus Read Operation

A Utility bus read is initiated by an In-Stream™ programming cell. Once the 77V012 interprets the cell as a read command it will drive $\overline{PHYCS}$, ALE, $\overline{RD}$, and AD[7:0]. The PHY samples the address on the falling edge of ALE. Once $\overline{PHYCS}$ and $\overline{RD}$ assert the bus tristates and switches to an input for the PHY to place data on. The PHY drives the bus until the rising edge of $\overline{PHYCS}$ or $\overline{RD}$. One Utility Bus read can include up to 32 bytes of data.

Utility Bus write Operation

A Utility bus write is initiated by an In-Stream™ programming cell. Once the 77V012 interprets the cell as a write command it will drive $\overline{PHYCS}$, ALE, $\overline{WR}$, and AD[7:0]. The PHY samples the address on the falling edge of ALE. Once $\overline{PHYCS}$ and $\overline{WR}$ assert the 77V012 will write data to the PHY. One Utility Bus write can include up to 32 bytes of data.

EEPROM Interface

The EEPROM is an optional device that can be used for initialization and Discovery/Identify cells. The data is broken up into five fields. Bytes [3:0] contain a value that can be read at reset and placed in the In-Stream™ Cell Header registers to be used for the In-Stream™ cell header. Bytes [7:4] are not used at this time, while bytes [39:8] contain 32-bytes of data, which is read when a Discovery/Identify command is encountered. Bytes 40 to 127 are reserved and bytes 128 to 255 are user defined. The registers associated with the EEPROM are listed in the EEPROM Register Table.

Signals associated with this interface are Clock (EECLK), Chip Select ($\overline{EECS}$), Data Out (EEDOUT), Data In (EEDIN), and ADDR[11].

EECLK is generated from SYSCLK and is an output of the 77V012.

$\overline{EECS}$ is an active low chip select signal used to validate a read or write operation.

EEDOUT is a serial output data pin to the EEPROM.

EEDIN is a serial input data pin from the EEPROM.

At reset ADDR[11] selects whether or not to write the first four bytes stored in the EEPROM to the In-Stream™ Cell Header registers. The loading process starts on the rising edge of SYSCLK following the completion of the reset cycle. The loading process takes approximately 2000 SYSCLK cycles to complete, at which time the value is loaded into the registers.

The EEPROM can be controlled with the EEPROM register bits, which include Mux Select (EEPROM Mux Sel), Clock Output (EEPROM Clock Out), Chip Select (EEPROM Chip Select), Data Out (EEPROM Out), and Data In (EEPROM In).

Register Name	Register Address	Bit #	Bit Name	Value Range	Default Value	Description
PHY Reset	800A	0	PHY Reset	0 - 1	0	When set high the PHYRST on the Utility Bus Interface will be asserted low for 16 SYSCLK cycles. The register will reset to zero after the command is executed.

Table 9 UTOPIA Receive Register Table

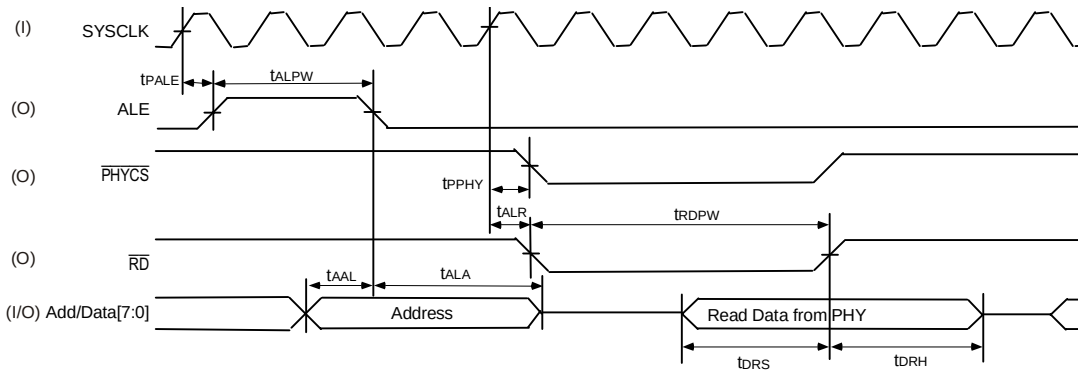


Figure 12 Utility Bus Read Operation

EEPROM Mux Select indicates whether the EEPROM pins will be connected to the In-Stream™ logic, or to the EEPROM registers. When connected to the In-Stream™ logic 32-bytes of data are read from the EEPROM if a Discovery/Identify command is filtered. Controlling the EEPROM from the registers enables the user the flexibility of reading and writing the EEPROM at any time. Programming is accomplished with In-Stream™ cells regardless of the method used to access the EEPROM.

EEPROM Clock Out is used to clock the EEPROM when it is being controlled by the registers. This register must be written to twice to execute one EEPROM clock cycle. You must write to the clock register to perform a read or write command.

EEPROM Chip Select validates transactions on the EEPROM interface when controlled by the EEPROM registers.

EEPROM Out is a 1-bit register used to output data to the EEPROM.

EEPROM In is a 1-bit register used to input data from the EEPROM.

SRAM Interface

The SRAM interface is used to connect the 77V012 to the synchronous flow-through memory. The SRAM contains the Search Tree used to translate the original incoming ATM cell header to the new ATM cell header. The SRAM size is configurable and is dependent on the number of connections desired, the complexity of the Search Tree, and whether cell accounting is being used. Memory sizes can be from 64K x 32-bit to 256K x 32-bit. See the Memory Size Table for valid memory sizes.

Signals associated with this interface are Address [17:0] (ADDR[17:0]), Data [31:0] (DATA[31:0]), SRAM Clock (SCLK), Address Status ($\overline{ADSP}$), Global Write ($\overline{GW}$), Chip Enable ($\overline{CE}$) and Output Enable ($\overline{OE}$).

During normal operation ADDR[17:0] is the address bus used to access the SRAM. Only ADDR[15:0] are required if a 64K x 32-bit SRAM is used. During reset ADDR[11:0] are input pins used to configure TAG parameters, In-Stream™ cell direction, and initialization from EEPROM.

DATA[31:0] is a 32-bit bi-directional data bus used to read and write data to the SRAM.

SCLK is a synchronous clock output used by the SRAM for all timing references. It is the same frequency as the UTOPIA interface clock.

$\overline{ADSP}$ is a synchronous output used to load the SRAM address registers with a new address.

$\overline{GW}$ is a synchronous global read/write enable.

$\overline{CE}$ is an active low chip enable.

$\overline{OE}$ is an active low output enable.

The SRAM address range is described in the Address Map.

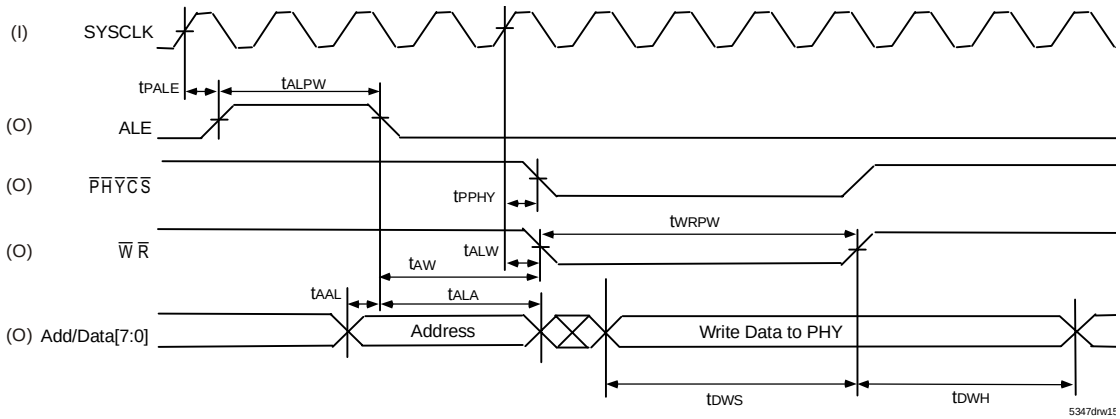


Figure 13 Utility Bus Write Operation

Register Name	Register Address	Bit #	Register Name	Value Range	Default Value	Description
Pin Control	8004	3	EEPROM Mux Select	0 - 1	0	"Indicates if the EEPROM interface will be connected to the internal logic or the EEPROM registers. "0" connected to internal logic, "1" connected to EEPROM registers."
		4	EEPROM Clock Out	0 - 1	0	"EEPROM clock when EEPROM interface is connected to the EEPROM registers. "0" clock low, "1" clock high."
		5	EEPROM Chip Select	0 - 1	0	"EEPROM chip select when EEPROM interface is connected to the EEPROM registers. "0" EEPROM interface is selected, "1" EEPROM interface is not selected."
		6	EEPROM Out	0 - 1	0	EEPROM output bus when EEPROM interface is connected to the EEPROM registers.
		7	EEPROM In	0 - 1	0	EEPROM input bus when EEPROM interface is connected to the EEPROM registers.

Table 10 EEPROM Register Table (Part 1 of 2)

Register Name	Register Address	Bit #	Register Name	Value Range	Default Value	Description
Rx TAG and Mode Select	8006	6	Init from EEPROM	0 - 1	0	"Four byte write from EEPROM to In-Stream™ Cell Header registers at reset. "0" do not write four byte value, "1" write four byte value to registers."

Table 10 EEPROM Register Table (Part 2 of 2)

Total Memory Allocated	Best Case Connections Supported (cell accounting enabled)	Worst Case Connections Supported (cell accounting enabled)
64K x 32	13K[1]	2.5K[2]
128K x 32	16K[1]	5K[3]
256K x 32	16K[1]	5K[3]

Table 11 Memory Size Table

1. Best case conditions are limited by the Result Node, which uses a memory block that is 64Kx32-bit in size.
2. This worst case condition is cased by all structures using the same 64Kx32-bit block of memory.
3. Worst case conditions are determined by the number of Search Trees. This worst case condition uses one Search Tree, which resides in a 64Kx32-bit block of memory.

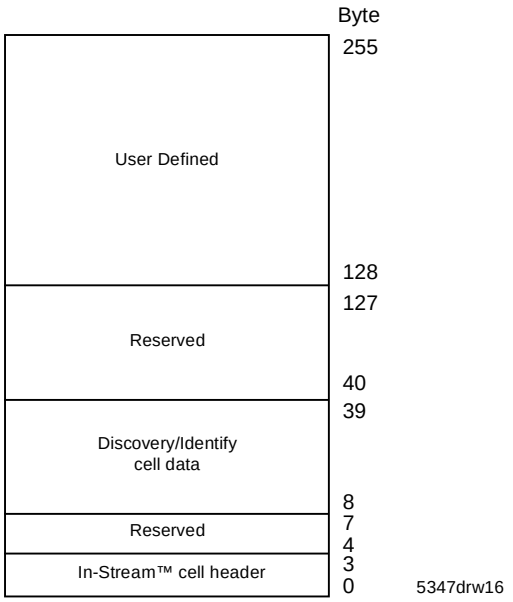


Figure 15 EEPROM Memory Map

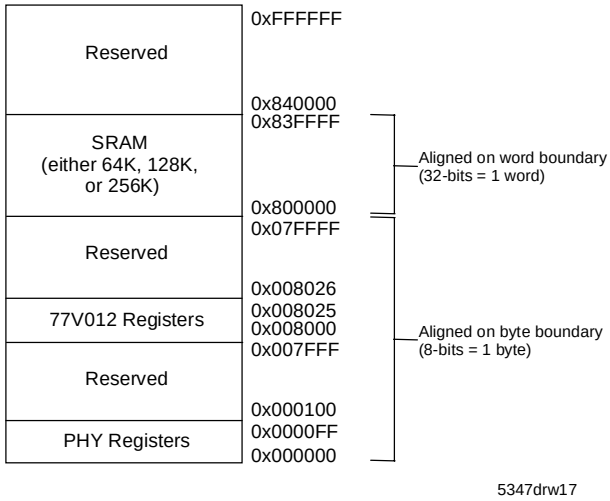


Figure 14 Address Map

ATM Header Translation

The search of a new header is the combination of a direct lookup table and a search tree, which can be conducted on either 8, 12, 24, 28 or 32-bits of the cell header.

Header Lookup

The first level of search is a direct lookup in the Search Table. The result from this level of search will return the top node of a Search Tree, with up to 4K unique Search Trees in the Search Table. The direct lookup search is conducted on either the first 8 or 12-bits of the VPI field. The Search GFC bit of the Configuration 1 register determines how many bits to use for the direct lookup Search Table. When Search GFC bit equals one the lookup is conducted using the first 12-bits of the header. When the Search GFC bit is set to a zero an 8-bit lookup is implemented, which uses the first 12-bits minus the 4-bit GFC field.

The number of bits being used for the direct lookup Search Table determines the amount of memory required for the Search Table. The Search Table is located in memory on 4K x 32-bit block boundaries. When 12-bits are used for the search the table is 4K x 32-bits, when 8-bits are being used the size of the Search Table will be 256 x 32-bits. The search offset value, programmed through the Search Table Offset [5:0] of the Table Offset register, is used as the base pointer address.

The direct lookup returns an address to a 32-bit memory location [31:0], which contains a 18-bit pointer and a 1-bit indicator. Bits [17:0] are the 18-bit pointer and bit [31] is the Tunneling Bit. The Tunneling bit and the VPI Tunneling Enable bit of the Configuration 1 register indicate what type of node the 18-bit pointer is pointing to, either a Search Table Node or a Tunneling Node.

When the result is a Search Table Node, the search is continued by using the next two bits of the header. The two bits are combined with the Root Node, returned from the initial level of search, to traverse the next level of the Search Tree. The result of the two bit search is a 16-bit address that points to either a Non Terminal Node or a Leaf Node.

A Non Terminal Node is combined with the next two bits of the header to form a pointer for the next level of search. The two bits are combined with the Root Node of the previous level of search. The result of this two bit search is either another Non Terminal Node or a Leaf Node.

A Leaf Node is a 16-bit address returned from the last level of search. The Leaf Node is combined with the Result Node Offset and Result Bit to form a Result Node Pointer. The Result Node Pointer points to a Result Node that contains either two 32-bit words or four 32-bit words.

When the Tunneling bit of the Tunneling Node is equal to one and the VPI Tunneling Enable bit of the Configuration 1 register is set to a one the 18-bit pointer returned from the direct lookup points to a Result Node. The Result Node contains either two or four 32-bit words. When the Tunneling option is enabled the VCI value will not be overwritten. The new header contains the new VPI value, the new GFC value if the Overwrite GFC option is selected, and the new PT/CLP value if the Overwrite PT/CLP option is selected.

The Result Node contains the TAG, new cell header and cell accounting information, if enabled. The first 32-bit word of the Result Node contains the TAG, the second 32-bit word contains the new cell header, the third word is the Rx Cell Counter and the fourth word is the Tx Cell Counter. The Rx and Tx Cell Counters are enabled by setting the Cell Accounting On bit in the Configuration 1 register to a one.

All tables in the SRAM use programmable offset pointers. There are generally two dedicated areas in the memory, one 4K block for the search table and one 0-64K block for the Result Nodes. The remaining memory is used for the Search Trees.

There are several registers associated with the SRAM memory and the searching of a new header. A description for each register is given in the Search Tree Register table.

SRAM Memory Accesses

The number of header bits and the type of search determines the number of memory accesses required to complete the search. Refer to the SRAM Memory Access Table for possible lookup combinations and the number of accesses required.

The Result Node Tx and Rx cell counters may require additional read and write cycles to the SRAM. When cell accounting is disabled the Tx Counter does not require any additional read or write cycles, while the Rx path requires two read cycles and no write cycles. When cell accounting is enabled the Tx path requires one read and one write cycle, while the Rx path requires three read cycles and one write cycle.

Number of Bits Used in Search	Number of Bits Used for Direct Lookup	Accesses to Locate Search Table	Accesses Used to Transverse Search Tree	Total Number of Accesses Requited
24	8	1	8	9
28	12	1	8	9
28	8	1	10	11
32	12	1	10	11

Table 12 SRAM Memory Access Table

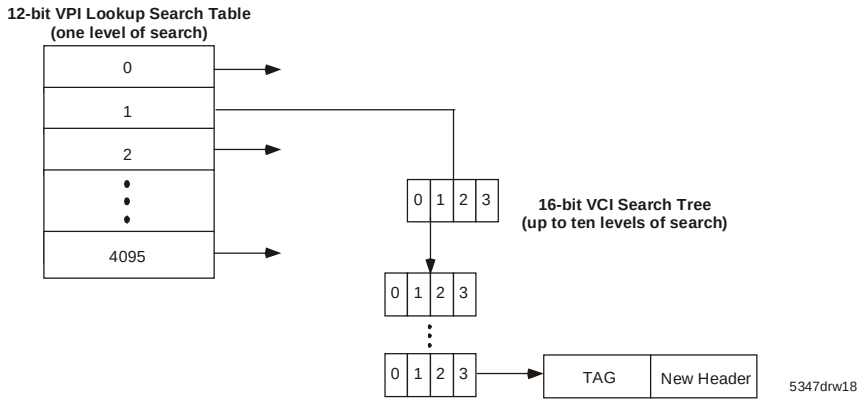
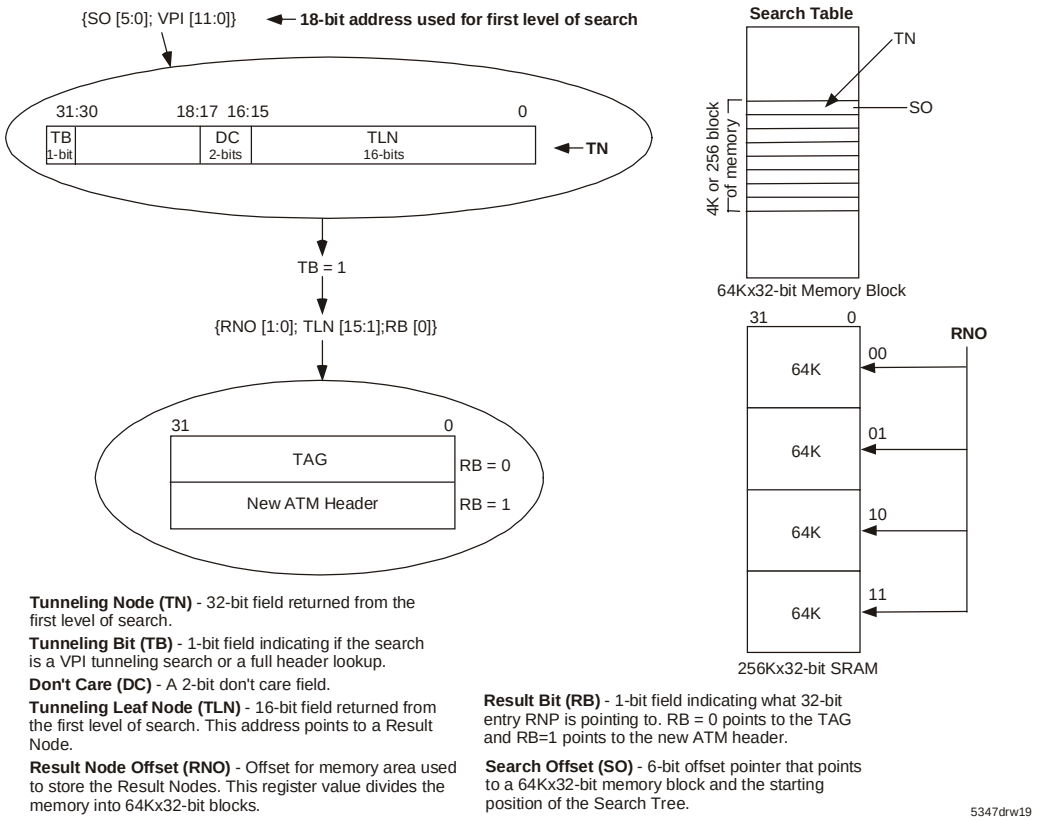


Figure 16 Lookup Search Table and Search Tree



Tunneling Node (TN) - 32-bit field returned from the first level of search.

Tunneling Bit (TB) - 1-bit field indicating if the search is a VPI tunneling search or a full header lookup.

Don't Care (DC) - A 2-bit don't care field.

Tunneling Leaf Node (TLN) - 16-bit field returned from the first level of search. This address points to a Result Node.

Result Node Offset (RNO) - Offset for memory area used to store the Result Nodes. This register value divides the memory into 64Kx32-bit blocks.

Result Bit (RB) - 1-bit field indicating what 32-bit entry RNP is pointing to. RB = 0 points to the TAG and RB=1 points to the new ATM header.

Search Offset (SO) - 6-bit offset pointer that points to a 64Kx32-bit memory block and the starting position of the Search Tree.

Figure 17 Header Lookup with VPI Tunneling Enabled, Cell Accounting Disabled

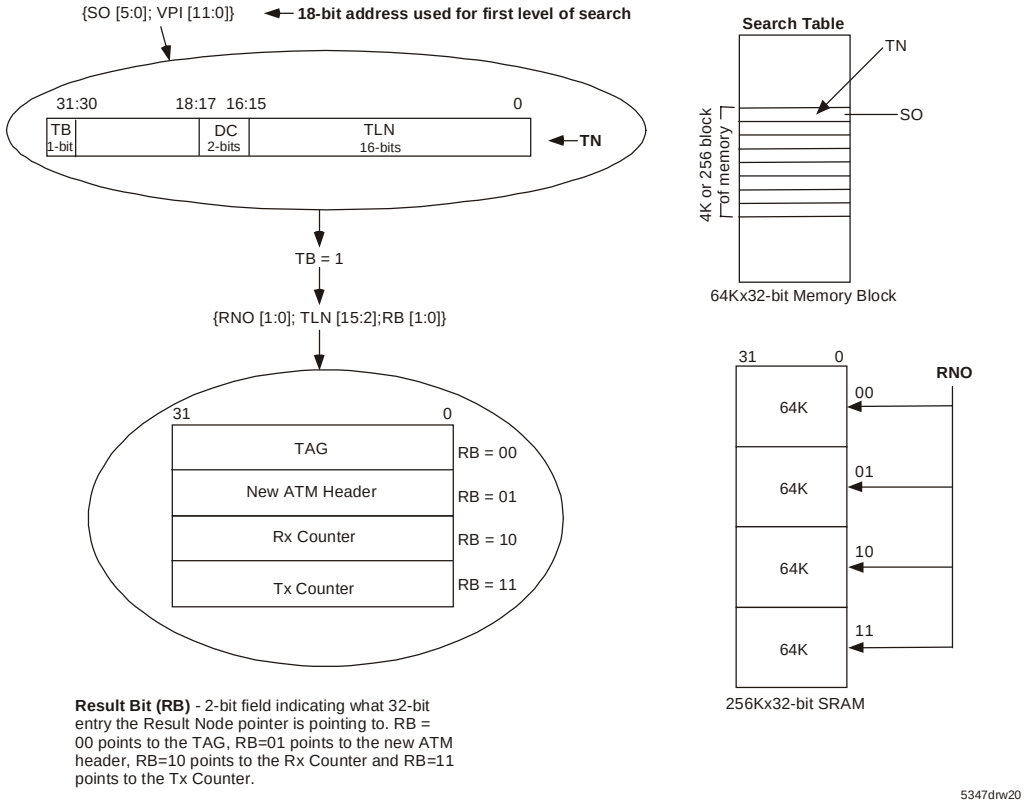


Figure 18 Header Lookup with VPI Tunneling Enabled, Cell Accounting Enabled

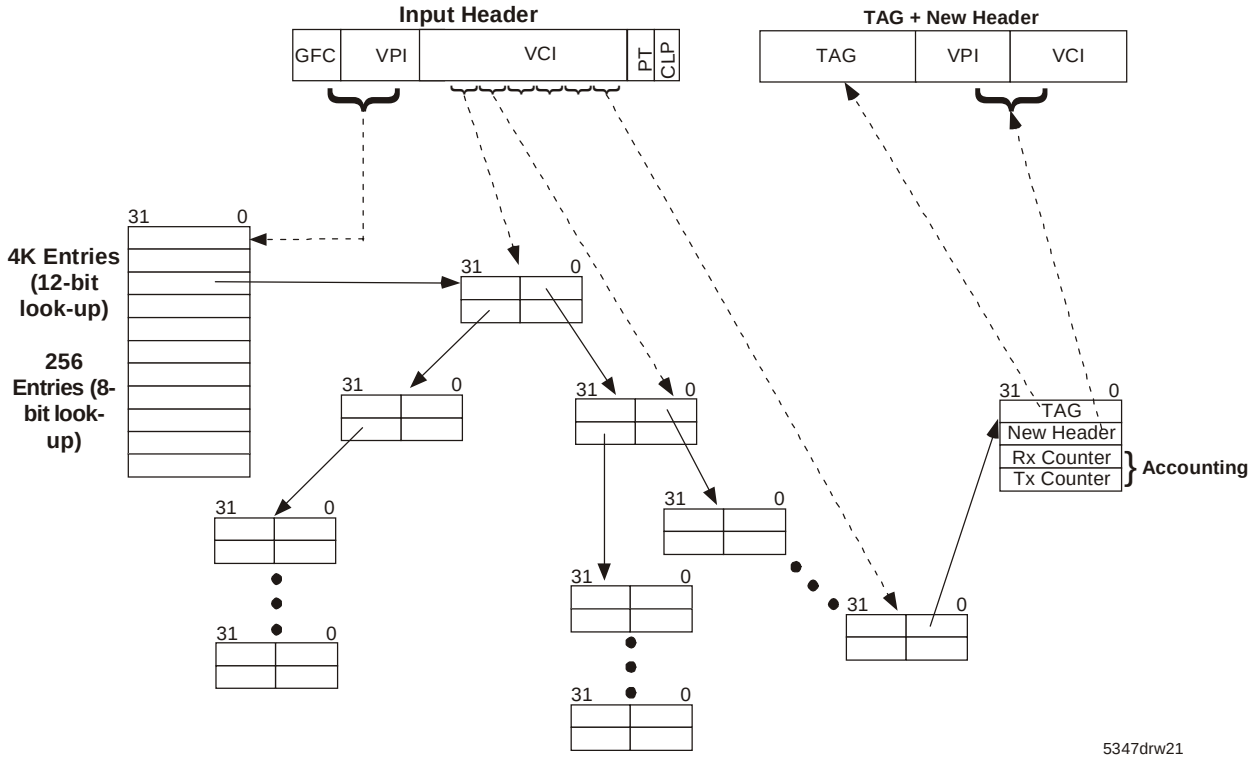
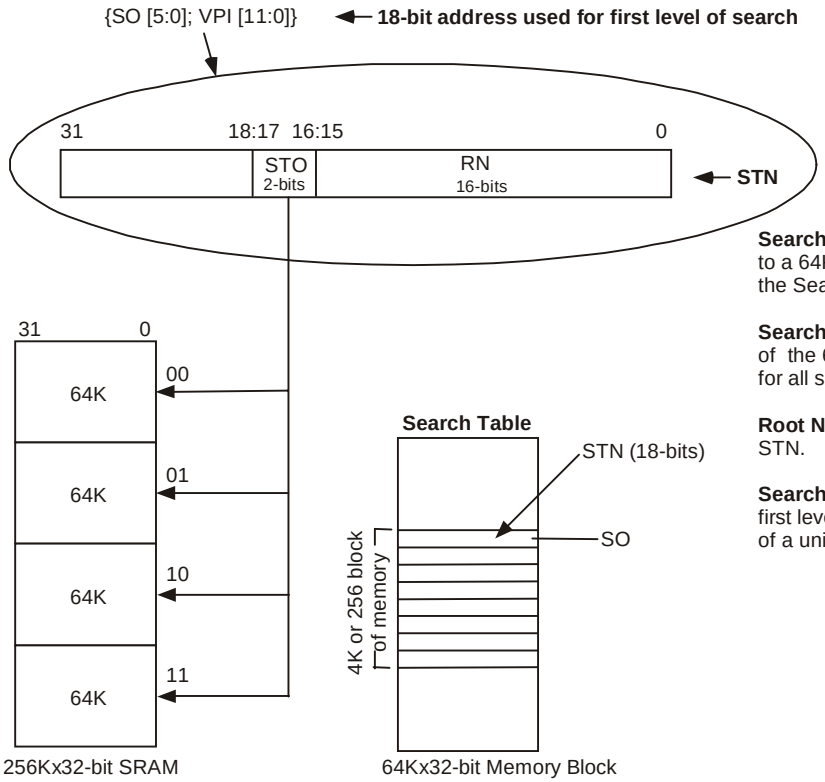


Figure 19 Header Lookup



Search Offset (SO) - 6-bit offset pointer that points to a 64Kx32-bit memory block and the starting position of the Search Tree.

Search Tree Offset (STO) - 2-bit field that points to one of the 64Kx32-bit memory blocks. This 2-bit field is used for all subsequent levels of search.

Root Node (RN) - 16-bit field combined with STO to create STN.

Search Table Node (STN) - 18-bit field returned from the first level of search. This address points to the top level of a unique Search Tree.

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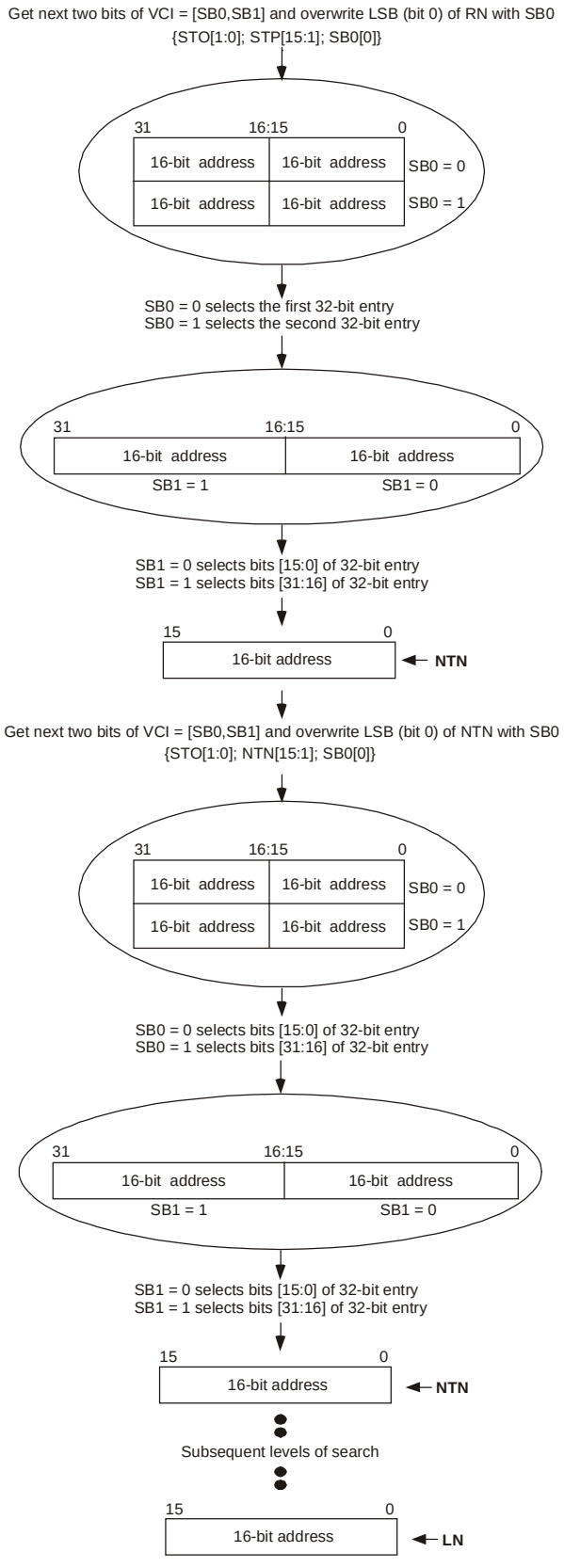
Figure 20 Traversing the Search Tree for a 24-Bit Header



Search Bit (SBx) - Indicates what entry the 16-bit pointer is located in.

Search Tree Pointer (STP) - 15-bit address returned from the previous level of search. This is the 16-bit returned address minus the LSB, which was overwritten with SBx.

Non Terminal Node (NTN) - 16-bit field returned from search. This 16-bit field is combined with STO and SBx to form address for next level of search.

Leaf Node (LN) - 16-bit field returned on the last level of search. This field is combined with STO and RB to form an 18-bit address that points to either the TAG, New ATM Header, Tx Counter or Rx Counter.

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Figure 21 Traversing the Search Tree (Continued)

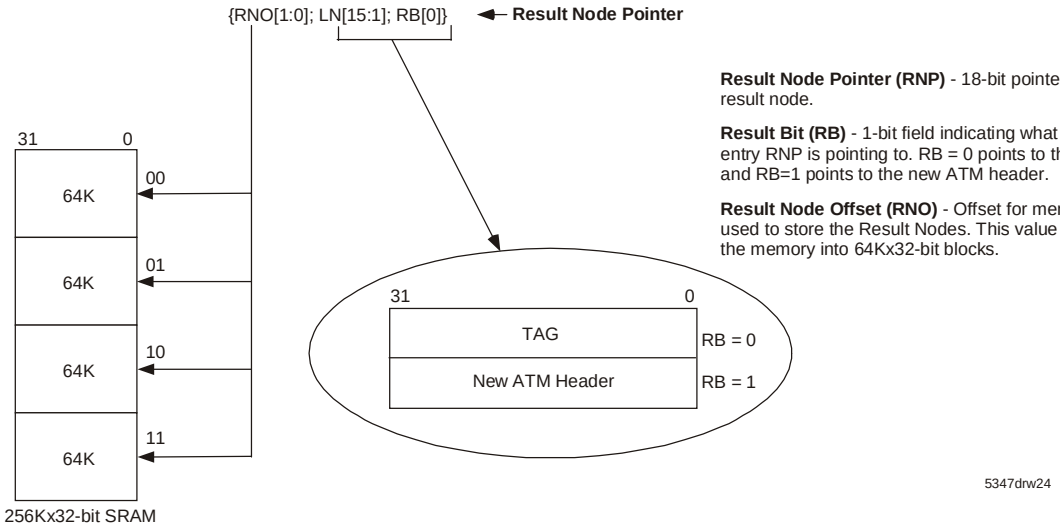


Figure 22 Result Node without Cell Accounting

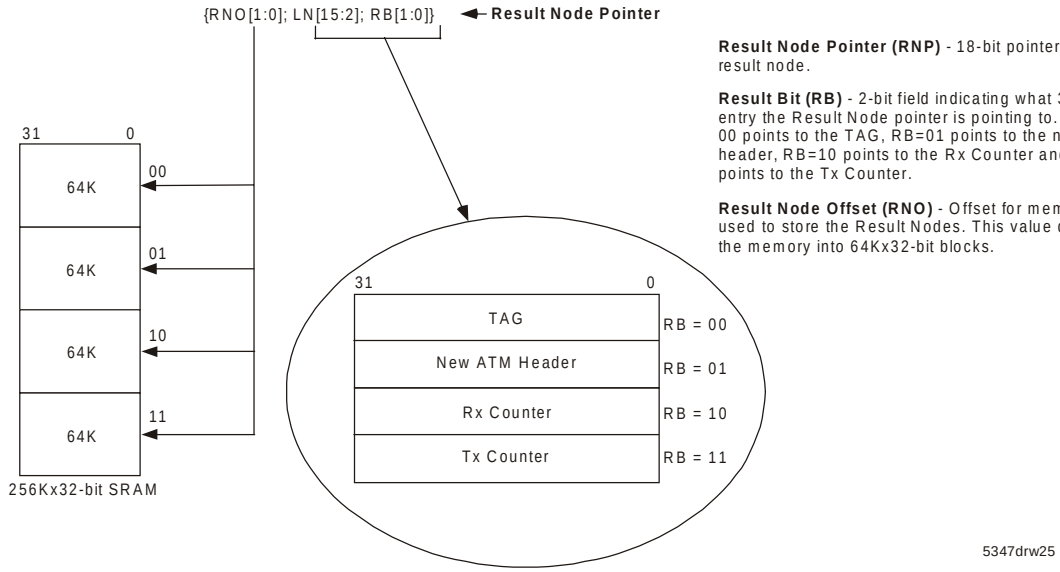


Figure 23 Result Node with Cell Accounting

Register Name	Register Address	Bit #	Register Name	Value Range	Default Value	Description
Configuration 1	8001	0	VPI Tunneling Enable	0 - 1	0	"Enable VPI Tunneling. "0" header translation is done on the full header either 24, 28 or 32-bits, "1" header translation can be done with VPI Tunneling or full header either 8, 12, 24, 28, or 32-bits."
		1	Translation Enable	0 - 1	0	"SRAM present, start search engine. "0" there is no SRAM attached, do not start search engine, "1" SRAM is available and configured correctly for operation, start search engine."
		3	Cell Account-ing On	0 - 1	0	"Indicates if cell counting on a per VC basis is enabled. Cell counting is done in both the Tx and Rx directions. "0" Cell Counting is disabled (result node is two 32-bit words), "1" Cell Counting is enabled (result node is four 32-bit words)."

Table 13 Search Tree Register Table (Part 1 of 3)

Register Name	Register Address	Bit #	Register Name	Value Range	Default Value	Description
		4	Null Counting On	0 - 1	0	"Enable Null Cell Counters. "0" Null Cell Counters are disabled, "1" Null Cell Counters are enabled."
		5	Search GFC	0 - 1	0	"Indicates if the GFC field will be included in the search. "0" do not include GFC field in search (Search Table is 256 x 32-bits), "1" include GFC field in search (Search Table is 4K x 32-bits)."
		6	Search PT/CLP	0 - 1	0	"Indicates whether PT/CLP fields will be included in search. "0" do not include PT/CLP fields in search (eight levels in Search Tree), "1" include PT/CLP fields in search (ten levels in Search Tree)."
		7	Pass All Cells	0 - 1	0	"Pass or drop Null cells. "0" drop cell when search leads to a null pointer, "1" pass all cell even if they lead to a null pointer."
Configuration 2	8002	0	Insert New Header	0 - 1	0	"Insert New Header. "0" do not replace existing header with new header from search, "1" replace existing header with new header found in search."
		1	Overwrite GFC	0 - 1	0	"Overwrite the GFC field with the new header value. "0" do not overwrite GFC field with new value, "1" overwrite GFC field with new value found in search."
		2	Overwrite PT/CLP	0 - 1	0	"Overwrite the PT/CLP fields in the new cell header. "0" do not overwrite the PT/CLP field of the original header with the PT/CLP value found in the search, "1" overwrite the PT/CLP field of the new header with the PT/CLP value found in the search."
Table Offset	8003	5:0	Search Table Offset	0x00 - 0x3F	0x00	Offset pointer for Search Table. Divides memory into 4K blocks.
		7:6	Result Node offset	0x0 - 0x3	0x0	Result node offset pointer. Divides memory into 64K blocks.
Reset	800A	1	Search Table Reset	0 - 1	0	"Writes Null pointers into Search Table. "0" do not write Null pointers into Search Table, "1" write Null pointers into Search Table (will reset back to zero once the operation is completed in approx. 1K to 12K SYSCLK cycles depending on the size of the Search Table). This value is obtained from the Null Pointer Address registers."
Null Pointer Address Byte 2	800B	1:0	Null Pointer [17:16]	0x0 - 0x3	0x3	Null pointer search tree address and value written in search tree.
Null Pointer Address Byte 1	800C	[7:0]	Null Pointer [15:8]	0x00 - 0xFF	0xFF	Null pointer search tree address and value written in search tree.
Null Pointer Address Byte 0	800D	[7:0]	Null Pointer [7:0]	0x00 - 0xFF	0xFF	Null pointer search tree address and value written in search tree.
Rx Null Pointer Header Byte 3	8016	[7:0]	Rx Null Pointer Header [31:24]	0x00 - 0xFF	NA	Header filtered on receive DPI interface.
Rx Null Pointer Header Byte 2	8017	[7:0]	Rx Null Pointer Header [23:16]	0x00 - 0xFF	NA	Header filtered on receive DPI interface.
Rx Null Pointer Header Byte 1	8018	[7:0]	Rx Null Pointer Header [15:8]	0x00 - 0xFF	NA	Header filtered on receive DPI interface.
Rx Null Pointer Header Byte 0	8019	[7:0]	Rx Null Pointer Header [7:0]	0x00 - 0xFF	NA	Header filtered on receive DPI interface.
Tx Null Pointer Header Byte 3	801A	[7:0]	Tx Null Pointer Header [31:24]	0x00 - 0xFF	NA	Header filtered on transmit DPI interface.
Tx Null Pointer Header Byte 2	801B	[7:0]	Tx Null Pointer Header [23:16]	0x00 - 0xFF	NA	Header filtered on transmit DPI interface.
Tx Null Pointer Header Byte 1	801C	[7:0]	Tx Null Pointer Header [15:8]	0x00 - 0xFF	NA	Header filtered on transmit DPI interface.
Tx Null Pointer Header Byte 0	801D	[7:0]	Tx Null Pointer Header [7:0]	0x00 - 0xFF	NA	Header filtered on transmit DPI interface.

Table 13 Search Tree Register Table (Part 2 of 3)

Register Name	Register Address	Bit #	Register Name	Value Range	Default Value	Description
UTOPIA Rx Cell Counter Byte 3	801E	[7:0]	Rx Cell Counter [31:24]	0x00 - 0xFF	0x00	Counter for cells received on receive UTOPIA bus.
UTOPIA Rx Cell Counter Byte 2	801F	[7:0]	Rx Cell Counter [23:16]	0x00 - 0xFF	0x00	Counter for cells received on receive UTOPIA bus.
UTOPIA Rx Cell Counter Byte 1	8020	[7:0]	Rx Cell Counter [15:8]	0x00 - 0xFF	0x00	Counter for cells received on receive UTOPIA bus.
UTOPIA Rx Cell Counter Byte 0	8021	[7:0]	Rx Cell Counter [7:0]	0x00 - 0xFF	0x00	Counter for cells received on receive UTOPIA bus.
UTOPIA Tx Cell Counter Byte 3	8022	[7:0]	Tx Cell Counter [31:24]	0x00 - 0xFF	0x00	Counter for cells transmitted on transmit UTOPIA bus.
UTOPIA Tx Cell Counter Byte 2	8023	[7:0]	Tx Cell Counter [23:16]	0x00 - 0xFF	0x00	Counter for cells transmitted on transmit UTOPIA bus.
UTOPIA Tx Cell Counter Byte 1	8024	[7:0]	Tx Cell Counter [15:8]	0x00 - 0xFF	0x00	Counter for cells transmitted on transmit UTOPIA bus.
UTOPIA Tx Cell Counter Byte 0	8025	[7:0]	Tx Cell Counter [7:0]	0x00 - 0xFF	0x00	Counter for cells transmitted on transmit UTOPIA bus.

Table 13 Search Tree Register Table (Part 3 of 3)

Register Name	Register Address	Bit #	Bit Name	Value Range	Default Value	Description
Notification Mask	8007	0	PHY Interrupt Mask	0 - 1	0	"Mask Interrupt notification. "0" no Event Notification cell will be generated when a PHY interrupt occurs, "1" generate Event Notification cell when a PHY interrupt occurs."
		1	Rx Null Mask	0 - 1	0	"Mask Interrupt notification. "0" no Event Notification cell will be generated when Rx Null pointer is encountered, "1" generate Event Notification cell when a Rx Null pointer is encountered."
		2	Tx Null Mask	0 - 1	0	"Mask Interrupt notification. "0" no Event Notification cell will be generated when Tx Null pointer is encountered, "1" generate Event Notification cell when a Tx Null pointer is encountered."
Status	8008	0	Interrupt Status	0 - 1	0	"Indicates that a PHY interrupt occurred. "0" no PHY interrupts detected, "1" PHY interrupt has been detected on the PHYINT pin."
			Rx Null Pointer Status	0 - 1	0	"Indicates that a Rx Null pointer was encountered. "0" no Rx Null pointer has been detected, "1" Rx Null pointer has been detected."
		2	Tx Null Pointer Status	0 - 1	0	"Indicates that a Tx Null pointer was encountered. "0" no Tx Null pointer has been detected, "1" Tx Null pointer has been detected."
Timeout Status	8009	0	PHY Interrupt Timer	0 - 1	0	"Indicates that a PHY interrupt occurred more than 25ms ago, and the Status register has not been serviced. This bit is cleared by writing to the status register. "0" no PHY interrupt detected, "1" PHY interrupt occurred more than 25ms ago and the Status register has not been serviced."
		1	Rx Null Pointer Counter	0 - 1	0	"Indicates that a Rx Null pointer was encountered more than 25ms ago, and the Status register has not been serviced. This bit is cleared by writing to the Status register. "0" no Rx Null pointers detected, "1" Rx Null pointer encountered more than 25ms ago and the Status register has not been serviced."
		2	Tx Null Pointer Timer	0 - 1	0	"Indicates that a Tx Null pointer was encountered more than 25ms ago, and the Status register has not been serviced. This bit is cleared by writing to the Status register. "0" no Tx Null pointers detected, "1" Tx Null pointer encountered more than 25ms ago and the Status register has not been serviced."

Table 14 Interrupt Register Table

Null Pointers

A Null pointer is a unique selectable value that indicates the pointer is not valid and the search should be terminated. The Null pointer points to a Result Node that contains the Tx and Rx Null Cell Counters. The Tx and Rx Null Cell Counters are enabled by setting the Null Counting On bit of the Configuration 1 register. The Null cell counters can be enabled without enabling the Tx and Rx Cell Counters.

When a Null cell is encountered the cell is either dropped or passed, depending on bit 7 of the Configuration 1 register. When the drop option is enabled the search is cancelled and the header of the violating cell is placed in either the Tx or Rx Null Pointer Header registers and the appropriate Null counter is incremented, if enabled. An Event Notification cell will be generated if the appropriate mask bit is set in the Notification Mask register. The appropriate Null Pointer Status bit of the Status register will be updated regardless of the condition of the Notification Mask register bits. See the Search Tree Register Table for a description of the Tx and Rx Null Pointer registers.

Interpreting and Clearing Interrupts

When an interrupt occurs the Status register will indicate were the interrupt occurred.

The PHY Interrupt, Rx Null and Tx Null Mask bits of the Notification Mask register determine if an Event Notification cell will be generated when an interrupt is encountered. The 77V012 will not generate an Event Notification cell when an interrupt occurs if the bits are set to the default zero, and will generate a Event Notification cell if set to a one.

The Timeout Status register is a read only register that indicates an interrupt occurred more than 25ms ago. It is used to verify that the interrupts are being serviced by the CPU. Once the interrupt is detected the 77V012 will monitor the appropriate bit of the Status register to determine if the interrupt is cleared. The 77V012 will generate a Event Notification cell, appropriate mask bit must be set to a one, if the interrupt is not cleared within 25ms of when the interrupt occurred and will set the appropriate Timeout Status bit. It will generate additional Event Notification cells on 12ms intervals, thereafter, until the interrupt is cleared. It is the CPU's responsibility to clear the interrupt and/or notify higher layers that an interrupt has been encountered. Interrupts are cleared by the CPU writing to the Status register. Writing a one will clear the interrupt and reset the register back to zero.

See Interrupt Register Table for description of interrupt registers.

Cell Accounting

The Tx and Rx Cell Counters are enabled by writing a one to the Cell Accounting On bit in the Configuration 1 register. When enabled (set to a one) the Result Node becomes four entries deep, with the third entry being the Rx Cell Counter and the fourth entry being the Tx Cell Counter. Each counter is 32-bits and is implemented as a wrap around counter. These are per VC counters.

A global cell count is stored in the UTOPIA Tx and Rx Cell Counter registers. These counters are always enabled and will increment each time a cell is transmitted or received over the UTOPIA interface. They can be read at any time, and will roll over once the maximum cell count is reached. The counters are reset by writing zeros to the register. See Search Tree Register Table for register description.

The Result Node and Global Rx cell counters are disabled if the RxData Cell Filter bit of the Configuration 2 register is set to a one. This also includes the counting of In-Stream™ cells. The Tx cell counters are not affected by this register bit.

Register Name	Register Address	Bit #	Bit Name	Value Range	Default Value	Description
Configuration 2	8002	3	Rx Move PT/CLP	0 - 1	0	"Move the PT/CLP fields from the original header into the 4-byte TAG area. "0" do not move the PT/CLP fields, "1" move PT/CLP fields."
Pin Control	8004	0	Override Pin Control	0 - 1	0	"Enables writing to pin configurable registers. "0" pin configurable registers are read only, "1" pin configurable registers are read/write."
Rx TAG and Mode Select	8006	[2:0]	Rx Tag Size [2:0]	0x0 - 0x4	Defined by pin	Number of bytes to add to the received cell.
		3	Rx Remove HEC	0 - 1	Defined by pin	"Remove HEC from cell. "0" do not remove HEC byte from cell, "1" remove HEC byte from cell."
In-Stream™ TAG Byte 3	8012	[7:0]	In-Stream™ TAG [31:24]	0x00 - 0xFF	0x00	TAG added to In-Stream™ programming cells.
In-Stream™ TAG Byte 2	8013	[7:0]	In-Stream™ TAG [23:16]	0x00 - 0xFF	0x00	TAG added to In-Stream™ programming cells.
In-Stream™ TAG Byte 1	8014	[7:0]	In-Stream™ TAG [15:8]	0x00 - 0xFF	0x01	TAG added to In-Stream™ programming cells.

Table 15 Interrupt Register Table

Register Name	Register Address	Bit #	Bit Name	Value Range	Default Value	Description
In-Stream™ TAG Byte 0	8015	[7:0]	In-Stream™ TAG [7:0]	0x00 - 0xFF	0xF0	TAG added to In-Stream™ programming cells.

Table 15 Interrupt Register Table

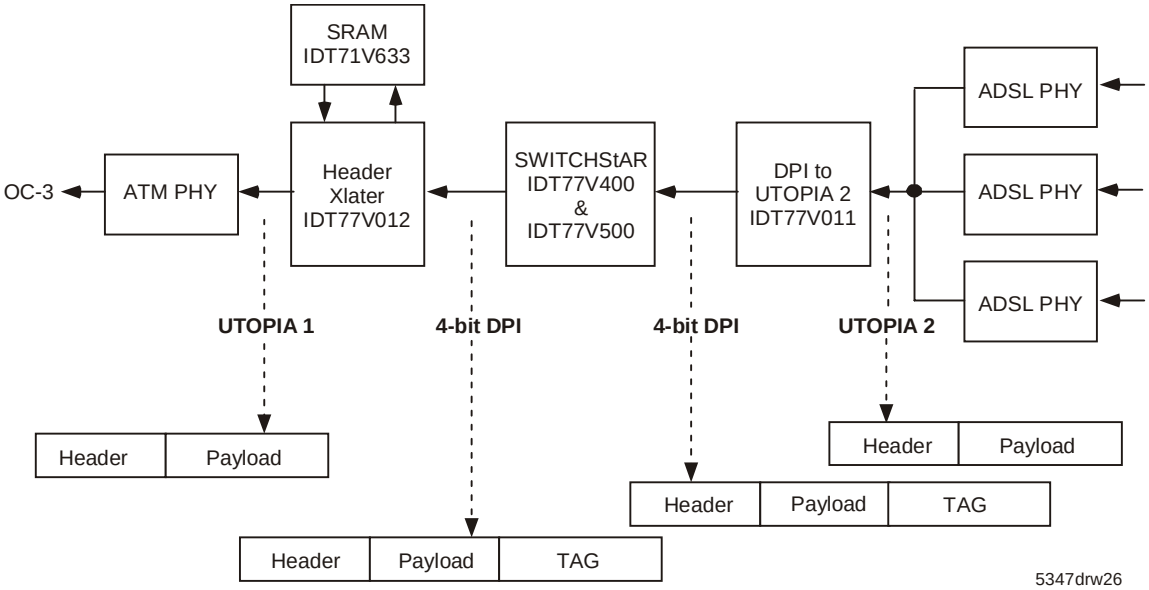


Figure 24 Transmit Tag Routing Diagram

Register Name	Register Address	Bit #	Bit Name	Value Range	Default Value	Description
Configuration 2	8002	4	Tx Move PT/CLP	0 - 1	0	"Move the PT/CLP field from the 4-byte TAG area to the cell header. "0" do not move PT/CLP fields, "1" move PT/CLP fields."
Pin Control	8004	0	Override Pin Control	0 - 1	0	"Enables writing to pin configurable registers. "0" pin configurable registers are read only, "1" pin configurable registers are read/write."
Tx TAG	8005	[2:0]	Tx Tag Size [2:0]	0 - 4	Defined by pin	Number of bytes to remove from the ATM cell.
		3	Tx Tag Location	0 - 1	Defined by pin	"TAG location in Tx direction. "0" TAG is located at beginning of cell, "1" TAG is located at end of cell."
		4	Tx Add HEC	0 - 1	Defined by pin	"Add a HEC place holder in the Tx direction. "0" do not add a HEC place holder, "1" add a HEC place holder."

Table 16 Interrupt Register Table

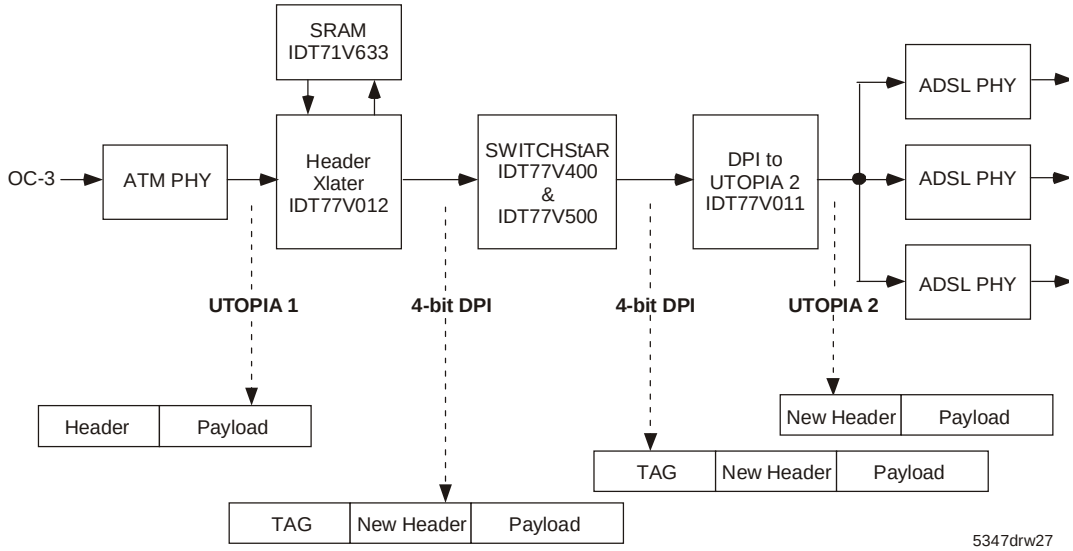


Figure 25 Receive Tag Routing Diagram

Tag Interface

A TAG can be added to the cell in the Rx direction and removed in the Tx direction. It is added to the beginning of the cell and can be up to four bytes long.

Programming the size of the TAG for both the Tx and Rx direction is done with external pins and internal registers, with each direction being individually programmed. The registers associated with the TAG are listed in the Rx and Tx TAG Register Tables.

Receive Tag

A TAG is added in the Rx direction by first configuring the external pins and then configuring the internal registers. The external pins are multiplexed with the SRAM address pins and are configured at reset.

ADDR[7:5] is a 3-bit field that sets the receive TAG size. This TAG can be from zero to four bytes in size. The lower order bytes, in the Result Node, are used when the TAG size is less than four bytes. Therefore, a one byte TAG is appended to bits zero through seven of the possible 32-bits in the TAG field. The value of ADDR[7:5] is stored in the Rx TAG Size [2:0] bits of the Rx TAG and Mode Select register. The header of the in coming cell will be appended to the TAG area when the search engine is not enabled and four bytes of TAG are to be added. When less than four bytes of TAG are added the most significant bytes are appended.

ADDR[8] determines if the HEC byte should be removed or not. Setting ADDR[8] low will leave the HEC byte intact, while setting ADDR[8] high removes the HEC byte, thus reducing the number of bytes in the cell by one. The value of ADDR[8] is stored in the Rx Remove HEC bit of the Rx TAG and Mode Select register.

The In-Stream™ 1,2,3 and 4 registers indicate the value of the TAG to be added to In-Stream™ programming cells. This value will only be used for In-Stream™ cells. The default value is 0x000001FX, which can be changed by writing to registers with In-Stream™ cells.

The Move PT/CLP bit of the Configuration 2 register will move the PT and CLP fields of the new header value into the TAG area if set high and will leave the original value intact if set low. Moving these fields, when switching on the TAG area, enables a DPI device or SwitchStar to find OAM cells, do low priority cell discards and EFCI processing. This option is only valid if using all four bytes of TAG and switching is being done on the TAG.

Transmit Tag

A TAG is removed in the Tx direction by configuring the external pins, which are multiplexed with the SRAM address pins ADDR[4:0].

ADDR[2:0] is a 3-bit field that sets the Tx TAG size. Valid TAG sizes are from zero to four bytes. This value is stored in the Tx TAG Size bits of the Tx TAG register.

ADDR[3] specifies if the TAG is located at the beginning or end of the cell. When ADDR[3] ="0" the TAG is located at the beginning of the cell, and when ADDR[3] ="1" the TAG is located at the end of the cell. This value is stored in the Tx TAG Location bit of the Tx TAG register.

ADDR[4] specifies if a HEC placeholder is to be added to the cell. When ADDR[4] = "0" a placeholder is not added, and if ADDR[4] = "1" a placeholder is added to the cell. This value is stored in the Tx Add HEC bit in the Tx TAG register.

In-Stream™ Programming

In-Stream™ programming cells are used to carry commands to the 77V012 and for the CPU to receive information from the 77V012. Cells are received on either the DTxDATA[3:0] bus or the RxDATA[7:0] bus, depending on the condition of Instream Direction bit of the Rx TAG and Mode Select register, which can be configured after reset.

All cells received on the selected data bus are filtered by the cell interpreter to determine if they are In-Stream™ programming cells. In order to be recognized, In-Stream™ programming cells have a unique cell header. The default value is 0x000001FX, which can be changed by writing to the In-Stream™ Cell Header 1, 2, 3 and 4 registers. All four registers can be written to in one four byte write with an In-Stream™ cell. The bytes are written MSB to LSB. The new cell header will be used for returning a Reply Notification cell, following the write operation.

The 77V012 supports the following set of In-Stream™ functions, Discover/Identify, Reset, Register Read, Register Write, Event Notification and Reply Notification.

The Discover/Identify command is sent by the CPU to the 77V012, and is used to either discover the 77V012 or to ensure that the 77V012 is still attached (heart beat).

The Reset command is sent from the CPU to the 77V012, which indicates that the 77V012 must perform a hard reset and re-initialize itself to its default state.

The Register Read command is used to read the value of one or more registers. Up to 32-bytes can be read with one In-Stream™ cell.

The Register Write command is used to write a value to one or more registers. Up to 32-bytes can be written with one In-Stream™ cell.

The Event Notification command is sent from the 77V012 to the CPU and indicates that an event has happened that requires CPU intervention.

The Reply Notification command is sent from the 77V012 to the CPU in response to command cells sent by the CPU. The 77V012 will generate a Reply Notification response to a Discover/Identify, Register Read and Register Write command, but not for a Reset command. This option is enabled by setting the Acknowledge Request bit in the Message Type Field of the In-Stream™ command cell.

The In-Stream™ cell format is broken up into six sections, which vary slightly depending on the type of command the cell caries.

The first five bytes contain the cell header. The In-Stream™ programming cell address is in the first 28-bits with the default value of GFC =0x0, VPI =0x0, VCI =0x001F, PT/CLP =0xX, where X=don't care. The remaining byte is the HEC.

Bytes six and seven of the cell contain the Transaction ID information. This field is two bytes wide and is used to correlate messages requiring a reply to a command. This allows more than one command to be sent to a device without waiting for a Reply Notification cell, as the field is copied from the Command cell to the Reply Notification cell. The 2-byte field is set to zero when an Event Notification cell is generated by the 77V012, with the zero value being valid for this condition only. It is up to the CPU to generate and manage values for it's In-Stream™ commands and not re-use the value for some set amount of time.

Byte 8 contains the Message Type field, which indicates what type of command the cell contains. Bit location eight is not used. Bit seven is the Acknowledge Request bit, which indicates if an acknowledgement to the Command cell is required or not. When a Reply Notification cell has to be returned this bit is set to a one. When the Reply Notification cell is returned the bit is reset to zero by the 77V012. This option is not valid with the Reset command, which does not return a Reply Notification cell. Bit six is the Acknowledge bit which indicates whether the cell is a Reply Notification cell or a Command cell. This bit is set to a zero when the cell is a Command cell, and is set to a one, by the 77V012, when the cell is a Reply Notification cell. Bits one through five are the Message Type Indicator. There are currently five commands for this field. The Discover/Identify (value = 0x2) command, which will generate a Reply Notification cell with 32 bytes of device specific data located in the Message Data field. The Reset (value = 0x3) command performs a reset on the 77V012. There is no Reply Notification cell returned for this command. The Read Registers (value = 0x5) command performs a read operation to a set of consecutive registers. One to 31 bytes can be read with one In-Stream™ cell starting at the specified base address when accessing the 77V012 internal registers, while up to 32-bytes can be accessed with one In-Stream™ cell when reading from the SRAM. The returned register data is contained in the Message Data field. The Write Registers (value = 0x6) command performs a write operation to a set of consecutive registers. One to 31 bytes can be written with one In-Stream™ cell starting at the specified base address when accessing the 77V012 internal registers, while up to 32-bytes can be accessed with one In-Stream™ cell when writing to the SRAM.The data to be written is contained in the Message Data field. The Event Notification (value = 0x8) command generates a Event Notification cell indicating that an interrupt has been detected.

Bytes 9 through 15 are the Device ID field. There are two formats to this field depending on the type of command the cell carries. When the cell contains either the Register Read/Write, or Event Notification command this field must contain a value of 0x01 in byte location 9 to be valid. The remaining six bytes are not used and should contain zeros. When the cell contains the Discovery/Identify command this field contains data from the EEPROM, with data from EEPROM byte location 8 being written to the first byte position of this field.

Bytes 16 through 51 are the Message Data field. The layout of this field is dependant on the Message Type field. A Read or Write command will have a Message Data field divided into three sub fields. The first sub field is one byte wide and indicates how many bytes of data are valid in the data portion of the Message Data field. The second sub field is three bytes wide and contains the base address for the Read or Write command. The third sub field is the valid data and padding. Valid data is written starting at the base address in accordance with the number of valid bytes indicator (first sub field). The remaining space, if any, is padded with zeros. A Discover/Identify command has a Message Data field divided into two sub fields.The first sub field is the first 25-bytes of the Message Data field, which contains up to 25 bytes read from the EEPROM, starting at EEPROM byte location 15. The remaining bytes are reserved. An Event Notification command will have a Message Data field split into two sub fields. The first sub field is two bytes wide and contains an event number, which is always 0x0100. The second sub field contains one byte of data (byte 18) indicating what type of event happened, which is described in the Event Notification Table. The remaining bytes 19 to 51 are padding and contain zeros.

Bytes 52 and 53 contain the CRC-10 trailer, with the upper six bits of byte 52 containing zeros. The CRC-10 is generated and used in the same manner as in AAL3/4 cells.

Notification Cells

The are two types of Notification cells, Event and Reply, that can be generated by the 77V012.

The 77V012 will generate an Event Notification Cell under three different conditions, if the appropriate mask bit(s) are set to a one. The first condition occurs when an interrupt is detected on the external PHYINT pin. The second condition is if a Rx Null Pointer is found in the search, and the third is when a Tx Null Pointer is found in the search. It is up to the CPU to clear the interrupt, or notify higher layers that an interrupt has occurred. A second Event Notification cell will be generated if the interrupt is not cleared in 25ms. Additional Event Notification cells will be generated every 12ms thereafter until the interrupt is serviced. A new event will not be reported until the related interrupt register bit has been cleared.

The 77V012 will generate a Reply Notification cell, if the Acknowledge Request bit is set to a one. The Reply Notification cells enable the CPU to keep status of its command cells.

Misc. Features

The 77V012 offers two external control pins, CNTRL_A and CNTRL_B, that can be connected to external devices for system design engineer usage. Both of these signals are low after reset. There is also a register bit associated with each signal, which is described in the Misc. Register table.

Register Name	Register Address	Bit #	Bit Name	Value Range	Default Value	Description
Rx TAG and Mode Select	8006	5	In-Stream™ Direction	0 - 1	Defined by pin ADDR[10]	"Indicates what interface the In-stream cells will be filtered on. "0" input on the transmit DPI interface and output on the receive DPI interface, "1" input on the receive UTOPIA interface and output on the transmit UTOPIA interface."
In-Stream™ Cell Header Byte 0	800E	[7:0]	In-Stream™ Header [31:24]	0x00 - 0xFF	0x00	Cell header for In-Stream™ programming cells.
In-Stream™ Cell Header Byte 1	800F	[7:0]	In-Stream™ Header [23:16]	0x00 - 0xFF	0x00	Cell header for In-Stream™ programming cells.
In-Stream™ Cell Header Byte 2	8010	[7:0]	In-Stream™ Header [15:8]	0x00 - 0xFF	0x01	Cell header for In-Stream™ programming cells.
In-Stream™ Cell Header Byte 3	8011	[7:0]	In-Stream™ Header [7:0]	0x00 - 0xFF	0xF0	Cell header for In-Stream™ programming cells.

Table 17 In-Stream™ Register Table

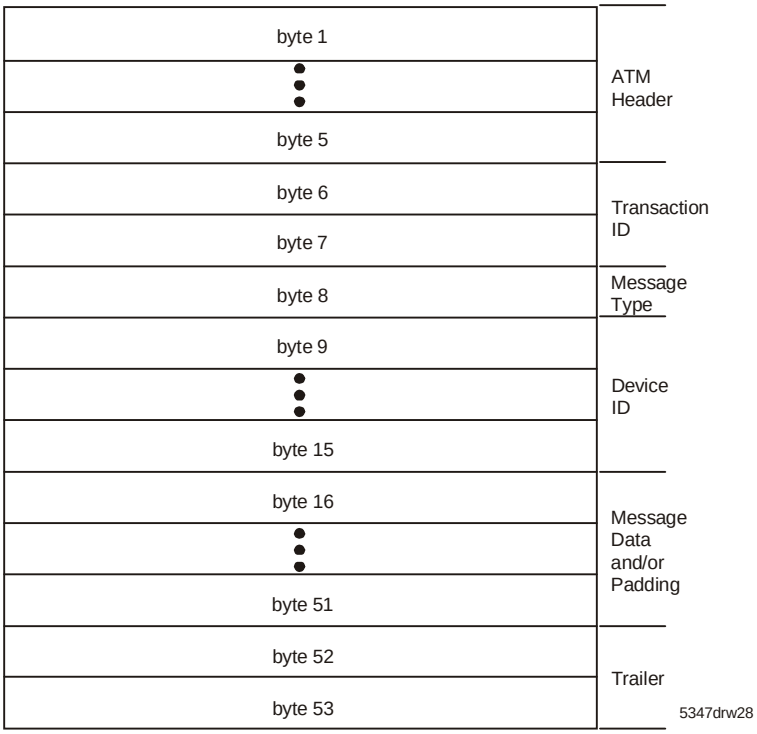


Figure 26 General Format In-Stream™ Programming Cell

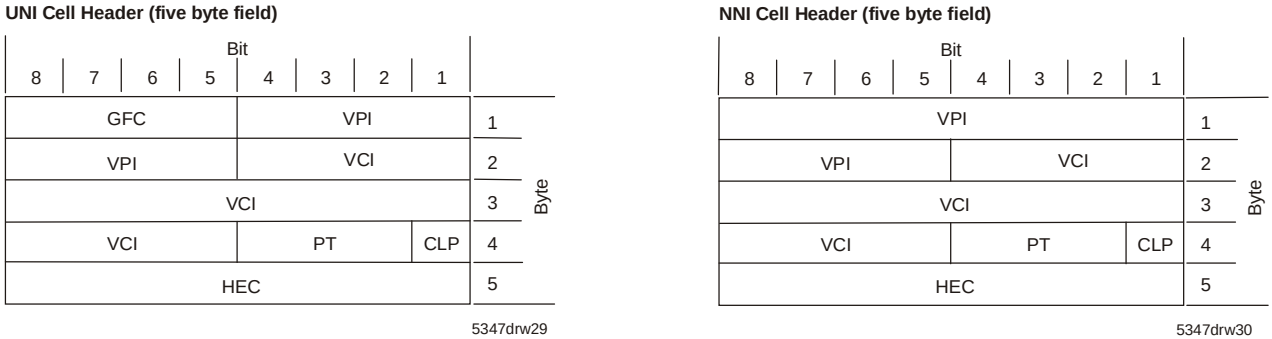


Figure 27 Valid Header Formats for In-Stream™ Programming Cell

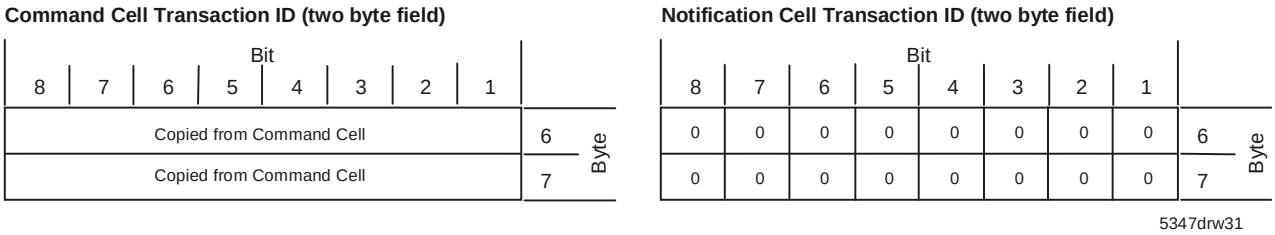


Figure 28 Valid Transaction Field Formats for In-Stream™ Programming Cell

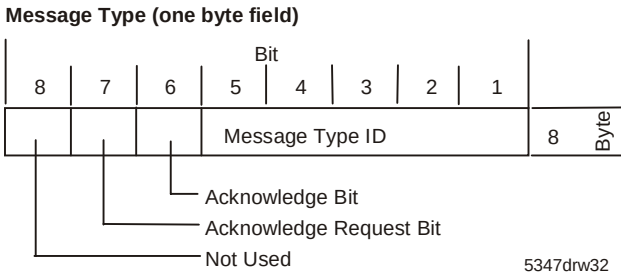


Figure 29 Valid Message Type Field Format for In-Stream™ Programming Cell

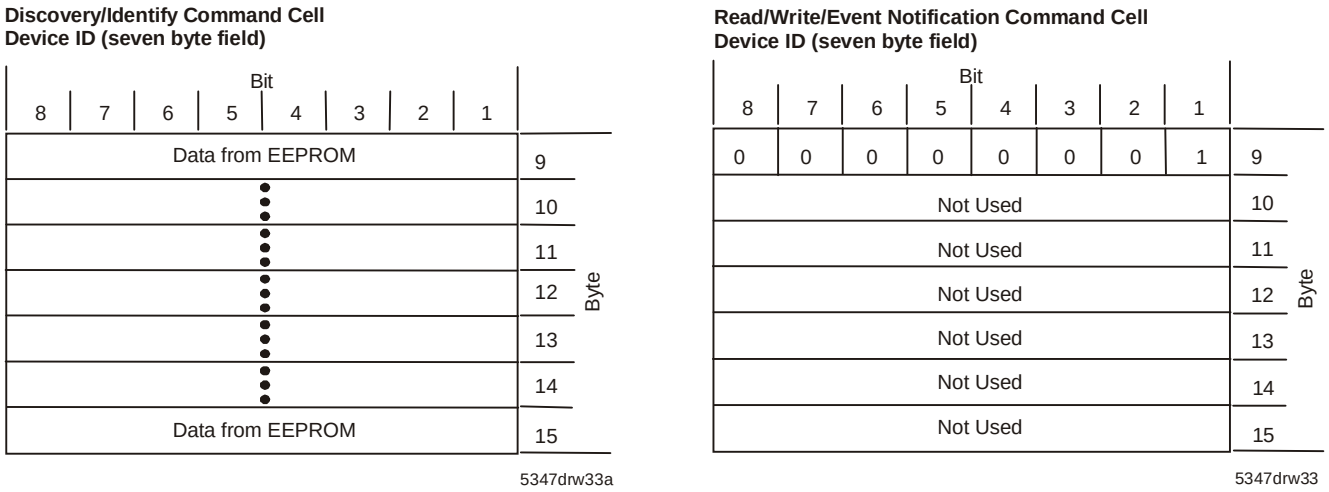
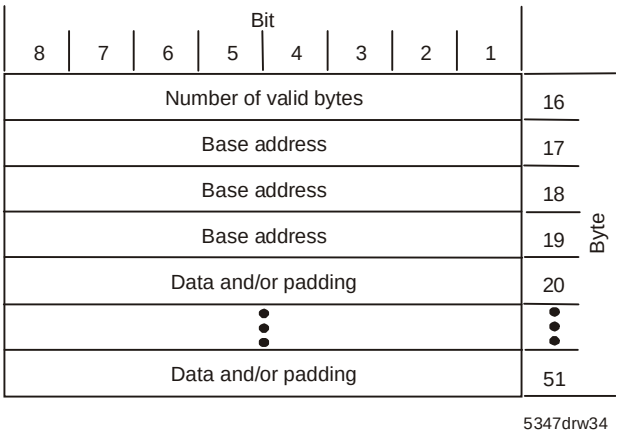
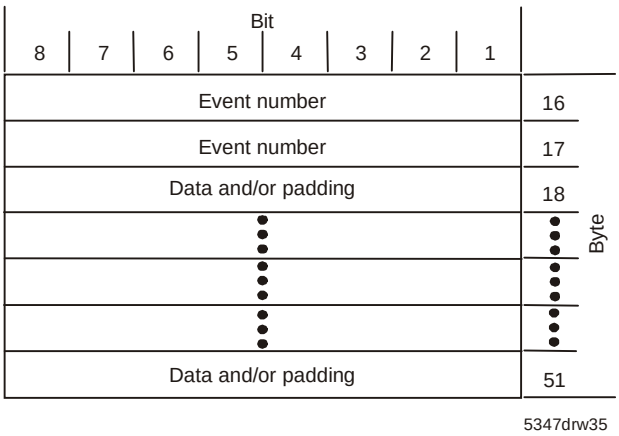


Figure 30 Valid Device ID Field Format for In-Stream™ Programming Cell

Read/Write Command Cell
Message Data and/or Padding Field (36 byte field)



Event Notification Cell
Message Data and/or Padding Field (36 byte field)



Discover/Identify Command Cell
Message Data and/or Paddind Field (36 byte field)

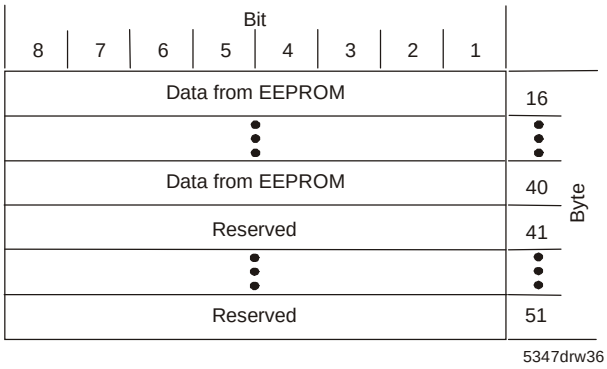


Figure 31 Valid Message and/or Data Field Formats for In-Stream™ Programming Cell

Trailer (two byte field)

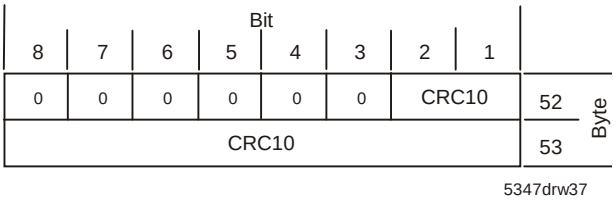


Figure 32 Valid Trailer Field Format for In-Stream™ Programming Cell

Name	Message Type ID	Description
Discover/ Identify	2	This command will generate an Reply Notification cell containing 32 bytes of device specific data, which is stored in bytes 8 through 40 of the EEPROM.
Reset	3	Performs a reset on 77V012 device. No Reply Notification cell is returned acknowledging that the reset command has been completed.
Read Registers	5	Read from a consecutive number of registers.
Write Registers	6	Write to a consecutive number of registers.
Event Notification	8	An unsolicited Event Notification cell indicating an event has taken place. The event can be either a PHY interrupt, a Rx Null pointer, or a Tx Null pointer.

Table 18 In-Stream™ Programming Message Type Indicator

Bit Number	Event	Description
7:6	Not Used	
5	Tx Null Pointer Error	A Null pointer has been detected in the transmit direction.
4	Tx Time Out	A Null pointer has been detected in the transmit direction, but the Status register has not been cleared.
3	Rx Null Pointer Error	A Null pointer has been detected in the receive direction.
2	Rx Time Out	A Null pointer has been detected in the receive direction, but the Status register has not been cleared.
1	PHY Interrupt Status	A PHY interrupt has been detected.
0	PHY Time Out	A PHY interrupt has been detected, but the Status register has not been cleared.

Table 19 Event Notification Table

Register Name	Register Address	Bit #	Bit Name	Value Range	Default Value	Description
Pin Control	8004	1	Control A	0 - 1	0	"Stores condition of Control A pin. "0" CTRL_A = "0", "1" CTRL_A = "1"."
		2	Control B	0 - 1	0	"Stores condition of Control B pin. "0" CTRL_B = "0", "1" CTRL_B = "1"."

Table 20 Misc. Register Table

AC Electrical Characteristics

(industrial: Vcc = 3.3V + 10%, TA = -40oC to 85oC)

Symbol	Parameter	Min	Max	Unit
t_{CYC}	SYSCLK Cycle Time	15	—	ns
t_{CH}	SYSCLK High Time	6	—	ns
t_{CL}	SYSCLK Low Time	6	—	ns
t_{UCYC}	UTOPIA TCLK/RCLK Cycle Time	30	—	ns
t_{UCH}	UTOPIA TCLK/RCLK High Time	13	—	ns
t_{UCL}	UTOPIA TCLK/RCLK Low Time	13	—	ns
t_{TOV}	TxDATA, $\overline{\text{TENB}}$, TSOC, TxPRTY, $\overline{\text{TxLED}}$ Output Valid from TCLK	1	20	ns
t_{UTS}	TCLAV to TCLK Setup Time	8	—	ns
t_{UTH}	TCLAV to TCLK Hold Time	1	—	ns
t_{ROV}	$\overline{\text{RENB}}$, $\overline{\text{RxLED}}$ Output Valid from RCLK	1	20	ns
t_{URS}	RxDATA, RSOC, RCLAV to RCLK Setup Time	8	—	ns
t_{URH}	RxDATA, RSOC, RCLAV to RCLK Hold Time	1	—	ns
t_{DCYC}	DPI DTxCLK/DRxCLK Cycle Time	15	—	ns
t_{DCH}	DPI DTxCLK/DRxCLK High Time	6	—	ns
t_{DCL}	DPI DTxCLK/DRxCLK Low Time	6	—	ns
t_{DTS}	DTxFRM, DTxDATA to DTCLK Setup Time	6	—	ns
t_{DTH}	DTxFRM, DTxDATA to DTCLK Hold Time	2	—	ns
t_{PDRD}	DRxCLK to DRxDATA(0-3), DRxFRM Propagation Delay	—	8	ns
t_{ALPW}	ALE Pulse Width	30	—	ns
t_{ALR}	SYSCLK to $\overline{\text{RD}}$ Low Propagation Delay	—	20	ns
t_{ALW}	SYSCLK to $\overline{\text{WR}}$ Low Propagation Delay	—	20	ns
t_{RDPW}	$\overline{\text{RD}}$ Pulse Width	60	—	ns

Symbol	Parameter	Min	Max	Unit
t_{AAL}	Address to ALE Falling Edge Setup Time	20	—	ns
t_{ALA}	Address to ALE Falling Edge Hold Time	10	—	ns
t_{DRS}	Data to rising edge of $\overline{RD}$ Setup Time	5	—	ns
t_{DRH}	Data to rising edge of $\overline{RD}$ Hold Time	1	—	ns
t_{DWS}	Data to rising edge of $\overline{WR}$ Setup Time	5	—	ns
t_{DWH}	Data to rising edge of $\overline{WR}$ Hold Time	1	—	ns
t_{WRPW}	$\overline{WR}$ Pulse Width	30	—	ns
t_{PINTS}	SYSCLK to $\overline{PHYINT}$ Setup Time	10	—	ns
t_{PINTH}	SYSCLK to $\overline{PHYINT}$ Hold Time	2	—	ns
t_{AW}	ALE falling edge to $\overline{WR}$ falling edge	30	—	ns
t_{PALE}	ALE to SYSCLK Propagation Delay	—	20	ns
t_{PPHY}	SYSCLK to $\overline{PHYCS}$ Propagation Delay	—	20	ns
t_{PPHYR}	SYSCLK to $\overline{PHYRST}$ Propagation Delay	—	20	ns
t_{PRCLK}	SYSCLK to RCLK Propagation Delay	—	15	ns
t_{PTCLK}	SYSCLK to TCLK Propagation Delay	—	13	ns
$t_{PDRxCLK}$	SYSCLK to DRxCLK Propagation Delay	—	10	ns
$t_{PDTxCLK}$	SYSCLK to DTxCLK Propagation Delay	—	10	ns
t_{PCNTA}	SYSCLK to CONT_A Propagation delay	—	20	ns
t_{PCNTB}	SYSCLK to CONT_B Propagation delay	—	20	ns
t_{RSTW}	$\overline{SYSRST}$ Pulse Width	100	—	ns
t_{SCYC}	SCLK Cycle Time	30	—	ns
t_{SCH}	SCLK High Time	13	—	ns
t_{SCL}	SCLK Low Time	13	—	ns
t_{PADSP}	SCLK to SRAM $\overline{ADSP}$ Propagation Delay	—	20	ns
t_{POE}	SCLK to SRAM $\overline{OE}$ Propagation Delay	—	9	ns
t_{PADD}	SCLK to SRAM Address Propagation Delay	—	20	ns
t_{PDAT}	SCLK to SRAM Dataout Propagation Delay	—	25	ns
t_{SD}	SCLK to SRAM Data In Setup Time	10	—	ns
t_{HD}	SCLK to SRAM Data In Hold Time	2	—	ns
t_{ECYC}	EECLK Cycle Time	1000	—	ns
t_{PECLK}	SYSCLK to EECLK, $\overline{EECS}$, EEDOUT Propagation Delay	—	20	ns
t_{SEDI}	SYSCLK to EEDIN Setup Time	—	10	ns
t_{HEDI}	SYSCLK to EEDIN Hold Time	2	—	ns

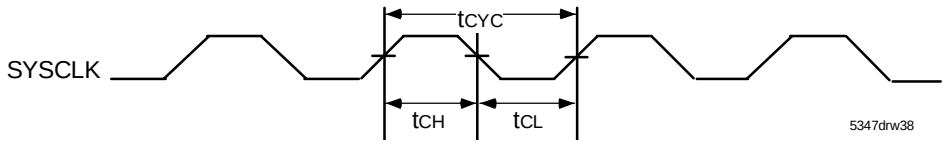


Figure 33 System Clock Timing Waveform

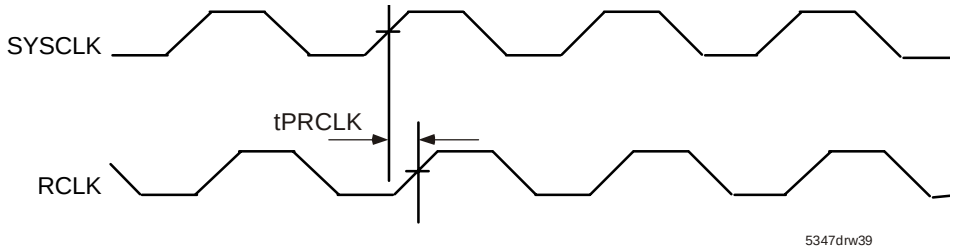


Figure 34 System Clock to UTOPIA Receive Clock Propagation Delay

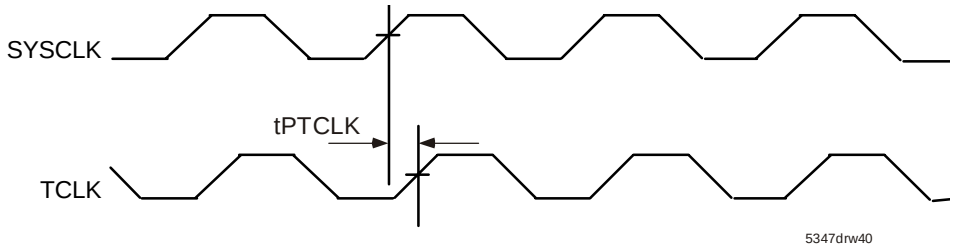


Figure 35 System Clock to UTOPIA Transmit Clock Propagation Delay

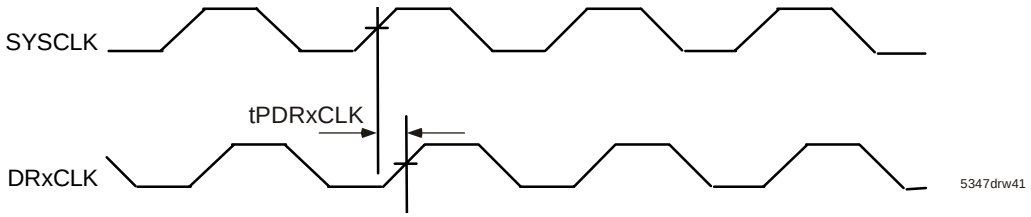


Figure 36 System Clock to DPI Receive Clock Propagation Delay

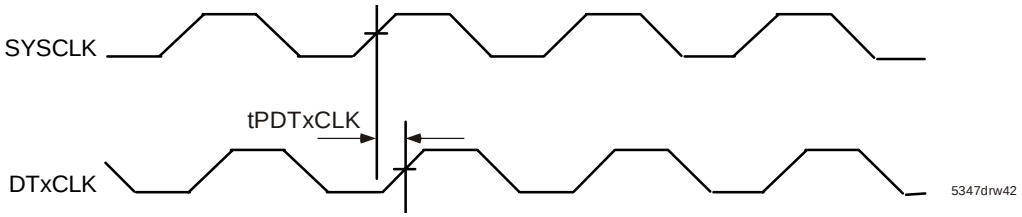


Figure 37 System Clock to DPI Transmit Clock Propagation Delay

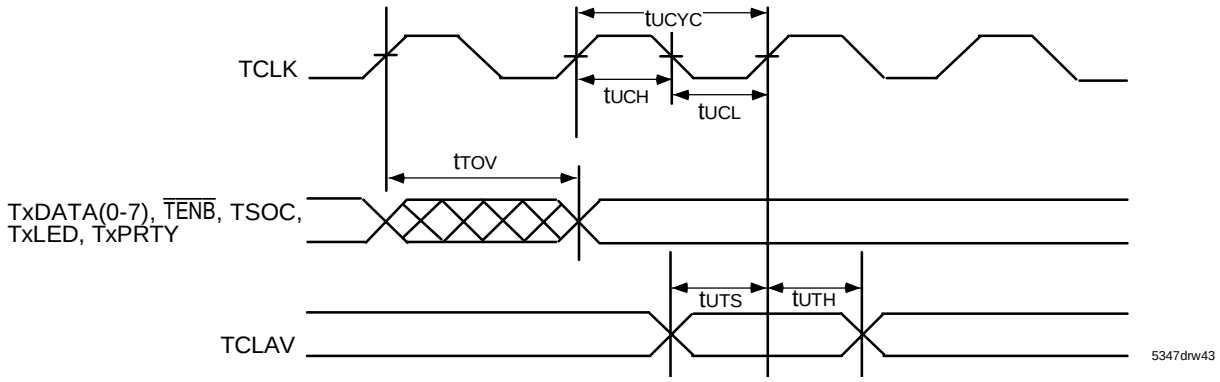


Figure 38 UTOPIA Transmit Timing Waveform

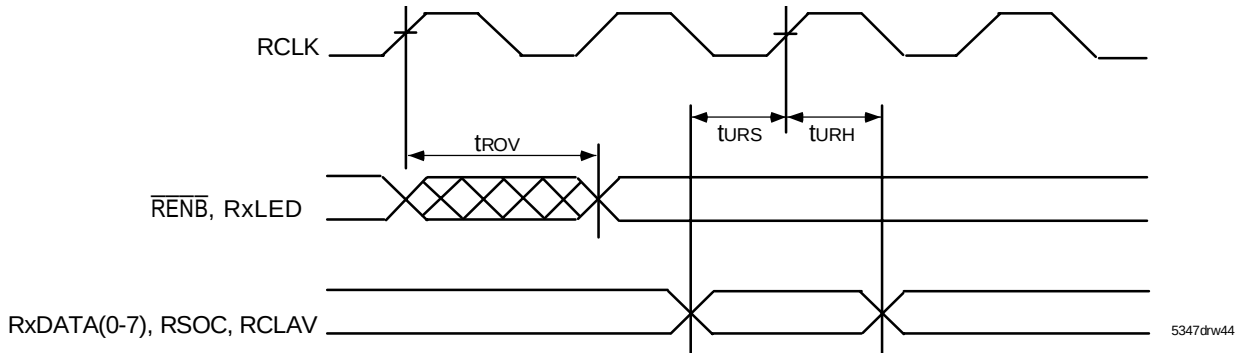


Figure 39 UTOPIA Receive Timing Waveform

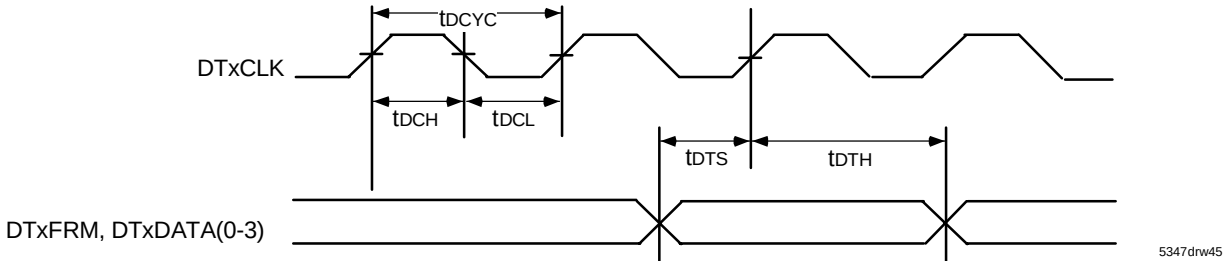


Figure 40 DPI Transmit Timing Waveform

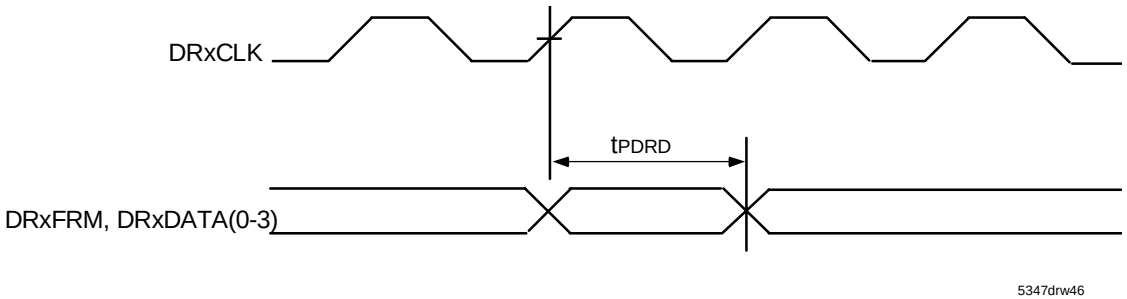


Figure 41 DPI Receive Timing Waveform

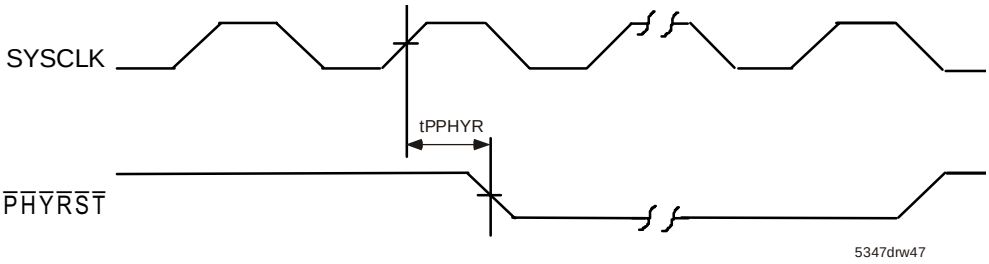


Figure 42 System Clock to PHYRST Propagation Delay

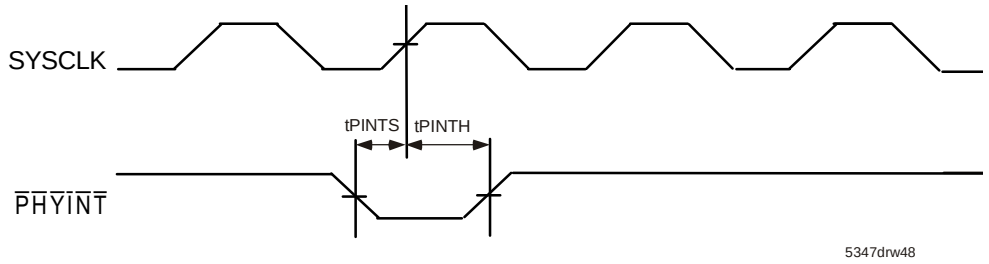


Figure 43 System Clock to PHYINT Propagation Delay

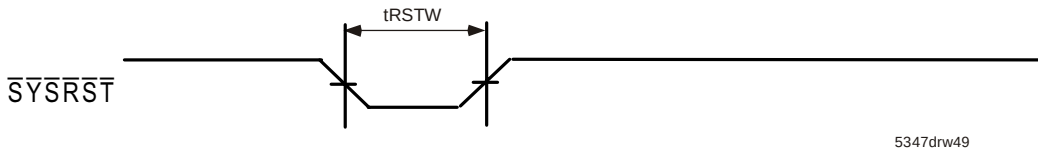


Figure 44 SYSRST Timing Waveform

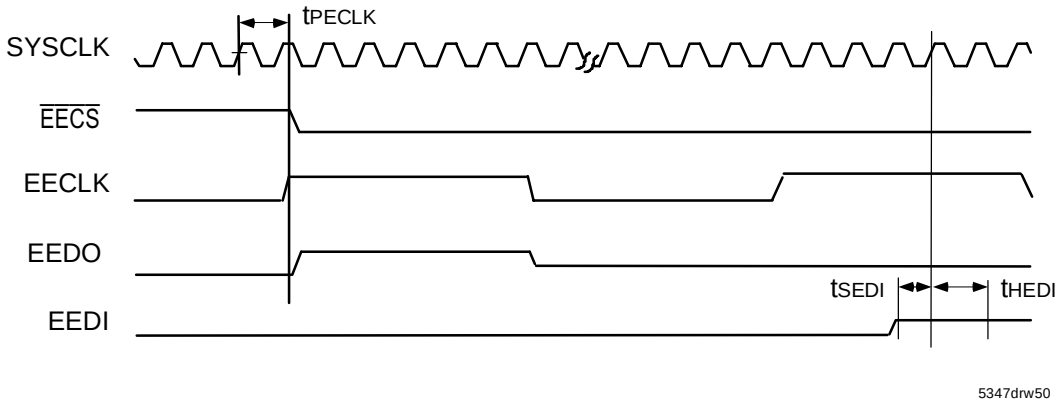
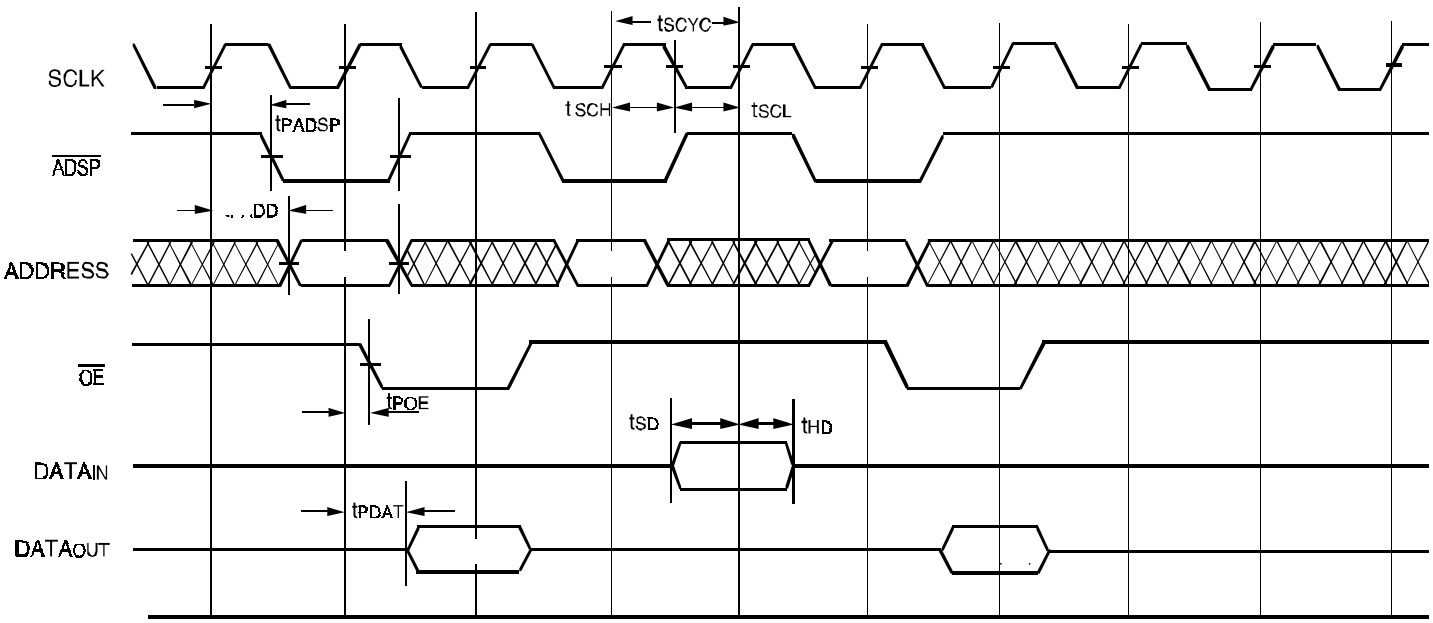


Figure 45 Timing Waveform for EEPROM Read and Write Cycles



NOTE :
1. Device is selected through entire cycle; $\overline{CE}$ and $\overline{CS_1}$ are LOW, CS_0 is HIGH.

5347drw51

Figure 46 Timing Waveform for SRAM Read and Write Cycles

Register Name	Address (HEX)	Bit Location	Bit Name	Default Value	Description
Device ID	8000	7 - 0	Device Version Number	NA	Device version number. 77V012 Rev A = 0x10, 77V012 Rev B = 0x11.
Configuration 1	8001	0	VPI Tunneling Enable	0	"Enable VPI tunneling. "0" header translation is done on the full header either 24, 28, 32-bits, "1" header translation can be done with VPI Tunneling or full header either 8, 12, 24, 28 or 32-bits."
		1	Translation Enable	0	"SRAM present, start search engine. "0" there is no SRAM attached, do not start search engine, "1" SRAM is available and configured correctly for operation, start search engine."
		2	Not Used		
		3	Cell Accounting On	0	"Indicates if cell counting on a per VC basis is enabled. Cell counting is done in both the transmit and receive directions. "0" cell counting is disabled (result node is two 32-bit words), "1" cell counting is enabled (result node is four 32-bit words)."
		4	Null Counting On	0	"Enable Null cell counters. "0" Null cell counters are disabled, "1" Null cell counters are enabled."
		5	Search GFC	0	"Indicates if the GFC field will be included in the search. "0" do not include GFC field in search (Search Table is 256 x 32-bits), "1" include GFC field in search (Search Table is 4K x 32-bits)."
		6	Search PT/CLP	0	"Indicates whether PT/CLP fields will be included in the search. "0" do not include PT/CLP fields in search (eight levels in Search Tree), "1" include PT/CLP fields in search (ten levels in Search Tree)."
		7	Pass All Cells	0	"Pass or drop Null cells. "0" drop cell when search leads to a null pointer, "1" pass all cells even if they lead to a null pointer."

Table 21 Internal Register Map (Part 1 of 5)

Register Name	Address (HEX)	Bit Location	Bit Name	Default Value	Description
Configuration 2	8002	0	Insert New Header	0	"Insert New Header. "0" do not replace existing header with new header from search, "1" replace existing cell header with the new header found in search."
		1	Overwrite GFC	0	"Overwrite the GFC field with the new header value. "0" do not overwrite GFC field with new value, "1" overwrite GFC field with value found in search."
		2	Overwrite PT/ CLP	0	"Overwrite PT/CLP fields in the new cell header. "0" do not overwrite PT/CLP fields of the original header with the value found in the search, "1" overwrite PT/CLP fields of the original header with the value found in the search."
		3	Rx Move PT/ CLP	0	"Move the PT/CLP fields from the original header into the 4-byte TAG area. "0" do not move PT/CLP fields, "1" move PT/CLP fields."
		4	Tx Move PT/ CLP	0	"Move the PT/CLP fields from the 4-byte TAG area to the cell header. "0" do not move PT/CLP fields, "1" move PT/CLP fields."
		5	Drop Cell	0	"Selects action when PHY transmit FIFO is full. "0" stall pipeline, "1" drop cell."
		6	RxData Cell Filter	0	"Allow cells to be dropped on the receive UTOPIA interface. In-Stream™ cells are not affected by the condition of this bit, if they are being filtered on the receive UTOPIA interface. "0" pass cells received on the receive UTOPIA interface, "1" filter and drop data cells on the receive UTOPIA interface."
		7	Not Used		
Table Offset	8003	5 - 0	Search Table Offset	0x00	Offset pointer for search table. Divides memory into 4K x 32-bit blocks.
		7 - 6	Result Node Offset	0	Result node offset pointer. Divides memory into 64K x 32-bit blocks.
Pin Control	8004	0	Override Pin Control	0	"Enables writing to pin configurable registers. "0" pin configurable registers are read only, "1" pin configurable registers are read/write."
		1	Control A	0	"Stores condition of Control A pin. "0" CTRL_A = "0", "1" CTRL_A = "1"."
		2	Control B	0	"Stores condition of Control B pin. "0" CTRL_B = "0", "1" CTRL_B = "1"."
		3	EEPROM Mux Select	0	"Indicates if the EEPROM interface will be connected to the internal logic or the EEPROM registers. "0" connected to internal logic, "1" connected to EEPROM registers."
		4	EEPROM Clock Out	0	"EEPROM clock when EEPROM interface is connected to the EEPROM registers. "0" clock low, "1" clock high."
		5	EEPROM Chip Select	0	"EEPROM chip select when EEPROM interface is connected to the EEPROM registers. "0" EEPROM interface is selected, "1" EEPROM interface is not selected."
		6	EEPROM Out	0	EEPROM output bus when EEPROM interface is connected to the EEPROM registers.
		7	EEPROM In	0	EEPROM input bus when EEPROM interface is connected to the EEPROM registers.
Tx TAG	8005	2 - 0	Tx TAG Size	Defined by pin	Number of bytes to remove from the transmit cell.
		3	Tx TAG Location	Defined by pin	"TAG location in transmit direction. "0" TAG is located at beginning of cell, "1" TAG is located at end of cell."
		4	Tx Add HEC	Defined by pin	"Add a HEC placeholder in the transmit direction. "0" do not add a HEC place holder, "1" add a HEC place holder."
		7 - 5	Not Used		

Table 21 Internal Register Map (Part 2 of 5)

Register Name	Address (HEX)	Bit Location	Bit Name	Default Value	Description
Rx TAG and Mode Select	8006	2 - 0	Rx Tag Size	Defined by pin	Number of bytes to add to received cell.
		3	Rx Remove HEC	Defined by pin	"Remove HEC from cell. "do not remove HEC byte from cell, "1" remove HEC byte from cell."
		4	DPI Mode	Defined by pin	"Selects DRxCLK direction. "0" switch mode (output), "1" normal mode (input)."
		5	In-Stream™ Direction	Defined by pin	Indicates what interface the In-Stream™ cells will be filtered on. "0" input on transmit DPI interface and output on receive DPI interface, "1" input on receive UTOPIA interface and output on transmit UTOPIA interface.
		6	Init from EEPROM	0	"Four byte write from EEPROM to In-Stream™ Cell Header registers at reset. "0" do not write four byte value, "1" write four byte value to registers."
		7	Not Used		
Notification Mask	8007	0	Phy Interrupt Mask	0	"Mask interrupt notification. "0" no Event Notification cell will be generated when a PHY interrupt occurs, "1" generate Event Notification cell when a PHY interrupt occurs."
		1	Rx Null Mask	0	"Mask interrupt notification. "0" no Event Notification cell will be generated when a Rx Null pointer is detected, "1" generate Event Notification cell when a Rx Null pointer is detected."
		2	Tx Null Mask	0	"Mask interrupt notification. "0" no Event Notification cell will be generated when a Tx Null pointer is detected, "1" generate Event Notification cell when a Tx Null pointer is detected."
		7 - 3	Not Used		
Status	8008	0	Interrupt Status	0	"Indicates that a PHY interrupt occurred. "0" no PHY interrupts detected, "1" a PHY interrupt has been detected on the PHYINT pin."
		1	Rx Null Pointer Status	0	"Indicates that a Rx Null pointer was encountered. "0" no Rx Null pointer has been detected, "1" Rx Null pointer has been detected."
		2	Tx Null Pointer Status	0	"Indicates that a Tx Null pointer was encountered. "0" no Tx Null pointer has been detected, "1" Tx Null pointer has been detected."
		7 - 3	Not Used		
Timeout Status	8009	0	PHY Interrupt Timer	0	"Indicates that a PHY Interrupt occurred more than 25ms ago and the Status register has not been serviced. This bit is cleared by writing to the Status register. "0" no PHY interrupts detected, "1" PHY interrupt occurred more than 25ms ago and the Status register has not been serviced."
		1	Rx Null Pointer Timer	0	"Indicates that a Rx Null pointer was encountered more than 25ms ago and the Status register has not been serviced. This bit is cleared by writing to the Status register. "0" no Rx Null pointers detected, "1" Rx Null pointer encountered more than 25ms ago and Status register has not been serviced."
		2	Tx Null Pointer Timer	0	"Indicates that a Tx Null pointer was encountered more than 25ms ago and the Status register has not been serviced. This bit is cleared by writing to the Status register. "0" no Tx Null pointers detected, "1" Tx Null pointer encountered more than 25ms ago and Status register has not been serviced."
		7 - 3	Not Used		

Table 21 Internal Register Map (Part 3 of 5)

Register Name	Address (HEX)	Bit Location	Bit Name	Default Value	Description
Reset	800A	0	PHY Reset	0	"PHY reset. "0" no PHY reset, "1" PHY reset (PHYRST signal will be asserted low for 16 system clock cycles)."
		1	Search Table Reset	0	"Writes Null pointers into Search Table. "0" do not write Null pointers into Search Table, "1" write Null pointers into Search Table (will reset back to zero once the operation is completed in approx. 1K to 12K SYSCLK cycles depending on the size of the Search Table). This value is obtained from the Null Pointer Address registers."
		7 - 2	Not Used		
Null Pointer Address Byte 2	800B	1 - 0	Null Pointer [17:16]	0x3	Null pointer search tree address and value written in search tree.
		7 - 2	Not Used		
Null Pointer Address Byte 1	800C	7 - 0	Null Pointer [15:8]	0xFF	Null pointer search tree address and value written in search tree.
Null Pointer Address Byte 0	800D	7 - 0	Null Pointer [7:0]	0xFF	Null pointer search tree address and value written in search tree.
In-Stream™ Cell Header Byte 3	800E	7 - 0	In-Stream™ Header [31:24]	0x00	Cell header for In-Stream™ programming cells.
In-Stream™ Cell Header Byte 2	800F	7 - 0	In-Stream™ Header [23:16]	0x00	Cell header for In-Stream™ programming cells.
In-Stream™ Cell Header Byte 1	8010	7 - 0	In-Stream™ Header [15:8]	0x01	Cell header for In-Stream™ programming cells.
In-Stream™ Cell Header Byte 0	8011	7 - 0	In-Stream™ Header [7:0]	0xF0	Cell header for In-Stream™ programming cells.
In-Stream™ TAG Byte 3	8012	7 - 0	In-Stream™ TAG [31:24]	0x00	TAG added to In-Stream™ programming cells.
In-Stream™ TAG Byte 2	8013	7 - 0	In-Stream™ TAG [23:16]	0x00	TAG added to In-Stream™ programming cells.
In-Stream™ TAG Byte 1	8014	7 - 0	In-Stream™ TAG [15:8]	0x01	TAG added to In-Stream™ programming cells.
In-Stream™ TAG Byte 0	8015	7 - 0	In-Stream™ TAG [7:0]	0xF0	TAG added to In-Stream™ programming cells.
Rx Null Pointer Header Byte 3	8016	7 - 0	Rx Null Pointer Header [31:24]	NA	Header filtered on receive DPI interface.
Rx Null Pointer Header Byte 2	8017	7 - 0	Rx Null Pointer Header [23:16]	NA	Header filtered on receive DPI interface.
Rx Null Pointer Header Byte 1	8018	7 - 0	Rx Null Pointer Header [15:8]	NA	Header filtered on receive DPI interface.
Rx Null Pointer Header Byte 0	8019	7 - 0	Rx Null Pointer Header [7:0]	NA	Header filtered on receive DPI interface.
Tx Null Pointer Header Byte 3	801A	7 - 0	Tx Null Pointer Header [31:24]	NA	Header filtered on transmit DPI interface.

Table 21 Internal Register Map (Part 4 of 5)

Register Name	Address (HEX)	Bit Location	Bit Name	Default Value	Description
Tx Null Pointer Header Byte 2	801B	7 - 0	Tx Null Pointer Header [23:16]	NA	Header filtered on transmit DPI interface.
Tx Null Pointer Header Byte 1	801C	7 - 0	Tx Null Pointer Header [15:8]	NA	Header filtered on transmit DPI interface.
Tx Null Pointer Header Byte 0	801D	7 - 0	Tx Null Pointer Header [7:0]	NA	Header filtered on transmit DPI interface.
UTOPIA Rx Cell Counter byte 3	801E	7 - 0	Rx Cell Counter [31:24]	0x00	Counter for cells received on the receive UTOPIA bus.
UTOPIA Rx Cell Counter byte 2	801F	7 - 0	Rx Cell Counter [23:16]	0x00	Counter for cells received on the receive UTOPIA bus.
UTOPIA Rx Cell Counter byte 1	8020	7 - 0	Rx Cell Counter [15:8]	0x00	Counter for cells received on the receive UTOPIA bus.
UTOPIA Rx Cell Counter byte 0	8021	7 - 0	Rx Cell Counter [7:0]	0x00	Counter for cells received on the receive UTOPIA bus.
UTOPIA Tx Cell Counter byte 3	8022	7 - 0	Tx Cell Counter [31:24]	0x00	Counter for cells transmitted on the transmit UTOPIA bus.
UTOPIA Tx Cell Counter byte 2	8023	7 - 0	Tx Cell Counter [23:16]	0x00	Counter for cells transmitted on the transmit UTOPIA bus.
UTOPIA Tx Cell Counter byte 1	8024	7 - 0	Tx Cell Counter [15:8]	0x00	Counter for cells transmitted on the transmit UTOPIA bus.
UTOPIA Tx Cell Counter byte 0	8025	7 - 0	Tx Cell Counter [7:0]	0x00	Counter for cells transmitted on the transmit UTOPIA bus.

Table 21 Internal Register Map (Part 5 of 5)

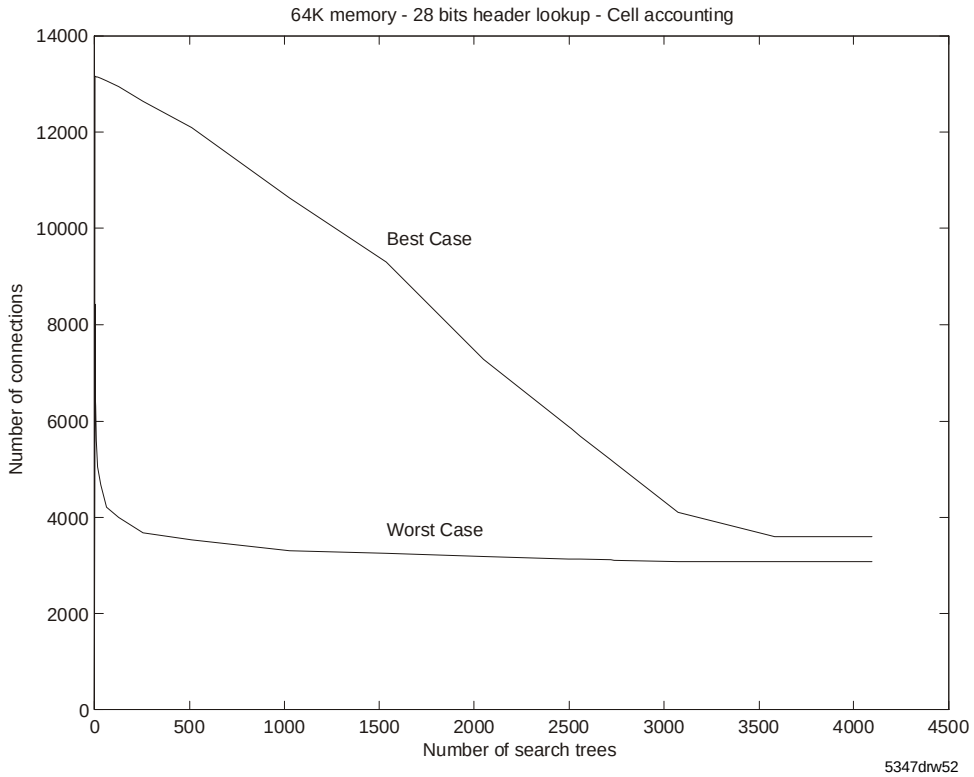
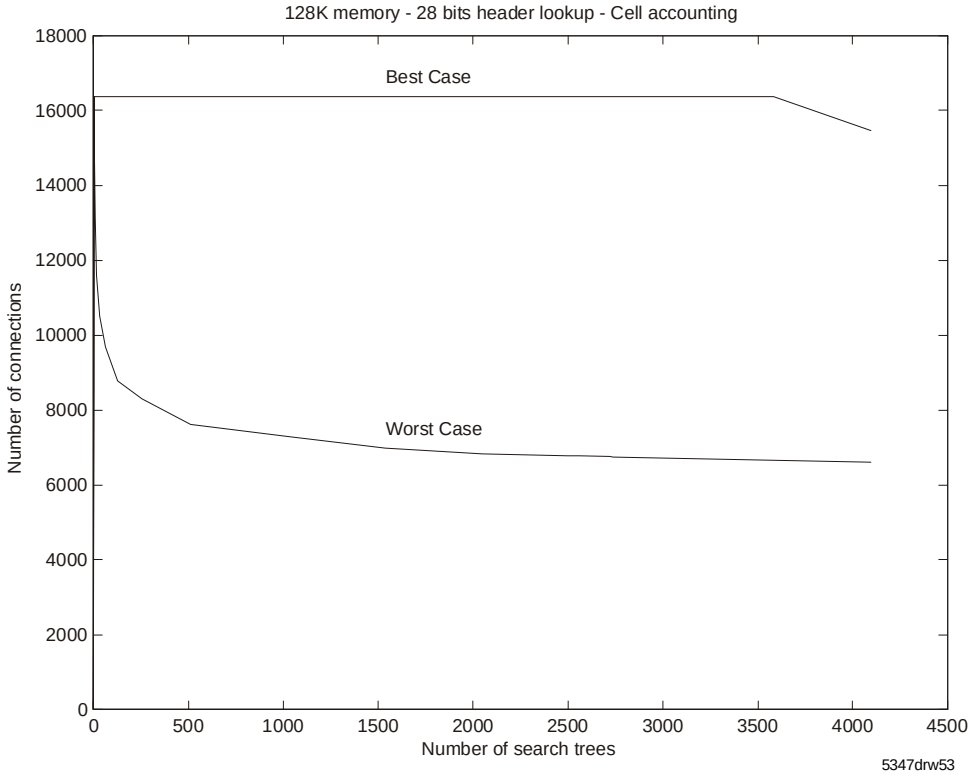


Figure 47 Memory Usage for 9 Levels of Search



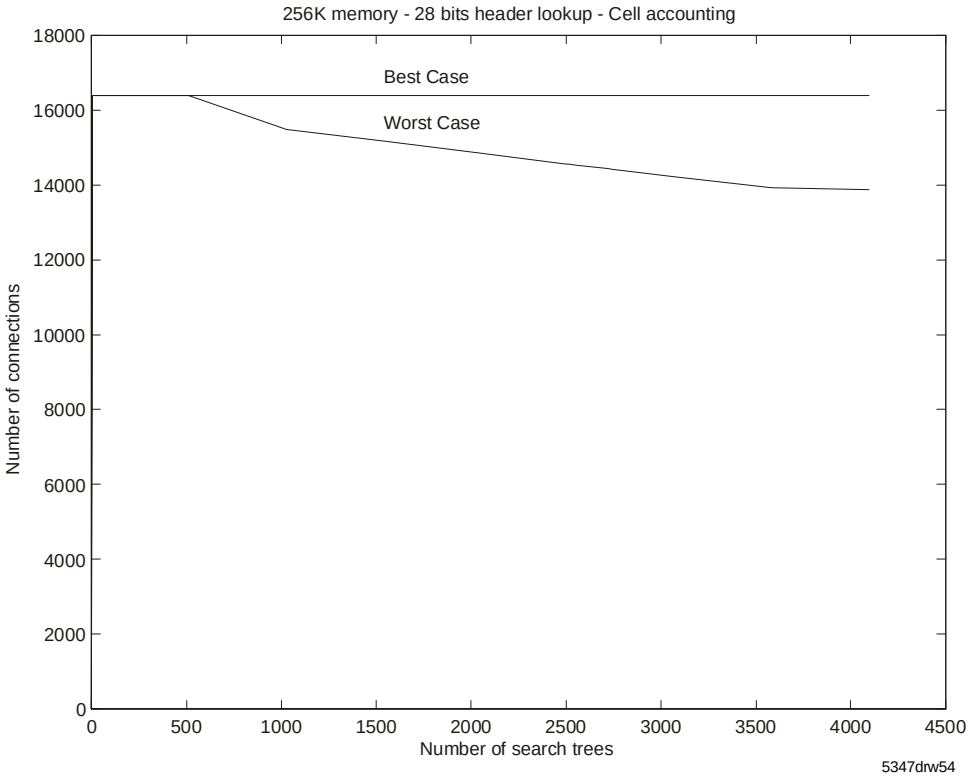
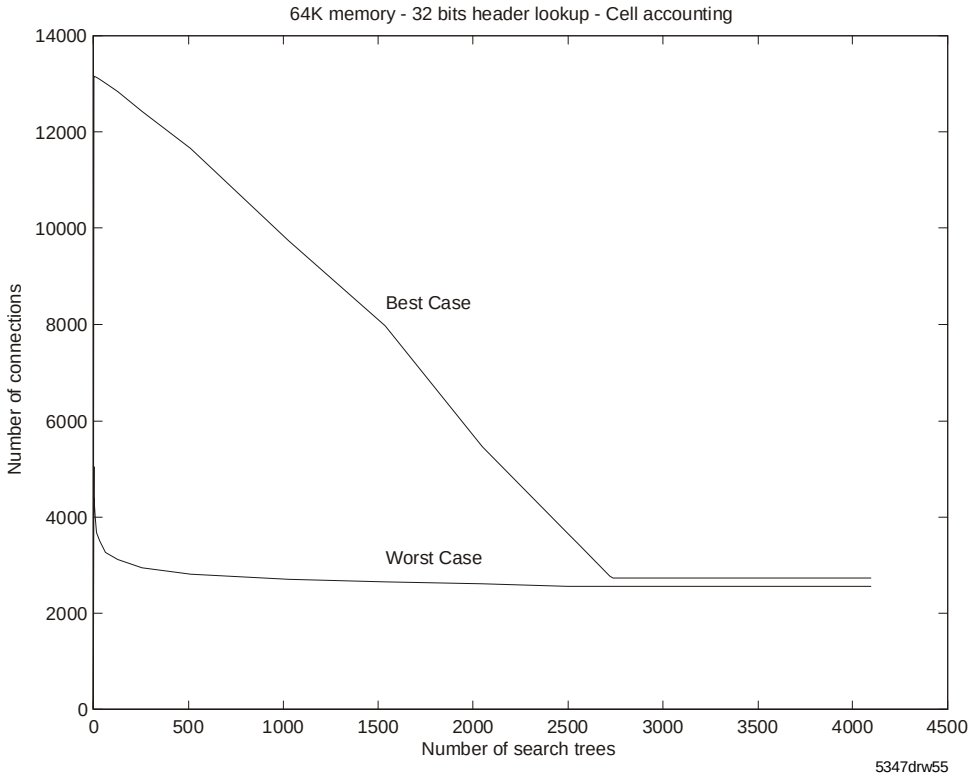


Figure 48 Memory Usage for 9 Levels of Search (Continued)



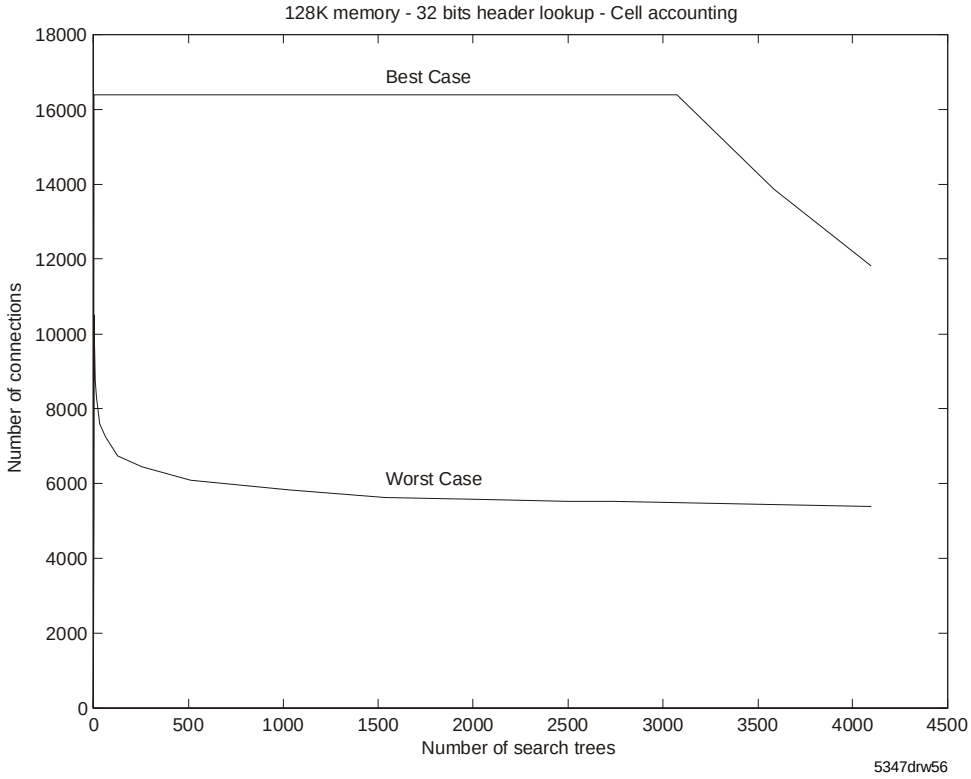


Figure 49 Memory Usage for 11 Levels of Search

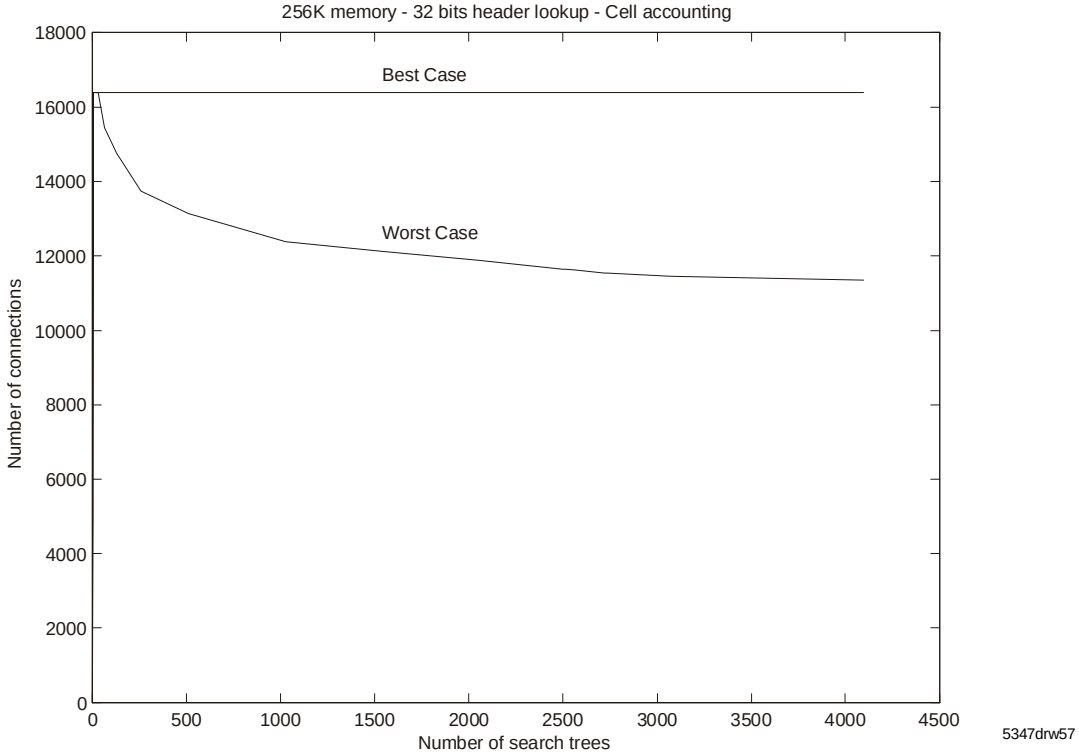
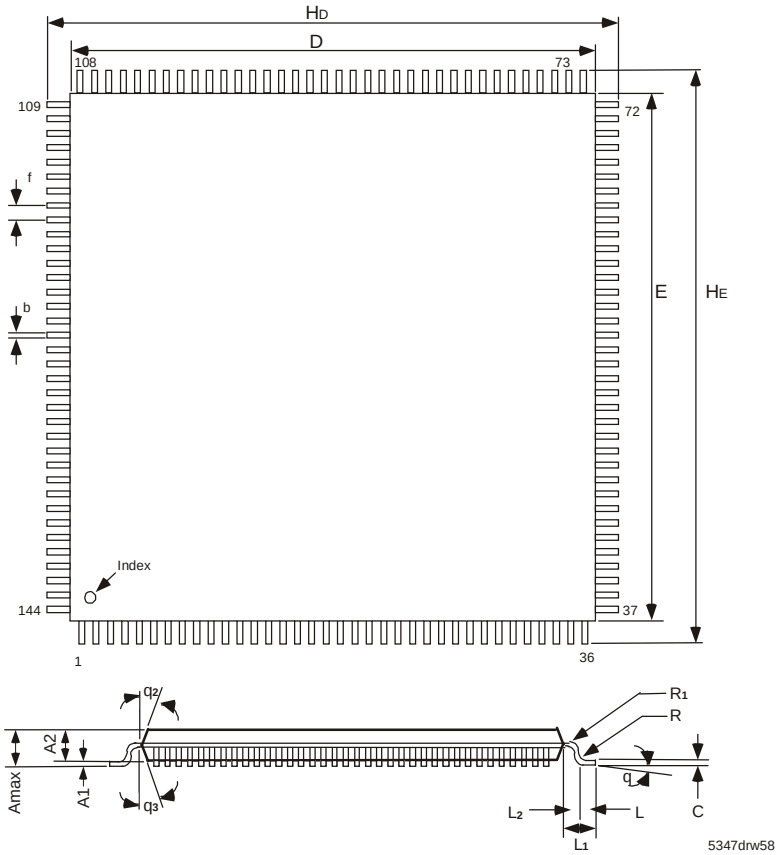


Figure 50 Memory Usage for 11 Levels of Search (Continued)

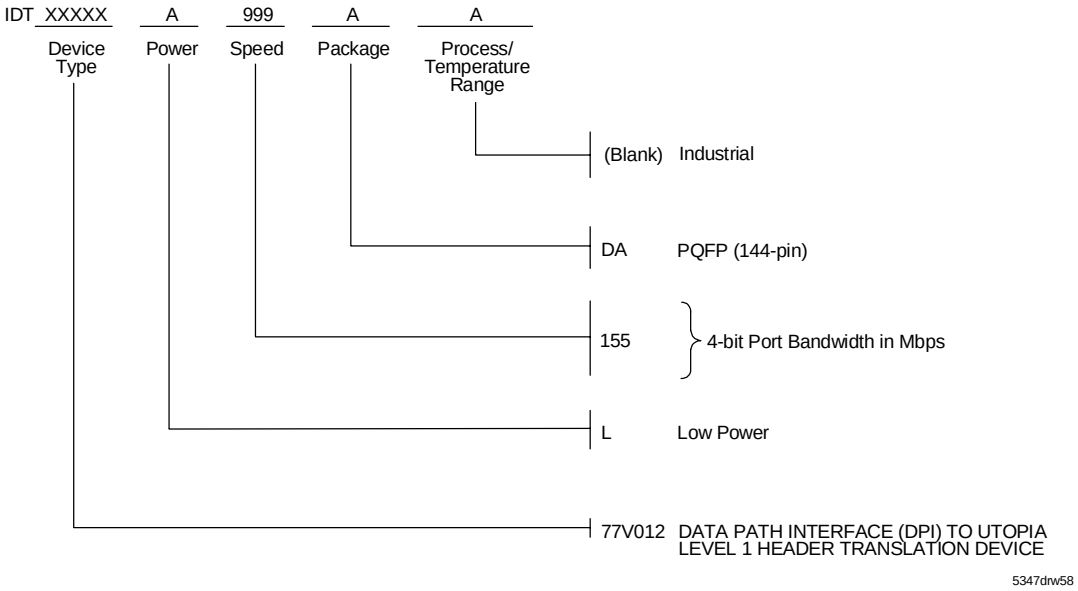
Package Information Plastic QFP 144pin Body Size 20 x 20 x 1.4 mm



Symbol	Dimension in Millimeters			Dimension in Inches[1]		
	Min	Norm	Max	Min	Norm	Max
E	19.9	20	20.1	(0.784)	(0.787)	(0.791)
D	19.9	20	20.1	(0.784)	(0.787)	(0.791)
A			1.7			(0.066)
A1		0.1			(0.004)	
A2	1.3	1.4	1.5	(0.052)	(0.055)	(0.059)
f		0.5			(0.020)	
b	0.15	0.2	0.3	(0.006)	(0.008)	(0.011)
C	0.1	0.125	0.175	(0.004)	(0.005)	(0.006)
q	0o		10o	(0o)		(10o)
L	0.3	0.5	0.7	(0.012)	(0.020)	(0.027)
L1		1			(0.039)	
L2		0.5			(0.020)	
HE	21.6	22	22.4	(0.851)	(0.866)	(0.881)
HD	21.6	22	22.4	(0.851)	(0.866)	(0.881)
q2		12o			(12o)	
q3		12o			(12o)	
R		0.2			(0.008)	
R1		0.2			(0.008)	

1. for reference

Ordering Information



Data Sheet Document History

9/07/99	Initial Public Release
10/26/99	Added Commercial temperature range and ordering information.
1/27/00	Added text to In-Stream™ section for 1 to 31-byte internal register access.
02/03/00	Fixed typos in In-Stream™ text.
03/03/00	Deleted Commercial temperature range and ordering information, corrected maximum delay values for back to back cells, updated Utility bus write timing, corrected tables 25 and 32 In-Stream™ Direction.
09/12/00	Corrected In-Stream™ data field description and drawing for Notification cells.
10/15/00	Corrected text and drawings for In-Stream™ Discovery/Identify cells.
12/18/00	Converted from Preliminary to Final.
03/26/01	Added overbars to pin EECS; in Figure 12, changed $\overline{\text{READ}}$ to $\overline{\text{RD}}$; in Note for Figure 46, added overbar to pins $\overline{\text{CE}}$ and $\overline{\text{CS1}}$.

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