



# Lightly Managed/Unmanaged 8-Port 10/100M + 1G Ethernet Switch

Data Sheet

## Features

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- 8 10/100 Mbps auto-negotiating ports with RMII, MII & GPSI interface options
- Gigabit port with GMII & MII interface options
- Operates stand-alone or can be cascaded with a second ZL50407 to reach 16 ports
- Serial interface for configuration in unmanaged mode or light management mode
- Internal 2Mbit (256KB) buffer memory
- Up to 4K MAC addresses
- Provides port based VLAN support
- 8 port trunking groups with up to 8 ports per group
- Failover Backplane Features
  - Link Heart Beat
- Rate Control (both ingress and egress)
  - Bandwidth rationing, Bandwidth on demand, SLA (Service Level Agreement)
  - Smooth out traffic to uplink ports
  - Ingress Rate Control
    - Back pressure
    - Flow control
    - WRED (Weighted Random Early Discard)

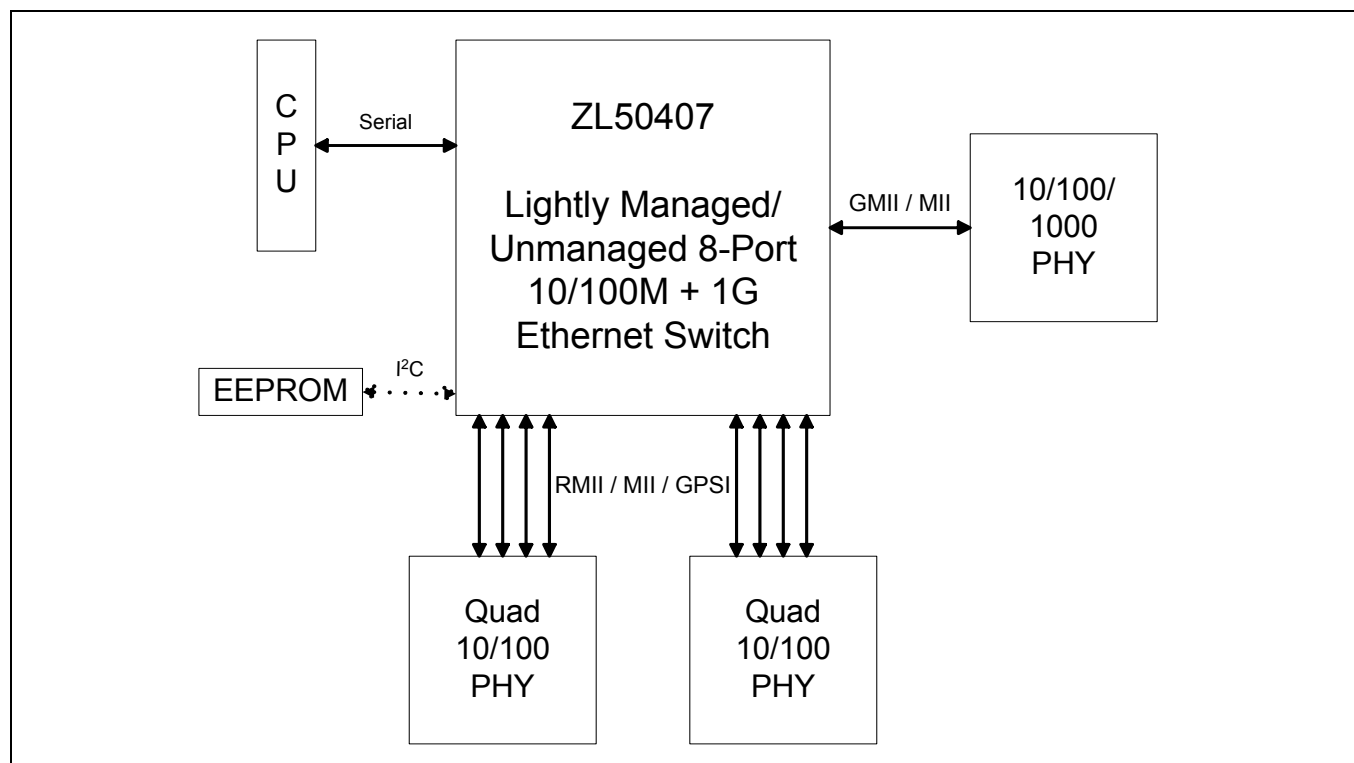
## Ordering Information

ZL50407GDC

208 Pin LBGA

**-40°C to +85°C**

- Egress Rate Control
  - per queue shaper (Port 9)
  - WRED
- Down to 16kbps Rate Control granularity
- Packet Filtering and Port Security
  - Static address filtering for source and/or destination MAC
  - Static MAC address not subject to aging
  - Secure mode freezes MAC address learning (each port may independently use this mode)
- Full Duplex Ethernet IEEE 802.3x Flow Control
- Backpressure flow control for Half Duplex ports
- Supports Ethernet multicasting and broadcasting and flooding control



**Figure 1 - System Block Diagram**

- Supports per-system option to enable flow control for best effort frames even on QoS enabled ports
- QoS Support
  - Supports IEEE 802.1p/Q Quality of Service with 2 transmission priority queues (4 for Gigabit port), with strict priority and WFQ service disciplines
  - Provides 2 levels of dropping precedence with WRED mechanism
  - User controls the WRED thresholds.
  - Buffer management: per class and per port buffer reservations
  - Port-based priority: VLAN priority in a tagged frame can be overwritten by the priority of Port VLAN ID
- Classification based on:
  - Port based priority
  - VLAN Priority field in VLAN tagged frame
  - DS/TOS field in IP packet
  - UDP/TCP logical ports: 8 hard-wired and 8 programmable ports, including one programmable range
- The precedence of the above classifications is programmable
- MIB Statistics counters for all ports
- Hardware auto-negotiation through serial management interface (MDIO) for Ethernet ports
- I<sup>2</sup>C EEPROM for configuration in unmanaged mode
- Built-in reset logic triggered by system malfunction
- Built-In Self Test for internal SRAM
- IEEE-1149.1 (JTAG) test port

## Description

The ZL50407 is a low density, low cost, high performance, non-blocking Ethernet switch chip. A single chip provides 8 ports at 10/100 Mbps, 1 ports at 1000 Mbps, and a CPU interface for lightly managed and unmanaged switch applications. The Gigabit port can also support 10/100 Mbps mode.

The chip supports up to 4K MAC addresses and port-based Virtual LANs (VLANs).

With strict priority and/or WFQ transmission scheduling and WRED dropping schemes, the ZL50407 provides powerful QoS functions for various multimedia and mission-critical applications. The chip provides 2 transmission priorities (4 priorities for Gigabit port) and 2 levels of dropping precedence. Each packet is assigned a transmission priority and dropping precedence based on the VLAN priority field in a VLAN tagged frame, or the DS/TOS field, or the UDP/TCP logical port fields in IP packets. The ZL50407 recognizes a total of 16 UDP/TCP logical ports, 8 hard-wired and 8 programmable (including one programmable range).

The ZL50407 supports 8 groups of port trunking/load sharing. Each group can contain up to 8 ports. Port trunking/load sharing can be used to group ports between interlinked switches to increase the effective network bandwidth.

In half-duplex mode, all ports support backpressure flow control, to minimize the risk of losing data during long activity bursts. In full-duplex mode, IEEE 802.3x flow control is provided. The ZL50407 also supports a per-system option to enable flow control for best effort frames, even on QoS-enabled ports.

Statistical information for SNMP and the Remote Monitoring Management Information Base (RMON MIB) are collected independently for all ports. Access to these statistical counters/registers is provided via the CPU interface. SNMP Management frames can be received and transmitted via the CPU interface, creating a complete network management solution.

The ZL50407 is fabricated using 0.18 micron technology. The ZL50407 is packaged in a 208-pin Ball Grid Array package.

## Table of Contents

|                                                                     |           |
|---------------------------------------------------------------------|-----------|
| <b>Features</b>                                                     | <b>1</b>  |
| <b>Description</b>                                                  | <b>2</b>  |
| <b>1.0 BGA and Ball Signal Descriptions</b>                         | <b>9</b>  |
| 1.1 BGA Views (Top-View)                                            | 9         |
| 1.2 Power and Ground Distribution                                   | 9         |
| 1.3 Ball Signal Descriptions                                        | 10        |
| 1.4 Signal Mapping in different operation mode                      | 14        |
| 1.5 Bootstrap Options                                               | 16        |
| <b>2.0 Block Functionality</b>                                      | <b>17</b> |
| 2.1 Internal Memory                                                 | 17        |
| 2.2 GMII MAC Module (GMAC)                                          | 17        |
| 2.3 RMII MAC Module (RMAC)                                          | 17        |
| 2.4 Light Management Module                                         | 18        |
| 2.5 Frame Engine                                                    | 18        |
| 2.6 Search Engine                                                   | 18        |
| 2.7 Other Internal Memory blocks                                    | 18        |
| 2.8 Light Management and Configuration                              | 18        |
| 2.9 Register Configuration, Frame Transmission, and Frame Reception | 19        |
| 2.9.1 Register Configuration                                        | 19        |
| 2.9.2 Rx/Tx of Standard Ethernet Frames                             | 20        |
| 2.9.3 Control Frames                                                | 20        |
| 2.10 I2C Interface                                                  | 21        |
| 2.10.1 Start Condition                                              | 21        |
| 2.10.2 Address                                                      | 21        |
| 2.10.3 Data Direction                                               | 21        |
| 2.10.4 Acknowledgment                                               | 22        |
| 2.10.5 Data                                                         | 22        |
| 2.10.6 Stop Condition                                               | 22        |
| 2.11 Synchronous Serial Interface                                   | 22        |
| 2.11.1 Write Command                                                | 23        |
| 2.11.2 Read Command                                                 | 23        |
| 2.12 Timeout Reset Monitor                                          | 23        |
| 2.13 JTAG                                                           | 23        |
| <b>3.0 ZL50407 Data Forwarding Protocol</b>                         | <b>23</b> |
| 3.1 Unicast Data Frame Forwarding                                   | 23        |
| 3.2 Multicast Data Frame Forwarding                                 | 24        |
| 3.3 Frame Forwarding To and From CPU                                | 24        |
| <b>4.0 Search Engine</b>                                            | <b>25</b> |
| 4.1 Search Engine Overview                                          | 25        |
| 4.2 Basic Flow                                                      | 25        |
| 4.3 Search, Learning, and Aging                                     | 25        |
| 4.3.1 MAC Search                                                    | 25        |
| 4.3.2 Learning                                                      | 26        |
| 4.3.3 Aging                                                         | 26        |
| 4.4 MAC Address Filtering                                           | 26        |
| 4.5 Protocol Filtering                                              | 26        |
| 4.6 Logical Port Filtering                                          | 26        |
| 4.7 Quality of Service                                              | 26        |
| 4.8 Priority Classification Rule                                    | 27        |
| 4.9 Port Based VLAN                                                 | 28        |
| <b>5.0 Frame Engine</b>                                             | <b>28</b> |

|                                                                  |           |
|------------------------------------------------------------------|-----------|
| 5.1 Data Forwarding Summary . . . . .                            | 28        |
| 5.2 Frame Engine Details . . . . .                               | 29        |
| 5.2.1 FCB Manager . . . . .                                      | 29        |
| 5.2.2 Rx Interface . . . . .                                     | 29        |
| 5.2.3 RxDMA . . . . .                                            | 29        |
| 5.2.4 TxQ Manager . . . . .                                      | 29        |
| 5.2.5 Port Control . . . . .                                     | 29        |
| 5.2.6 TxDMA . . . . .                                            | 29        |
| <b>6.0 Quality of Service and Flow Control . . . . .</b>         | <b>30</b> |
| 6.1 Model . . . . .                                              | 30        |
| 6.2 Two QoS Configurations . . . . .                             | 31        |
| 6.2.1 Strict Priority . . . . .                                  | 31        |
| 6.2.2 Weighted Fair Queuing . . . . .                            | 31        |
| 6.3 WRED Drop Threshold Management Support . . . . .             | 31        |
| 6.4 Shaper . . . . .                                             | 32        |
| 6.5 Rate Control . . . . .                                       | 32        |
| 6.6 Buffer Management . . . . .                                  | 33        |
| 6.6.1 Dropping When Buffers Are Scarce . . . . .                 | 34        |
| 6.7 ZL50407 Flow Control Basics . . . . .                        | 34        |
| 6.7.1 Unicast Flow Control . . . . .                             | 34        |
| 6.7.2 Multicast Flow Control . . . . .                           | 35        |
| 6.8 Mapping to IETF Diffserv Classes . . . . .                   | 35        |
| 6.9 Failover Backplane Feature . . . . .                         | 36        |
| <b>7.0 Port Trunking . . . . .</b>                               | <b>36</b> |
| 7.1 Features and Restrictions . . . . .                          | 36        |
| 7.2 Unicast Packet Forwarding . . . . .                          | 36        |
| 7.3 Multicast Packet Forwarding . . . . .                        | 37        |
| <b>8.0 Port Mirroring . . . . .</b>                              | <b>37</b> |
| 8.1 Mirroring Features . . . . .                                 | 37        |
| 8.2 Using port mirroring for loop back . . . . .                 | 37        |
| <b>9.0 GPSI (7WS) Interface . . . . .</b>                        | <b>38</b> |
| 9.1 GPSI connection . . . . .                                    | 38        |
| <b>10.0 Clock Speed Requirements . . . . .</b>                   | <b>38</b> |
| 10.1 System Clock (SCLK) speed requirement . . . . .             | 38        |
| 10.2 RMAC Reference Clock (M_CLK) speed requirement . . . . .    | 38        |
| 10.3 GMAC Reference Clock (GREF_CLK) speed requirement . . . . . | 38        |
| <b>11.0 Hardware Statistics Counter . . . . .</b>                | <b>39</b> |
| 11.1 Hardware Statistics Counters List . . . . .                 | 39        |
| 11.2 IEEE 802.3 HUB Management (RFC 1516) . . . . .              | 41        |
| 11.2.1 Event Counters . . . . .                                  | 41        |
| 11.2.1.1 ReadableOctet . . . . .                                 | 41        |
| 11.2.1.2 ReadableFrame . . . . .                                 | 41        |
| 11.2.1.3 FCSERRORS . . . . .                                     | 41        |
| 11.2.1.4 AlignmentErrors . . . . .                               | 41        |
| 11.2.1.5 FrameTooLongs . . . . .                                 | 42        |
| 11.2.1.6 ShortEvents . . . . .                                   | 42        |
| 11.2.1.7 Runts . . . . .                                         | 42        |
| 11.2.1.8 Collisions . . . . .                                    | 42        |
| 11.2.1.9 LateEvents . . . . .                                    | 42        |
| 11.2.1.10 VeryLongEvents . . . . .                               | 43        |
| 11.2.1.11 DataRateMisatches . . . . .                            | 43        |
| 11.2.1.12 AutoPartitions . . . . .                               | 43        |
| 11.2.1.13 TotalErrors . . . . .                                  | 43        |

|                                                                                  |           |
|----------------------------------------------------------------------------------|-----------|
| 11.3 IEEE – 802.1 Bridge Management (RFC 1286)                                   | 43        |
| 11.3.1 Event Counters                                                            | 43        |
| 11.3.1.1 InFrames                                                                | 43        |
| 11.3.1.2 OutFrames                                                               | 43        |
| 11.3.1.3 InDiscards                                                              | 43        |
| 11.3.1.4 DelayExceededDiscards                                                   | 43        |
| 11.3.1.5 MtuExceededDiscards                                                     | 43        |
| 11.4 RMON – Ethernet Statistic Group (RFC 1757)                                  | 44        |
| 11.4.1 Event Counters                                                            | 44        |
| 11.4.1.1 Drop Events                                                             | 44        |
| 11.4.1.2 Octets                                                                  | 44        |
| 11.4.1.3 BroadcastPkts                                                           | 44        |
| 11.4.1.4 MulticastPkts                                                           | 44        |
| 11.4.1.5 CRCAlignErrors                                                          | 44        |
| 11.4.1.6 UndersizePkts                                                           | 44        |
| 11.4.1.7 OversizePkts                                                            | 44        |
| 11.4.1.8 Fragments                                                               | 45        |
| 11.4.1.9 Jabbers                                                                 | 45        |
| 11.4.1.10 Collisions                                                             | 45        |
| 11.4.1.11 Packet Count for Different Size Groups                                 | 45        |
| 11.5 Miscellaneous Counters                                                      | 45        |
| <b>12.0 Register Definition</b>                                                  | <b>46</b> |
| 12.1 ZL50407 Register Description                                                | 46        |
| 12.2 Directly Accessed Registers                                                 | 53        |
| 12.2.1 INDEX_REG0                                                                | 53        |
| 12.2.2 INDEX_REG1 (only needed for 8-bit mode)                                   | 53        |
| 12.2.3 DATA_FRAME_REG                                                            | 53        |
| 12.2.4 CONTROL_FRAME_REG                                                         | 53        |
| 12.2.5 COMMAND&STATUS Register                                                   | 53        |
| 12.2.6 Interrupt Register                                                        | 54        |
| 12.2.7 Control Command Frame Buffer1 Access Register                             | 54        |
| 12.2.8 Control Command Frame Buffer2 Access Register                             | 54        |
| 12.3 Indirectly Accessed Registers                                               | 55        |
| 12.3.1 (Group 0 Address) MAC Ports Group                                         | 55        |
| 12.3.1.1 ECR1Pn: Port N Control Register                                         | 55        |
| 12.3.1.2 ECR2Pn: Port N Control Register                                         | 56        |
| 12.3.1.3 ECR3Pn: Port N Control Register                                         | 57        |
| 12.3.1.4 ECR4Pn: Port N Control Register                                         | 57        |
| 12.3.1.5 BUF_LIMIT – Frame Buffer Limit                                          | 58        |
| 12.3.1.6 FCC – Flow Control Grant Period                                         | 59        |
| 12.3.2 (Group 1 Address) VLAN Group                                              | 59        |
| 12.3.2.1 AVTCL – VLAN Type Code Register Low                                     | 59        |
| 12.3.2.2 AVTCH – VLAN Type Code Register High                                    | 59        |
| 12.3.2.3 PVMAP00_0 – Port 0 Configuration Register 0                             | 59        |
| 12.3.2.4 PVMAP00_1 – Port 0 Configuration Register 1                             | 59        |
| 12.3.2.5 PVMAP00_3 – Port 0 Configuration Register 3                             | 60        |
| 12.3.2.6 PVMAPnn_0,1,3 – Ports 1~9 Configuration Registers                       | 60        |
| 12.3.2.7 PVMODE                                                                  | 61        |
| 12.3.3 (Group 2 Address) Port Trunking Groups                                    | 62        |
| 12.3.3.1 TRUNKn– Trunk Group 0~7                                                 | 62        |
| 12.3.3.2 TRUNKn_HASH10 – Trunk group 0~7 hash result 1/0 destination port number | 62        |
| 12.3.3.3 TRUNKn_HASH32 – Trunk group 0~7 hash result 3/2 destination port number | 62        |
| 12.3.3.4 TRUNKn_HASH54 – Trunk group 0~7 hash result 5/4 destination port number | 62        |
| 12.3.3.5 TRUNKn_HASH76 – Trunk group 0~7 hash result 7/6 destination port number | 63        |

|                                                                                              |    |
|----------------------------------------------------------------------------------------------|----|
| Multicast Hash Registers .....                                                               | 63 |
| 12.3.3.6 MULTICAST_HASHn-0 – Multicast hash result 0~7 mask byte 0 .....                     | 63 |
| 12.3.3.7 MULTICAST_HASHn-1 – Multicast hash result 0~7 mask byte 1 .....                     | 64 |
| 12.3.4 (Group 3 Address) CPU Port Configuration Group .....                                  | 64 |
| 12.3.4.1 MAC0 – CPU Mac address byte 0 .....                                                 | 64 |
| 12.3.4.2 MAC1 – CPU Mac address byte 1 .....                                                 | 64 |
| 12.3.4.3 MAC2 – CPU Mac address byte 2 .....                                                 | 65 |
| 12.3.4.4 MAC3 – CPU Mac address byte 3 .....                                                 | 65 |
| 12.3.4.5 MAC4 – CPU Mac address byte 4 .....                                                 | 65 |
| 12.3.4.6 MAC5 – CPU Mac address byte 5 .....                                                 | 65 |
| 12.3.4.7 INT_MASK0 – Interrupt Mask .....                                                    | 65 |
| 12.3.4.8 INTP_MASK0 – Interrupt Mask for MAC Port 0,1 .....                                  | 66 |
| 12.3.4.9 INTP_MASKn – Interrupt Mask for MAC Ports 2~9 Registers .....                       | 66 |
| 12.3.4.10 RQS – Receive Queue Select .....                                                   | 66 |
| 12.3.4.11 RQSS – Receive Queue Status .....                                                  | 67 |
| 12.3.4.12 MAC01 – Increment MAC port 0,1 address .....                                       | 67 |
| 12.3.4.13 MAC23 – Increment MAC port 2,3 address .....                                       | 67 |
| 12.3.4.14 MAC45 – Increment MAC port 4,5 address .....                                       | 67 |
| 12.3.4.15 MAC67 – Increment MAC port 6,7 address .....                                       | 68 |
| 12.3.4.16 MAC9 – Increment MAC port 9 address .....                                          | 68 |
| 12.3.5 (Group 4 Address) Search Engine Group .....                                           | 68 |
| 12.3.5.1 AGETIME_LOW – MAC address aging time Low .....                                      | 68 |
| 12.3.5.2 AGETIME_HIGH – MAC address aging time High .....                                    | 68 |
| 12.3.5.3 SE_OPMODE – Search Engine Operation Mode .....                                      | 69 |
| 12.3.6 (Group 5 Address) Buffer Control/QOS Group .....                                      | 70 |
| 12.3.6.1 QOSC – QOS Control .....                                                            | 70 |
| 12.3.6.2 UCC – Unicast Congestion Control .....                                              | 70 |
| 12.3.6.3 MCC – Multicast Congestion Control .....                                            | 70 |
| 12.3.6.4 MCCTH – Multicast Threshold Control .....                                           | 71 |
| 12.3.6.5 RDRC0 – WRED Rate Control 0 .....                                                   | 71 |
| 12.3.6.6 RDRC1 – WRED Rate Control 1 .....                                                   | 71 |
| 12.3.6.7 RDRC2 – WRED Rate Control 2 .....                                                   | 71 |
| 12.3.6.8 SFCB – Share FCB Size .....                                                         | 72 |
| 12.3.6.9 C1RS – Class 1 Reserve Size .....                                                   | 72 |
| 12.3.6.10 C2RS – Class 2 Reserve Size .....                                                  | 72 |
| 12.3.6.11 C3RS – Class 3 Reserve Size .....                                                  | 72 |
| 12.3.6.12 AVPML – VLAN Tag Priority Map .....                                                | 72 |
| 12.3.6.13 AVPMM – VLAN Priority Map .....                                                    | 73 |
| 12.3.6.14 AVPMH – VLAN Priority Map .....                                                    | 73 |
| 12.3.6.15 AVDM – VLAN Discard Map .....                                                      | 73 |
| 12.3.6.16 TOSPML – TOS Priority Map .....                                                    | 74 |
| 12.3.6.17 TOSPMH – TOS Priority Map .....                                                    | 74 |
| 12.3.6.18 TOSPMH – TOS Priority Map .....                                                    | 74 |
| 12.3.6.19 TOSDML – TOS Discard Map .....                                                     | 75 |
| 12.3.6.20 USER_PROTOCOL_[7:0] – User Define Protocol 0~7 .....                               | 75 |
| 12.3.6.21 USER_PROTOCOL_FORCE_DISCARD[7:0] – User Define Protocol 0~7 Force Discard .....    | 76 |
| User Defined Logical Ports and Well Known Ports .....                                        | 76 |
| 12.3.6.22 WELL_KNOWN_PORT[1:0]_PRIORITY- Well Known Logic Port 1 and 0 Priority .....        | 77 |
| 12.3.6.23 WELL_KNOWN_PORT[3:2]_PRIORITY- Well Known Logic Port 3 and 2 Priority .....        | 77 |
| 12.3.6.24 WELL_KNOWN_PORT[5:4]_PRIORITY- Well Known Logic Port 5 and 4 Priority .....        | 77 |
| 12.3.6.25 WELL_KNOWN_PORT[7:6]_PRIORITY- Well Known Logic Port 7 and 6 Priority .....        | 77 |
| 12.3.6.26 WELL_KNOWN_PORT_ENABLE[7:0] – Well Known Logic Port 0 to 7 Enables .....           | 78 |
| 12.3.6.27 WELL_KNOWN_PORT_FORCE_DISCARD[7:0] – Well Known Logic Port 0~7 Force Discard ..... | 78 |

|                                                                                   |    |
|-----------------------------------------------------------------------------------|----|
| 12.3.6.28 USER_PORT[7:0]_[LOW/HIGH] – User Define Logical Port 0~7                | 79 |
| 12.3.6.29 USER_PORT_[1:0]_PRIORITY - User Define Logic Port 1 and 0 Priority      | 79 |
| 12.3.6.30 USER_PORT_[3:2]_PRIORITY - User Define Logic Port 3 and 2 Priority      | 79 |
| 12.3.6.31 USER_PORT_[5:4]_PRIORITY - User Define Logic Port 5 and 4 Priority      | 79 |
| 12.3.6.32 USER_PORT_[7:6]_PRIORITY - User Define Logic Port 7 and 6 Priority      | 80 |
| 12.3.6.33 USER_PORT_ENABLE[7:0] – User Define Logic Port 0 to 7 Enables           | 80 |
| 12.3.6.34 USER_PORT_FORCE_DISCARD[7:0] – User Define Logic Port 0~7 Force Discard | 81 |
| 12.3.6.35 RLOWL – User Define Range Low Bit 7:0                                   | 81 |
| 12.3.6.36 RLOWH – User Define Range Low Bit 15:8                                  | 81 |
| 12.3.6.37 RHIGHL – User Define Range High Bit 7:0                                 | 81 |
| 12.3.6.38 RHIGHH – User Define Range High Bit 15:8                                | 82 |
| 12.3.6.39 RPRIORITY – User Define Range Priority                                  | 82 |
| 12.3.7 (Group 6 Address) MISC Group                                               | 82 |
| 12.3.7.1 MII_OP0 – MII Register Option 0                                          | 82 |
| 12.3.7.2 MII_OP1 – MII Register Option 1                                          | 82 |
| 12.3.7.3 FEN – Feature Register                                                   | 83 |
| 12.3.7.4 MIIC0 – MII Command Register 0                                           | 83 |
| 12.3.7.5 MIIC1 – MII Command Register 1                                           | 84 |
| 12.3.7.6 MIIC2 – MII Command Register 2                                           | 84 |
| 12.3.7.7 MIIC3 – MII Command Register 3                                           | 84 |
| 12.3.7.8 MIID0 – MII Data Register 0                                              | 84 |
| 12.3.7.9 MIID1 – MII Data Register 1                                              | 85 |
| 12.3.7.10 USD – One Micro Second Divider                                          | 85 |
| 12.3.7.11 DEVICE Mode                                                             | 85 |
| 12.3.7.12 CHECKSUM - EEPROM Checksum                                              | 85 |
| 12.3.7.13 LHBTimer – Link Heart Beat Timeout Timer                                | 86 |
| 12.3.7.14 LHBReg0, LHBReg1 - Link Heart Beat OpCode                               | 86 |
| 12.3.7.15 fMACCReg0, fMACCReg1 - MAC Control Frame OpCode                         | 86 |
| 12.3.7.16 FCB Base Address Register 0                                             | 86 |
| 12.3.7.17 FCB Base Address Register 1                                             | 86 |
| 12.3.7.18 FCB Base Address Register 2                                             | 87 |
| 12.3.8 (Group 7 Address) Port Mirroring Group                                     | 87 |
| 12.3.8.1 MIRROR CONTROL – Port Mirror Control Register                            | 87 |
| 12.3.8.2 MIRROR_DEST_MAC[5:0] – Mirror Destination Mac Address 0~5                | 87 |
| 12.3.8.3 MIRROR_SRC_MAC[5:0] – Mirror Destination Mac Address 0~5                 | 87 |
| 12.3.8.4 RMAC_MIRROR0 – RMAC Mirror 0                                             | 88 |
| 12.3.8.5 RMAC_MIRROR1 – RMAC Mirror 1                                             | 88 |
| 12.3.9 (Group 8 Address) Per Port QOS Control                                     | 88 |
| 12.3.9.1 FCRn – Port 0~9 Flooding Control Register                                | 88 |
| 12.3.9.2 BMRCn - Port 0~9 Broadcast/Multicast Rate Control                        | 89 |
| 12.3.9.3 PR100_n – Port 0~7 Reservation                                           | 89 |
| 12.3.9.4 PR100_CPU – Port CPU Reservation                                         | 89 |
| 12.3.9.5 PRG – Port GMAC Reservation                                              | 89 |
| 12.3.9.6 PTH100_n – Port 0~7 Threshold                                            | 90 |
| 12.3.9.7 PTH100_CPU – Port CPU Threshold                                          | 90 |
| 12.3.9.8 PTHG – Port GMAC Threshold                                               | 90 |
| 12.3.9.9 QOSC00, QOSC01 - Classes Byte Limit port 0                               | 90 |
| 12.3.9.10 QOSC02, QOSC15 - Classes Byte Limit port 1-7                            | 90 |
| 12.3.9.11 QOSC16 - QOSC21 - Classes Byte Limit CPU port                           | 90 |
| 12.3.9.12 QOSC22 - QOSC27 - Classes Byte Limit GMAC port                          | 91 |
| 12.3.9.13 QOSC28 - QOSC31 - Classes WFQ Credit For GMAC                           | 91 |
| 12.3.9.14 QOSC36 - QOSC39 - Shaper Control Port GMAC                              | 91 |
| 12.3.10 (Group E Address) System Diagnostic                                       | 92 |
| 12.3.10.1 DTSRL – Test Output Selection                                           | 92 |

|                                                                       |            |
|-----------------------------------------------------------------------|------------|
| 12.3.10.2 DTSRM – Test Output Selection . . . . .                     | 92         |
| 12.3.10.3 TESTOUT0, TESTOUT1 – Testmux Output [7:0], [15:8] . . . . . | 92         |
| 12.3.10.4 MASK0-MASK4 – Timeout Reset Mask . . . . .                  | 92         |
| 12.3.10.5 BOOTSTRAP0 – BOOTSTRAP3 . . . . .                           | 92         |
| 12.3.10.6 PRTFSMST0 – PRTFSMST9 . . . . .                             | 93         |
| 12.3.10.7 PRTQOSST0-PRTQOSST7 . . . . .                               | 93         |
| 12.3.10.8 PRTQOSST8A, PRTQOSST8B (CPU port) . . . . .                 | 93         |
| 12.3.10.9 PRTQOSST9A, PRTQOSST9B (GMAC port) . . . . .                | 94         |
| 12.3.10.10 CLASSQOSST . . . . .                                       | 95         |
| 12.3.10.11 PRTINTCTR . . . . .                                        | 95         |
| 12.3.10.12 QMCTRL[9:0] . . . . .                                      | 95         |
| 12.3.10.13 QCTRL . . . . .                                            | 96         |
| 12.3.10.14 BMBISTR0, BMBISTR1 . . . . .                               | 96         |
| 12.3.10.15 BMControl . . . . .                                        | 96         |
| 12.3.10.16 BUFF_RST . . . . .                                         | 96         |
| 12.3.10.17 FCB_HEAD_PTR0, FCB_HEAD_PTR1 . . . . .                     | 97         |
| 12.3.10.18 FCB_TAIL_PTR0, FCB_TAIL_PTR1 . . . . .                     | 97         |
| 12.3.10.19 FCB_NUM0, FCB_NUM1 . . . . .                               | 97         |
| 12.3.10.20 BM_RLSFF_CTRL . . . . .                                    | 98         |
| 12.3.10.21 BM_RSLFF_INFO[5:0] . . . . .                               | 98         |
| 12.3.11 (Group F Address) CPU Access Group . . . . .                  | 99         |
| 12.3.11.1 GCR - Global Control Register . . . . .                     | 99         |
| 12.3.11.2 DCR - Device Status and Signature Register . . . . .        | 100        |
| 12.3.11.3 DCR1 - Device Status Register 1 . . . . .                   | 100        |
| 12.3.11.4 DPST – Device Port Status Register . . . . .                | 101        |
| 12.3.11.5 DTST – Data read back register . . . . .                    | 101        |
| 12.3.11.6 DA – DA Register . . . . .                                  | 102        |
| <b>13.0 Characteristics and Timing . . . . .</b>                      | <b>102</b> |
| 13.1 Absolute Maximum Ratings . . . . .                               | 102        |
| 13.2 DC Electrical Characteristics . . . . .                          | 102        |
| 13.3 Recommended Operating Conditions . . . . .                       | 103        |
| 13.4 AC Characteristics and Timing . . . . .                          | 104        |
| 13.4.1 Typical Reset & Bootstrap Timing Diagram . . . . .             | 104        |
| 13.4.2 Reduced Media Independent Interface . . . . .                  | 105        |
| 13.4.3 Media Independent Interface . . . . .                          | 106        |
| 13.4.4 General Purpose Serial Interface (7-wire) . . . . .            | 107        |
| 13.4.5 Gigabit Media Independent Interface . . . . .                  | 108        |
| 13.4.6 MDIO Input Setup and Hold Timing . . . . .                     | 110        |
| 13.4.7 I <sup>2</sup> C Input Setup Timing . . . . .                  | 111        |
| 13.4.8 Serial Interface Setup Timing . . . . .                        | 112        |
| 13.4.9 JTAG (IEEE 1149.1-2001) . . . . .                              | 113        |

## 1.0 BGA and Ball Signal Descriptions

### 1.1 BGA Views (Top-View)

|   | 1                 | 2           | 3           | 4           | 5           | 6           | 7           | 8            | 9            | 10           | 11           | 12          | 13           | 14          | 15           | 16          |   |
|---|-------------------|-------------|-------------|-------------|-------------|-------------|-------------|--------------|--------------|--------------|--------------|-------------|--------------|-------------|--------------|-------------|---|
| A | SCLK              | DATAI<br>N  | DATA<br>OUT | STRO<br>BE  | RSVD        | RSVD        | RSVD        | RSVD         | RSVD         | RSVD         | RSVD         | RSVD        | GRES<br>_CLK | M9_T<br>XCK | M9_M<br>TXCK | M9_T<br>XEN | A |
| B | P_INT<br>#        | SDA         | SCL         | RSVD        | RSVD        | RSVD        | RSVD        | RSVD         | RSVD         | RSVD         | RSVD         | RSVD        | TCK          | TMS         | M9_T<br>XER  | M9_R<br>XCK | B |
| C | RESE<br>TOUT<br># | TSTO<br>UT1 | TSTO<br>UT3 | TSTO<br>UT5 | TSTO<br>UT6 | TSTO<br>UT7 | TSTO<br>UT9 | TSTO<br>UT11 | TSTO<br>UT12 | TSTO<br>UT14 | TSTO<br>UT15 | TRST<br>#   | TDI          | M9_R<br>XD7 | M9_C<br>RS   | M9_C<br>OL  | C |
| D | RESI<br>N#        | TSTO<br>UT0 | TSTO<br>UT2 | TSTO<br>UT4 | 3.3V        | SCAN<br>_EN | TSTO<br>UT8 | TSTO<br>UT10 | 1.8V         | TSTO<br>UT13 | TDO          | 3.3V        | M9_R<br>XD5  | M9_R<br>XD6 | M9_R<br>XDV  | M9_R<br>XER | D |
| E | M2_C<br>OL        | M0_C<br>OL  | M1_C<br>OL  | 3.3V        |             |             |             |              |              |              |              |             | 3.3V         | M9_R<br>XD4 | M9_T<br>XD6  | M9_T<br>XD7 | E |
| F | M_M<br>DC         | M_M<br>DIO  | M0_R<br>XD2 | M0_R<br>XD3 |             |             |             |              |              |              |              |             | M9_R<br>XD2  | M9_R<br>XD3 | M9_T<br>XD4  | M9_T<br>XD5 | F |
| G | M0_R<br>XD0       | M0_R<br>XD1 | M0_R<br>XCK | M0_T<br>XD3 |             |             |             |              |              |              |              |             | M9_R<br>XD0  | M9_R<br>XD1 | M9_T<br>XD2  | M9_T<br>XD3 | G |
| H | M0_C<br>RS        | M0_T<br>XEN | M0_T<br>XD2 | 1.8V        |             |             |             |              |              |              |              |             | 1.8V         | M7_C<br>OL  | M9_T<br>XD0  | M9_T<br>XD1 | H |
| J | M0_T<br>XD0       | M0_T<br>XD1 | M0_T<br>XCK | M1_R<br>XD3 |             |             |             |              |              |              |              |             | M7_T<br>XD3  | M7_T<br>XCK | M7_T<br>XD1  | M7_T<br>XD0 | J |
| K | M1_R<br>XD0       | M1_R<br>XD1 | M1_R<br>XD2 | M1_R<br>XCK |             |             |             |              |              |              |              |             | M7_T<br>XD2  | M7_R<br>XD2 | M7_T<br>XEN  | M7_C<br>RS  | K |
| L | M1_C<br>RS        | M1_T<br>XEN | M1_T<br>XD2 | M1_T<br>XD3 |             |             |             |              |              |              |              |             | M7_R<br>XD3  | M7_R<br>XCK | M7_R<br>XD1  | M7_R<br>XD0 | L |
| M | M1_T<br>XD0       | M1_T<br>XD1 | M1_T<br>XCK | 3.3V        |             |             |             |              |              |              |              |             | 3.3V         | M6_C<br>OL  | M5_C<br>OL   | M4_C<br>OL  | M |
| N | M2_R<br>XD3       | M2_T<br>XCK | M2_T<br>XD3 | M3_R<br>XD3 | 3.3V        | M3_T<br>XD3 | 1.8V        | M4_R<br>XD3  | M4_T<br>XCK  | M4_T<br>XD3  | M5_R<br>XD3  | M5_T<br>XCK | M5_T<br>XD3  | M6_R<br>XD3 | M6_T<br>XCK  | M6_T<br>XD3 | N |
| P | M2_R<br>XD2       | M2_R<br>XCK | M2_T<br>XD2 | M3_R<br>XD2 | M3_R<br>XCK | M3_T<br>XD2 | M3_C<br>OL  | M4_R<br>XD2  | M4_R<br>XCK  | M4_T<br>XD2  | M5_R<br>XD2  | M5_R<br>XCK | M5_T<br>XD2  | M6_R<br>XD2 | M6_R<br>XCK  | M6_T<br>XD2 | P |
| R | M2_R<br>XD1       | M2_T<br>XEN | M2_T<br>XD1 | M3_R<br>XD1 | M3_T<br>XEN | M3_T<br>XD1 | M_CL<br>K   | M4_R<br>XD1  | M4_T<br>XEN  | M4_T<br>XD1  | M5_R<br>XD1  | M5_T<br>XEN | M5_T<br>XD1  | M6_R<br>XD1 | M6_T<br>XEN  | M6_T<br>XD1 | R |
| T | M2_R<br>XD0       | M2_C<br>RS  | M2_T<br>XD0 | M3_R<br>XD0 | M3_C<br>RS  | M3_T<br>XD0 | M3_T<br>XCK | M4_R<br>XD0  | M4_C<br>RS   | M4_T<br>XD0  | M5_R<br>XD0  | M5_C<br>RS  | M5_T<br>XD0  | M6_R<br>XD0 | M6_C<br>RS   | M6_T<br>XD0 | T |
|   | 1                 | 2           | 3           | 4           | 5           | 6           | 7           | 8            | 9            | 10           | 11           | 12          | 13           | 14          | 15           | 16          |   |

### 1.2 Power and Ground Distribution

|                               |      |                 |            |
|-------------------------------|------|-----------------|------------|
| G7-10, H7-10, J7-10, K7-10    | GND  | V <sub>SS</sub> | Ground     |
| D5, D12, E4, E13, M4, M13, N5 | 3.3V | V <sub>CC</sub> | I/O Power  |
| D9, H4, H13, N7               | 1.8V | V <sub>DD</sub> | Core Power |

### 1.3 Ball Signal Descriptions

All pins are CMOS type; all Input Pins are 5 Volt tolerance; and all Output Pins are 3.3 CMOS drive.

#### Notes

|          |                                              |
|----------|----------------------------------------------|
| # =      | Active low signal                            |
| Input =  | Input signal                                 |
| In-ST =  | Input signal with Schmitt-Trigger            |
| Output = | Output signal (Tri-State driver)             |
| Out-OD=  | Output signal with Open-Drain driver         |
| I/O-TS = | Input & Output signal with Tri-State driver  |
| I/O-OD = | Input & Output signal with Open-Drain driver |

**Ball Signal Description Table**

| Ball No(s)                                                                                                                                                          | Symbol          | I/O                   | Description                                                                   |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|-----------------------|-------------------------------------------------------------------------------|
| <b>I<sup>2</sup>C Interface (TSTOUT[3] bootstrap must be '1')</b>                                                                                                   |                 |                       |                                                                               |
| B2                                                                                                                                                                  | SDA             | I/O with pull up      | Serial Data Line                                                              |
| B3                                                                                                                                                                  | SCL             | Output                | Serial Clock Line                                                             |
| <b>Serial Interface</b>                                                                                                                                             |                 |                       |                                                                               |
| A4                                                                                                                                                                  | STROBE          | Input with pull up    | Clock signal                                                                  |
| A3                                                                                                                                                                  | DATAOUT         | Output with pull up   | Data out                                                                      |
| A2                                                                                                                                                                  | DATAIN          | Input with pull up    | Data in                                                                       |
| B1                                                                                                                                                                  | P_INT#          | Output                | Interrupt                                                                     |
| <b>Fast Ethernet Access Ports [7:0] MII</b>                                                                                                                         |                 |                       |                                                                               |
| L13, K14, L15, L16,<br>N14, P14, R14, T14,<br>N11, P11, R11, T11,<br>N8, P8, R8, T8, N4,<br>P4, R4, T4, N1, P1,<br>R1, T1, J4, K3, K2,<br>K1, F4, F3, G2, G1        | M[7:0]_RXD[3:0] | Input with pull up    | Ports [7:0] – Receive Data Bit [3:0]                                          |
| K16, T15, T12, T9, T5,<br>T2, L1, H1                                                                                                                                | M[7:0]_CRS_DV   | Input with pull up    | Ports [7:0] – Carrier Sense and Receive Data Valid                            |
| K15, R15, R12, R9,<br>R5, R2, L2, H2                                                                                                                                | M[7:0]_TXEN     | I/O-TS, slew          | Ports [7:0] – Transmit Enable<br><br>These pins also serve as bootstrap pins. |
| J13, K13, J15, J16,<br>N16, P16, R16, T16,<br>N13, P13, R13, T13,<br>N10, P10, R10, T10,<br>N6, P6, R6, T6, N3,<br>P3, R3, T3, L4, L3,<br>M2, M1, G4, H3, J2,<br>J1 | M[7:0]_TXD[3:0] | Output, slew          | Ports [7:0] – Transmit Data Bit [3:0]                                         |
| H14, M14, M15, M16,<br>P7, E1, E3, E2                                                                                                                               | M[7:0]_COL      | Input with pull down, | Ports[7:0] – Collision                                                        |
| J14, N15, N12, N9,<br>T7, N2, M3, J3                                                                                                                                | M[7:0]_TXCLK    | I/O with pull up,     | Ports[7:0] – Transmit Clock                                                   |

Ball Signal Description Table (continued)

| Ball No(s)                                                        | Symbol       | I/O                | Description                                                                                                                                                                                      |
|-------------------------------------------------------------------|--------------|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| L14, P15, P12, P9, P5, P2, K4, G3                                 | M[7:0]_RXCLK | I/O with pull up,  | Ports[7:0] – Receive Clock                                                                                                                                                                       |
| <b>Gigabit Ethernet Access Port</b>                               |              |                    |                                                                                                                                                                                                  |
| E16, E15, F16, F15, G16, G15, H16, H15                            | M9_TXD[7:0]  | Output             | Transmit Data Bit [7:0]                                                                                                                                                                          |
| D15                                                               | M9_RXDV      | Input w/ pull up   | Receive Data Valid                                                                                                                                                                               |
| D16                                                               | M9_RXER      | Input w/ pull up   | Receive Error                                                                                                                                                                                    |
| C15                                                               | M9_CRS       | Input w/ pull down | Carrier Sense                                                                                                                                                                                    |
| C16                                                               | M9_COL       | Input w/ pull down | Collision Detected                                                                                                                                                                               |
| B16                                                               | M9_RXCLK     | I/O w/ pull up     | Receive Clock                                                                                                                                                                                    |
| C14, D14, D13, E14, F14, F13, G14, G13                            | M9_RXD[7:0]  | Input w/ pull up   | Receive Data Bit [7:0]                                                                                                                                                                           |
| A16                                                               | M9_TXEN      | I/O w/ pull up     | Transmit Data Enable<br><br>This pin also serves as a bootstrap pin.                                                                                                                             |
| B15                                                               | M9_TXER      | I/O w/ pull up     | Transmit Error<br><br>This pin also serves as a bootstrap pin.                                                                                                                                   |
| A15                                                               | M9_MTXCLK    | I/O w/ pull up     | MII Transmit Clock                                                                                                                                                                               |
| A14                                                               | M9_TXCLK     | Output             | GMII Transmit Clock                                                                                                                                                                              |
| A13                                                               | GREF_CLK     | Input w/ pull up   | GMAC Reference Clock                                                                                                                                                                             |
| <b>Test Interface</b>                                             |              |                    |                                                                                                                                                                                                  |
| D2, C2, D3, C3, D4, C4, C5, C6, D7, C8, C7, D8, C9, D10, C10, C11 | TSTOUT[15:0] | I/O-TS             | [15:4] Reserved<br>[3] EEPROM checksum is good<br>[2] Initialization Completed<br>[1] Memory Self Test in progress<br>[0] Initialization started<br><br>These pins also serve as bootstrap pins. |
| <b>Test Facility</b>                                              |              |                    |                                                                                                                                                                                                  |
| C13                                                               | TDI          | Input w/pull up    | JTAG Test                                                                                                                                                                                        |
| C12                                                               | TRST#        | Input w/pull up    | JTAG Test                                                                                                                                                                                        |
| B13                                                               | TCK          | Input w/pull up    | JTAG Test                                                                                                                                                                                        |
| B14                                                               | TMS          | Input w/pull up    | JTAG Test                                                                                                                                                                                        |
| D11                                                               | TDO          | Output             | JTAG Test                                                                                                                                                                                        |
| D6                                                                | SCAN_EN      | Input              | Scan Enable. Manufacturing test option. Should be externally pulled-down for proper operation.                                                                                                   |
| <b>System Clock, Power, and Ground Pins</b>                       |              |                    |                                                                                                                                                                                                  |
| A1                                                                | SCLK         | Input              | System Clock. Based on system requirement, SCLK needs to operate at difference frequency.<br>SCLK requires 40/60% duty cycle clock.                                                              |

Ball Signal Description Table (continued)

| Ball No(s)                                                               | Symbol          | I/O                                        | Description                                                                                                                                                                                                                                                                                                                                             |
|--------------------------------------------------------------------------|-----------------|--------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| D9, H4, H13, N7,                                                         | V <sub>DD</sub> | Power                                      | +1.8 Volt DC Supply                                                                                                                                                                                                                                                                                                                                     |
| D5, D12, E4, E13, M4, M13, N5,                                           | V <sub>CC</sub> | Power                                      | +3.3 Volt DC Supply                                                                                                                                                                                                                                                                                                                                     |
| G7-10, H7-10, J7-10, K7-10                                               | V <sub>SS</sub> | Power Ground                               | Ground                                                                                                                                                                                                                                                                                                                                                  |
| <b>MISC</b>                                                              |                 |                                            |                                                                                                                                                                                                                                                                                                                                                         |
| B4, B5, A5, B6, A6, B7, A7, B8, A8, B9, A9, B10, A10, B11, A11, B12, A12 | RSVD            | NC                                         | Reserved Pins. Leave unconnected.                                                                                                                                                                                                                                                                                                                       |
| D1                                                                       | RESIN#          | Input                                      | Reset Input                                                                                                                                                                                                                                                                                                                                             |
| C1                                                                       | RESETOUT#       | Output                                     | Reset PHY                                                                                                                                                                                                                                                                                                                                               |
| F1                                                                       | M_MDC           | Output                                     | MII Management Data Clock –                                                                                                                                                                                                                                                                                                                             |
| F2                                                                       | M_MDIO          | I/O-TS with pull up                        | MII Management Data I/O –                                                                                                                                                                                                                                                                                                                               |
| R7                                                                       | M_CLK           | Input                                      | RMAC Reference Clock                                                                                                                                                                                                                                                                                                                                    |
| <b>Bootstrap Pins (1= pull up 0= pull down)<sup>1</sup></b>              |                 |                                            |                                                                                                                                                                                                                                                                                                                                                         |
| D2                                                                       | TSTOUT[0]       | I/O-TS                                     | Enable Debounce of STROBE signal<br>Pullup – Enabled<br>Pulldown - Disabled                                                                                                                                                                                                                                                                             |
| D3, C2                                                                   | TSTOUT[2:1]     | I/O-TS<br><br>Must be externally pulled-up | Reserved. Must be pulled-up.                                                                                                                                                                                                                                                                                                                            |
| C3                                                                       | TSTOUT[3]       | I/O-TS                                     | Management interface operation mode:<br>0 – Lightly Managed Serial. CPU can transmit/receive packet with the serial interface.<br>1 – Unmanaged Serial. No CPU packet can be transmit or received with the serial interface.<br>EEPROM can be used to configure the device at bootup.<br><br>A one (1) indicates pullup. A zero (0) indicates pulldown. |
| C5, C4, D4                                                               | TSTOUT[6:4]     | I/O-TS                                     | Device ID. Default address of the device for serial interface. Up to 8 device can be sharing the serial management bus with different device ID.<br><br>A one (1) indicates pullup. A zero (0) indicates pulldown. TSTOUT[4] is the Least Significant Bit (LSB).                                                                                        |
| C6                                                                       | TSTOUT7         | I/O-TS                                     | EEPROM not installed.<br>Pullup: Not installed<br>Pulldown: Installed                                                                                                                                                                                                                                                                                   |

Ball Signal Description Table (continued)

| Ball No(s)                        | Symbol              | I/O                                    | Description                                                                                                                                                                           |
|-----------------------------------|---------------------|----------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| D7                                | TSTOUT8             | I/O-TS<br>Must be externally pulled-up | Manufacturing Option. Must be pulled-up.                                                                                                                                              |
| C7                                | TSTOUT9             | I/O-TS                                 | Module Detect<br>Pullup: Enable. In this mode, the device will detect the existence of a PHY (for hot swap purpose).<br>Pulldown: Disable                                             |
| D8                                | TSTOUT10            | I/O-TS                                 | Gigabit Half Duplex Support<br>Pullup: Enable<br>Pulldown: Disable<br><br>Since not many PHYs support this, we recommend this to be pulled-down (disabled) if not using this feature. |
| C8                                | TSTOUT11            | I/O-TS                                 | Power Saving<br>Pullup: Enable Mac power saving mode<br>Pulldown: Disable Mac power saving mode                                                                                       |
| C9                                | TSTOUT12            | I/O-TS                                 | Timeout Reset Enable<br>Pullup: Enable<br>Pulldown: Disable                                                                                                                           |
| D10                               | TSTOUT[15:13]       | I/O-TS<br>Must be externally pulled-up | Manufacturing Options. Must be pulled-up.                                                                                                                                             |
| K15, R15, R12, R9, R5, R2, L2, H2 | M[7:0]_TXEN         | I/O-TS slew                            | User Defined Bootstrap:<br>Usually used in conjunction with Module Detect to determine what interface to use for the inserted module. Can be read from BOOTSTRAP2 register            |
| A16, B15                          | M9_TXEN,<br>M9_TXER | I/O w/ pull up                         | User Defined Bootstrap:<br>Usually used in conjunction with Module Detect to determine what interface to use for the inserted module. Can be read from BOOTSTRAP3 register            |

1. External pull-up/down resistors are required on all bootstrap pins for proper operation. Recommend 10K for pull-ups and 1K for pull-downs.

### 1.4 Signal Mapping in different operation mode

The ZL50407 Fast Ethernet ports (0-7) support 3 interface options: RMII, MII & GPSI. The table below summarizes the interface signals required for each interface and how they relate back to the Pin Symbol name shown in Table , "Ball Signal Description Table" on page 10.

**Notes:**

I – Input  
O – Output  
U – Pullup  
D - Pulldown

| Fast Ethernet Ports<br>Pin Symbol | No<br>Module | RMII Mode<br>(ECR4Pn[4:3]='11') | MI Mode<br>(ECR4Pn[4:3]='01') | GPSI Mode<br>(ECR4Pn[4:3]='00') |
|-----------------------------------|--------------|---------------------------------|-------------------------------|---------------------------------|
| M[7:0]_RXD0                       | (U)          | M[7:0]_RXD0 (IU)                | M[7:0]_RXD0 (IU)              | M[7:0]_RXD (IU)                 |
| M[7:0]_RXD1                       | (U)          | M[7:0]_RXD1 (IU)                | M[7:0]_RXD1 (IU)              | NC                              |
| M[7:0]_RXD2                       | (U)          | NC                              | M[7:0]_RXD2 (IU)              | NC                              |
| M[7:0]_RXD3                       | (U)          | NC                              | M[7:0]_RXD3 (IU)              | NC                              |
| M[7:0]_TXEN                       | (O)          | M[7:0]_TXEN (O)                 | M[7:0]_TXEN (O)               | M[7:0]_TXEN (O)                 |
| M[7:0]_CRS_DV                     | (U)          | M[7:0]_CRS_DV (IU)              | M[7:0]_DV (IU)                | M[7:0]_CRS (IU)                 |
| M[7:0]_TXD0                       | (O)          | M[7:0]_TXD0 (O)                 | M[7:0]_TXD0 (O)               | M[7:0]_TXD (O)                  |
| M[7:0]_TXD1                       | (O)          | M[7:0]_TXD1 (O)                 | M[7:0]_TXD1 (O)               | NC                              |
| M[7:0]_TXD2                       | (O)          | NC                              | M[7:0]_TXD2 (O)               | NC                              |
| M[7:0]_TXD3                       | (O)          | NC                              | M[7:0]_TXD3 (O)               | NC                              |
| M[7:0]_COL                        | (D)          | NC                              | M[7:0]_COL (ID)               | M[7:0]_COL (ID)                 |
| M[7:0]_TXCLK                      | (U)          | NC                              | M[7:0]_TXCLK (IOU)            | M[7:0]_TXCLK (IOU)              |
| M[7:0]_RXCLK                      | (U)          | NC                              | M[7:0]_RXCLK (IOU)            | M[7:0]_RXCLK (IOU)              |

**Table 1 - Signal Mapping In Different Operation Mode**

The ZL50407 Gigabit Ethernet port (port 9) supports 2 interface options: GMII & MII. The table below summarizes the interface signals required for each interface, and how they relate back to the Pin Symbol name shown in Table , "Ball Signal Description Table" on page 10

| <b>Gigabit Ethernet Port Pin Symbol</b> | <b>No Module</b> | <b>GMII Mode<br/>(ECR4P9[4:3]='11')</b> | <b>MI Mode<br/>(ECR4P9[4:3]='00')</b> |
|-----------------------------------------|------------------|-----------------------------------------|---------------------------------------|
| M9_RXD0                                 | (U)              | M9_RXD0 (IU)                            | M9_RXD0 (IU)                          |
| M9_RXD1                                 | (U)              | M9_RXD1 (IU)                            | M9_RXD1 (IU)                          |
| M9_RXD2                                 | (U)              | M9_RXD2 (IU)                            | M9_RXD2 (IU)                          |
| M9_RXD3                                 | (U)              | M9_RXD3 (IU)                            | M9_RXD3 (IU)                          |
| M9_RXD4                                 | (U)              | M9_RXD4 (IU)                            | NC                                    |
| M9_RXD5                                 | (U)              | M9_RXD5 (IU)                            | NC                                    |
| M9_RXD6                                 | (U)              | M9_RXD6 (IU)                            | NC                                    |
| M9_RXD7                                 | (U)              | M9_RXD7 (IU)                            | NC                                    |
| M9_RXDV                                 | (U)              | M9_RXDV (IU)                            | M9_RXDV (IU)                          |
| M9_RXER                                 | (U)              | M9_RXER (IU)                            | NC                                    |
| M9_CRS                                  | (D)              | M9_CRS (ID)                             | M9_CRS (ID)                           |
| M9_COL                                  | (D)              | M9_COL (ID)                             | M9_COL (ID)                           |
| M9_RXCLK                                | (U)              | M9_RXCLK (IU)                           | M9_RXCLK (IOU)                        |
| M9_TXD0                                 | (O)              | M9_TXD0 (O)                             | M9_TXD0 (O)                           |
| M9_TXD1                                 | (O)              | M9_TXD1 (O)                             | M9_TXD1 (O)                           |
| M9_TXD2                                 | (O)              | M9_TXD2 (O)                             | M9_TXD2 (O)                           |
| M9_TXD3                                 | (O)              | M9_TXD3 (O)                             | M9_TXD3 (O)                           |
| M9_TXD4                                 | (O)              | M9_TXD4 (O)                             | NC                                    |
| M9_TXD5                                 | (O)              | M9_TXD5 (O)                             | NC                                    |
| M9_TXD6                                 | (O)              | M9_TXD6 (O)                             | NC                                    |
| M9_TXD7                                 | (O)              | M9_TXD7 (O)                             | NC                                    |
| M9_TXEN                                 | (U)              | M9_TXEN (OU)                            | M9_TXEN (OU)                          |
| M9_TXER                                 | (U)              | M9_TXER (OU)                            | NC                                    |
| M9_TXCLK                                | (O)              | M9_TXCLK (OU)                           | NC                                    |
| GREFCLK                                 | (U)              | GREFCLK (IU)                            | REFCLK (IU)                           |
| M9_MTXCLK                               | (IU)             | NC                                      | M9_MTXCLK (IOU)                       |

**Table 2 - Signal Mapping In Different Operation Mode**

## 1.5 Bootstrap Options

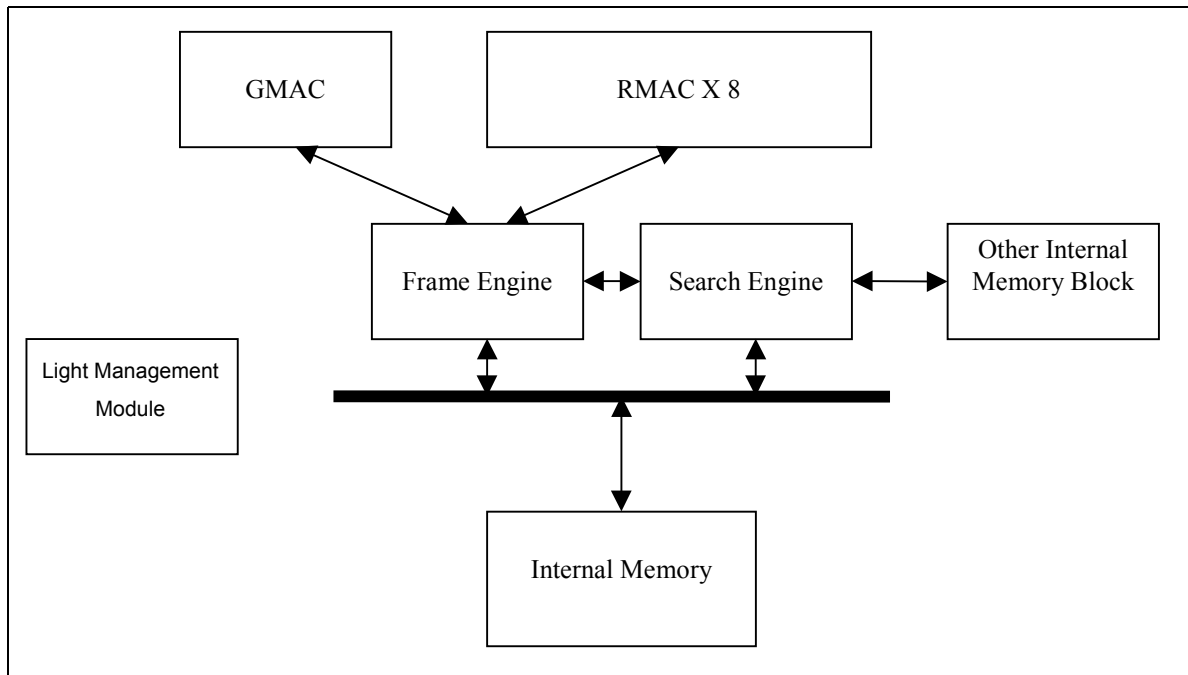
TSTOUT[15:0], M[7:0]\_TXEN, M9\_TXEN and M9\_TXER pins serve as bootstrap pins during device power-up or reset. Please refer to “Typical Reset & Bootstrap Timing Diagram” on page 104 for more information on when the bootstrap pins are sampled. The bootstrap pins require external pull-up/down resistors for proper operation.

The table below summarizes the bootstrap options.

| Feature            | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CPU Interface      | <p>The ZL50407 allows the selection of 2 different management interfaces: serial only and unmanaged serial with I2C EEPROM.</p> <p>TSTOUT[3] is used to select the interface options mentioned above. If the serial interface is selected, addition bootstrap options are required:</p> <ul style="list-style-type: none"> <li>• TSTOUT[0] enables or disables the DEBOUNCE feature (refer to “Synchronous Serial Interface” on page 22)</li> <li>• TSTOUT[6:4] selects the device ID</li> </ul> <p>Also, an optional I<sup>2</sup>C EEPROM can be used to configure the device at power-up or reset. TSTOUT[7] selects the EEPROM option.</p>                                                                                       |
| Ethernet Interface | <p>The ZL50407 supports module hotswap on all it's ports. This is enabled via TSTOUT[9]. When enabled, bootstrap pins M[7:0]_TXEN (ports 0-7) and M9-TXEN &amp; M9_TXER (port 9) are used to specify the module type to support multiple ethernet interfaces during module hotswap.</p> <p>The ZL50407 also has a MAC power savings mode. When enabled via TSTOUT[11], each port's MAC will detect inactivity on the port and go into a power savings state. Once activitiy is detected once again on the port, the MAC will come out of this state.</p> <p>For the gigabit port, an optional feature to support half duplex is available. This option should only be enabled if the PHY supports the half duplex functionality.</p> |
| Misc. Features     | <p>One other feature selected via bootstrap is Timeout Reset Enable (TSTOUT[12]). This enables a monitoring block with the device which will detect if any hardware state machine is in a non-idle state for more than 5 seconds.</p> <p>Refer to section 2.12 for more details on this feature.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                 |

**Table 3 - Bootstrap Features**

## 2.0 Block Functionality



**Figure 2 - Functional Block Diagram**

### 2.1 Internal Memory

Two Megabit of internal memory is provided for ethernet Frame Data Buffering (FDB) and for storing of Mac Control Table database (MCT). The MCT is used for storing MAC addresses and their physical port number. The FDB is used for storing the received frame data contents. The contents are stored in this memory until it is ready to be transmitted to the egress port. A memory arbiter is used to arbitrary the memory access requests from various sources. Build in self test is used to detect any error in the memory array when the device is powered up. Build in self test can also be requested by the writing the GCR register.

### 2.2 GMII MAC Module (GMAC)

The GMII Media Access Control (GMAC) module provides the necessary buffers and control interface between the Frame Engine (FE) and the external physical device (PHY).

The ZL50407 GMAC implements both GMII and MII interface, which offers a simple migration from 10/100 to 1G. The GMAC of the ZL50407 meets the IEEE 802.3Z specification. It is able to operate in 10M/100M either Half or Full Duplex mode with a back pressure/flow control mechanism or in 1G Full duplex mode with flow control mechanism. Furthermore, it will automatically retransmit upon collision for up to 16 total transmissions.

This port is denoted as port 9. The PHY address for the PHY device connected to the GMAC port has to be 10h.

### 2.3 RMII MAC Module (RMAC)

The RMII Media Access Control (RMAC) module provides the necessary buffers and control interface between the Frame Engine (FE) and the external physical device (PHY). It has three interfaces, MII, RMII or GPSI (only for 10M). The RMAC of the ZL50407 device meets the IEEE 802.3 specification. It is able to operate in either Half or Full Duplex mode with a back pressure/flow control mechanism. In addition, it will automatically retransmit upon collision for up to 16 total transmissions.

These eight ports are denoted as ports 0 to 7. The PHY addresses for the PHY devices connected to the 8 RMAC ports has to be from 08h (port 0) to 0Fh (port 7).

## 2.4 Light Management Module

The CPU can send a control frame to access or configure the internal network management database. The Light Management Module decodes the control frame and executes the functions requested by the CPU.

This Module is only active in lightly managed serial mode. In unmanaged serial mode, no control frame is accepted by the device.

## 2.5 Frame Engine

The main function of the frame engine is to forward a frame to its proper destination port or ports. When a frame arrives, the frame engine parses the frame header (64 bytes) and formulates a switching request, sent to the search engine, to resolve the destination port. The arriving frame is moved to the internal memory. After receiving a switch response from the search engine, the frame engine performs transmission scheduling based on the frame's priority. The frame engine forwards the frame to the MAC module when the frame is ready to be sent.

## 2.6 Search Engine

The Search Engine resolves the frame's destination port or ports according to the destination MAC address (L2) by searching the database. It also performs MAC learning, priority assignment, and trunking functions.

## 2.7 Other Internal Memory blocks

Several internal tables are required and are described as follows:

- Network Management (NM) Database - The NM database contains the information in the statistics counters and MIB.
- MAC address Control (MCLT) Link Table - The MCT Link Table stores the linked list of MCT entries that have collisions in the external MAC Table.

## 2.8 Light Management and Configuration

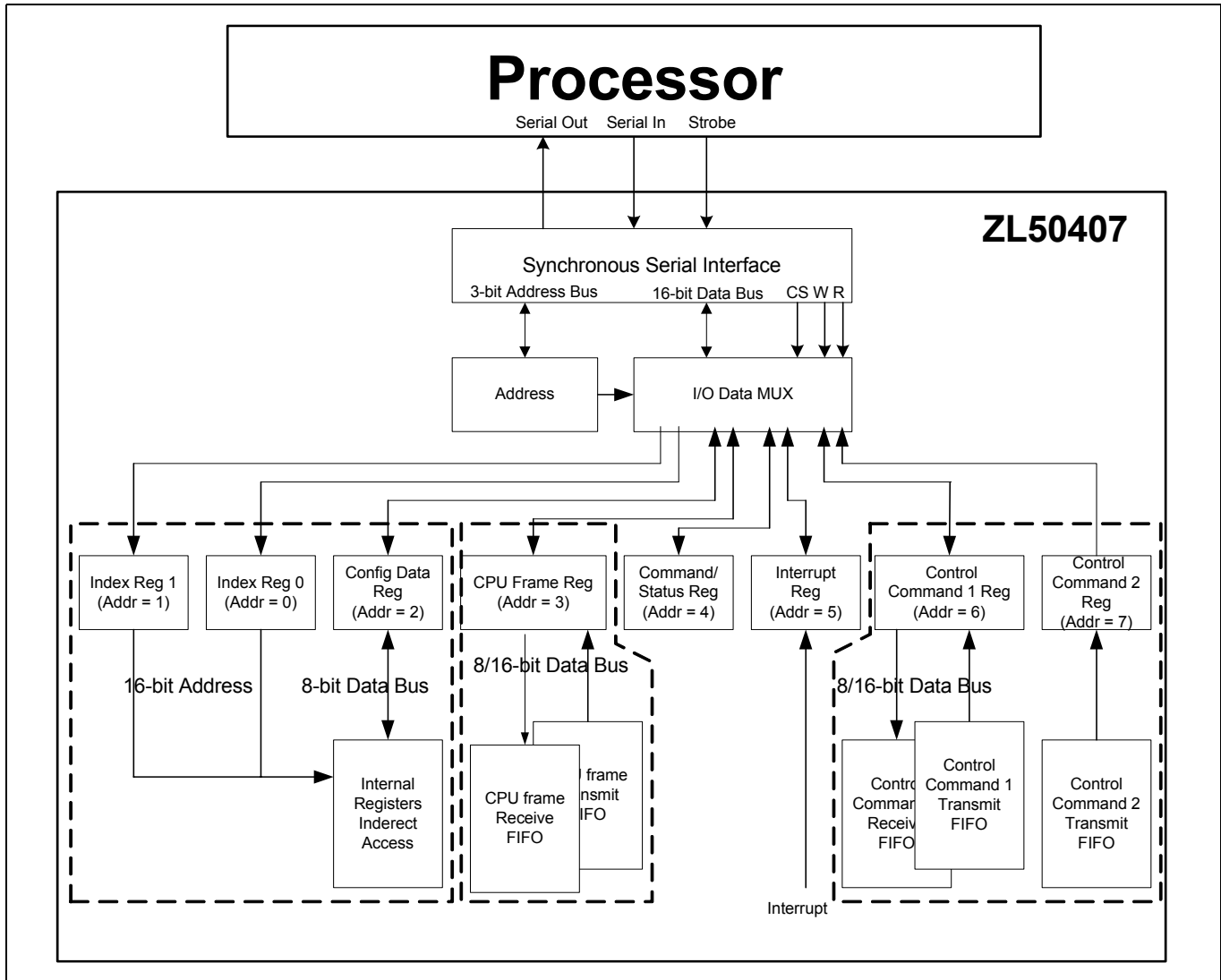
One extra port is dedicated to the CPU via the CPU interface module. Two modes this port can operate: lightly managed or unmanaged mode. The different between these modes is tx/rx Ethernet frame and receiving interrupt due to the lack of constant attention or processing power from the CPU. The CPU interface supports a serial and an I<sup>2</sup>C interface, which provides an easy and lower cost way to configure the system for reduced management.

Supported CPU interface modes are

1. Lightly Managed serial mode. Configuration registers access, Control frame and CPU transmit/receive packets are sent through a synchronous serial interface (SSI) bus.
2. Unmanaged mode. The ZL50407 can be configured by EEPROM using an I<sup>2</sup>C interface at bootup, or via a synchronous serial interface (SSI) otherwise. All configuration registers and internal control blocks are accessible by the interface. However, the CPU cannot receive or transmit frames nor will it receive any interrupt information.

The ZL50407 CPU interface provides for easy and effective management of the switching system.

Figure 3 on page 19 provides an overview of the SSI interface.



**Figure 3 - Overview of the ZL50407 SSI Interface**

## 2.9 Register Configuration, Frame Transmission, and Frame Reception

### 2.9.1 Register Configuration

The ZL50407 has many programmable parameters, covering such functions as QoS weights, VLAN control, and port mirroring setup. In managed mode, the CPU interface provides an easy way of configuring these parameters. The parameters are contained in 8-bit configuration registers. The ZL50407 allows indirect access to these registers, as follows:

- In serial mode, address, command and data are shifted in serially. To access the configuration register, only one “index” registers (addresses 000b) needs to be written with the configuration register address. The desired data can be written into “configure data” register (address 010b). For example, if “XX” is required to be written to register “YY”, a write of “YY” is required to write to address “000b” (Index register). Then, a write of “XX” is required to write to address “010b” (Conig Data Register). This completes the register write and register “YY” will contain the value of “XX”.
- Similarly, to read the value in the register addressed by the index register, the “configure data” register can now simply be read.

- ZL50407 supports incremental read/write. If CPU requires to read or write to the configuration register incrementally, CPU only has to write to index register once with the MSB of configuration register address set and then CPU can continuously reading or writing to “configure data” register (010b).
- ZL50407 supports special register-write in serial mode. This allows CPU to write to two consecutive configuration registers in a single write operation. By writing to bit[14] of configuration register address, CPU can write 16-bit data to address 010b. Lower 8 bit of data is for the address specified in index register and upper 8 bit of data is for the address + 1.

|            |         |          |                         |    |   |
|------------|---------|----------|-------------------------|----|---|
| 15         | 14      | 13       | 12                      | 11 | 0 |
| INC<br>R/W | SP<br>W | Reserved | 12 Bit Register Address |    |   |

In summary, access to the many internal registers is carried out simply by directly accessing only two registers – one register to indicate the index of the desired parameter, and one register to read or write a value. Of course, because there is only one bus master, there can never be any conflict between reading and writing the configuration registers.

### 2.9.2 Rx/Tx of Standard Ethernet Frames

To transmit a standard Ethernet frame from the CPU in lightly managed serial mode:

- The CPU writes a “data frame” register (address 011) with the data it wants to transmit (minimum 64 bytes). After writing all the data, it then writes the frame size, destination port number, and frame status.
- The ZL50407 forwards the Ethernet frame to the desired destination port, no longer distinguishing the fact that the frame originated from the CPU.

To receive a frame into the CPU in lightly managed serial mode:

- The CPU receives an interrupt when an Ethernet frame is available to be received.
- Frame information arrives first in the data frame register. This includes source port number, frame size, and VLAN tag.
- The actual data follows the frame information. The CPU uses the frame size information to read the frame out.

Although there is the ability to Tx/Rx Ethernet Frames via the serial interface in lightly managed mode, the ZL50407 is not meant to be used in a fully managed system. The speed of the serial interface limits management capability. For example, if the system is trying to implement port security, it would require a faster interface between the CPU and the ZL50407, such as the 8/16-bit interface or the serial + MII interface found on the ZL50408.

### 2.9.3 Control Frames

In addition to standard Ethernet frames described in the preceding section, the CPU is also called upon to handle special “Control frames,” generated by the ZL50407 and sent to the CPU. These proprietary frames are related to such tasks as statistics collection, MAC address learning, and aging, etc... All Control frames are up to 40 bytes long. Transmitting and receiving these frames is similar to transmitting and receiving Ethernet frames, except that the register accessed is the “Control frame data” register (address 111).

Specifically, there are eight types of control frames generated by the CPU and sent to the ZL50407:

- Memory read request
- Memory write request
- Learn Unicast MAC address
- Delete Unicast MAC address
- Search Unicast MAC address
- Learn Multicast MAC address
- Delete Multicast MAC address
- Search Multicast MAC address

**Note:** Memory read and write requests by the CPU may include all internal memories which include statistic counters, Mac address control link table and the 2Mbit (256KB) memory block.

In addition, there are seven types of Control frames generated by the ZL50407 and sent to the CPU:

- Interrupt CPU when statistics counter rolls over
- Response to memory read request from CPU
- Learn Unicast MAC address
- Delete Unicast MAC address
- Delete Multicast MAC address
- Response to search Unicast MAC address request from CPU
- Response to search Multicast Mac address request from CPU

The format of the Control Frame is described in the processor interface application note.

Although there is the ability to Tx/Rx Control Frames via the serial interface in lightly managed mode, the ZL50407 is not meant to be used in a fully managed system. The speed of the serial interface limits management capability. For example, if the system is trying to manage the MAC learning/deletion, it would require a faster interface between the CPU and the ZL50407, such as the 8/16-bit interface found on the ZL50408.

## 2.10 I<sup>2</sup>C Interface

The I<sup>2</sup>C interface serves the function of configuring the ZL50407 at boot time. The master is the ZL50407, and the slave is the EEPROM memory.

The I<sup>2</sup>C interface uses two bus lines, a serial data line (SDA) and a serial clock line (SCL). The SCL line carries the control signals that facilitate the transfer of information from EEPROM to the switch. Data transfer is 8-bit serial and bidirectional, at 50 Kbps. Data transfer is performed between master and slave IC using a request / acknowledgment style of protocol. The master IC generates the timing signals and terminates data transfer. Figure 4 on page 21 depicts the data transfer format. The slave address is the memory address of the EEPROM. Refer to "ZL50407 Register Description" on page 46 for I<sup>2</sup>C address for each register.

|       |               |     |     |                |     |        |     |        |     |      |
|-------|---------------|-----|-----|----------------|-----|--------|-----|--------|-----|------|
| START | SLAVE ADDRESS | R/W | ACK | DATA 1 (8bits) | ACK | DATA 2 | ACK | DATA M | ACK | STOP |
|-------|---------------|-----|-----|----------------|-----|--------|-----|--------|-----|------|

**Figure 4 - Data Transfer Format for I<sup>2</sup>C Interface**

### 2.10.1 Start Condition

Generated by the master (in our case, the ZL50407). The bus is considered to be busy after the Start condition is generated. The Start condition occurs if while the SCL line is High, there is a High-to-Low transition of the SDA line.

Other than in the Start condition (and Stop condition), the data on the SDA line must be stable during the High period of SCL. The High or Low state of SDA can only change when SCL is Low. In addition, when the I<sup>2</sup>C bus is free, both lines are High.

### 2.10.2 Address

The first byte after the Start condition determines which slave the master will select. The slave in our case is the EEPROM. The first seven bits of the first data byte make up the slave address.

### 2.10.3 Data Direction

The eighth bit in the first byte after the Start condition determines the direction (R/W) of the message. A master transmitter sets this bit to W; a master receiver sets this bit to R.

#### 2.10.4 Acknowledgment

Like all clock pulses, the acknowledgment-related clock pulse is generated by the master. However, the transmitter releases the SDA line (High) during the acknowledgment clock pulse. Furthermore, the receiver must pull down the SDA line during the acknowledge pulse so that it remains stable Low during the High period of this clock pulse. An acknowledgment pulse follows every byte transfer.

If a slave receiver does not acknowledge after any byte, then the master generates a Stop condition and aborts the transfer.

If a master receiver does not acknowledge after any byte, then the slave transmitter must release the SDA line to let the master generate the Stop condition.

#### 2.10.5 Data

After the first byte containing the address, all bytes that follow are data bytes. Each byte must be followed by an acknowledge bit. Data is transferred MSB first.

#### 2.10.6 Stop Condition

Generated by the master. The bus is considered to be free after the Stop condition is generated. The Stop condition occurs if while the SCL line is High, there is a Low-to-High transition of the SDA line.

### 2.11 Synchronous Serial Interface

The synchronous serial interface (SSI) serves the function of configuring the ZL50407 not at boot time but via a PC. The PC serves as master and the ZL50407 serves as slave. The protocol for the synchronous serial interface is nearly identical to the I<sup>2</sup>C protocol. The main difference is that there is no acknowledgment bit after each byte of data transferred. Debounce logic on the clock signal (STROBE) can be turned off to speedup command time.

3 ID bits are used to allow up to eight ZL50407 devices to share the same synchronous serial interface. The ID of each device can be setup by bootstrap.

To reduce the number of signals required, the register address, command and data are shifted in serially through the DATAIN pin. STROBE- pin is used as the shift clock. DATAOUT pin is used as data return path.

Each command consists of four parts.

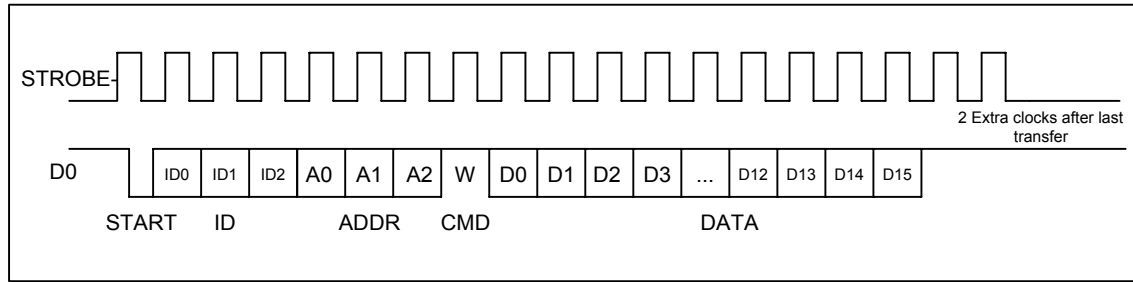
- START pulse
- Register Address
- Read or Write command
- Data to be written or read back

Write operation can be aborted in the middle by sending an ABORT pulse to the ZL50407. Read operation can only be aborted before issuing the read command to the ZL50407.

A START command is detected when DATAIN is sampled high when STROBE- rise and DATAIN is sampled low when STROBE- fall.

An ABORT command is detected when DATAIN is sampled low when STROBE- rise and DATAIN is sampled high when STROBE- fall.

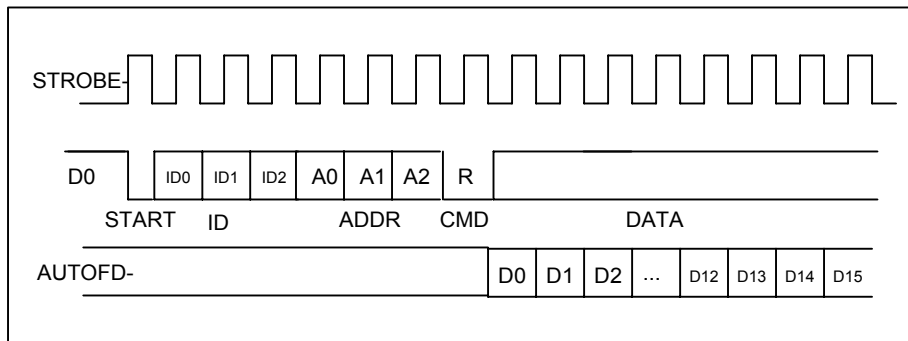
### 2.11.1 Write Command



**Figure 5 - Serial Interface Write Command Functional Timing**

### 2.11.2 Read Command

All registers in ZL50407 can be modified through this synchronous serial interface.



**Figure 6 - Serial Interface Read Command Functional Timing**

## 2.12 Timeout Reset Monitor

The ZL50407 supports a state machine monitoring block which can trigger a reset or interrupt if any state machine is determined to be stuck in a non-idle state for more than 5 seconds. This feature is enabled via a bootstrap pin (TSTOUT12). It also requires some register configuration via the CPU interface.

See Programming Timeout Reset application note for more information.

## 2.13 JTAG

An IEEE1149.1 compliant test interface is provided for boundary scan.

## 3.0 ZL50407 Data Forwarding Protocol

### 3.1 Unicast Data Frame Forwarding

When a frame arrives, it is assigned a handle in memory by the Frame Control Buffer Manager (FCB Manager). An FCB handle will always be available, because of advance buffer reservations.

The memory (SRAM) interface is a 64-bit bus, connected to internal memory block. The Receive DMA (RxDMA) is responsible for multiplexing the data and the address. On a port's "turn," the RxDMA will move 8 bytes (or up to the end-of-frame) from the port's associated Rx FIFO into memory (Frame Data Buffer, or FDB).

Once an entire frame has been moved to the FDB, and a good end-of-frame (EOF) has been received, the Rx interface makes a switch request. The RxDMA arbitrates among multiple switch requests.

The switch request consists of the first 64 bytes of a frame, containing among other things, the source and destination MAC addresses of the frame. The search engine places a switch response in the switch response queue of the frame engine when done. Among other information, the search engine will have resolved the destination port of the frame and will have determined that the frame is unicast.

After processing the switch response, the Transmission Queue Manager (TxQ manager) of the frame engine is responsible for notifying the destination port that it has a frame to forward. But first, the TxQ manager has to decide whether or not to drop the frame, based on global FDB reservations and usage, as well as TxQ occupancy at the destination. If the frame is not dropped, then the TxQ manager links the frame's FCB to the correct per-port-per-class TxQ. The switch response will come with 8 classified results. The TxQ manager will map this result into the per-port-per-class queue. Unicast TxQ's are linked lists of transmission jobs, represented by their associated frames' FCB's. There is one linked list for each transmission class for each port. There are 2 transmission classes for each of the 8 RMAC ports, and 4 classes for the GMAC port – a total of 24 unicast queues.

The TxQ manager is responsible for scheduling transmission among the queues representing different classes for a port. When the port control module determines that there is room in the MAC Transmission FIFO (TxFIFO) for another frame, it requests the handle of a new frame from the TxQ manager. The TxQ manager chooses among the head-of-line (HOL) frames from the per-class queues for that port, using a Zarlink Semiconductor scheduling algorithm.

The Transmission DMA (TxDMA) is responsible for multiplexing the data and the address. On a port's turn, the TxDMA will move 8 bytes (or up to the EOF) from memory into the port's associated TxFIFO. After reading the EOF, the port control requests a FCB release for that frame. The TxDMA arbitrates among multiple buffer release requests.

The frame is transmitted from the TxFIFO to the line.

### 3.2 Multicast Data Frame Forwarding

After receiving the switch response, the TxQ manager has to make the dropping decision. A global decision to drop can be made, based on global FDB utilization and reservations. If so, then the FCB is released and the frame is dropped. In addition, a selective decision to drop can be made, based on the TxQ occupancy at some subset of the multicast packet's destinations. If so, then the frame is dropped at some destinations but not others, and the FCB is not released.

If the frame is not dropped at a particular destination port, then the TxQ manager formats an entry in the multicast queue for that port and class. Multicast queues are physical queues (unlike the linked lists for unicast frames). There are 2 multicast queues for each of the 8 RMAC ports. There are 4 multicast queues for the GMAC port. The mapping from the classified result to the priority queue is the same as the unicast traffic. By default, for the RMAC ports to map the 8 transmit priorities into 2 multicast queues, the 2 LSB are discarded. For the GMAC port, to map the 8 transmit priorities into 4 multicast queues, the LSB are discarded. The priority mapping can be modified through memory configuration command. The multicast queue that is in FIFO format shares the space in the 2M bits internal memory block. The size and starting address can also be programmed through memory configuration command.

During scheduling, the TxQ manager treats the unicast queue and the multicast queue of the same class as one logical queue. The older head of line of the two queues is forwarded first. The port control requests a FCB release only after the EOF for the multicast frame has been read by all ports to which the frame is destined.

### 3.3 Frame Forwarding To and From CPU

Frame forwarding from the CPU port to a regular transmission port is nearly the same as forwarding between transmission ports. The only difference is that the physical destination port must be indicated in addition to the destination MAC address.

Frame forwarding to the CPU port is nearly the same as forwarding to a regular transmission port. The only difference is in frame scheduling. Instead of using the patent-pending Zarlink Semiconductor scheduling algorithms, scheduling for the CPU port is simply based on strict priority. That is, a frame in a high priority queue will always be transmitted before a frame in a lower priority queue. There are four output queues to the CPU and one receive queue.

## **4.0 Search Engine**

### **4.1 Search Engine Overview**

The ZL50407 search engine is optimized for high throughput searching, with enhanced features to support:

- Up to 4K of Unicast MAC addresses/Multicast MAC addresses
- 8 groups of port trunking
- Traffic classification into 2 (or 4 for GMAC) transmission priorities, and 2 drop precedence levels
- Packet filtering based on Mac address, Protocol or Logical Port number
- Security
- Individual Flooding, Broadcast, Multicast Storm Control
- MAC address learning and aging

### **4.2 Basic Flow**

Shortly after a frame enters the ZL50407 and is written to the Frame Data Buffer (FDB), the frame engine generates a Switch Request, which is sent to the search engine. The switch request consists of the first 64 bytes of the frame, which contain all the necessary information for the search engine to perform its task. When the search engine is done, it writes to the Switch Response Queue, and the frame engine uses the information provided in that queue for scheduling and forwarding.

In performing its task, the search engine extracts and compresses the useful information from the 64-byte switch request. Among the information extracted are the source and destination MAC addresses, and whether the frame is unicast or multicast or broadcast. Requests are sent to the SRAM to locate the associated entries in the MCT table.

When all the information has been collected from the SRAM, the search engine has to compare the MAC address on the current entry with the MAC address for which it is searching. If it is not a match, the process is repeated on the internal MCT Table. All MCT entries other than the first of each linked list are maintained internal to the chip. If the desired MAC address is still not found, then the result is either learning (source MAC address unknown) or flooding (destination MAC address unknown).

If the destination MAC address belongs to a port trunk, then the trunk number is retrieved instead of the port number. But on which port of the trunk will the frame be transmitted? This is easily computed using a hash of the source and destination MAC addresses.

When all the information is compiled, the switch response is generated, as stated earlier. The search engine also interacts with the CPU with regard to learning and aging.

### **4.3 Search, Learning, and Aging**

#### **4.3.1 MAC Search**

The search block performs source MAC address and destination MAC address searching. As we indicated earlier, if a match is not found, then the next entry in the linked list must be examined, and so on until a match is found or the end of the list is reached.

In port based VLAN mode, a bitmap is used to determine whether the frame should be forwarded to the outgoing port. The main difference in this mode is that the bitmap is not dynamic. Ports cannot enter and exit groups because of real-time learning made by a CPU.

The MAC search block is also responsible for updating the source MAC address timestamp used for aging.

### 4.3.2 Learning

The learning module learns new MAC addresses and performs port change operations on the MCT database. The goal of learning is to update this database as the networking environment changes over time.

When CPU reporting is enabled, learning and port change will be performed when the CPU request queue has room, and a “Learn MAC Address” message is sent to the CPU. When fast learning mode is enabled, learning and port change will be performed when and a latter “Learn MAC Address” message is sent to the CPU when CPU queue has room.

### 4.3.3 Aging

Aging time is controlled by register 400h and 401h.

The aging module scans and ages MCT entries based on a programmable “age out” time interval. As we indicated earlier, the search module updates the source MAC address timestamps for each frame it processes. When an entry is ready to be aged, the entry is removed from the table, and a “Delete MAC Address” message is sent to inform the CPU.

Supported MAC entry types are: dynamic, static, source filter, destination filter, source and destination filter, secure and multicast MAC address. Only dynamic entries can be aged; all others are static. The MAC entry type is stored in the “status” field of the MCT data structure.

## 4.4 MAC Address Filtering

The ZL50407's implementation of intelligent traffic switching provides filters for source and destination MAC addresses. This feature filters unnecessary traffic, thereby providing intelligent control over traffic flows and broadcast traffic.

MAC address filtering allows the ZL50407 to block an incoming packet to an interface when it sees a specified MAC address in either the source address or destination address of the incoming packet. For example, if your network is congested because of high utilization from a MAC address, you can filter all traffic transmitted from that address and restore network flow, while you troubleshoot the problem.

## 4.5 Protocol Filtering

Packet filtering can be performed based on protocol type field in the packets. Up to eight protocols can be programmed to filter or allow packet to pass through the switch.

## 4.6 Logical Port Filtering

Similar to protocol filtering, if the packet's logical ports match the programmable registers, the packet can be filtered or passed through the switch. Up to eight programmable ports and one ranges can be assigned.

## 4.7 Quality of Service

Quality of Service (QoS) refers to the ability of a network to provide better service to selected network traffic over various technologies. Primary goals of QoS include dedicated bandwidth, controlled jitter and latency (required by some real-time and interactive traffic), and improved loss characteristics.

Traditional Ethernet networks have had no prioritization of traffic. Without a protocol to prioritize or differentiate traffic, a service level known as “best effort” attempts to get all the packets to their intended destinations with minimum delay; however, there are no guarantees. In a congested network or when a low-performance switch/router is overloaded, “best effort” becomes unsuitable for delay-sensitive traffic and mission-critical data transmission.

The advent of QoS for packet-based systems accommodates the integration of delay-sensitive video and multimedia traffic onto any existing Ethernet network. It also alleviates the congestion issues that have previously

plagued such “best effort” networking systems. QoS provides Ethernet networks with the breakthrough technology to prioritize traffic and ensure that a certain transmission will have a guaranteed minimum amount of bandwidth.

Extensive core QoS mechanisms are built into the ZL50407 architecture to ensure policy enforcement and buffering of the ingress port, as well as weighted fair-queue (WFQ) scheduling at the egress port.

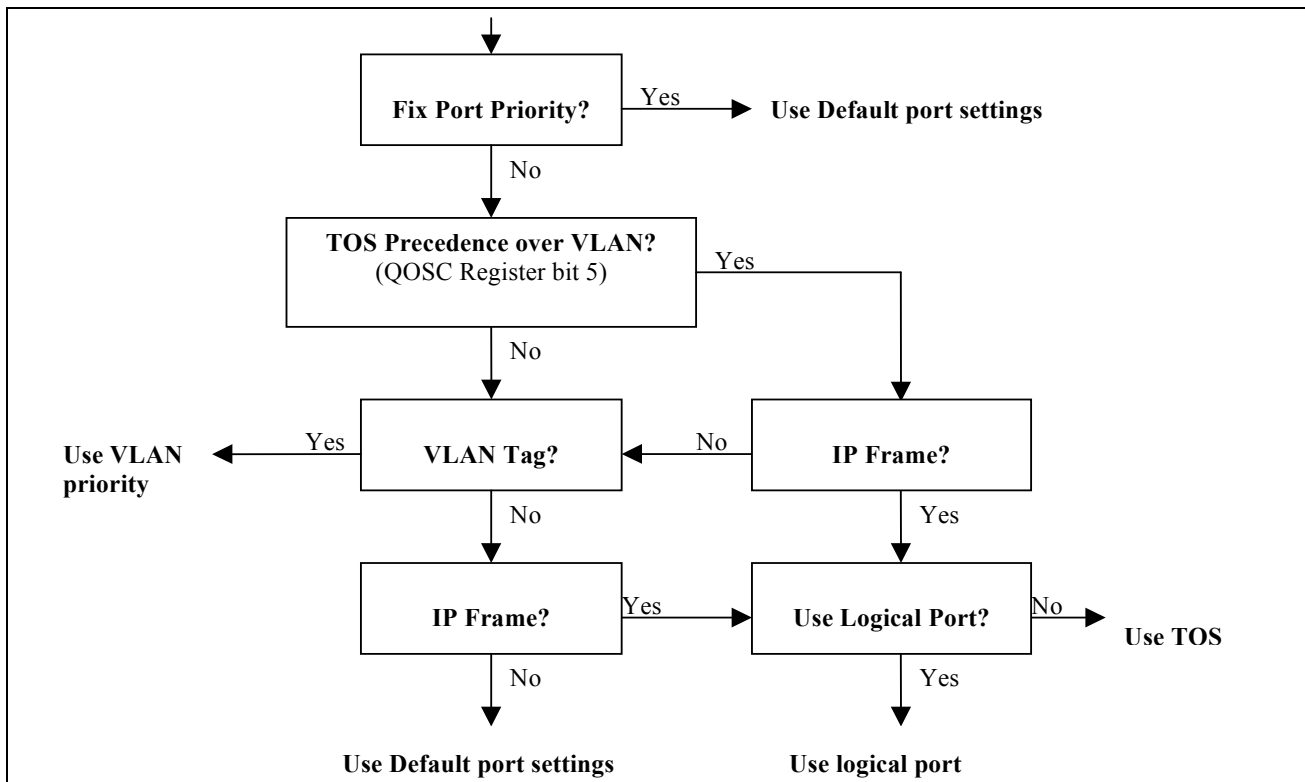
In the ZL50407, QoS-based policies sort traffic into a small number of classes and mark the packets accordingly. The QoS identifier provides specific treatment to traffic in different classes, so that different quality of service is provided to each class. Frame and packet scheduling and discarding policies are determined by the class to which the frames and packets belong. For example, the overall service given to frames and packets in the premium class will be better than that given to the standard class; the premium class is expected to experience lower loss rate or delay.

The ZL50407 supports the following QoS techniques:

- In a port-based setup, any station connected to the same physical port of the switch will have the same transmit priority.
- In a tag-based setup, a 3-bit field in the VLAN tag provides the priority of the packet. This priority can be mapped to different queues in the switch to provide QoS.
- In a TOS/DS-based set up, TOS stands for “Type of Service” that may include “minimize delay,” “maximize throughput,” or “maximize reliability.” Network nodes may select routing paths or forwarding behaviours that are suitably engineered to satisfy the service request.
- In a logical port-based set up, a logical port provides the application information of the packet. Certain applications are more sensitive to delays than others; using logical ports to classify packets can help speed up delay sensitive applications, such as VoIP.

#### 4.8 Priority Classification Rule

Figure 7 shows the ZL50407 priority classification rule.



**Figure 7 - Priority Classification Rule**

## 4.9 Port Based VLAN

The ZL50407 supports port based VLAN for simple VLAN setup.

An administrator can use the PVMAP Registers to configure the ZL50407 for port-based VLAN (see “Registration Definition” on page 42). For example, ports 1-3 might be assigned to the Marketing VLAN, ports 4-6 to the Engineering VLAN, and ports 7-9 to the Administrative VLAN. The ZL50407 determines the VLAN membership of each packet by noting the port on which it arrives. From there, the ZL50407 determines which outgoing port(s) is/are eligible to transmit each packet, or whether the packet should be discarded.

|                                                          | Destination Port Numbers Bit Map |     |   |   |   |
|----------------------------------------------------------|----------------------------------|-----|---|---|---|
| Port Registers                                           | 9                                | ... | 2 | 1 | 0 |
| Register for Port #0<br>PVMAP00_0[7:0] to PVMAP00_1[1:0] | 0                                |     | 1 | 1 | 0 |
| Register for Port #1<br>PVMAP01_0[7:0] to PVMAP01_1[1:0] | 0                                |     | 1 | 0 | 1 |
| Register for Port #2<br>PVMAP02_0[7:0] to PVMAP02_1[1:0] | 0                                |     | 0 | 0 | 0 |
| ...                                                      |                                  |     |   |   |   |
| Register for Port #9<br>PVMAP09_0[7:0] to PVMAP09_1[1:0] | 0                                |     | 0 | 0 | 0 |

**Table 4 - Port-Based VLAN Mapping**

For example, in the above table a 1 denotes that an outgoing port is eligible to receive a packet from an incoming port. A 0 (zero) denotes that an outgoing port is not eligible to receive a packet from an incoming port.

In this example:

- Data packets received at port #0 are eligible to be sent to outgoing ports 1 and 2.
- Data packets received at port #1 are eligible to be sent to outgoing ports 0 and 2.
- Data packets received at port #2 are **NOT** eligible to be sent to ports 0 and 1.

## 5.0 Frame Engine

### 5.1 Data Forwarding Summary

When a frame enters the device at the RxMAC, the RxDMA will move the data from the MAC Rx FIFO to the FDB. Data is moved in 8-byte granules in conjunction with the scheme for the SRAM interface.

A switch request is sent to the Search Engine. The Search Engine processes the switch request.

A switch response is sent back to the Frame Engine and indicates whether the frame is unicast or multicast, and its destination port or ports. On receiving the response, the Frame Engine will check all the QoS related information and decide if this frame can be forwarded.

A Transmission Scheduling Request is sent in the form of a signal notifying the TxQ manager. Upon receiving a Transmission Scheduling Request, the device will format an entry in the appropriate Transmission Scheduling Queue (TxSch Q) or Queues. There are 2 TxSch Q for each RMAC port (and 4 per GMAC port), one for each priority. Creation of a queue entry either involves linking a new job to the appropriate linked list if unicast, or adding an entry to a physical queue if multicast.

When the port is ready to accept the next frame, the TxQ manager will get the head-of-line (HOL) entry of one of the TxSch Qs, according to the transmission scheduling algorithm (so as to ensure per-class quality of service).

(The unicast linked list and the multicast queue for the same port-class pair are treated as one logical queue. The older HOL between the two queues goes first.

The TxDMA will pull frame data from the memory and forward it granule-by-granule to the MAC TxFIFO of the destination port.

## 5.2 Frame Engine Details

This section briefly describes the functions of each of the modules of the ZL50407 frame engine.

### 5.2.1 FCB Manager

The FCB manager allocates FCB handles to incoming frames, and releases FCB handles upon frame departure. The FCB manager is also responsible for enforcing buffer reservations and limits that will be used for QoS control and source port flow control. The default values can be determined by referring to Chapter 7. The frame buffer is managed in a 128bytes block unit. During initialization, this block will link all the available blocks in a free buffer list. When each port is ready to receive, this module hands the buffer handle to each requesting port. The FCB manager will also link the released buffer back into the free buffer list.

### 5.2.2 Rx Interface

The Rx interface is mainly responsible for communicating with the RxMAC. It keeps track of the start and end of frame and frame status (good or bad). Upon receiving an end of frame that is good, the Rx interface makes a switch request.

### 5.2.3 RxDMA

The RxDMA arbitrates among switch requests from each Rx interface. It also buffers the first 64 bytes of each frame for use by the search engine when the switch request has been made.

### 5.2.4 TxQ Manager

First, the TxQ manager checks the per-class queue status and global reserved resource situation, and using this information, makes the frame dropping decision after receiving a switch response. The dropping decision includes the head-of-link blocking avoidance if the source port is not flow control enabled. If the decision is not to drop, the TxQ manager links the unicast frame's FCB to the correct per-port-per-class TxQ and updates the FCB information. If multicast, the TxQ manager writes to the multicast queue for that port and class and also update the FCB information including the duplicate count for this multicast frame. The TxQ manager can also trigger source port flow control for the incoming frame's source if that port is flow control enabled. Second, the TxQ manager handles transmission scheduling; it schedules transmission among the queues representing different classes for a port. Once a frame has been scheduled, the TxQ manager reads the FCB information and writes to the correct port control module. The detail of the QoS decision guideline is described in chapter 5.

### 5.2.5 Port Control

The port control module calculates the SRAM read address for the frame currently being transmitted. It also writes start of frame information and an end of frame flag to the MAC TxFIFO. When transmission is done, the port control module requests that the buffer be released.

### 5.2.6 TxDMA

The TxDMA multiplexes data and address from port control, and arbitrates among buffer release requests from the port control modules.

## 6.0 Quality of Service and Flow Control

### 6.1 Model

Quality of service is an all-encompassing term for which different people have different interpretations. In general, the approach to quality of service described here assumes that we do not know the offered traffic pattern. We also assume that the incoming traffic is not policed or shaped. Furthermore, we assume that the network manager knows his applications, such as voice, file transfer, or web browsing, and their relative importance. The manager can then subdivide the applications into classes and set up a service contract with each. The contract may consist of bandwidth or latency assurances per class. Sometimes it may even reflect an estimate of the traffic mix offered to the switch. As an added bonus, although we do not assume anything about the arrival pattern, if the incoming traffic is policed or shaped, we may be able to provide additional assurances about our switch's performance.

Table 5 shows examples of QoS applications with three transmission priorities, but best effort (P0) traffic may form a fourth class with no bandwidth or latency assurances. GMAC port actually has four total transmission priorities.

| Goals                             | Total Assured Bandwidth<br>(user defined) | Low Drop Probability<br>(low-drop)                                                                                    | High Drop Probability<br>(high-drop)                                                                                                          |
|-----------------------------------|-------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| Highest transmission priority, P3 | 50 Mbps                                   | Apps: phone calls, circuit emulation.<br>Latency: < 1 ms.<br>Drop: No drop if P3 not oversubscribed.                  | Apps: training video.<br>Latency: < 1 ms.<br>Drop: No drop if P3 not oversubscribed; first P3 to drop otherwise.                              |
| Middle transmission priority, P2  | 37.5 Mbps                                 | Apps: interactive apps, Web business.<br>Latency: < 4-5 ms.<br>Drop: No drop if P2 not oversubscribed.                | Apps: non-critical interactive apps.<br>Latency: < 4-5 ms.<br>Drop: No drop if P2 not oversubscribed; first P2 to drop otherwise.             |
| Low transmission priority, P1     | 12.5 Mbps                                 | Apps: emails, file backups.<br>Latency: < 16 ms desired, but not critical.<br>Drop: No drop if P1 not oversubscribed. | Apps: casual web browsing.<br>Latency: < 16 ms desired, but not critical.<br>Drop: No drop if P1 not oversubscribed; first to drop otherwise. |
| Total                             | 100 Mbps                                  |                                                                                                                       |                                                                                                                                               |

**Table 5 - Two-dimensional World Traffic**

A class is capable of offering traffic that exceeds the contracted bandwidth. A well-behaved class offers traffic at a rate no greater than the agreed-upon rate. By contrast, a misbehaving class offers traffic that exceeds the agreed-upon rate. A misbehaving class is formed from an aggregation of misbehaving microflows. To achieve high link utilization, a misbehaving class is allowed to use any idle bandwidth. However, such leniency must not degrade the quality of service (QoS) received by well-behaved classes.

As Table 5 illustrates, the six traffic types may each have their own distinct properties and applications. As shown, classes may receive bandwidth assurances or latency bounds. In the table, P3, the highest transmission class, requires that all frames be transmitted within 1 ms, and receives 50% of the 100 Mbps of bandwidth at that port.

Best-effort (P0) traffic forms a fourth class that only receives bandwidth when none of the other classes have any traffic to offer. It is also possible to add a fourth class that has strict priority over the other three; if this class has even one frame to transmit, then it goes first. In the ZL50407, each RMAC port will support two total classes, and the GMAC port will support four classes. We will discuss the various modes of scheduling these classes in the next section.

In addition, each transmission class has two subclasses, high-drop and low-drop. Well-behaved users should rarely lose packets. But poorly behaved users—users who send frames at too high a rate – will encounter frame loss, and the first to be discarded will be high-drop. Of course, if this is insufficient to resolve the congestion, eventually some low-drop frames are dropped, and then all frames in the worst case.

Table 5 shows that different types of applications may be placed in different boxes in the traffic table. For example, casual web browsing fits into the category of high-loss, high-latency-tolerant traffic, whereas VoIP fits into the category of low-loss, low-latency traffic.

## 6.2 Two QoS Configurations

There are two basic pieces to QoS scheduling in the GMAC port of ZL50407: strict priority (SP) or weighted fair queuing (WFQ). The only configuration for a RMAC port is strict priority between the two queues.

### 6.2.1 Strict Priority

When strict priority is part of the scheduling algorithm, if a queue has any frame to transmit, it goes first. For RMAC ports, this is an easy way to provide the different service. For all recognizable traffic, the bandwidth is guaranteed to 100% of the line rate. This scheme works as long as the overall high priority bandwidth is not over the line rate and the latency on all the low priority traffic is don't care. The strict priority queue in the GMAC port is similar to RMAC ports other than having 4 queues instead of 2 queues. The priority queue P0 can be scheduled only if the priority queue P1 is empty, so as to priority queues P2 and P3. The lowest priority queue is treated as best effort queue.

Because we do not provide any assurances for best effort traffic, we do not enforce latency by dropping best effort traffic. Furthermore, because we assume that strict priority traffic is carefully controlled before entering the ZL50407, we do not enforce a fair bandwidth partition by dropping strict priority traffic. To summarize, dropping to enforce bandwidth or delay does not apply to strict priority or best effort queues. We only drop frames from best effort and strict priority queues when queue size is too long or global / class buffer resources become scarce.

### 6.2.2 Weighted Fair Queuing

In some environments – for example, in an environment in which delay assurances are not required, but precise bandwidth partitioning on small time scales is essential, WFQ may be preferable to a strict assurance scheduling discipline. The ZL50407 provides this kind of scheduling algorithm on GMAC port only. The user sets four WFQ “weights” such that all weights are whole numbers and sum to 64. This provides per-class bandwidth partitioning with granular within 2%.

In WFQ mode, though we do not assure frame latency, the ZL50407 still retains a set of dropping rules that helps to prevent congestion and trigger higher level protocol end-to-end flow control.

## 6.3 WRED Drop Threshold Management Support

To avoid congestion, the Weighted Random Early Detection (WRED) logic drops packets according to specified parameters. The following table summarizes the behavior of the WRED logic.

|           | Px > WRED_L1 | Px > WRED_L2 | BM Reject |
|-----------|--------------|--------------|-----------|
| High Drop | X%           | 100%         | 100%      |
| Low Drop  | Y%           | Z%           | 100%      |

**Table 6 - WRED Logic Behaviour**

Px is the total byte count, in the priority queue x, can be the strict priority queue of RMAC ports and higher 3 priority queues for GMAC port. The WRED logic has two drop levels, depending on the value of Px. Each drop level has defined high-drop and low-drop percentages, which indicate the minimum and maximum percentages of the data that can be discarded. The X, Y Z percent can be programmed by the register RDRC0, RDRC1. All packets will be

dropped only if the system runs out of the specific buffer resource, per class buffer or per source port buffer. The WRED thresholds of each queue can be programmed by the QoS control registers (refer to the register group 8). See Programming QoS Registers application note for more information.

## 6.4 Shaper

Although traffic shaping is not a primary function of the ZL50407, the chip does implement a shaper for every queue in the GMAC port. Our goal in shaping is to control the average rate of traffic exiting the ZL50407. If shaper is enabled, strict priority will be applied to that queue. The priority between two shaped queue is the same as in strict priority scheduling.

Traffic rate is set using a programmable whole number, no greater than 64. For example, if the setting is 32, then the traffic rate transmit out of the shaped queue is  $32/64 * 1000 \text{ Mbps} = 500 \text{ Mbps}$ . See Programming QoS Register application note for more information.

Also, when shaping is enabled, it is possible for a queue to explode in length if fed by a greedy source. The reason is that a shaper is by definition not work-conserving; that is, it may hold back from sending a packet even if the line is idle. Though we do have global resource management, we do nothing other than per port WRED to prevent this situation locally. We assume the traffic is policed at a prior stage to the ZL50407 or WRED dropping is fine and shall restrain this situation.

## 6.5 Rate Control

The ZL50407 provides a rate control function on its RMAC ports. This rate control function applies to both the incoming and outgoing traffic aggregate on each RMAC port. It provides a way of reducing the average rate below full wire speed. Note that the rate control function does not shape or manipulate any particular traffic class. Furthermore, though the average rate of the port can be controlled with this function, the peak rate will still be full line rate.

Two principal parameters are used to control the average rate for a RMAC port. A port's rate is controlled by allowing, on average, M bytes to be transmitted every N microseconds. Both of these values are programmable. The user can program the number of bytes in 8-byte increments, and the time may be set in units of 10us or 1ms.

The value of M/N will, of course, equal the average data rate of the traffic aggregate on the given RMAC port. Although there are many (M,N) pairs that will provide the same average data rate performance, the smaller the time interval N, the "smoother" the output pattern will appear.

In addition to controlling the average data rate on a RMAC port, the rate control function also manages the maximum burst size at wire speed. The maximum burst size can be considered the memory of the rate control mechanism; if the line has been idle for a long time, to what extent can the port "make up for lost time" by transmitting a large burst? This value is also programmable, measured in 8-byte increments.

**Example:** Suppose that the user wants to restrict Fast Ethernet port P's average departure rate to 32 Mbps – 32% of line rate – when the average is taken over a period of 10 ms. In an interval of 10 ms, exactly 40000 bytes can be transmitted at an average rate of 32 Mbps.

So how do we set the parameters? The rate control parameters are contained in an internal RAM block accessible through the CPU port (See Programming QoS Registers application note and Processor interface application note). The data format is shown below.

|       |               |                    |                 |
|-------|---------------|--------------------|-----------------|
| 63:40 | 39:32         | 31:16              | 15:0            |
| 0     | Time interval | Maximum burst size | Number of bytes |

As we indicated earlier, the number of bytes is measured in 8-byte increments, so the 16-bit field "Number of bytes" should be set to  $40000/8$ , or 5000. In addition, the time interval has to be set to 10 in units of 1 ms. Though we want the average data rate on port P to be 32 Mbps when measured over an interval of 10 ms, we can also adjust the maximum number of bytes that can be transmitted at full line rate in any single burst. Suppose we wish this limit to

be 12 kilobytes. The number of bytes is measured in 8-byte increments, so the 16-bit field "Maximum burst size" is set to 12000/8, or 1500.

The action on the incoming traffic and outgoing traffic when credit is not available are different. For the outgoing traffic, the queued frames will be held in the queue until the credit become available. The consequence of this holding is the exploding queue size that may cause dropping on the receiving side. The capability of ZL50407 on this perspective is quite limited due to the small frame buffer on chip. The actions on the incoming traffic depending on the flow control state of that port. If the ingress port flow control is turned on, the XOFF flow control will be triggered when the credit is running lower than half of the maximum burst size. The XON will be triggered when the available credit is increased to above the threshold. If the port flow control is disabled, the received traffic will be subject to WRED depending on the credit availability. If the none of the credit is available, all received frame will be dropped. If only a quarter of maximum burst credits are available, the frame that been marked as high drop will be drop 100%, the low drop frame will be dropped at ra%, If half of the maximum burst credits are available, high drop frame will be dropped at rb%. The ra% and rb% can be programmed by RDRC2 register.

## 6.6 Buffer Management

Because the number of FDB slots is a scarce resource, and because we want to ensure that one misbehaving source port or class cannot harm the performance of a well-behaved source port or class, we introduce the concept of buffer management into the ZL50407. Our buffer management scheme is designed to divide the total buffer space into numerous reserved regions and one shared pool, as shown in Figure 8 on page 34.

As shown in the figure, the FDB pool is divided into several parts. A reserved region for temporary frames stores frames prior to receiving a switch response. Such a temporary region is necessary, because when the frame first enters the ZL50407, its destination port and class are as yet unknown, and so the decision to drop or not needs to be temporarily postponed. This ensures that every frame can be received first before subjecting them to the frame drop discipline after classifying.

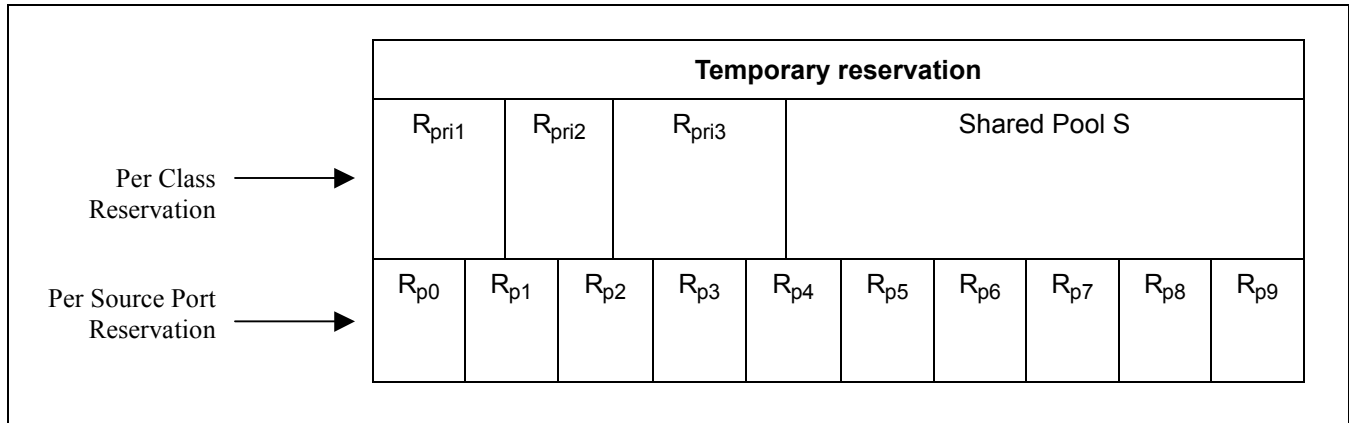
Six reserved sections, one for each of the first six priority classes, ensure a programmable number of FDB slots per class. The lowest two classes do not receive any buffer reservation. Furthermore, a frame is stored in the region of the FDB corresponding to its class. As we have indicated, the eight classes use only four transmission scheduling queues for RMAC ports, but as far as buffer usage is concerned, there are still eight distinguishable classes.

Another segment of the FDB reserves space for each of the 10 ports — 9 ports for Ethernet and one CPU port (port number 8). Two parameters can be set, one for the source port reservation for RMAC ports and CPU port, and one for the source port reservation for the GMAC port. These 10 reserved regions make sure that no well-behaved source port can be blocked by another misbehaving source port.

In addition, there is a shared pool, which can store any type of frame. The frame engine allocates the frames first in the six priority sections. When the priority section is full or the packet has priority 1 or 0, the frame is allocated in the shared pool. Once the shared pool is full the frames are allocated in the section reserved for the source port.

The following registers define the size of each section of the Frame data Buffer:

- PR100- Port Reservation for RMAC Ports
- PRG- Port Reservation for GMAC Port
- SFCB- Share FCB Size
- C1RS- Class 1 Reserve Size
- C2RS- Class 2 Reserve Size
- C3RS- Class 3 Reserve Size



**Figure 8 - Buffer Partition Scheme Used to Implement Buffer Management in the ZL50407**

### 6.6.1 Dropping When Buffers Are Scarce

As already discussed, the WRED mechanism may drop frames on output queue status. In addition to these reasons for dropping, we also drop frames when global buffer space becomes scarce. The function of buffer management is to make sure that such dropping causes as little blocking as possible. If a received frame is dispatched to the best effort queue, the buffer management will check on the overall buffer situation plus the output queue status to decide the frame drop condition. If the source port has not enough buffer for it, the frame will be dropped. If the output queue reach the UCC (unicast congest control) and the shared buffer has run out, the frame will be dropped by b%. If the output queue reach the UCC and the source port reservation is lower than the buffer low threshold, the frame will be dropped. All the dropping functions are disabled if the source port is flow control capable.

## 6.7 ZL50407 Flow Control Basics

Because frame loss is unacceptable for some applications, the ZL50407 provides a flow control option. When flow control is enabled, scarcity of source port buffer space may trigger a flow control signal; this signal tells a source port sending a packet to this switch, to temporarily hold off.

While flow control offers the clear benefit of no packet loss, it also introduces a problem for quality of service. When a source port receives an Ethernet flow control signal, all microflows originating at that port, well-behaved or not, are halted. A single packet destined for a congested output can block other packets destined for un-congested outputs. The resulting head-of-line blocking phenomenon means that quality of service cannot be assured with high confidence when flow control is enabled.

On the other hand, the ZL50407 will still prioritize the received frame disregarding the outgoing port flow control capability. If a frame is classified as high priority, it is still subjected to the WRED, which means the no-loss on the high priority queue is not guaranteed. To resolve this situation, the user may set the output port WRED threshold so high that may never be reached, or program the priority mapping table in the queue manager to map all the traffic to best effort queue on the flow control capable port. The first method has side impact on the global resource management since the port may hold too much per class resource that is scarce in the system. The second method, by nature, lost the benefit of prioritization.

### 6.7.1 Unicast Flow Control

For unicast frames, flow control is triggered by source port resource availability. Recall that the ZL50407's buffer management scheme allocates a reserved number of FDB slots for each source port. If a programmed number of a source port's reserved FDB slots have been used, then flow control Xoff is triggered.

Xon is triggered when a port is currently being flow controlled, and all of that port's reserved FDB slots have been released.

Note that the ZL50407's per-source-port FDB reservations assure that a source port that sends a single frame to a congested destination will not be flow controlled.

### 6.7.2 Multicast Flow Control

Flow control for multicast frames is triggered by a global buffer counter. When the system exceeds a programmable threshold of multicast packets, Xoff is triggered. Xon is triggered when the system returns below this threshold.

**Note:** If per-port flow control is on, QoS performance will be affected.

### 6.8 Mapping to IETF Diffserv Classes

The mapping between priority classes discussed in this chapter and elsewhere is shown below.

|         |       |     |     |     |
|---------|-------|-----|-----|-----|
| ZL50407 | P3    | P2  | P1  | P0  |
| IETF    | NM+EF | AF0 | AF1 | BE0 |

**Table 7 - Mapping between ZL50407 and IETF Diffserv Classes for GMAC Port**

As the table illustrates, the classes of Table 7 are merged in pairs—one class corresponding to NM+EF, two AF classes, and a single BE class.

For RMAC ports, the classes of Table 8 are merged in pairs—one class corresponding to NM+EF+AF1, AF0+ BE class.

|         |       |     |     |     |
|---------|-------|-----|-----|-----|
| ZL50407 | P1    | P1  | P0  | P0  |
| IETF    | NM+EF | AF0 | AF1 | BE0 |

**Table 8 - Mapping between ZL50407 and IETF Diffserv Classes for RMAC Ports**

Features of the ZL50407 that correspond to the requirements of their associated IETF classes are summarized in the table below.

|                                                       |                                                                                                                                                                                                                                                                                                   |
|-------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Network management (NM) and Expedited forwarding (EF) | Global buffer reservation for NM and EF<br>Shaper for EF traffic on GMAC port<br>Option of strict priority scheduling<br>No dropping if admission controlled                                                                                                                                      |
| Assured forwarding (AF)                               | Four AF classes for GMAC port<br>Programmable bandwidth partition, with option of WFQ service<br>Option of delay-bounded service keeps delay under fixed levels even if not admission-controlled<br>Random early discard, with programmable levels<br>Global buffer reservation for each AF class |
| Best effort (BE)                                      | Two BE classes for GMAC port<br>Service only when other queues are idle means that QoS not adversely affected<br>Random early discard, with programmable levels<br>Traffic from flow control enabled ports automatically classified as BE                                                         |

**Table 9 - ZL50407 Features Enabling IETF Diffserv Standards**

## 6.9 Failover Backplane Feature

The ZL50407 implements a hardware assisted link failure detection mechanism utilizing a Link Heart Beat (LHB) packet. The LHB packet format is defined as a 64-byte MAC control frame with a user defined opcode. The packet format is illustrated below:

|                   |                   |       |       |           |     |
|-------------------|-------------------|-------|-------|-----------|-----|
| 01-80-c2-00-00-01 | xx-xx-xx-xx-xx-xx | 88-08 | yy-yy | 00-00-... | CRC |
|-------------------|-------------------|-------|-------|-----------|-----|

Where “xx-xx-...” is the source port MAC address and “yy-yy” is the special opcode defined by register setup (LHBReg0,1). The opcode “00-01” is reserved for the flow control packet.

The LHB is done between two compatible MACs providing this function. A timer parameter will be set for both the receiver and transmitter (LHBTimer).

On the transmission side, the MAC will monitor the transmission activities. If there is no activity for more than the set period, a LHB packet will be sent to its link partner. Therefore, there should always be at least one packet transmitted from the MAC for every period specified.

On the receiving side, the MAC will also monitor the activity. If there is no good packet received for more than 2X the set period, an alarm will be raised to the CPU. The LHB packet is only used by the ZL50407 to reset the timeout counter, it is ignored otherwise (i.e. not passed on within the system).

See the Link Heart Beat Application Note for more information.

## 7.0 Port Trunking

### 7.1 Features and Restrictions

A port group (i.e. trunk) can include up to 8 physical ports, all of the ports in a group can be in the same ZL50407 or in multiple ZL50407 to form a fault tolerant link. There are eight trunk groups total.

Load distribution among the ports in a trunk for unicast is performed using hashing based on source MAC address and destination MAC address. Three other options include source MAC address only, destination MAC address only, and source port (in bidirectional ring mode only). Load distribution for multicast is performed similarly.

The ZL50407 also provides a safe fail-over mode for port trunking automatically. If one of the ports in the trunking group goes down, the ZL50407 can redistribute the traffic over to the remaining ports in the trunk with software assistance.

### 7.2 Unicast Packet Forwarding

The search engine finds the destination MCT entry, and if the status field says that the destination port found belongs to a trunk, then the trunk group number is retrieved.

The source port of the packet is checked against the destination trunk group. If the source port belongs to the destination trunk group, the packet is discarded.

A hash key, based on some combination of the source and destination MAC addresses for the current packet, selects the appropriate forwarding port, as specified in the Trunk\_Hash registers. Each trunk has eight trunk\_hash registers which selects one of the potential eight outgoing ports. The hash key provides a pseudo flow identifier which force the same flow to the same destination flow. As a result, the packet will always arrive in order.

### 7.3 Multicast Packet Forwarding

For multicast packet forwarding, the device must determine the proper set of ports from which to transmit the packet based on the hash key.

Two functions are required in order to distribute multicast packets to the appropriate destination ports in a port trunking environment.

- The source port/group must be excluded from the forwarding.
- Select one port per trunk group to forward the packet to. This selection is based on hash key described in previous section.

For example, port 0,1 and 2 belong to trunk group 0 and port 3 and 4 belong to trunk group 1. A single VLAN is established in this system with port 0,1,2,3,4,5 and 6 as the members in the VLAN. When a multicast packet is sent in from port 3, the ZL50407 select port 0,1,2,3,4,5 and 6 as potential destination based on the VLAN. Then port 3 and 4 are removed because they belong to the source port group (trunk group 1). Two ports from trunk group 0 will be removed based on the hash key. In this example, we assume port 0 and 1 are removed. As a result, port 2,5 and 6 are the only outgoing ports for this multicast packet.

## 8.0 Port Mirroring

### 8.1 Mirroring Features

Packets can be mirrored (duplicated) for network monitor purpose and/or network debug purpose. Three types of mirroring is available in ZL50407.

1. Source or Destination Mac address based
2. Flow based
3. Port based

In source or destination mac address based mirroring, the “M” bit of the mirroring MAC address in the MCT is set. Also, the user need to specify the mirroring MAC address is source or destination of the packet. If source is selected, any packet received with the mirroring MAC address as source MAC address will be copied to the mirrored port. In the same way, if destination is selected, any packet received with mirroring MAC address as destination MAC address will be copied to the mirrored port.

In flow based mirroring, a flow is established based on the source and destination mac address pair. When enabled, a packet with source and destination address match the pre-programmed source and destination mac address pair will be copied to the mirrored port. In reverse direction (source and destination match pre programmed destination and source), the flow can also be enabled and the frame will be copied to the mirrored port.

In port based mirroring, traffic from any RMAC port can be mirrored to any RMAC port. The traffic from the source port can be either ingress or egress traffic. Up to two ports can be setup as mirrored ports. As a result, the traffic (both ingress and egress) of a specific port can be monitored by setting up both mirrored ports. Once a port is setup as mirrored port, it cannot be used for regular traffic.

The mirrored port can be any port in the ZL50407.

### 8.2 Using port mirroring for loop back

To perform remote loop back test, port mirroring can be used to bounce back the packet to the source port to check the data path.

The CPU needs to setup the remote device through the command channel to enable port mirroring in the remote device. A CPU packet is send to the port in test in Device A. The packet will be forwarded to the test port, external cable, the destination port in Device B, and loop back to itself, back to the cable and go back to Device A and the CPU. This way, the whole channel can be tested.

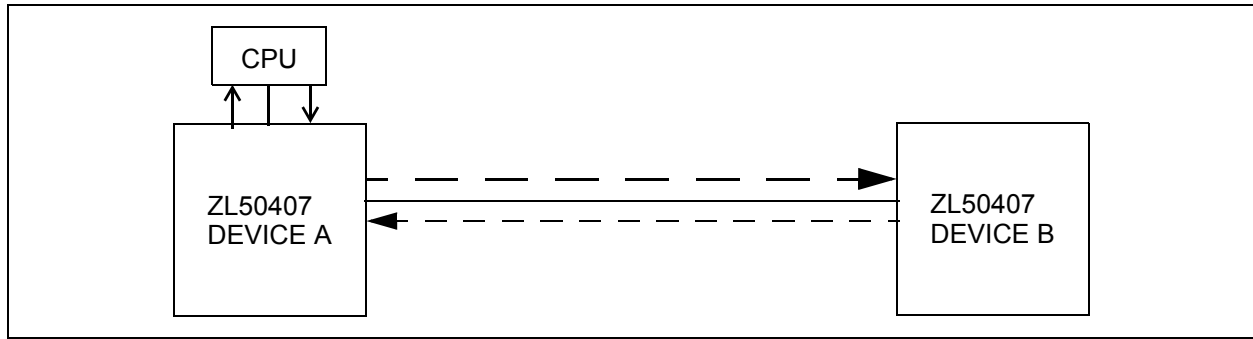


Figure 9 - Remote Loopback Test

## 9.0 GPSI (7WS) Interface

### 9.1 GPSI connection

The RMAC ethernet port can function in GPSI (7WS) mode. In this mode, the TXD[0], RXD[0] serve as TX data, RX data and respectively. The link and duplex of the port can be controlled by programming the ECR register. Only port-based VLAN is supported with GPSI interface.

## 10.0 Clock Speed Requirements

### 10.1 System Clock (SCLK) speed requirement

SCLK is the primary clock for the ZL50407 device. The speed requirement is based on the system configuration. Below is a table for a few configuration.

| Configuration               | SCLK speed |
|-----------------------------|------------|
| 8 Port 10/100 + 1 port 1000 | 100MHz     |
| 9 port 10/100               | 50MHz      |
| 8 port 10/100               | 45Mhz      |

Table 10 - SCLK Speed Requirements

### 10.2 RMAC Reference Clock (M\_CLK) speed requirement

M\_CLK is a 50MHz clock used for the RMAC ports (ports 0-7).

If none of the RMAC ports are configured in RMII mode, a different clock frequency can be applied to M\_CLK, as long as it's less than 50MHz. In this case, register USD must be set to provide an internal 1usec timing.

### 10.3 GMAC Reference Clock (GREF\_CLK) speed requirement

GREF\_CLK is a 125MHz reference clock required for the GMAC port (port 9).

If the device is in a 9 port 10/100 configuration only, GREF\_CLK can be connected to SCLK to reduce the number of clock sources.



|       |      |                              |
|-------|------|------------------------------|
| B[20] | C-I  | Fragments                    |
| B[21] | C-U1 | Alignment Error              |
| B[22] | C-U  | Undersize Frames             |
| B[23] | D-I  | CRC                          |
| B[24] | D-u  | Short Event                  |
| B[25] | E-I  | Collision                    |
| B[26] | E-u  | Drop                         |
| B[27] | F-I  | Filtering Counter            |
| B[28] | F-U1 | Delay Exceed Discard Counter |
| B[29] | F-U  | Late Collision               |

Notation: X-Y

X: Address in the contain memory

Y: Size and bits for the counter

d: D Word counter

L: 24 bits counter bit[23:0]

U: 8 bits counter bit[31:24]

U1: 8 bits counter bit[23:16]

I: 16 bits counter bit[15:0]

u: 16 bits counter bit[31:16]

## 11.2 IEEE 802.3 HUB Management (RFC 1516)

### 11.2.1 Event Counters

#### 11.2.1.1 READABLEOCTET

Counts number of bytes (i.e. octets) contained in good valid frames received.

Frame size:  $\geq 64$  bytes,  $\leq 1522$  bytes if VLAN Tagged;  
1518 bytes if not VLAN Tagged

No FCS (i.e. checksum) error

No collisions

#### 11.2.1.2 READABLEFRAME

Counts number of good valid frames received.

Frame size:  $\geq 64$  bytes,  $\leq 1522$  bytes if VLAN Tagged;  
1518 bytes if not VLAN Tagged

No FCS error

No collisions

#### 11.2.1.3 FCSErrors

Counts number of valid frames received with bad FCS.

Frame size:  $\geq 64$  bytes,  $\leq 1522$  bytes if VLAN Tagged;  
1518 bytes if not VLAN Tagged

No framing error

No collisions

#### 11.2.1.4 ALIGNMENTErrors

Counts number of valid frames received with bad alignment (not byte-aligned).

Frame size:  $\geq 64$  bytes,  $\leq 1522$  bytes if VLAN Tagged;  
1518 bytes if not VLAN Tagged

No framing error

No collisions

**11.2.1.5 FRAMETOOLONGS**

Counts number of frames received with size exceeding the maximum allowable frame size.

|                |                  |                                                                 |
|----------------|------------------|-----------------------------------------------------------------|
| Frame size:    | $\geq 64$ bytes, | $> 1522$ bytes if VLAN Tagged;<br>1518 bytes if not VLAN Tagged |
| FCS error:     | don't care       |                                                                 |
| Framing error: | don't care       |                                                                 |
| No collisions  |                  |                                                                 |

**11.2.1.6 SHORTEVENTS**

Counts number of frames received with size less than the length of a short event.

|                |                  |              |
|----------------|------------------|--------------|
| Frame size:    | $\geq 64$ bytes, | $< 10$ bytes |
| FCS error:     | don't care       |              |
| Framing error: | don't care       |              |
| No collisions  |                  |              |

**11.2.1.7 RUNTS**

Counts number of frames received with size under 64 bytes, but greater than the length of a short event.

|                |                  |              |
|----------------|------------------|--------------|
| Frame size:    | $\geq 10$ bytes, | $< 64$ bytes |
| FCS error:     | don't care       |              |
| Framing error: | don't care       |              |
| No collisions  |                  |              |

**11.2.1.8 COLLISIONS**

Counts number of collision events.

|             |          |
|-------------|----------|
| Frame size: | any size |
|-------------|----------|

**11.2.1.9 LATEEVENTS**

Counts number of collision events that occurred late (after LateEventThreshold = 64 bytes).

|             |          |
|-------------|----------|
| Frame size: | any size |
|-------------|----------|

Events are also counted by collision counter

**11.2.1.10 VERYLONGEVENTS**

Counts number of frames received with size larger than Jabber Lockup Protection Timer (TW3).

Frame size: > Jabber

**11.2.1.11 DATARATEMISATCHES**

For repeaters or HUB application only.

**11.2.1.12 AUTOPARTITIONS**

For repeaters or HUB application only.

**11.2.1.13 TOTALERRORS**

Sum of the following errors:

FCS errors

Alignment errors

Frame too long

Short events

Late events

Very long events

**11.3 IEEE – 802.1 Bridge Management (RFC 1286)****11.3.1 Event Counters****11.3.1.1 INFRAMES**

Counts number of frames received by this port or segment.

**Note:** A frame received by this port is only counted by this counter if and only if it is for a protocol being processed by the local bridge function.

**11.3.1.2 OUTFRAMES**

Counts number of frames transmitted by this port.

**Note:** A frame transmitted by this port is only counted by this counter if and only if it is for a protocol being processed by the local bridge function.

**11.3.1.3 INDISCARDS**

Counts number of valid frames received which were discarded (i.e., filtered) by the forwarding process.

**11.3.1.4 DELAYEXCEEDEDISCARDS**

Counts number of frames discarded due to excessive transmit delay through the bridge.

**11.3.1.5 MTUEXCEEDEDISCARDS**

Counts number of frames discarded due to excessive size.

## **11.4 RMON – Ethernet Statistic Group (RFC 1757)**

### **11.4.1 Event Counters**

#### **11.4.1.1 DROP EVENTS**

Counts number of times a packet is dropped, because of lack of available resources. DOES NOT include all packet dropping -- for example, random early drop for quality of service support.

#### **11.4.1.2 OCTETS**

Counts the total number of octets (i.e. bytes) in any frames received.

#### **11.4.1.3 BROADCASTPKTS**

Counts the number of good frames received and forwarded with broadcast address.

Does not include non-broadcast multicast frames.

#### **11.4.1.4 MULTICASTPKTS**

Counts the number of good frames received and forwarded with multicast address.

Does not include broadcast frames.

#### **11.4.1.5 CRCALIGNERRORS**

Frame size:  $\geq 64$  bytes,  $< 1522$  bytes if VLAN tag (1518 if no VLAN)

No collisions:

Counts number of frames received with FCS or alignment errors

#### **11.4.1.6 UNDERSIZEPKTS**

Counts number of frames received with size less than 64 bytes.

Frame size:  $< 64$  bytes,

No FCS error

No framing error

No collisions

#### **11.4.1.7 OVERSIZEPKTS**

Counts number of frames received with size exceeding the maximum allowable frame size.

Frame size: 1522 bytes if VLAN tag (1518 bytes if no VLAN)

FCS error don't care

Framing error don't care

No collisions

**11.4.1.8 FRAGMENTS**

Counts number of frames received with size less than 64 bytes and with bad FCS.

|               |            |
|---------------|------------|
| Frame size:   | < 64 bytes |
| Framing error | don't care |
| No collisions |            |

**11.4.1.9 JABBERS**

Counts number of frames received with size exceeding maximum frame size and with bad FCS.

|               |                                                  |
|---------------|--------------------------------------------------|
| Frame size:   | > 1522 bytes if VLAN tag (1518 bytes if no VLAN) |
| Framing error | don't care                                       |
| No collisions |                                                  |

**11.4.1.10 Collisions**

Counts number of collision events detected.

Only a best estimate since collisions can only be detected while in transmit mode, but not while in receive mode.

|             |          |
|-------------|----------|
| Frame size: | any size |
|-------------|----------|

**11.4.1.11 Packet Count for Different Size Groups**

Six different size groups – one counter for each:

|                      |                                                        |
|----------------------|--------------------------------------------------------|
| Pkts64Octets         | for any packet with size = 64 bytes                    |
| Pkts65to127Octets    | for any packet with size from 65 bytes to 127 bytes    |
| Pkts128to255Octets   | or any packet with size from 128 bytes to 255 bytes    |
| Pkts256to511Octets   | for any packet with size from 256 bytes to 511 bytes   |
| Pkts512to1023Octets  | for any packet with size from 512 bytes to 1023 bytes  |
| Pkts1024to1518Octets | for any packet with size from 1024 bytes to 1518 bytes |

Counts both good and bad packets.

**11.5 Miscellaneous Counters**

In addition to the statistics groups defined in previous sections, the ZL50407 has other statistics counters for its own purposes. We have two counters for flow control – one counting the number of flow control frames received, and another counting the number of flow control frames sent. We also have two counters, one for unicast frames sent, and one for non-unicast frames sent. A broadcast or multicast frame qualifies as non-unicast. Furthermore, we have a counter called “frame send fail.” This keeps track of FIFO under-runs, late collisions, and collisions that have occurred 16 times.

## 12.0 Register Definition

### 12.1 ZL50407 Register Description

| Register                                                                         | Description                                   | CPU Addr (Hex) | R/W | I <sup>2</sup> C Addr (Hex) | Default | Notes |
|----------------------------------------------------------------------------------|-----------------------------------------------|----------------|-----|-----------------------------|---------|-------|
| <b>0. ETHERNET Port Control Registers Substitute [N] with Port number (0..9)</b> |                                               |                |     |                             |         |       |
| ECR1P"N"                                                                         | Port Control Register 1 for Port N            | 000 + 2N       | R/W | 000-009                     | 0C0     |       |
| ECR2P"N"                                                                         | Port Control Register 2 for Port N            | 001 + 2N       | R/W | 00A-013                     | 000     |       |
| ECR3P"N"                                                                         | Port Control Register 3 for Port N            | 080 + 2N       | R/W | 014-01D                     | 000     |       |
| ECR4P"N"                                                                         | Port Control Register 4 for Port N            | 081 + 2N       | R/W | 01E-027                     | 018     |       |
| BUF_LIMIT                                                                        | Frame Buffer Limit                            | 036            | R/W | NA                          | 040     |       |
| FCC                                                                              | Flow Control Grant Period                     | 037            | R/W | NA                          | 003     |       |
| <b>1. VLAN Control Registers Substitute [N] with Port number (0..9)</b>          |                                               |                |     |                             |         |       |
| AVTCL                                                                            | VLAN Type Code Register Low                   | 100            | R/W | 028                         | 000     |       |
| AVTCH                                                                            | VLAN Type Code Register High                  | 101            | R/W | 029                         | 081     |       |
| PVMAP"N"_0                                                                       | Port "N" Configuration Register 0             | 102 + 4N       | R/W | 02A-033                     | 0FF     |       |
| PVMAP"N"_1                                                                       | Port "N" Configuration Register 1             | 103 + 4N       | R/W | 034-03D                     | 0FF     |       |
| PVMAP"N"_3                                                                       | Port "N" Configuration Register 3             | 105 + 4N       | R/W | 03E-047                     | 000     |       |
| PVMODE                                                                           | VLAN Operating Mode                           | 170            | R/W | 048                         | 000     |       |
| <b>2. TRUNK Control Registers</b>                                                |                                               |                |     |                             |         |       |
| TRUNK"N"                                                                         | Trunk Group N (0..7)                          | 200 + N        | R/W | NA                          | 000     |       |
| TRUNK"N"_HASH10                                                                  | Trunk Group N (0..7) Hash 10 Destination Port | 208 + 4N       | R/W | NA                          | 000     |       |
| TRUNK"N"_HASH32                                                                  | Trunk Group N (0..7) Hash 32 Destination Port | 209 + 4N       | R/W | NA                          | 000     |       |
| TRUNK"N"_HASH54                                                                  | Trunk Group N (0..7) Hash 54 Destination Port | 20A + 4N       | R/W | NA                          | 000     |       |
| TRUNK"N"_HASH76                                                                  | Trunk Group N (0..7) Hash 76 Destination Port | 20B + 4N       | R/W | NA                          | 000     |       |
| MULTICAST_HASH"N"-0                                                              | Multicast hash result N (0..7) mask byte 0    | 228 + 2N       | R/W | NA                          | 0FF     |       |
| MULTICAST_HASH"N"-1                                                              | Multicast hash result N (0..7) mask byte 1    | 229 + 2N       | R/W | NA                          | 0FF     |       |

**Table 11 - Register Description**

| Register                               | Description                          | CPU Addr (Hex)  | R/W | I <sup>2</sup> C Addr (Hex) | Default | Notes |
|----------------------------------------|--------------------------------------|-----------------|-----|-----------------------------|---------|-------|
| <b>3. CPU Port Configuration</b>       |                                      |                 |     |                             |         |       |
| MAC0                                   | CPU MAC Address byte 0               | 300             | R/W | NA                          | 000     |       |
| MAC1                                   | CPU MAC Address byte 1               | 301             | R/W | NA                          | 000     |       |
| MAC2                                   | CPU MAC Address byte 2               | 302             | R/W | NA                          | 000     |       |
| MAC3                                   | CPU MAC Address byte 3               | 303             | R/W | NA                          | 000     |       |
| MAC4                                   | CPU MAC Address byte 4               | 304             | R/W | NA                          | 000     |       |
| MAC5                                   | CPU MAC Address byte 5               | 305             | R/W | NA                          | 000     |       |
| INT_MASK                               | Interrupt Mask 0                     | 306             | R/W | NA                          | 000     |       |
| INTP_MASK"N"                           | Interrupt Mask for MAC Port 2N, 2N+1 | 310+N (310–314) | R/W | NA                          | 000     |       |
| RQS                                    | Receive Queue Select                 | 323             | R/W | NA                          | 000     |       |
| RQSS                                   | Receive Queue Status                 | 324             | RO  | NA                          | NA      |       |
| MAC01                                  | Increment MAC port 0,1 address       | 325             | R/W | NA                          | 000     |       |
| MAC23                                  | Increment MAC port 2,3 address       | 326             | R/W | NA                          | 000     |       |
| MAC45                                  | Increment MAC port 4,5 address       | 327             | R/W | NA                          | 000     |       |
| MAC67                                  | Increment MAC port 6,7 address       | 328             | R/W | NA                          | 000     |       |
| MAC9                                   | Port 9 MAC address byte 5            | 329             | R/W | NA                          | 000     |       |
| <b>4. Search Engine Configurations</b> |                                      |                 |     |                             |         |       |
| AGETIME_LOW                            | MAC Address Aging Time Low           | 400             | R/W | 049                         | 05C     |       |
| AGETIME_HIGH                           | MAC Address Aging Time High          | 401             | R/W | 04A                         | 000     |       |
| SE_OPMODE                              | Search Engine Operating Mode         | 403             | R/W | NA                          | 000     |       |
| <b>5. Global QOS Control</b>           |                                      |                 |     |                             |         |       |
| QOSC                                   | QOS Control                          | 500             | R/W | 04B                         | 000     |       |
| UCC                                    | Unicast Congestion Control           | 510             | R/W | 068                         | 006     |       |
| MCC                                    | Multicast Congestion Control         | 511             | R/W | 069                         | 006     |       |
| MCCTH                                  | Multicast Congestion Threshold       | 512             | R/W | NA                          | 003     |       |
| RDRC0                                  | WRED Drop Rate Control 0             | 513             | R/W | 090                         | 000     |       |
| RDRC1                                  | WRED Drop Rate Control 1             | 514             | R/W | 091                         | 000     |       |
| RDRC2                                  | WRED Drop Rate Control 2             | 515             | R/W | NA                          | 000     |       |
| SFCB                                   | Share FCB Size                       | 518             | R/W | 074                         | 000     |       |
| C1RS                                   | Class 1 Reserve Size                 | 519             | R/W | 075                         | 000     |       |

Table 11 - Register Description (continued)

| Register                                 | Description                                          | CPU Addr (Hex) | R/W | I <sup>2</sup> C Addr (Hex) | Default | Notes |
|------------------------------------------|------------------------------------------------------|----------------|-----|-----------------------------|---------|-------|
| C2RS                                     | Class 2 Reserve Size                                 | 51A            | R/W | 076                         | 000     |       |
| C3RS                                     | Class 3 Reserve Size                                 | 51B            | R/W | 077                         | 000     |       |
| AVPML                                    | VLAN Priority Map Low                                | 530            | R/W | 056                         | 000     |       |
| AVPMM                                    | VLAN Priority Map Middle                             | 531            | R/W | 057                         | 000     |       |
| AVPMH                                    | VLAN Priority Map High                               | 532            | R/W | 058                         | 000     |       |
| AVDM                                     | VLAN Discard Map                                     | 533            | R/W | 05C                         | 000     |       |
| TOSPML                                   | TOS Priority Map Low                                 | 540            | R/W | 059                         | 000     |       |
| TOSPMM                                   | TOS Priority Map Middle                              | 541            | R/W | 05A                         | 000     |       |
| TOSPMH                                   | TOS Priority Map High                                | 542            | R/W | 05B                         | 000     |       |
| TOSDML                                   | TOS Discard Map                                      | 543            | R/W | 05D                         | 000     |       |
| USER_PROTOCOL<br>_ [7:0]                 | User Define Protocol 0~7                             | 550 - 557      | R/W | 0B3 -<br>0BA                | 000     |       |
| USER_PROTOCOL<br>_FORCE<br>_DISCARD[7:0] | User Define Protocol 7 To 0<br>Force Discard Enable  | 558            | R/W | 0BB                         | 000     |       |
| WLPP10                                   | Well known Logic Port Priority<br>for 1 and 0        | 560            | R/W | 0A8                         | 000     |       |
| WLPP32                                   | Well known Logic Port Priority<br>for 3 and 2        | 561            | R/W | 0A9                         | 000     |       |
| WLPP54                                   | Well known Logic Port Priority<br>for 5 and 4        | 562            | R/W | 0AA                         | 000     |       |
| WLPP76                                   | Well-known Logic Port Priority<br>for 7 & 6          | 563            | R/W | 0AB                         | 000     |       |
| WLPE[7:0]                                | Well known Logic 7 To 0 Port<br>Enable               | 564            | R/W | 0AC                         | 000     |       |
| WLPFD[7:0]                               | Well Known Logic 7 To 0 Port<br>Force Discard Enable | 565            | R/W | 0AD                         | 000     |       |
| USER_<br>PORT"N" _LOW                    | User Define Logical Port "N"<br>Low (N=0-7)          | 570 + 2N       | R/W | 092-099                     | 000     |       |
| USER_<br>PORT"N" _HIGH                   | User Define Logical Port "N"<br>High                 | 571 + 2N       | R/W | 09A-0A1                     | 000     |       |
| USER_ PORT1:0_<br>PRIORITY               | User Define Logic Port 1 and 0<br>Priority           | 590            | R/W | 0A2                         | 000     |       |
| USER_ PORT3:2_<br>PRIORITY               | User Define Logic Port 3 and 2<br>Priority           | 591            | R/W | 0A3                         | 000     |       |
| USER_ PORT5:4_<br>PRIORITY               | User Define Logic Port 5 and 4<br>Priority           | 592            | R/W | 0A4                         | 000     |       |

Table 11 - Register Description (continued)

| Register                              | Description                                        | CPU Addr (Hex) | R/W | I <sup>2</sup> C Addr (Hex) | Default | Notes |
|---------------------------------------|----------------------------------------------------|----------------|-----|-----------------------------|---------|-------|
| USER_PORT7:6_PRIORITY                 | User Define Logic Port 7 and 6 Priority            | 593            | R/W | 0A5                         | 000     |       |
| USER_PORT_ENABLE[7:0]                 | User Define Logic 7 To 0 Port Enable               | 594            | R/W | 0A6                         | 000     |       |
| USER_PORT_FORCE_DISCARD[7:0]          | User Define Logic 7 To 0 Port Force Discard Enable | 595            | R/W | 0A7                         | 000     |       |
| RLOWL                                 | User Define Range Low Bit7:0                       | 5A0            | R/W | 0AE                         | 000     |       |
| RLOWH                                 | User Define Range Low Bit 15:8                     | 5A1            | R/W | 0AF                         | 000     |       |
| RHIGHL                                | User Define Range High Bit 7:0                     | 5A2            | R/W | 0B0                         | 000     |       |
| RHIGHH                                | User Define Range High Bit 15:8                    | 5A3            | R/W | 0B1                         | 000     |       |
| RRIORITY                              | User Define Range Priority                         | 5A4            | R/W | 0B2                         | 000     |       |
| <b>6. MISC Configuration Register</b> |                                                    |                |     |                             |         |       |
| MII_OP0                               | MII Register Option 0                              | 600            | R/W | 0BC                         | 000     |       |
| MII_OP1                               | MII Register Option 1                              | 601            | R/W | 0BD                         | 000     |       |
| FEN                                   | Feature Registers                                  | 602            | R/W | 0BE                         | 010     |       |
| MIIC0                                 | MII Command Register 0                             | 603            | R/W | N/A                         | 000     |       |
| MIIC1                                 | MII Command Register 1                             | 604            | R/W | N/A                         | 000     |       |
| MIIC2                                 | MII Command Register 2                             | 605            | R/W | N/A                         | 000     |       |
| MIIC3                                 | MII Command Register 3                             | 606            | R/W | N/A                         | 000     |       |
| MIID0                                 | MII Data Register 0                                | 607            | RO  | N/A                         | NA      |       |
| MIID1                                 | MII Data Register 1                                | 608            | RO  | N/A                         | NA      |       |
| USD                                   | One micro second divider                           | 609            | R/W | N/A                         | 000     |       |
| DEVICE                                | Device id and test                                 | 60A            | R/W | N/A                         | 002     |       |
| SUM                                   | EEPROM Checksum Register                           | 60B            | R/W | 0FF                         | 000     |       |
| LHBTimer                              | Link heart beat time out timer                     | 610            | R/W | N/A                         | 000     |       |
| LHBReg0                               | LHB control filed value[7:0]                       | 611            | R/W | N/A                         | 000     |       |
| LHBReg1                               | LHB control filed value[15:8]                      | 612            | R/W | N/A                         | 000     |       |
| fMACCReg0                             | Forced MAC control filed value[7:0]                | 613            | R/W | N/A                         | 000     |       |
| fMACCReg1                             | Forced MAC control filed value[15:8]               | 614            | R/W | N/A                         | 000     |       |
| FCB_BASE_ADDR0                        | FCB Base Address Register 0                        | 620            | R/W | 0BF                         | 000     |       |
| FCB_BASE_ADDR1                        | FCB Base Address Register 1                        | 621            | R/W | 0C0                         | 060     |       |
| FCB_BASE_ADDR2                        | FCB Base Address Register 2                        | 622            | R/W | 0C1                         | 000     |       |

Table 11 - Register Description (continued)

| Register                          | Description                                 | CPU Addr (Hex) | R/W | I <sup>2</sup> C Addr (Hex) | Default | Notes                       |
|-----------------------------------|---------------------------------------------|----------------|-----|-----------------------------|---------|-----------------------------|
| <b>7. Port Mirroring Controls</b> |                                             |                |     |                             |         |                             |
| MIRROR_DEST_MAC0                  | Mirror Destination Mac Address 0            | 700            | R/W | N/A                         | 000     |                             |
| MIRROR_DEST_MAC1                  | Mirror Destination Mac Address 1            | 701            | R/W | N/A                         | 000     |                             |
| MIRROR_DEST_MAC2                  | Mirror Destination Mac Address 2            | 702            | R/W | N/A                         | 000     |                             |
| MIRROR_DEST_MAC3                  | Mirror Destination Mac Address 3            | 703            | R/W | N/A                         | 000     |                             |
| MIRROR_DEST_MAC4                  | Mirror Destination Mac Address 4            | 704            | R/W | N/A                         | 000     |                             |
| MIRROR_DEST_MAC5                  | Mirror Destination Mac Address 5            | 705            | R/W | N/A                         | 000     |                             |
| MIRROR_SRC_MAC0                   | Mirror Source Mac Address 0                 | 706            | R/W | N/A                         | 000     |                             |
| MIRROR_SRC_MAC1                   | Mirror Source Mac Address 1                 | 707            | R/W | N/A                         | 000     |                             |
| MIRROR_SRC_MAC2                   | Mirror Source Mac Address 2                 | 708            | R/W | N/A                         | 000     |                             |
| MIRROR_SRC_MAC3                   | Mirror Source Mac Address 3                 | 709            | R/W | N/A                         | 000     |                             |
| MIRROR_SRC_MAC4                   | Mirror Source Mac Address 4                 | 70A            | R/W | N/A                         | 000     |                             |
| MIRROR_SRC_MAC5                   | Mirror Source Mac Address 5                 | 70B            | R/W | N/A                         | 000     |                             |
| MIRROR_CONTROL                    | Port Mirror Control Register                | 70C            | R/W | N/A                         | 000     |                             |
| RMAC_MIRROR0                      | RMAC Mirror 0                               | 710            | R/W | N/A                         | 000     |                             |
| RMAC_MIRROR1                      | RMAC Mirror 1                               | 711            | R/W | N/A                         | 000     |                             |
| <b>8. Per Port QOS Control</b>    |                                             |                |     |                             |         |                             |
| FCR"N"                            | Flooding Control Register N (0..9)          | 800-809        | R/W | 04C-055                     | 000     |                             |
| BMRC"N"                           | Broadcast/Multicast Rate Control N (0..9)   | 820-829        | R/W | 05E-067                     | 000     |                             |
| PR100_N                           | Port Reservation for RMAC Ports (Port 0..7) | 840-847        | R/W | 06A-071                     | 006     | 'd1536/16='d96, 'd96>>4='h6 |
| PR100_CPU                         | Port Reservation for CPU Ports              | 848            | R/W | 073                         | 006     | 'd96                        |

Table 11 - Register Description (continued)

| Register                    | Description                               | CPU Addr (Hex) | R/W | I <sup>2</sup> C Addr (Hex) | Default | Notes                                          |
|-----------------------------|-------------------------------------------|----------------|-----|-----------------------------|---------|------------------------------------------------|
| PRG                         | Port Reservation for GMAC Port            | 849            | R/W | 072                         | 024     | 'd96x6<br>='d576<br>'<br>'d576><br>>4='h2<br>4 |
| PTH100_N                    | Port Threshold for RMAC Ports (Port 0..7) | 860-867        | R/W | 0C2-0C9                     | 003     | ½                                              |
| PTH100_CPU                  | Port Threshold for CPU Port               | 868            | R/W | 0CB                         | 003     | ½                                              |
| PTHG                        | Port Threshold for GMAC Port              | 869            | R/W | 0CA                         | 012     | ½                                              |
| QOSC"N"                     | QOS Control (N=0 – 15)                    | 880-88F        | R/W | 078-087                     | 000     |                                                |
|                             | QOS Control (N=16 – 21)                   | 890-895        | R/W | NA                          | 000     |                                                |
|                             | QOS Control (N=22 – 27)                   | 896-89B        | R/W | 088-08D                     | 000     |                                                |
|                             | QOS Control (N=28 – 39)                   | 89C-8A7        | R/W | NA                          | 000     |                                                |
| <b>E. System Diagnostic</b> |                                           |                |     |                             |         |                                                |
| DTSRL                       | Test Register Low                         | E00            | R/W | NA                          | 000     |                                                |
| DTSRM                       | Test Register Medium                      | E01            | R/W | NA                          | 001     |                                                |
| TESTOUT0                    | Testmux Output [7:0]                      | E02            | R/O | NA                          | NA      |                                                |
| TESTOUT1                    | Testmux Output [15:8]                     | E03            | R/O | NA                          | NA      |                                                |
| MASK0                       | MASK Timeout 0                            | E10            | R/W | 0F6                         | 000     |                                                |
| MASK1                       | MASK Timeout 1                            | E11            | R/W | 0F7                         | 000     |                                                |
| MASK2                       | MASK Timeout 2                            | E12            | R/W | 0F8                         | 000     |                                                |
| MASK3                       | MASK Timeout 3                            | E13            | R/W | 0F9                         | 000     |                                                |
| MASK4                       | MASK Timeout 4                            | E14            | R/W | 0FA                         | 000     |                                                |
| BOOTSTRAP[3:0]              | BOOTSTRAP Read Back                       | E80 - E83      | RO  | NA                          | NA      |                                                |
| PRTFSMST-N (0-9)            | Ethernet Ports Status Read Back           | E90-E99        | RO  | NA                          | NA      |                                                |
| PRTQOSST"N" (0-7)           | RMAC Port [7:0] QOS and Queue Status      | EA0-EA7        | RO  | NA                          | NA      |                                                |
| PRTQOSST8A                  | CPU Port QOS and Queue Status             | EA8            | RO  | NA                          | NA      |                                                |
| PRTQOSST8B                  | CPU Port QOS and Queue Status             | EA9            | RO  | NA                          | NA      |                                                |
| PRTQOSST9A                  | MMII Port QOS and Queue Status            | EAA            | RO  | NA                          | NA      |                                                |
| PRTQUSST9B                  | MMII Port QOS and Queue Status            | EAB            | RO  | NA                          | NA      |                                                |

Table 11 - Register Description (continued)

| Register                 | Description                          | CPU Addr (Hex) | R/W | I <sup>2</sup> C Addr (Hex) | Default | Notes |
|--------------------------|--------------------------------------|----------------|-----|-----------------------------|---------|-------|
| CLASSQOSST               | Class Buffer Status                  | EAC            | RO  | NA                          | NA      |       |
| PRTINTCTR                | Buffer Interrupt Status              | EAD            | R/W | NA                          | 000     |       |
| QMCTRL"N" (0-9)          | Ports Queue Control Status           | EB0-EB9        | R/W | NA                          | 000     |       |
| QCTRL                    | Ports Queue Control                  | EBA            | R/W | NA                          | 000     |       |
| BMBISTR0                 | Memory bist result                   | EBB            | R/O | NA                          | NA      |       |
| BMBISTR1                 | Memory bist result                   | EBC            | R/O | NA                          | NA      |       |
| BMControl                | Memory control                       | EBD            | R/W | NA                          | 00F     |       |
| BUFF_RST                 | Buffer Reset Pool                    | EC0            | R/W | NA                          | 000     |       |
| FCB_HEAD_PTR0            | FCB Head Pointer [7:0]               | EC1            | R/W | NA                          | 000     |       |
| FCB_HEAD_PTR1            | FCB Head Pointer [15:8]              | EC2            | R/W | NA                          | 000     |       |
| FCB_TAIL_PTR0            | FCB Tail Pointer [7:0]               | EC3            | R/W | NA                          | 000     |       |
| FCB_TAIL_PTR1            | FCB Tail Pointer [15:8]              | EC4            | R/W | NA                          | 000     |       |
| FCB_NUM0                 | FCB Number [7:0]                     | EC5            | R/W | NA                          | 000     |       |
| FCB_NUM1                 | FCB Init Start and FCB Number [14:8] | EC6            | R/W | NA                          | 006     |       |
| BM_RLSFF_CTRL            | Read control register                | EC7            | R/W | NA                          | 000     |       |
| BM_RLSFF_INFO0           | Bm_rlsfifo_info[7:0]                 | EC8            | RO  | NA                          | NA      |       |
| BM_RLSFF_INFO1           | Bm_rlsfifo_info[15:8]                | EC9            | RO  | NA                          | NA      |       |
| BM_RLSFF_INFO2           | Bm_rlsfifo_info[23:16]               | ECA            | RO  | NA                          | NA      |       |
| BM_RLSFF_INFO3           | Bm_rlsfifo_info[31:24]               | ECB            | RO  | NA                          | NA      |       |
| BM_RLSFF_INFO4           | Bm_rlsfifo_info[39:32]               | ECC            | RO  | NA                          | NA      |       |
| BM_RLSFF_INFO5           | Fifo_cnt[2:0],Bm_rlsfifo_info[44:40] | ECD            | RO  | NA                          | NA      |       |
| <b>F. System Control</b> |                                      |                |     |                             |         |       |
| GCR                      | Global Control Register              | F00            | R/W | NA                          | 000     |       |
| DCR                      | Device Control Register              | F01            | RO  | NA                          | NA      |       |
| DCR1                     | Device Control Register 1            | F02            | RO  | NA                          | NA      |       |
| DPST                     | Device Port Status Register          | F03            | R/W | NA                          | 000     |       |
| DTST                     | Data read back register              | F04            | RO  | NA                          | NA      |       |
| DA                       | DA Register                          | FFF            | RO  | NA                          | 0DA     |       |

Table 11 - Register Description (continued)

## 12.2 Directly Accessed Registers

### 12.2.1 INDEX\_REG0

- Address bits [7:0] for indirectly accessed register addresses
- Address = 0 (write only)

### 12.2.2 INDEX\_REG1 (only needed for 8-bit mode)

- Address bits [15:8] for indirectly accessed register addresses
- Address = 1 (write only)

### 12.2.3 DATA\_FRAME\_REG

- Data of indirectly accessed registers. (8 bits)
- Address = 2 (read/write)

### 12.2.4 CONTROL\_FRAME\_REG

- CPU transmit/receive switch frames. (8/16 bits)
- Address = 3 (read/write)
- Format:
  - Send frame from CPU: In sequence)
    - Frame Data (size should be in multiple of 8-byte)
    - 8-byte of Frame status (Frame size, Destination port #, Frame O.K. status)
  - CPU Received frame: In sequence)
    - 8-byte of Frame status (Frame size, Source port #, VLAN tag)
    - Frame Data

### 12.2.5 COMMAND&STATUS Register

- CPU interface commands (write) and status
- Address = 4 (read/write)
- When the CPU **writes** to this register

|            |                                                                                                                                                                           |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [0]:   | Set Control Frame Receive buffer ready, after CPU writes a complete frame into the buffer. This bit is self-cleared.                                                      |
| Bit [1]:   | Set Control Frame Transmit buffer1 ready, after CPU reads out a complete frame from the buffer. This bit is self-cleared.                                                 |
| Bit [2]:   | Set Control Frame Transmit buffer2 ready, after CPU reads out a complete frame from the buffer. This bit is self-cleared.                                                 |
| Bit [3]:   | Set this bit to indicate CPU received a whole frame (transmit FIFO frame receive done), and flushed the rest of frame fragment, If occurs. This bit will be self-cleared. |
| Bit [4]:   | Set this bit to indicate that the following Write to the Receive FIFO is the last one (EOF). This bit will be self-cleared.                                               |
| Bit [5]:   | Set this bit to re-start the data that is sent from the CPU to Receive FIFO (re-align). This feature can be used for software debug. For normal operation must be '0'.    |
| Bit [7:6]: | Reserved. Must be '0'                                                                                                                                                     |

When the CPU reads this register:

|            |                                                                                                                                                                                        |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [0]:   | Control Frame receive buffer ready, CPU can write a new frame<br>1 – CPU can write a new control command 1<br>0 – CPU has to wait until this bit is 1 to write a new control command 1 |
| Bit [1]:   | Control Frame transmit buffer1 ready for CPU to read<br>1 – CPU can read a new control command 1<br>0 – CPU has to wait until this bit is 1 to read a new control command              |
| Bit [2]:   | Control Frame transmit buffer2 ready for CPU to read<br>1 – CPU can read a new control command 1<br>0 – CPU has to wait until this bit is 1 to read a new control command              |
| Bit [3]:   | Transmit FIFO has data for CPU to read (TXFIFO_RDY)                                                                                                                                    |
| Bit [4]:   | Receive FIFO has space for incoming CPU frame (RXFIFO_SPOK)                                                                                                                            |
| Bit [5]:   | Transmit FIFO End Of Frame (TXFIFO_EOF)                                                                                                                                                |
| Bit [7:6]: | Reserved                                                                                                                                                                               |

### 12.2.6 Interrupt Register

- Interrupt sources (8 bits)
- Address = 5 (read only)
- When CPU **reads** this register

|                                                                                                  |                                                                                   |
|--------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|
| Bit [0]:                                                                                         | CPU frame interrupt                                                               |
| Bit [1]:                                                                                         | Control Frame 1 interrupt. Control Frame receive buffer1 has data for CPU to read |
| Bit [2]:                                                                                         | Control Frame 2 interrupt. Control Frame receive buffer2 has data for CPU to read |
| Bit [6:3]:                                                                                       | Reserved                                                                          |
| Bit [7]:                                                                                         | Device Timeout Detected interrupt                                                 |
| Note: This register is not self-cleared. After reading CPU has to clear the bit writing 0 to it. |                                                                                   |

### 12.2.7 Control Command Frame Buffer1 Access Register

- Address = 6 (read/write)
- When CPU writes to this register, data is written to the Control Command Frame Receive Buffer
- When CPU reads this register, data is read from the Control Command Frame Transmit Buffer1

### 12.2.8 Control Command Frame Buffer2 Access Register

- Address = 7 (read only)
- When CPU reads this register, data is read from the Control Command Frame Transmit Buffer1

## 12.3 Indirectly Accessed Registers

### 12.3.1 (Group 0 Address) MAC Ports Group

#### 12.3.1.1 ECR1Pn: Port N Control Register

I<sup>2</sup>C Address 000 - 009; CPU Address:0000+2xN (N = port number)

Accessed by CPU and I<sup>2</sup>C (R/W)

|           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [0]   | <p>1 - Flow Control Off<br/>0 - Flow Control On (Default)</p> <p><u>When Flow Control On:</u></p> <ul style="list-style-type: none"> <li>• In half duplex mode, the MAC transmitter applies back pressure for flow control.</li> <li>• In full duplex mode, the MAC transmitter sends Flow Control frames when necessary. The MAC receiver interprets and processes incoming flow control frames. The Flow Control Frame Received counter is incremented whenever a flow control is received.</li> </ul> <p><u>When Flow Control Off:</u></p> <ul style="list-style-type: none"> <li>• In half duplex mode, the MAC transmitter does not assert flow control by sending flow control frame or jamming collision.</li> <li>• In full duplex mode, the Mac transmitter does not send flow control frames. The MAC receiver does not interpret or process the flow control frames. The Flow Control Frame Received counter is not incremented.</li> </ul> |
| Bit [1]   | <p>1 - Half Duplex - Only in 10/100 mode<br/>0 - Full Duplex (Default)</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Bit [2]   | <p>1 - 10Mbps<br/>0 - 100Mbps (Default)</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Bit [4:3] | <p>00 - Enable Auto-Negotiation<br/>This enables hardware state machine for auto-negotiation. (Default)</p> <p>01 - Limited Disable Auto-Negotiation<br/>This disables hardware state machine for speed auto-negotiation (use ECR1Pn[2:0] for configuration). Hardware will still poll PHY for link status.</p> <p>10 - Force Link Down<br/>Disable the port. Hardware does not talk to PHY.</p> <p>11 - Force Link Up<br/>The configuration in ECR1Pn[2:0] is used for (speed/duplex/flow control) setup. Hardware does not talk to PHY.</p>                                                                                                                                                                                                                                                                                                                                                                                                          |
| Bit [5]   | <p>Asymmetric Flow Control Enable.<br/>0 – Disable asymmetric flow control (Default)<br/>1 – Enable Asymmetric flow control</p> <p>When this bit is set and flow control is on (bit[0] = 0), the device does not send out flow control frames, but it's receiver interprets and processes flow control frames.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Bit [7:6] | <p>SS - Spanning tree state (802.1D spanning tree protocol)</p> <p>00 - Blocking: Frame is dropped</p> <p>01 - Listening: Frame is dropped</p> <p>10 - Learning: Frame is dropped. Source MAC address is learned.</p> <p>11 - Forwarding: Frame is forwarded. Source MAC address is learned. (Default)</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

**12.3.1.2 ECR2Pn: Port N Control Register**I<sup>2</sup>C Address: 00A-013; CPU Address: 0001+2xN (N = port number)Accessed by CPU and I<sup>2</sup>C (R/W)

|          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit[0]:  | Filter untagged frame<br>0: Disable (Default)<br>1: All untagged frames from this port are discarded or follow security option when security is enable                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Bit[1]:  | Filter Tag frame<br>0: Disable (Default)<br>1: All tagged frames from this port are discarded or follow security option when security is enable                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Bit[2]:  | Learning Disable<br>0: Learning is enabled on this port (Default)<br>1: Learning is disabled on this port                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Bit[3]:  | Rate control timer select<br>0: 10 microsecond refreshing time (Default)<br>1: 1 millisecond refreshing time                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Bit[5:4] | Reserved                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Bit[7:6] | <p>Security Enable. The ZL50407 checks the incoming data for one of the following conditions:</p> <ul style="list-style-type: none"> <li>• If the source MAC address of the incoming packet is in the MAC table and is defined as secure address but the ingress port is not the same as the port associated with the MAC address in the MAC table.</li> <li>• A MAC address is defined as secure when its entry at MAC table has static status and bit 0 is set to 1. MAC address bit 0 (the first bit transmitted) indicates whether the address is unicast or multicast. As source addresses are always unicast bit 0 is not used (always 0). ZL50407 uses this bit to define secure MAC addresses.</li> <li>• If the port is set as learning disable and the source MAC address of the incoming packet is not defined in the MAC address table or the MAC address is not associated to the ingress port.</li> </ul> <p>If any one of the conditions is met, the packet is forwarded based on these setting.<br/> 00 – Disable port security, forward packets as usual. (Default)<br/> 01 – Discard violating packets<br/> 1X – Reserved</p> <p>As well, if:</p> <ul style="list-style-type: none"> <li>• the port is configured to filter untagged frames and an untagged frame arrives, or</li> <li>• the port is configured to filter tagged frames and a tagged frame arrives, or</li> <li>• the packet has the source mac address on the source mac address filter list, or</li> <li>• the packet has the destination mac address on the destination mac address filter list,</li> </ul> <p>the packet will be handled according to:<br/> 0X – Discard violating packets<br/> 1X – Reserved</p> |

**12.3.1.3 ECR3Pn: Port N Control Register**I<sup>2</sup>C Address: 014-01D; CPU Address: 0080+2xN (N = port number)Accessed by CPU and I<sup>2</sup>C (R/W)

|          |                                                                                                                                 |
|----------|---------------------------------------------------------------------------------------------------------------------------------|
| Bit[0]:  | Enable receiving short frame < 64B<br>0: Disable (Default)<br>1: Allow receiving short frame with correct CRC.                  |
| Bit[1]:  | Enable receiving long frame > 1522<br>0: Disable (Default)<br>1: Allow receiving long frame that smaller than "BUF_LIMIT" value |
| Bit[2]:  | Enable pad frame to 64B when transmitted<br>1: Disable (Default)<br>0: Allow padding to 64B                                     |
| Bit[3]:  | Enable compress preamble<br>1: Only one byte preamble+SFD<br>0: Send standard preamble (Default)                                |
| Bit[6:4] | Number of bytes removed from the IFG. (Default 0)                                                                               |
| Bit[7]   | Link Heart Beat Transmit (RMAC ports only)<br>0: Disable (Default)<br>1: Enable                                                 |

**12.3.1.4 ECR4Pn: Port N Control Register**I<sup>2</sup>C Address: 01E-027; CPU Address: 0081+2xN (N = port number)Accessed by CPU and I<sup>2</sup>C (R/W)

Port 0 – 7 and Port 9: (RMAC Port &amp; GMAC Port)

|         |                                                                                                                                                                                                                                                                                                                          |
|---------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit[0]: | Enable TXCLK output. Active high<br>0: Disable (Default)<br>1: Txclk pin becomes output in GPSI or MII mode                                                                                                                                                                                                              |
| Bit[1]: | Enable RXCLK output. Active high<br>0: Disable (Default)<br>1: Rxclk pin becomes output in GPSI or MII mode                                                                                                                                                                                                              |
| Bit[2]: | Internal loopback.<br>0: Disable (Default)<br>1: Enable<br><br>In this mode, the packet is looped back in the MAC layer before going out of the chip. You must force linkup at full duplex as well.<br><br>External loopback is another level of system diagnostic which involves the PHY device to loopback the packet. |

|           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit[4:3]: | RMAC interface mode:<br>00 - GPSI mode<br>01 - MII mode<br>10 - Reserved<br>11 - RMII mode (Default)<br><br>GMAC interface mode (Port 9):<br>00 - MII mode<br>01 - Reserved<br>10 - Reserved<br>11 - GMII mode (Default)                                                                                                                                                                                                                                                                                           |
| Bit[5]:   | Frame loopback.<br>0: Disable frame from sending back to its source port. (Default)<br>1: Allow frame to send back to its source port<br><br>In a regular ethernet switch, a packet should never be receive and forwarded to the same port. Setting the bit allows it to happen.<br><br>This is not the same as an ingress MAC loopback. The destination MAC address has to be stored (learned) in the MCT and associated with the originating source port. The frame loopback will only work for unicast packets. |
| Bit[6]:   | Link Heart Beat Receive (RMAC ports only)<br>0: Disable (Default). Also clears all MAC LHB status.<br>1: Enable                                                                                                                                                                                                                                                                                                                                                                                                    |
| Bit[7]:   | Soft reset.<br>0: Normal operation (Default)<br>1: Reset. Not self clearing.                                                                                                                                                                                                                                                                                                                                                                                                                                       |

Port 8: (CPU port)

|           |                                                                                                                                                                                                                                                                             |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit[1:0]: | Reserved                                                                                                                                                                                                                                                                    |
| Bit[2]:   | Enable special write to 2 registers in a single write operation.<br>0: Disable (Default)<br>1: Enable                                                                                                                                                                       |
| Bit[4:3]: | Reserved. Must be 00.                                                                                                                                                                                                                                                       |
| Bit[5]:   | Enable frame loop back. In a regular ethernet switch, a packet should never receive and forwarded to the same port. Setting the bit allows it to happen.<br>0: Disable frame from send back to its source port. (Default)<br>1: Allow frame to send back to its source port |
| Bit[6]:   | Reserved                                                                                                                                                                                                                                                                    |
| Bit[7]:   | Soft reset.<br>0: Normal operation (Default)<br>1: Reset. Not self clearing.                                                                                                                                                                                                |

### 12.3.1.5 BUF\_LIMIT – Frame Buffer Limit

CPU Address:h036

Accessed by CPU (R/W)

|           |                                                                   |
|-----------|-------------------------------------------------------------------|
| Bit[6:0]: | Frame Buffer Limit (max 4KB). Multiple of 64 bytes (Default 0x40) |
| Bit[7]:   | Reserved                                                          |

**12.3.1.6 FCC – Flow Control Grant Period**

CPU Address:h037

Accessed by CPU (R/W)

|           |                                         |
|-----------|-----------------------------------------|
| Bit[2:0]: | Flow Control Grant Period (Default 0x3) |
| Bit[7:3]: | Reserved                                |

**12.3.2 (Group 1 Address) VLAN Group****12.3.2.1 AVTCL – VLAN Type Code Register Low**I<sup>2</sup>C Address 028; CPU Address:h100Accessed by CPU and I<sup>2</sup>C (R/W)

|           |                                                              |
|-----------|--------------------------------------------------------------|
| Bit[7:0]: | VLANType_LOW: Lower 8 bits of the VLAN type code (Default 0) |
|-----------|--------------------------------------------------------------|

**12.3.2.2 AVTCH – VLAN Type Code Register High**I<sup>2</sup>C Address 029; CPU Address:h101Accessed by CPU and I<sup>2</sup>C (R/W)

|           |                                                                     |
|-----------|---------------------------------------------------------------------|
| Bit[7:0]: | VLANType_HIGH: Upper 8 bits of the VLAN type code (Default is 0x81) |
|-----------|---------------------------------------------------------------------|

**12.3.2.3 PVMAP00\_0 – Port 0 Configuration Register 0**I<sup>2</sup>C Address 02A, CPU Address:h102Accessed by CPU and I<sup>2</sup>C (R/W)

In Port Based VLAN Mode

|           |                                     |
|-----------|-------------------------------------|
| Bit[7:0]: | VLAN Mask for port 0 (Default 0xFF) |
|-----------|-------------------------------------|

This register indicates the legal egress ports. A “1” on bit 7 means that the packet can be sent to port 7. A “0” on bit 7 means that any packet destined to port 7 will be discarded. This register works with registers 1 to form a 10 bit mask to all egress ports.

**12.3.2.4 PVMAP00\_1 – Port 0 Configuration Register 1**I<sup>2</sup>C Address h34, CPU Address:h103Accessed by CPU and I<sup>2</sup>C (R/W)

In Port based VLAN Mode

|           |                                          |
|-----------|------------------------------------------|
| Bit[1:0]: | VLAN Mask for ports 9 to 8 (Default 0x3) |
| Bit[7:2]: | Reserved (Default 0x3F)                  |

**12.3.2.5 PVMAP00\_3 – Port 0 Configuration Register 3**I<sup>2</sup>C Address h3E, CPU Address:h105Accessed by CPU and I<sup>2</sup>C (R/W)

In Port Based VLAN Mode

|            |                                                                                                                                                                                                                                                               |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [2:0]: | Reserved                                                                                                                                                                                                                                                      |
| Bit [5:3]: | Default Transmit priority. Used when Bit[7]=1 (Default 0)<br><br>Transmit Priority Level 0 (Lowest)<br>Transmit Priority Level 1<br>Transmit Priority Level 2<br>Transmit Priority Level 3 (Highest)                                                          |
| Bit [6]:   | Default Discard priority. Used when Bit[7]=1<br>0 – Discard Priority Level 0 (Lowest) (Default)<br>1 – Discard Priority Level 1(Highest)                                                                                                                      |
| Bit [7]:   | Enable Fix Priority (Default 0)<br>0 - Disable. All frames are analysed. Transmit Priority and Discard Priority are based on VLAN Tag, TOS or Logical Port.<br>1 - Enable. Transmit Priority and Discard Priority are based on values programmed in bit [6:3] |

**12.3.2.6 PVMAPnn\_0,1,3 – Ports 1~9 Configuration Registers****PVMAP01\_0,1,3** I<sup>2</sup>C Address h2B,35,3F; CPU Address:h106,107,109 (Port 1)**PVMAP02\_0,1,3** I<sup>2</sup>C Address h2C,36,40; CPU Address:h10A, 10B, 10D (Port 2)**PVMAP03\_0,1,3** I<sup>2</sup>C Address h2D,37,41; CPU Address:h10E, 10F, 111 (Port 3)**PVMAP04\_0,1,3** I<sup>2</sup>C Address h2E,38,42; CPU Address:h112, 113, 115 (Port 4)**PVMAP05\_0,1,3** I<sup>2</sup>C Address h2F,39,43; CPU Address:h116, 117, 119 (Port 5)**PVMAP06\_0,1,3** I<sup>2</sup>C Address h30,3A,44; CPU Address:h11A, 11B, 11D (Port 6)**PVMAP07\_0,1,3** I<sup>2</sup>C Address h31,3B,45; CPU Address:h11E, 11F, 121 (Port 7)**PVMAP08\_0,1,3** I<sup>2</sup>C Address h32,3C,46; CPU Address:h122, 123, 125 (Port CPU)**PVMAP09\_0,1,3** I<sup>2</sup>C Address h33,3D,47; CPU Address:h126, 127, 129 (Port GMAC)

**12.3.2.7 PVMODE**I<sup>2</sup>C Address: h048, CPU Address:h170Accessed by CPU and I<sup>2</sup>C (R/W)

|          |                                                                                                                                                                                                                                       |
|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [0]: | Reserved. Must be 0.                                                                                                                                                                                                                  |
| Bit [1]: | Slow learning (Default = 0)<br><br>Same function as SE_OP MODE bit[7]. Either bit can enable the function; both need to be turned off to disable the feature.                                                                         |
| Bit [2]: | Disable dropping frames with destination MAC addresses 0180C2000001 to 0180C200000F<br>0: Drop all frames in the range (Default)<br>1: Treats frames as multicast                                                                     |
| Bit [3]: | Flooding control in secure mode<br>0: Enable - Learning disabled port will not receive any flooding packets (Default)<br>1: Disable                                                                                                   |
| Bit [4]: | Support MAC address 0<br>0: MAC address 0 is not learned. (Default)<br>1: MAC address 0 is learned.                                                                                                                                   |
| Bit [5]: | Disable spanning tree packet to CPU in managed mode<br>1: Received spanning tree packet is forwarded as multicast.<br>0: Received spanning tree packet is forwarded to CPU. (Default)                                                 |
| Bit [6]: | Reserved. Must be 0.                                                                                                                                                                                                                  |
| Bit [7]: | Enable logical port match in secure mode<br>0: Disable (Default)<br>1: Enable - When Well Known or User Define logical port force discard enabled, force any IP packet with logical port number matching logical port numbers to CPU. |

### 12.3.3 (Group 2 Address) Port Trunking Groups

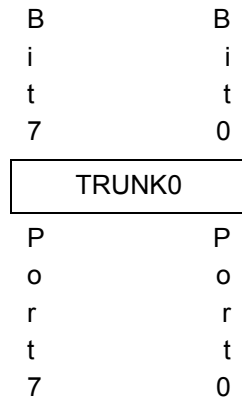
Trunk Group – Up to eight RMAC ports can be selected for each trunk group.

#### 12.3.3.1 TRUNKn– Trunk Group 0~7

CPU Address:h200+N (N = trunk group)

Accessed by CPU (R/W)

Bit [7:0] Port 7-0 bit map of trunk N. (Default 0)



#### 12.3.3.2 TRUNKn\_HASH10 – Trunk group 0~7 hash result 1/0 destination port number

CPU Address:h208+4xN (N = trunk group)

Accessed by CPU (R/W)

|           |                                                   |
|-----------|---------------------------------------------------|
| Bit [3:0] | Hash result 0 destination port number (Default 0) |
| Bit [7:4] | Hash result 1 destination port number (Default 0) |

#### 12.3.3.3 TRUNKn\_HASH32 – Trunk group 0~7 hash result 3/2 destination port number

CPU Address:h209+4xN (N = trunk group)

Accessed by CPU (R/W)

|           |                                                   |
|-----------|---------------------------------------------------|
| Bit [3:0] | Hash result 2 destination port number (Default 0) |
| Bit [7:4] | Hash result 3 destination port number (Default 0) |

#### 12.3.3.4 TRUNKn\_HASH54 – Trunk group 0~7 hash result 5/4 destination port number

CPU Address:h20A+4xN (N = trunk group)

Accessed by CPU (R/W)

|           |                                                   |
|-----------|---------------------------------------------------|
| Bit [3:0] | Hash result 4 destination port number (Default 0) |
| Bit [7:4] | Hash result 5 destination port number (Default 0) |

**12.3.3.5 TRUNKn\_HASH76 – Trunk group 0~7 hash result 7/6 destination port number**

CPU Address:h20B+4xN (N = trunk group)

Accessed by CPU (R/W)

|           |                                                   |
|-----------|---------------------------------------------------|
| Bit [3:0] | Hash result 6 destination port number (Default 0) |
| Bit [7:4] | Hash result 7 destination port number (Default 0) |

**Multicast Hash Registers**

Multicast Hash registers are used to distribute multicast traffic. 16 registers are used to form a 8-entry array; each entry has 10 bits, with each bit representing one port. Any port not belonging to a trunk group should be programmed with 1. Ports belonging to the same trunk group should only have a single port set to “1” per entry. The port set to “1” is picked to transmit the multicast frame when the hash value is met.

|               |         |         |
|---------------|---------|---------|
| Hash Value =0 | HASH0-1 | HASH0-0 |
| Hash Value =1 | HASH1-1 | HASH1-0 |
| Hash Value =2 | HASH2-1 | HASH2-0 |
| Hash Value =3 | HASH3-1 | HASH3-0 |
| Hash Value =4 | HASH4-1 | HASH4-0 |
| Hash Value =5 | HASH5-1 | HASH5-0 |
| Hash Value =6 | HASH6-1 | HASH6-0 |
| Hash Value =7 | HASH7-1 | HASH7-0 |

|   |   |   |   |
|---|---|---|---|
| P | P | P | P |
| o | o | o | o |
| r | r | r | r |
| t | t | t | t |
| 9 | 8 | 7 | 0 |

**12.3.3.6 MULTICAST\_HASHn-0 – Multicast hash result 0~7 mask byte 0**

CPU Address:h228+2xN (N = hash value)

Accessed by CPU (R/W)

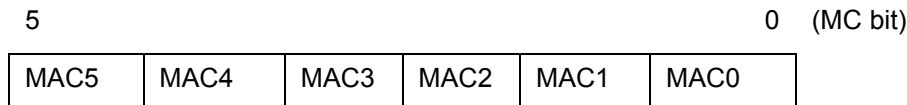
|           |                                                     |
|-----------|-----------------------------------------------------|
| Bit[7:0]: | Port 7-0 bit map for multicast hash. (Default 0xFF) |
|-----------|-----------------------------------------------------|

**12.3.3.7 MULTICAST\_HASHn-1 – Multicast hash result 0~7 mask byte 1**

CPU Address:h229+2xN (N = hash value)

Accessed by CPU (R/W)

|           |                                                                                                                                                                                                                                                                                                                                                                          |
|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit[1:0]: | Port 9-8 bit map for multicast hash. (Default 0x3)                                                                                                                                                                                                                                                                                                                       |
| Bit[5:2]: | Reserved (Default 0xF)                                                                                                                                                                                                                                                                                                                                                   |
| Bit[7:6]: | <b>MULTICAST_HASH0-1</b><br>Hash Select. The hash algorithm selected is valid for all trunks (Default 00)<br>00 - Use Source and Destination Mac Address for hashing<br>01 - Use Source Mac Address for hashing<br>10 - Use Destination Mac Address for hashing<br>11 - Use Source Port Number for hashing<br><br><b>MULTICAST_HASH[7:1]-1</b><br>Reserved (Default 0x3) |

**12.3.4 (Group 3 Address) CPU Port Configuration Group**

MAC5 to MAC0 registers form the CPU MAC address. When a packet with destination MAC address match MAC [5:0], the packet is forwarded to the CPU.

**12.3.4.1 MAC0 – CPU Mac address byte 0**

CPU Address:h300

Accessed by CPU (R/W)

|           |                                           |
|-----------|-------------------------------------------|
| Bit[7:0]: | Byte 0 of the CPU MAC address (Default 0) |
|-----------|-------------------------------------------|

**12.3.4.2 MAC1 – CPU Mac address byte 1**

CPU Address:h301

Accessed by CPU (R/W)

|           |                                           |
|-----------|-------------------------------------------|
| Bit[7:0]: | Byte 1 of the CPU MAC address (Default 0) |
|-----------|-------------------------------------------|

**12.3.4.3 MAC2 – CPU Mac address byte 2**

CPU Address:h302

Accessed by CPU (R/W)

|           |                                           |
|-----------|-------------------------------------------|
| Bit[7:0]: | Byte 2 of the CPU MAC address (Default 0) |
|-----------|-------------------------------------------|

**12.3.4.4 MAC3 – CPU Mac address byte 3**

CPU Address:h303

Accessed by CPU (R/W)

|           |                                           |
|-----------|-------------------------------------------|
| Bit[7:0]: | Byte 3 of the CPU MAC address (Default 0) |
|-----------|-------------------------------------------|

**12.3.4.5 MAC4 – CPU Mac address byte 4**

CPU Address:h304

Accessed by CPU (R/W)

|           |                                           |
|-----------|-------------------------------------------|
| Bit[7:0]: | Byte 4 of the CPU MAC address (Default 0) |
|-----------|-------------------------------------------|

**12.3.4.6 MAC5 – CPU Mac address byte 5**

CPU Address:h305

Accessed by CPU (R/W)

|           |                                           |
|-----------|-------------------------------------------|
| Bit[7:0]: | Byte 5 of the CPU MAC address (Default 0) |
|-----------|-------------------------------------------|

**12.3.4.7 INT\_MASK0 – Interrupt Mask**

CPU Address:h306

Accessed by CPU (R/W)

The CPU can dynamically mask the interrupt when it is busy and doesn't want to be interrupted. (Default 0xFF)

- 1: Mask the interrupt
- 0: Unmask the interrupt (Enable interrupt)

|            |                                                                                     |
|------------|-------------------------------------------------------------------------------------|
| Bit [0]:   | CPU frame interrupt. CPU frame buffer has data for CPU to read                      |
| Bit [1]:   | Control Command 1 interrupt. Control Command Frame buffer1 has data for CPU to read |
| Bit [2]:   | Control Command 2 interrupt. Control command Frame buffer2 has data for CPU to read |
| Bit [6:3]: | Reserved                                                                            |
| Bit [7]:   | Device Timeout Detected interrupt                                                   |

**12.3.4.8 INTP\_MASK0 – Interrupt Mask for MAC Port 0,1**

CPU Address:h310

Accessed by CPU (R/W)

The CPU can dynamically mask the interrupt when it is busy and doesn't want to be interrupted (Default 0xFF)

- 1: Mask the interrupt
- 0: Unmask the interrupt

|          |                                                                                                                                                                                  |
|----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [0]: | Port 0 statistic counter wrap around interrupt mask. An Interrupt is generated when a statistic counter wraps around. Refer to hardware statistic counter for interrupt sources  |
| Bit [1]: | Port 0 link change mask                                                                                                                                                          |
| Bit [2]: | Port 0 module detect mask                                                                                                                                                        |
| Bit [3]: | Reserved                                                                                                                                                                         |
| Bit [4]: | Port 1 statistic counter wrap around interrupt mask. An interrupt is generated when a statistic counter wraps around. Refer to hardware statistic counter for interrupt sources. |
| Bit [5]: | Port 1 link change mask                                                                                                                                                          |
| Bit [6]: | Port 1 module detect mask                                                                                                                                                        |
| Bit [7]: | Reserved                                                                                                                                                                         |

**12.3.4.9 INTP\_MASKn – Interrupt Mask for MAC Ports 2~9 Registers****INTP\_MASK1** CPU Address:h311 (Ports 2,3)**INTP\_MASK2** CPU Address:h312 (Ports 4,5)**INTP\_MASK3** CPU Address:h313 (Ports 6,7)**INTP\_MASK4** CPU Address:h314 (Port CPU,GMAC)**12.3.4.10 RQS – Receive Queue Select**

CPU Address:h323

Accessed by CPU (RW)

Select which receive queue is used.

|          |                          |
|----------|--------------------------|
| Bit [0]: | Select Queue 0           |
| Bit [1]: | Select Queue 1           |
| Bit[2]:  | Select Queue 2           |
| Bit[3]:  | Select Queue 3           |
| Bit[4]:  | Select Multicast Queue 0 |
| Bit[5]:  | Select Multicast Queue 1 |
| Bit[6]:  | Select Multicast Queue 2 |
| Bit[7]:  | Select Multicast Queue 3 |

**Note:** Strict priority applies between different selected queues (UQ3>UQ2>UQ1>UQ0>MQ3>MQ2>MQ1>MQ0).

**12.3.4.11 RQSS – Receive Queue Status**

CPU Address:h324

Accessed by CPU (RO)

CPU receive queue status

|           |                                  |
|-----------|----------------------------------|
| Bit[3:0]: | Unicast Queue 3 to 0 not empty   |
| Bit[7:4]: | Multicast Queue 3 to 0 not empty |

**12.3.4.12 MAC01 – Increment MAC port 0,1 address**

CPU Address:h325

Accessed by CPU (RW)

|           |                                   |
|-----------|-----------------------------------|
| Bit[2:0]: | Bit[42:40] of Port 0 MAC address  |
| Bit[3]:   | Reserved                          |
| Bit[6:4]: | Bit [42:40] of Port 1 MAC address |
| Bit[7]:   | Reserved                          |

**12.3.4.13 MAC23 – Increment MAC port 2,3 address**

CPU Address:h326

Accessed by CPU (RW)

|           |                                   |
|-----------|-----------------------------------|
| Bit[2:0]: | Bit [42:40] of Port 2 MAC address |
| Bit[3]:   | Reserved                          |
| Bit[6:4]: | Bit [42:40] of Port 3 MAC address |
| Bit[7]:   | Reserved                          |

**12.3.4.14 MAC45 – Increment MAC port 4,5 address**

CPU Address:h327

Accessed by CPU (RW)

|           |                                   |
|-----------|-----------------------------------|
| Bit[2:0]: | Bit [42:40] of Port 4 MAC address |
| Bit[3]:   | Reserved                          |
| Bit[6:4]: | Bit [42:40] of Port 5 MAC address |
| Bit[7]:   | Reserved                          |

**12.3.4.15 MAC67 – Increment MAC port 6,7 address**

CPU Address:h328

Accessed by CPU (RW)

|           |                                   |
|-----------|-----------------------------------|
| Bit[2:0]: | Bit [42:40] of Port 6 MAC address |
| Bit[3]:   | Reserved                          |
| Bit[6:4]: | Bit [42:40] of Port 7 MAC address |
| Bit[7]:   | Reserved                          |

**12.3.4.16 MAC9 –Increment MAC port 9 address**

CPU Address:h329

Accessed by CPU (RW)

|           |                                  |
|-----------|----------------------------------|
| Bit[7:0]: | Bit[47:40] of Port 9 MAC address |
|-----------|----------------------------------|

**12.3.5 (Group 4 Address) Search Engine Group****12.3.5.1 AGETIME\_LOW – MAC address aging time Low**I<sup>2</sup>C Address h049; CPU Address:h400Accessed by CPU and I<sup>2</sup>C (R/W)

Used in conjunction with AGETIME\_HIGH. The ZL50407 removes the MAC address from the data base and sends a Delete MAC Address Control Command to the CPU.

|           |                                                        |
|-----------|--------------------------------------------------------|
| Bit[7:0]: | Low byte of the MAC address aging timer (Default 0x5C) |
|-----------|--------------------------------------------------------|

**12.3.5.2 AGETIME\_HIGH –MAC address aging time High**I<sup>2</sup>C Address h04A; CPU Address h401Accessed by CPU and I<sup>2</sup>C (R/W)

|           |                                                      |
|-----------|------------------------------------------------------|
| Bit[7:0]: | High byte of the MAC address aging timer (Default 0) |
|-----------|------------------------------------------------------|

The default setting of AGETIME\_LOW/HIGH provides 300 seconds aging time. Aging time is based on the following equation:

{AGETIME\_HIGH,AGETIME\_LOW} X (# of MAC entries in the memory X 800μsec). Number of MAC entries = 4K.

### 12.3.5.3 SE\_OPMODE – Search Engine Operation Mode

CPU Address:h403

Accessed by CPU (R/W)

**Note:** ECR2[2] enable/disable learning for each port.

|          |                                                                                                                                                                                                                                          |
|----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [0]: | Reserved. Must be 0.                                                                                                                                                                                                                     |
| Bit [1]: | Protocol filtering mode<br>0 – Inclusive (Default)<br>1 – Exclusive                                                                                                                                                                      |
| Bit [2]: | Report control<br>1 – Disable report MAC address deletion<br>0 – Report MAC address deletion (MAC address is deleted from MCT after aging time) (Default)                                                                                |
| Bit [3]: | Delete Control<br>1 – Disable aging logic from removing MAC during aging<br>0 – MAC address entry is removed when it is old enough to be aged (Default)<br><br>However, a report is still sent to the CPU in both cases, when bit[2] = 0 |
| Bit [4]: | Reserved                                                                                                                                                                                                                                 |
| Bit [5]  | 1 - Report ARP packet to CPU<br>0 - No ARP packet reporting (Default)                                                                                                                                                                    |
| Bit [6]: | Disable MCT speed-up aging<br>1 – Disable speed-up aging when MCT resource is low.<br>0 – Enable speed-up aging when MCT resource is low. (Default)                                                                                      |
| Bit [7]: | Slow Learning<br>1– Enable slow learning. Learning is temporary disabled when search demand is high<br>0 – Learning is performed independent of search demand (Default)                                                                  |

### 12.3.6 (Group 5 Address) Buffer Control/QOS Group

#### 12.3.6.1 QOSC – QOS Control

I<sup>2</sup>C Address h04B; CPU Address:h500

Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                                                                                                                                                                                    |
|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [0]:   | Enable TX rate control (on RMAC ports only)<br>1 – Enable<br>0 – Disable (Default)                                                                                                                                 |
| Bit [1]:   | Enable RX rate control (on RMAC ports only)<br>1 – Enable<br>0 – Disable (Default)                                                                                                                                 |
| Bit [4:2]: | Reserved                                                                                                                                                                                                           |
| Bit [5]:   | Select VLAN tag or TOS (IP packets) to be preferentially picked to map transmit priority and drop priority<br>0 – Select VLAN Tag priority field over TOS (Default)<br>1 – Select TOS over VLAN tag priority field |
| Bit [6]:   | Select TOS bits for Priority<br>0 – Use TOS [4:2] bits to map the transmit priority (Default)<br>1 – Use TOS [7:5] bits to map the transmit priority                                                               |
| Bit [7]:   | Select TOS bits for Drop priority<br>0 – Use TOS [4:2] bits to map the drop priority (Default)<br>1 – Use TOS [7:5] bits to map the drop priority                                                                  |

#### 12.3.6.2 UCC – Unicast Congestion Control

I<sup>2</sup>C Address h068, CPU Address: 510

Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                                                                                                                                                                   |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [7:0]: | Number of frame count. Used for best effort dropping at B% when destination port's best effort queue reaches UCC threshold and shared pool is all in use. Granularity is 16 granule (Default 0x6) |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

#### 12.3.6.3 MCC – Multicast Congestion Control

I<sup>2</sup>C Address h069, CPU Address: 511

Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                                                                                                                                         |
|------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [7:0]: | In multiples of 16 granules (granularity). Used for triggering MC flow control when destination port's multicast best effort queue reaches MCC threshold. (Default 0x6) |
|------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

**12.3.6.4 MCCTH – Multicast Threshold Control**

CPU Address: 512

Accessed by CPU (R/W)

|            |                                                                                                                                                                                                          |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [7:0]: | Threshold on the multicast granule count. Exceeding the threshold consider as multicast resource low and the new multicast will be dropped at B% or flow control is triggered if enabled. (Default: 0x3) |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

**12.3.6.5 RDRC0 – WRED Rate Control 0**I<sup>2</sup>C Address 090, CPU Address 513Accessed by CPU and I<sup>2</sup>C (R/W)

|                                                                     |                                                                          |
|---------------------------------------------------------------------|--------------------------------------------------------------------------|
| Bits[3:0]:                                                          | Corresponds to the frame drop percentage Y% for WRED. Granularity 6.25%. |
| Bits[7:4]:                                                          | Corresponds to the frame drop percentage X% for WRED. Granularity 6.25%. |
| See Programming QoS Registers application note for more information |                                                                          |

**12.3.6.6 RDRC1 – WRED Rate Control 1**I<sup>2</sup>C Address 091, CPU Address 514Accessed by CPU and I<sup>2</sup>C (R/W)

|                                                                     |                                                                                                                                                                |
|---------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bits[3:0]:                                                          | Corresponds to the best effort frame drop percentage B%, when shared pool is all in use and destination port best effort queue reaches UCC. Granularity 6.25%. |
| Bits[7:4]:                                                          | Corresponds to the frame drop percentage Z% for WRED. Granularity 6.25%.                                                                                       |
| See Programming QoS Registers application note for more information |                                                                                                                                                                |

**12.3.6.7 RDRC2 – WRED Rate Control 2**

CPU Address 515

Accessed by CPU (R/W)

|            |                                                                                    |
|------------|------------------------------------------------------------------------------------|
| Bits[3:0]: | Corresponds to the frame drop percentage RB%, for rate control. Granularity 6.25%. |
| Bits[7:4]: | Corresponds to the frame drop percentage RA% for rate control. Granularity 6.25%.  |

**12.3.6.8 SFCB – Share FCB Size**I<sup>2</sup>C Address h074, CPU Address 518Accessed by CPU and I<sup>2</sup>C (R/W)

|             |                                                                            |
|-------------|----------------------------------------------------------------------------|
| Bits [7:0]: | Expressed in multiples of 16 granules. Buffer reservation for shared pool. |
|-------------|----------------------------------------------------------------------------|

**12.3.6.9 C1RS – Class 1 Reserve Size**I<sup>2</sup>C Address h075, CPU Address 519Accessed by CPU and I<sup>2</sup>C (R/W)

|             |                         |
|-------------|-------------------------|
| Bits [7:0]: | Class 1 FCB Reservation |
|-------------|-------------------------|

Buffer reservation for class 1. Granularity 16 granules. (Default 0)

**12.3.6.10 C2RS – Class 2 Reserve Size**I<sup>2</sup>C Address h076, CPU Address 51AAccessed by CPU and I<sup>2</sup>C (R/W)

|             |                         |
|-------------|-------------------------|
| Bits [7:0]: | Class 2 FCB Reservation |
|-------------|-------------------------|

Buffer reservation for class 2. Granularity 16 granules. (Default 0)

**12.3.6.11 C3RS – Class 3 Reserve Size**I<sup>2</sup>C Address h077, CPU Address 51BAccessed by CPU and I<sup>2</sup>C (R/W)

|             |                         |
|-------------|-------------------------|
| Bits [7:0]: | Class 3 FCB Reservation |
|-------------|-------------------------|

Buffer reservation for class 3. Granularity 16 granules. (Default 0)

**12.3.6.12 AVPML – VLAN Tag Priority Map**I<sup>2</sup>C Address h056; CPU Address:h530Accessed by CPU and I<sup>2</sup>C (R/W)

Registers AVPML, AVPMM, and AVPMH allow the eight VLAN Tag priorities to map into eight Internal level transmit priorities. Under the Internal transmit priority, seven is the highest priority where as zero is the lowest. This feature allows the user the flexibility of redefining the VLAN priority field. For example, programming a value of 7 into bit 2:0 of the AVPML register would map packet VLAN priority 0 into Internal transmit priority 7. The new priority is used inside the 2604. When the packet goes out it carries the original priority.

|            |                                                            |
|------------|------------------------------------------------------------|
| Bit [2:0]: | Priority when the VLAN tag priority field is 0 (Default 0) |
| Bit [5:3]: | Priority when the VLAN tag priority field is 1 (Default 0) |
| Bit [7:6]: | Priority when the VLAN tag priority field is 2 (Default 0) |

**12.3.6.13 AVPMM – VLAN Priority Map**I<sup>2</sup>C Address h057, CPU Address:h531Accessed by CPU and I<sup>2</sup>C (R/W)

Map VLAN priority into eight level transmit priorities:

|            |                                                            |
|------------|------------------------------------------------------------|
| Bit [0]:   | Priority when the VLAN tag priority field is 2 (Default 0) |
| Bit [3:1]: | Priority when the VLAN tag priority field is 3 (Default 0) |
| Bit [6:4]: | Priority when the VLAN tag priority field is 4 (Default 0) |
| Bit [7]:   | Priority when the VLAN tag priority field is 5 (Default 0) |

**12.3.6.14 AVPMH – VLAN Priority Map**I<sup>2</sup>C Address h058, CPU Address:h532Accessed by CPU and I<sup>2</sup>C (R/W)

Map VLAN priority into eight level transmit priorities:

|            |                                                            |
|------------|------------------------------------------------------------|
| Bit [1:0]: | Priority when the VLAN tag priority field is 5 (Default 0) |
| Bit [4:2]: | Priority when the VLAN tag priority field is 6 (Default 0) |
| Bit [7:5]: | Priority when the VLAN tag priority field is 7 (Default 0) |

**12.3.6.15 AVDM – VLAN Discard Map**I<sup>2</sup>C Address h05C, CPU Address:h533Accessed by CPU and I<sup>2</sup>C (R/W)

Map VLAN priority into frame discard when low priority buffer usage is above threshold

|          |                                                                   |
|----------|-------------------------------------------------------------------|
| Bit [0]: | Frame drop priority when VLAN Tag priority field is 0 (Default 0) |
| Bit [1]: | Frame drop priority when VLAN Tag priority field is 1 (Default 0) |
| Bit [2]: | Frame drop priority when VLAN Tag priority field is 2 (Default 0) |
| Bit [3]: | Frame drop priority when VLAN Tag priority field is 3 (Default 0) |
| Bit [4]: | Frame drop priority when VLAN Tag priority field is 4 (Default 0) |
| Bit [5]: | Frame drop priority when VLAN Tag priority field is 5 (Default 0) |
| Bit [6]: | Frame drop priority when VLAN Tag priority field is 6 (Default 0) |
| Bit [7]: | Frame drop priority when VLAN Tag priority field is 7 (Default 0) |

**12.3.6.16 TOSPML – TOS Priority Map**

I<sup>2</sup>C Address h059, CPU Address:h540

Accessed by CPU and I<sup>2</sup>C (R/W)

Map TOS field in IP packet into eight level transmit priorities

|            |                                              |
|------------|----------------------------------------------|
| Bit [2:0]: | Priority when the TOS field is 0 (Default 0) |
| Bit [5:3]: | Priority when the TOS field is 1 (Default 0) |
| Bit [7:6]: | Priority when the TOS field is 2 (Default 0) |

**12.3.6.17 TOSPM – TOS Priority Map**

I<sup>2</sup>C Address h05A, CPU Address:h541

Accessed by CPU and I<sup>2</sup>C (R/W)

Map TOS field in IP packet into eight level transmit priorities

|            |                                              |
|------------|----------------------------------------------|
| Bit [0]:   | Priority when the TOS field is 2 (Default 0) |
| Bit [3:1]: | Priority when the TOS field is 3 (Default 0) |
| Bit [6:4]: | Priority when the TOS field is 4 (Default 0) |
| Bit [7]:   | Priority when the TOS field is 5 (Default 0) |

**12.3.6.18 TOSPMH – TOS Priority Map**

I<sup>2</sup>C Address h05B, CPU Address:h542

Accessed by CPU and I<sup>2</sup>C (R/W)

Map TOS field in IP packet into eight level transmit priorities:

|            |                                              |
|------------|----------------------------------------------|
| Bit [1:0]: | Priority when the TOS field is 5 (Default 0) |
| Bit [4:2]: | Priority when the TOS field is 6 (Default 0) |
| Bit [7:5]: | Priority when the TOS field is 7 (Default 0) |

**12.3.6.19 TOSDML – TOS Discard Map**

I<sup>2</sup>C Address h05D, CPU Address:h543

Accessed by CPU and I<sup>2</sup>C (R/W)

Map TOS into frame discard when low priority buffer usage is above threshold

|          |                                                     |
|----------|-----------------------------------------------------|
| Bit [0]: | Frame drop priority when TOS field is 0 (Default 0) |
| Bit [1]: | Frame drop priority when TOS field is 1 (Default 0) |
| Bit [2]: | Frame drop priority when TOS field is 2 (Default 0) |
| Bit [3]: | Frame drop priority when TOS field is 3 (Default 0) |
| Bit [4]: | Frame drop priority when TOS field is 4 (Default 0) |
| Bit [5]: | Frame drop priority when TOS field is 5 (Default 0) |
| Bit [6]: | Frame drop priority when TOS field is 6 (Default 0) |
| Bit [7]: | Frame drop priority when TOS field is 7 (Default 0) |

**12.3.6.20 USER\_PROTOCOL\_[7:0] – User Define Protocol 0~7**

I<sup>2</sup>C Address h0B3-0BA, CPU Address:h550-557

Accessed by CPU and I<sup>2</sup>C (R/W)

(Default 00) This register is duplicated eight times from PROTOCOL 0~7 and allows the CPU to define eight separate protocols.

|            |                      |
|------------|----------------------|
| Bits[7:0]: | User Define Protocol |
|------------|----------------------|

### 12.3.6.21 USER\_PROTOCOL\_FORCE\_DISCARD[7:0] – User Define Protocol 0~7 Force Discard

I<sup>2</sup>C Address h0BB, CPU Address 558

Accessed by CPU and I<sup>2</sup>C (R/W)

|          |                                                              |
|----------|--------------------------------------------------------------|
| Bits[0]: | Enable Protocol 0 Force Discard<br>1 – Enable<br>0 – Disable |
| Bits[1]: | Enable Protocol 1 Force Discard                              |
| Bits[2]: | Enable Protocol 2 Force Discard                              |
| Bits[3]: | Enable Protocol 3 Force Discard                              |
| Bits[4]: | Enable Protocol 4 Force Discard                              |
| Bits[5]: | Enable Protocol 5 Force Discard                              |
| Bits[6]: | Enable Protocol 6 Force Discard                              |
| Bits[7]: | Enable Protocol 7 Force Discard                              |

#### User Defined Logical Ports and Well Known Ports

The ZL50407 supports classifying packet priority through layer 4 logical port information. It can be setup by 8 Well Known Ports, 8 User Defined Logical Ports, and 1 User Defined Range. The 8 Well Known Ports supported are:

- 23
- 512
- 6000
- 443
- 111
- 22555
- 22
- 554

Their respective priority can be programmed via Well\_Known\_Port [7:0] priority register. Well\_Known\_Port\_Enable can individually turn on/off each Well Known Port if desired.

Similarly, the User Defined Logical Port provides the user programmability to the priority, plus the flexibility to select specific logical ports to fit the applications. The 8 User Logical Ports can be programmed via User\_Port 0-7 registers. Two registers are required to be programmed for the logical port number. The respective priority can be programmed to the User\_Port [7:0] priority register. The port priority can be individually enabled/disabled via User\_Port\_Enable register.

The User Defined Range provides a range of logical port numbers with the same priority level. Programming is similar to the User Defined Logical Port. Instead of programming a fixed port number, an upper and lower limit need to be programmed, they are: {RHIGHH, RHIGHL} and {RLOWH, RLOWL} respectively. If the value in the upper limit is smaller or equal to the lower limit, the function is disabled. Any IP packet with a logical port that is less than the upper limit and more than the lower limit will use the priority specified in RPRIORITY.

**12.3.6.22 WELL\_KNOWN\_PORT[1:0]\_PRIORITY- Well Known Logic Port 1 and 0 Priority**I<sup>2</sup>C Address h0A8, CPU Address 560Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                                                    |
|------------|------------------------------------------------------------------------------------|
| Bits[3:0]: | Priority setting, transmission + dropping, for Well known port 0 (23 for telnet)   |
| Bits[7:4]: | Priority setting, transmission + dropping, for Well known port 1 (512 for TCP/UDP) |

**12.3.6.23 WELL\_KNOWN\_PORT[3:2]\_PRIORITY- Well Known Logic Port 3 and 2 Priority**I<sup>2</sup>C Address h0A9, CPU Address 561Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                                                     |
|------------|-------------------------------------------------------------------------------------|
| Bits[3:0]: | Priority setting, transmission + dropping, for Well known port 2 (6000 for XWIN)    |
| Bits[7:4]: | Priority setting, transmission + dropping, for Well known port 3 (443 for HTTP sec) |

**12.3.6.24 WELL\_KNOWN\_PORT[5:4]\_PRIORITY- Well Known Logic Port 5 and 4 Priority**I<sup>2</sup>C Address h0AA, CPU Address 562Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                                                                      |
|------------|------------------------------------------------------------------------------------------------------|
| Bits[3:0]: | Priority setting, transmission + dropping, for Well known port 4 (111 for sun remote procedure call) |
| Bits[7:4]: | Priority setting, transmission + dropping, for Well known port 5 (22555 for IP Phone call setup)     |

**12.3.6.25 WELL\_KNOWN\_PORT[7:6]\_PRIORITY- Well Known Logic Port 7 and 6 Priority**I<sup>2</sup>C Address h0AB, CPU Address 563Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                                                 |
|------------|---------------------------------------------------------------------------------|
| Bits[3:0]: | Priority setting, transmission + dropping, for Well known port 6 (22 for ssh)   |
| Bits[7:4]: | Priority setting, transmission + dropping, for Well known port 7 (554 for rtsp) |

**12.3.6.26 WELL\_KNOWN\_PORT\_ENABLE[7:0] – Well Known Logic Port 0 to 7 Enables**I<sup>2</sup>C Address h0AC, CPU Address 564Accessed by CPU and I<sup>2</sup>C (R/W)

|          |                                                                |
|----------|----------------------------------------------------------------|
| Bits[0]: | Enable Well Known Port 0 Priority<br>1 – Enable<br>0 – Disable |
| Bits[1]: | Enable Well Known Port 1 Priority                              |
| Bits[2]: | Enable Well Known Port 2 Priority                              |
| Bits[3]: | Enable Well Known Port 3 Priority                              |
| Bits[4]: | Enable Well Known Port 4 Priority                              |
| Bits[5]: | Enable Well Known Port 5 Priority                              |
| Bits[6]: | Enable Well Known Port 6 Priority                              |
| Bits[7]: | Enable Well Known Port 7 Priority                              |

**12.3.6.27 WELL\_KNOWN\_PORT\_FORCE\_DISCARD[7:0] – Well Known Logic Port 0~7 Force Discard**I<sup>2</sup>C Address h0AD, CPU Address 565Accessed by CPU and I<sup>2</sup>C (R/W)

|          |                                                                     |
|----------|---------------------------------------------------------------------|
| Bits[0]: | Enable Well Known Port 0 Force Discard<br>1 – Enable<br>0 – Disable |
| Bits[1]: | Enable Well Known Port 1 Force Discard                              |
| Bits[2]: | Enable Well Known Port 2 Force Discard                              |
| Bits[3]: | Enable Well Known Port 3 Force Discard                              |
| Bits[4]: | Enable Well Known Port 4 Force Discard                              |
| Bits[5]: | Enable Well Known Port 5 Force Discard                              |
| Bits[6]: | Enable Well Known Port 6 Force Discard                              |
| Bits[7]: | Enable Well Known Port 7 Force Discard                              |

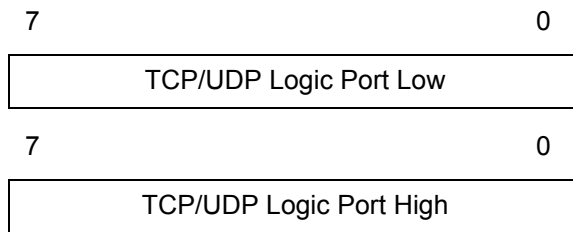
**12.3.6.28 USER\_PORT[7:0]\_[LOW/HIGH] – User Define Logical Port 0~7**

I<sup>2</sup>C Address h092-099(Low); CPU Address 570+2xN(Low) (N = logical port number)

I<sup>2</sup>C Address h09A-0A1(High); CPU Address 571+2xN(High)

Accessed by CPU and I<sup>2</sup>C (R/W)

(Default 00) This register is duplicated eight times from PORT 0 through PORT 7 and allows the CPU to define eight separate ports.

**12.3.6.29 USER\_PORT\_[1:0]\_PRIORITY - User Define Logic Port 1 and 0 Priority**

I<sup>2</sup>C Address h0A2, CPU Address 590

Accessed by CPU and I<sup>2</sup>C (R/W)

The chip allows the CPU to define the priority

|            |                                                                          |
|------------|--------------------------------------------------------------------------|
| Bits[3:0]: | Priority setting, transmission + dropping, for logic port 0              |
| Bits[7:4]: | Priority setting, transmission + dropping, for logic port 1 (Default 00) |

**12.3.6.30 USER\_PORT\_[3:2]\_PRIORITY - User Define Logic Port 3 and 2 Priority**

I<sup>2</sup>C Address h0A3, CPU Address 591

Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                                          |
|------------|--------------------------------------------------------------------------|
| Bits[3:0]: | Priority setting, transmission + dropping, for logic port 2              |
| Bits[7:4]: | Priority setting, transmission + dropping, for logic port 3 (Default 00) |

**12.3.6.31 USER\_PORT\_[5:4]\_PRIORITY - User Define Logic Port 5 and 4 Priority**

I<sup>2</sup>C Address h0A4, CPU Address 592

Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                                          |
|------------|--------------------------------------------------------------------------|
| Bits[3:0]: | Priority setting, transmission + dropping, for logic port 4              |
| Bits[7:4]: | Priority setting, transmission + dropping, for logic port 5 (Default 00) |

**12.3.6.32 USER\_PORT\_[7:6]\_PRIORITY - User Define Logic Port 7 and 6 Priority**I<sup>2</sup>C Address h0A5, CPU Address 593Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                                          |
|------------|--------------------------------------------------------------------------|
| Bits[3:0]: | Priority setting, transmission + dropping, for logic port 6              |
| Bits[7:4]: | Priority setting, transmission + dropping, for logic port 7 (Default 00) |

**12.3.6.33 USER\_PORT\_ENABLE[7:0] – User Define Logic Port 0 to 7 Enables**I<sup>2</sup>C Address h0A6, CPU Address 594Accessed by CPU and I<sup>2</sup>C (R/W)

|          |                                                          |
|----------|----------------------------------------------------------|
| Bits[0]: | Enable User Port 0 Priority<br>1 – Enable<br>0 – Disable |
| Bits[1]: | Enable User Port 1 Priority                              |
| Bits[2]: | Enable User Port 2 Priority                              |
| Bits[3]: | Enable User Port 3 Priority                              |
| Bits[4]: | Enable User Port 4 Priority                              |
| Bits[5]: | Enable User Port 5 Priority                              |
| Bits[6]: | Enable User Port 6 Priority                              |
| Bits[7]: | Enable User Port 7 Priority                              |

**12.3.6.34 USER\_PORT\_FORCE\_DISCARD[7:0] – User Define Logic Port 0~7 Force Discard**I<sup>2</sup>C Address h0A7, CPU Address 595Accessed by CPU and I<sup>2</sup>C (R/W)

|          |                                                               |
|----------|---------------------------------------------------------------|
| Bits[0]: | Enable User Port 0 Force Discard<br>1 – Enable<br>0 – Disable |
| Bits[1]: | Enable User Port 1 Force Discard                              |
| Bits[2]: | Enable User Port 2 Force Discard                              |
| Bits[3]: | Enable User Port 3 Force Discard                              |
| Bits[4]: | Enable User Port 4 Force Discard                              |
| Bits[5]: | Enable User Port 5 Force Discard                              |
| Bits[6]: | Enable User Port 6 Force Discard                              |
| Bits[7]: | Enable User Port 7 Force Discard                              |

**12.3.6.35 RLOWL – User Define Range Low Bit 7:0**I<sup>2</sup>C Address h0AE, CPU Address: 5A0Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                       |
|------------|-------------------------------------------------------|
| Bits[7:0]: | Lower 8 bit of the User Define Logical Port Low Range |
|------------|-------------------------------------------------------|

**12.3.6.36 RLOWH – User Define Range Low Bit 15:8**I<sup>2</sup>C Address h0AF, CPU Address: 5A1Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                       |
|------------|-------------------------------------------------------|
| Bits[7:0]: | Upper 8 bit of the User Define Logical Port Low Range |
|------------|-------------------------------------------------------|

**12.3.6.37 RHIGHL – User Define Range High Bit 7:0**I<sup>2</sup>C Address h0B0, CPU Address: 5A2Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                        |
|------------|--------------------------------------------------------|
| Bits[7:0]: | Lower 8 bit of the User Define Logical Port High Range |
|------------|--------------------------------------------------------|

**12.3.6.38 RHIGHH – User Define Range High Bit 15:8**I<sup>2</sup>C Address h0B1, CPU Address: 5A3Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                        |
|------------|--------------------------------------------------------|
| Bits[7:0]: | Upper 8 bit of the User Define Logical Port High Range |
|------------|--------------------------------------------------------|

**12.3.6.39 RPRIORITY – User Define Range Priority**I<sup>2</sup>C Address h0B2, CPU Address: 5A4Accessed by CPU and I<sup>2</sup>C (R/W)

RLOW and RHIGH form a range for logical ports to be classified with priority specified in RPRIORITY.

|          |                                                                                                                                |
|----------|--------------------------------------------------------------------------------------------------------------------------------|
| Bits[0]: | Drop Priority (inclusive only)                                                                                                 |
| Bit[3:1] | Transmit Priority (inclusive only)                                                                                             |
| Bit[5:4] | Reserved                                                                                                                       |
| Bit[7:6] | 00 - No Filtering<br>01 - Exclusive Filtering (x<=RLOW or x>=RHIGH)<br>10 - Inclusive Filtering (RLOW<x<RHIGH)<br>11 - Invalid |

**12.3.7 (Group 6 Address) MISC Group****12.3.7.1 MII\_OP0 – MII Register Option 0**I<sup>2</sup>C Address 0BC, CPU Address:h600Accessed by CPU and I<sup>2</sup>C (R/W)

|           |                                                                                                                                                                |
|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit[4:0]: | Vendor specified link status register address (null value means don't use it) (Default 00). This is used if the Linkup bit position in the PHY is non-standard |
| Bit[6:5]  | Reserved                                                                                                                                                       |
| Bits [7]: | Half duplex flow control feature<br>0 = Half duplex flow control always enable<br>1 = Half duplex flow control by negotiation                                  |

**12.3.7.2 MII\_OP1 – MII Register Option 1**I<sup>2</sup>C Address 0BD, CPU Address:h601Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                              |
|------------|--------------------------------------------------------------|
| Bits[3:0]: | Duplex bit location in vendor specified register             |
| Bits[7:4]: | Speed bit location in vendor specified register (Default 00) |

**12.3.7.3 FEN – Feature Register**I<sup>2</sup>C Address 0BE, CPU Address:h602)Accessed by CPU and I<sup>2</sup>C (R/W)

|           |                                                                                                                                                                                                                                                                     |
|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bits [0]: | Statistic Counter<br>0 – Disable (Default)<br>1 – Enable (all ports)<br><br>When statistic counter is enable, an interrupt control frame is generated to the CPU, every time a counter wraps around. This feature requires an external CPU.                         |
| Bits[1]:  | Reserved                                                                                                                                                                                                                                                            |
| Bit [2]:  | Support DS EF Code.<br>0 – Disable (Default)<br>1 – Enable (all ports)<br><br>When 101110 is detected in DS field (TOS[7:2]), the frame priority is set for 110 and drop is set for 0.                                                                              |
| Bit [3]:  | Reserved. Must be 0.                                                                                                                                                                                                                                                |
| Bit [4]:  | Reserved. Must be 1.                                                                                                                                                                                                                                                |
| Bit [5]:  | Report to CPU<br>0 – Disable (Default)<br>1 – Enable<br><br>When disable new VLAN port association report, new MAC address report or aging reports are disable for all ports. When enable, register SE_OPEMODE is used to enable/disable selectively each function. |
| Bit [6]:  | MII Management State Machine<br>0: Enable (Default)<br>1: Disable<br>This bit must be set so that there is no contention on the MDIO bus between MII Management state machine and MIIC & MIID PHY register accesses.                                                |
| Bit [7]:  | MCT Link List structure<br>0 – Enable (Default)<br>1 – Disable                                                                                                                                                                                                      |

**12.3.7.4 MIIC0 – MII Command Register 0**

CPU Address:h603

Accessed by CPU (R/W)

|            |                        |
|------------|------------------------|
| Bits[7:0]: | MII Command Data [7:0] |
|------------|------------------------|

**Note:** Before programming MII command: set FEN[6], check MIIC3, making sure no RDY, and no VALID; then program MII command.

**12.3.7.5 MIIC1 – MII Command Register 1**

CPU Address:h604

Accessed by CPU (R/W)

|            |                         |
|------------|-------------------------|
| Bits[7:0]: | MII Command Data [15:8] |
|------------|-------------------------|

**Note:** Before programming MII command: set FEN[6], check MIIC3, making sure no RDY and no VALID; then program MII command.

**12.3.7.6 MIIC2 – MII Command Register 2**

CPU Address:h605

Accessed by CPU (R/W)

|           |                                                                      |
|-----------|----------------------------------------------------------------------|
| Bit [4:0] | REG_AD – Register PHY Address                                        |
| Bit [6:5] | OP – Operation code “10” for read command and “01” for write command |
| Bit [7]   | Reserved                                                             |

**Note:** Before programming MII command: set FEN[6], check MIIC3, making sure no RDY and no VALID; then program MII command.

**12.3.7.7 MIIC3 – MII Command Register 3**

CPU Address:h606

Accessed by CPU (R/W)

|            |                                             |
|------------|---------------------------------------------|
| Bits [4:0] | PHY_AD – 5 Bit PHY Address                  |
| Bit [5]    | Reserved                                    |
| Bit [6]    | VALID – Data Valid from PHY (Read Only)     |
| Bit [7]    | RDY – Data is returned from PHY (Read Only) |

**Note:** Before programming MII command: set FEN[6], check MIIC3, making sure no RDY and no VALID; then program MII command. Writing this register will initiate a serial management cycle to the MII management interface.

**12.3.7.8 MIID0 – MII Data Register 0**

CPU Address:h607

Accessed by CPU (RO)

|            |                |
|------------|----------------|
| Bits[7:0]: | MII Data [7:0] |
|------------|----------------|

**12.3.7.9 MIID1 – MII Data Register 1**

CPU Address:h608

Accessed by CPU (RO)

|            |                  |
|------------|------------------|
| Bits[7:0]: | MIID Data [15:8] |
|------------|------------------|

**12.3.7.10 USD – One Micro Second Divider**

CPU Address:h609

Accessed by CPU (R/W)

|            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bits[5:0]: | <p>Divider to get one micro second from M_CLK (only used when not in standard RMII mode)</p> <p>In a MII or GPSI system, a 50MHz M_CLK may not be available. The system designer can decide to use another frequency on the M_CLK signal. To compensate for this, this register is required to be programmed.</p> <p>For example. If 20MHz is used on M_CLK, to compensate for the difference, this register is programmed with 20 to provide 1usec for internal reference.</p> |
| Bits[7:6]: | Reserved                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

**12.3.7.11 DEVICE Mode**

CPU Address:h60A

Accessed by CPU (R/W)

|            |                                                                                                 |
|------------|-------------------------------------------------------------------------------------------------|
| Bit[0]:    | Reserved                                                                                        |
| Bit[1]:    | <p>CPU Interrupt Polarity</p> <p>0: Negative Polarity</p> <p>1: Positive Polarity (Default)</p> |
| Bit[4:2]:  | Reserved                                                                                        |
| Bit [7:5]: | DEVICE ID (Default 0). This is for stacking operation. This is the stack ID for loop topology.  |

**12.3.7.12 CHECKSUM - EEPROM Checksum**I<sup>2</sup>C Address 0FF, CPU Address:h60BAccessed by CPU and I<sup>2</sup>C (R/W)

|            |                              |
|------------|------------------------------|
| Bit [7:0]: | Checksum content (Default 0) |
|------------|------------------------------|

This register is used in unmanaged mode only. Before requesting that the ZL50407 updates the EEPROM device, the correct checksum needs to be calculated and written into this checksum register.

The checksum formula is:

$$\begin{aligned}
 & \text{FF} \\
 & \text{S} \quad \text{I}^2\text{C register} = 0 \\
 & i = 0
 \end{aligned}$$

When the ZL50407 boots from the EEPROM the checksum is calculated and the value must be zero. If the checksum is not zeroed the ZL50407 does not start and pin CHECKSUM\_OK is set to zero.

#### 12.3.7.13 LHBTimer – Link Heart Beat Timeout Timer

CPU Address:h610

Accessed by CPU (R/W)

In slot time (512 bit time), LHB packet will be sent out to the remote device if no other packet is transmitted in this period. The receiver will trigger LHB timeout interrupt if not receiving any good packet in two of this period.

#### 12.3.7.14 LHBReg0, LHBReg1 - Link Heart Beat OpCode

CPU Address:h611, h612

Accessed by CPU (R/W)

The LHB frame uses MAC control frame format (same as flow control frame.) The register here defines the operation code. (flow control frame has h0001).

#### 12.3.7.15 fMACCReg0, fMACCReg1 - MAC Control Frame OpCode

CPU Address:h613, h614

Accessed by CPU (R/W)

The registers define the operation code if MAC control frame is forced out by processor.

#### 12.3.7.16 FCB Base Address Register 0

I<sup>2</sup>C Address 0BF, CPU Address:h620

Accessed by CPU and I<sup>2</sup>C (R/W)

|           |                                      |
|-----------|--------------------------------------|
| Bit [7:0] | FCB Base address bit 7:0 (Default 0) |
|-----------|--------------------------------------|

#### 12.3.7.17 FCB Base Address Register 1

I<sup>2</sup>C Address 0C0, CPU Address:h621

Accessed by CPU and I<sup>2</sup>C (R/W)

|           |                                          |
|-----------|------------------------------------------|
| Bit [7:0] | FCB Base address bit 15:8 (Default 0x60) |
|-----------|------------------------------------------|

**12.3.7.18 FCB Base Address Register 2**I<sup>2</sup>C Address 0C1, CPU Address:h622Accessed by CPU and I<sup>2</sup>C (R/W)

|           |                                        |
|-----------|----------------------------------------|
| Bit [7:0] | FCB Base address bit 23:16 (Default 0) |
|-----------|----------------------------------------|

**12.3.8 (Group 7 Address) Port Mirroring Group****12.3.8.1 MIRROR CONTROL – Port Mirror Control Register**

CPU Address 70C

Accessed by CPU (R/W) (Default 00)

|            |                                                              |
|------------|--------------------------------------------------------------|
| Bit [3:0]: | Destination port to be mirrored to.                          |
| Bit[4]     | Mirror Flow from MIRROR_SRC_MAC[5:0] to MIRROR_DEST_MAC[5:0] |
| Bit[5]     | Mirror Flow from MIRROR_DEST_MAC[5:0] to MIRROR_SRC_MAC[5:0] |
| Bit [6]:   | Mirror when address is destination                           |
| Bit [7]:   | Mirror when address is source                                |

**12.3.8.2 MIRROR\_DEST\_MAC[5:0] – Mirror Destination Mac Address 0~5**

CPU Address 700-705

Accessed by CPU (R/W)

| DEST_MAC5               | DEST_MAC4               | DEST_MAC3               | DEST_MAC2               | DEST_MAC1              | DEST_MAC0             |
|-------------------------|-------------------------|-------------------------|-------------------------|------------------------|-----------------------|
| [47:40]<br>(Default 00) | [39:32]<br>(Default 00) | [31:24]<br>(Default 00) | [23:16]<br>(Default 00) | [15:8]<br>(Default 00) | [7:0]<br>(Default 00) |

**12.3.8.3 MIRROR\_SRC\_MAC[5:0] – Mirror Destination Mac Address 0~5**

CPU Address 706-70B

Accessed by CPU (R/W)

| SRC_MAC5                | SRC_MAC4                | SRC_MAC3                | SRC_MAC2                | SRC_MAC1               | SRC_MAC0              |
|-------------------------|-------------------------|-------------------------|-------------------------|------------------------|-----------------------|
| [47:40]<br>(Default 00) | [39:32]<br>(Default 00) | [31:24]<br>(Default 00) | [23:16]<br>(Default 00) | [15:8]<br>(Default 00) | [7:0]<br>(Default 00) |

**12.3.8.4 RMAC\_MIRROR0 – RMAC Mirror 0**

CPU Address 710

Accessed by CPU (R/W)

|            |                                          |
|------------|------------------------------------------|
| Bit [2:0]: | Source port to be mirrored               |
| Bit [3]:   | Mirror path<br>0: Receive<br>1: Transmit |
| Bit [6:4]: | Destination port for mirrored traffic    |
| Bit [7]:   | Mirror enable                            |

**12.3.8.5 RMAC\_MIRROR1 – RMAC Mirror 1**

CPU Address 711

Accessed by CPU (R/W)

|            |                                          |
|------------|------------------------------------------|
| Bit [2:0]: | Source port to be mirrored               |
| Bit [3]:   | Mirror path<br>0: Receive<br>1: Transmit |
| Bit [6:4]: | Destination port for mirrored traffic    |
| Bit [7]:   | Mirror enable                            |

**12.3.9 (Group 8 Address) Per Port QOS Control****12.3.9.1 FCRn – Port 0~9 Flooding Control Register**I<sup>2</sup>C Address h04C-055; CPU Address:h800+N (N = port number)Accessed by CPU and I<sup>2</sup>C (R/W)

|            |                                                                                                                                                                                                                                                                                                                            |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [3:0]: | U2MR: Unicast to Multicast Rate. Units in terms of time base defined in bits [6:4]. This is used to limit the amount of flooding traffic from Port N. The value in U2MR specifies how many packets are allowed to flood within the time specified by bit [6:4]. To disable this function, program U2MR to 0. (Default = 0) |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

|            |                                                                                                                                                                                                                              |
|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [6:4]: | Time Base for Unicast to Multicast, Multicast and Broadcast rate control of Port N: (Default = 000)<br>000 = 100us<br>001 = 200us<br>010 = 400us<br>011 = 800us<br>100 = 1.6ms<br>101 = 3.2ms<br>110 = 6.4ms<br>111 = 12.8ms |
| Bit [7]:   | Reserved                                                                                                                                                                                                                     |

### 12.3.9.2 BMRCn - Port 0~9 Broadcast/Multicast Rate Control

I<sup>2</sup>C Address h05E-067, CPU Address:h820+N (N = port number)

Accessed by CPU and I<sup>2</sup>C (R/W)

This broadcast and multicast rate defines for Port N, the number of packets allowed to be forwarded within a specified time. Once the packet rate is reached, packets will be dropped. To turn off the rate limit, program the field to 0. Time base is based on register FCR0 [6:4]

|            |                                                                                                                                                          |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [3:0]: | Multicast Rate Control. Number of multicast packets allowed within the time defined in bits 6 to 4 of the Flooding Control Register (FCRn). (Default 0). |
| Bit [7:4]: | Broadcast Rate Control. Number of broadcast packets allowed within the time defined in bits 6 to 4 of the Flooding Control Register (FCRn). (Default 0)  |

### 12.3.9.3 PR100\_n – Port 0~7 Reservation

I<sup>2</sup>C Address h06A-071, CPU Address 840+N (N = port number)

Accessed by CPU and I<sup>2</sup>C (R/W)

Expressed in multiples of 16 granules. (Default 0x6)

### 12.3.9.4 PR100\_CPU – Port CPU Reservation

I<sup>2</sup>C Address h073, CPU Address 848

Accessed by CPU and I<sup>2</sup>C (R/W)

Expressed in multiples of 16 granules. (Default 0x6)

### 12.3.9.5 PRG – Port GMAC Reservation

I<sup>2</sup>C Address h072, CPU Address 849

Accessed by CPU and I<sup>2</sup>C (R/W)

Expressed in multiples of 16 granules. (Default 0x24)

**12.3.9.6 PTH100\_n – Port 0~7 Threshold**

I<sup>2</sup>C Address h0C2-0C9, CPU Address 860+N (N = port number)

Accessed by CPU and I<sup>2</sup>C (R/W)

Expressed in multiples of 16 granules. More than this number used on a source port will trigger ether random drop or flow control (Default 0x3)

**12.3.9.7 PTH100\_CPU – Port CPU Threshold**

I<sup>2</sup>C Address h0CB, CPU Address 868

Accessed by CPU and I<sup>2</sup>C (R/W)

Expressed in multiples of 16 granules. More than this number used on a source port will trigger ether random drop or flow control (Default 0x3)

**12.3.9.8 PTHG – Port GMAC Threshold**

I<sup>2</sup>C Address h0CA, CPU Address 869

Accessed by CPU and I<sup>2</sup>C (R/W)

Expressed in multiples of 16 granules. More than this number used on a source port will trigger ether random drop or flow control (Default 0x12)

**12.3.9.9 QOSC00, QOSC01 - Classes Byte Limit port 0**

Accessed by CPU and I<sup>2</sup>C (R/W)

- QOSC00 – BYTE\_L1 (I<sup>2</sup>C Address h078, CPU Address 880)
- QOSC01 – BYTE\_L2 (I<sup>2</sup>C Address h079, CPU Address 881)

Multiple of 16 granules. The two numbers set the two level for WRED on the high priority queue. When the queue size exceeds the L1 threshold, received frame will subject to X% (high drop) or Y% (low drop) WRED. When the queue size exceeds L2 threshold, received frame will ether be filtered (high drop) or subject to Z% WRED.

**12.3.9.10 QOSC02, QOSC15 - Classes Byte Limit port 1-7**

I<sup>2</sup>C Address 07A-087, CPU Address:h882-88F

Accessed by CPU and I<sup>2</sup>C (R/W)

Same as QOSC00, QOSC01

**12.3.9.11 QOSC16 - QOSC21 - Classes Byte Limit CPU port**

Accessed by CPU (R/W):

- QOSC16 – BYTE\_L11 Level 1 for queue 1 (CPU Address 890)
- QOSC17 – BYTE\_L21 Level 2 for queue 1 (CPU Address 891)
- QOSC18 – BYTE\_L12 Level 1 for queue 2 (CPU Address 892)
- QOSC19 – BYTE\_L22 Level 2 for queue 2 (CPU Address 893)
- QOSC20 – BYTE\_L13 Level 1 for queue 3 (CPU Address 894)
- QOSC21 – BYTE\_L23 Level 2 for queue 3 (CPU Address 895)

Multiple of 16 granules. The two numbers set the two level for WRED on the high priority queue. When the queue size exceeds the L1 threshold, received frame will subject to X% (high drop) or Y% (low drop) WRED. When the queue size exceeds L2 threshold, received frame will ether be filtered (high drop) or subject to Z% WRED.

**12.3.9.12 QOSC22 - QOSC27 - Classes Byte Limit GMAC port**

Accessed by CPU and I<sup>2</sup>C (R/W)

- QOSC22 – BYTE\_L11 Level 1 for queue 1 (I<sup>2</sup>C Address h088, CPU Address 896)
- QOSC23 – BYTE\_L21 Level 2 for queue 1 (I<sup>2</sup>C Address h089, CPU Address 897)
- QOSC24 – BYTE\_L12 Level 1 for queue 2 (I<sup>2</sup>C Address h08A, CPU Address 898)
- QOSC25 – BYTE\_L22 Level 2 for queue 2 (I<sup>2</sup>C Address h08B, CPU Address 899)
- QOSC26 – BYTE\_L13 Level 1 for queue 3 (I<sup>2</sup>C Address h08C, CPU Address 89A)
- QOSC27 – BYTE\_L23 Level 2 for queue 3 (I<sup>2</sup>C Address h08D, CPU Address 89B)

Multiple of 16 granules. The two numbers set the two level for WRED on the high priority queue. When the queue size exceeds the L1 threshold, received frame will subject to X% (high drop) or Y% (low drop) WRED. When the queue size exceeds L2 threshold, received frame will either be filtered (high drop) or subject to Z% WRED.

**12.3.9.13 QOSC28 - QOSC31 - Classes WFQ Credit For GMAC**

Accessed by CPU (R/W)

W3 – QOSC28[5:0] – CREDIT\_C00 (CPU Address 89C)

W2 – QOSC29[5:0] – CREDIT\_C01 (CPU Address 89D)

W1 – QOSC30[5:0] – CREDIT\_C02 (CPU Address 89E)

W0 – QOSC31[5:0] – CREDIT\_C03 (CPU Address 89F)

QOSC28 through QOSC31 represents one set of WFQ parameters for GMAC port. The granularity of the numbers is 1, and their sum must be 64. QOSC31 corresponds to W0 that is the highest priority, and QOSC27 corresponds to W3. Default scheduling method will be strict priority across all queues. Only when the bit 7 in the class is set, the queue will be scheduled as WFQ. The credit number also works as shaper credit if bit 6 is set. The queue with shaper enabled will be scheduled by strict priority when the token is available. The shaper setting override the NS setting.

|            |                           |
|------------|---------------------------|
| Bit [5:0]: | Class scheduling credit   |
| Bit [6]:   | Shaper enable             |
| Bit [7]:   | Not strict priority apply |

**12.3.9.14 QOSC36 - QOSC39 - Shaper Control Port GMAC**

Accessed by CPU (R/W)

W3 – QOSC36[7:0] – TOKEN\_LIMIT\_C00 (CPU Address 8A4)

W2 – QOSC37[7:0] – TOKEN\_LIMIT\_C01 (CPU Address 8A5)

W1 – QOSC38[7:0] – TOKEN\_LIMIT\_C02 (CPU Address 8A6)

W0 – QOSC39[7:0] – TOKEN\_LIMIT\_C03 (CPU Address 8A7)

QOSC36 through QOSC39 represents one set of token limit on the shaper of GMAC port. The granularity of the numbers is 64 bytes. The shaper is implemented as leaky bucket and the limit here works as bucket size. Since the hardware implementation can keep negative number, the limit can be as small as one and still can transmit oversized frame, as long as one byte token is available.

**12.3.10 (Group E Address) System Diagnostic****NOTE: Device Manufacturing test registers.****12.3.10.1 DTSRL – Test Output Selection**

CPU Address E00

Accessed by CPU (R/W)

Test group selection for testout[7:0].

**12.3.10.2 DTSRM – Test Output Selection**

CPU Address E01

Accessed by CPU (R/W)

Test group selection for testout[15:8].

**12.3.10.3 TESTOUT0, TESTOUT1 – Testmux Output [7:0], [15:8]**

CPU Address E02, E03

Accessed by CPU (RO)

**12.3.10.4 MASK0-MASK4 – Timeout Reset Mask**

CPU Address E10-E14

Accessed by CPU (R/W)

Disable timeout reset on selected state machine status.

**12.3.10.5 BOOTSTRAP0 – BOOTSTRAP3**

CPU Address E80-E83

Accessed by CPU (RO)

|              |                                                                                                                                                                                                                            |     |     |
|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|
| 31           | 23                                                                                                                                                                                                                         | 15  | 0   |
| BT3          | BT2                                                                                                                                                                                                                        | BT1 | BT0 |
| Bit [15:0]:  | Bootstrap value from TSTOUT[15:0]:<br>Bit [6:0]: TSTOUT[6:0]<br>Bit [8:7]: Invert of TSTOUT[8:7]<br>Bit [9]: TSTOUT[11]<br>Bit [10]: TSTOUT[9]<br>Bit [11]: TSTOUT[10]<br>Bit [14:12]: TSTOUT[14:12]<br>Bit [15]: Always 0 |     |     |
| Bit [23:16]: | Bootstrap value from M[7:0]_TXEN<br>Bit [16]: M0_TXEN<br>Bit [17]: M1_TXEN<br>...<br>Bit [23]: M7_TXEN                                                                                                                     |     |     |

|              |                                       |
|--------------|---------------------------------------|
| Bit [25:24]: | Bootstrap value from M9_TXEN, M9_TXER |
| Bit [31:26]: | Reserved                              |

### 12.3.10.6 PRTFSMST0 – PRTFSMST9

CPU Address E90-E99

Accessed by CPU (RO)

|          |                                     |
|----------|-------------------------------------|
| Bit [0]: | TX FSM NOT idle for 5 sec           |
| Bit [1]: | TX FIFO control NOT idle for 5 sec  |
| Bit [2]: | RX SFD detection NOT idle for 5 sec |
| Bit [3]: | RXINF NOT idle for 5 sec            |
| Bit [4]: | PTCTL NOT idle for 5 sec            |
| Bit [5]: | Reserved                            |
| Bit [6]: | LHB frame detected                  |
| Bit [7]: | LHB receiving timeout               |

### 12.3.10.7 PRTQOSST0-PRTQOSST7

CPU Address EA0 - EA7

Accessed by CPU (RO)

|          |                                                  |
|----------|--------------------------------------------------|
| Bit [0]: | Source port reservation low                      |
| Bit [1]: | No source port buffer left                       |
| Bit [2]: | Unicast congestion detected on best effort queue |
| Bit [3]: | Reserved                                         |
| Bit [4]: | High priority queue reach L1 WRED level          |
| Bit [5]: | High priority queue reach L2 WRED level          |
| Bit [6]: | Low priority MC queue full                       |
| Bit [7]: | High priority MC queue full                      |

### 12.3.10.8 PRTQOSST8A, PRTQOSST8B (CPU port)

CPU Address EA8 – EA9

Accessed by CPU (RO)

|       |       |
|-------|-------|
| 15    | 0     |
| PQSTB | PQSTA |

|              |                                                  |
|--------------|--------------------------------------------------|
| Bit [0]:     | Source port reservation low                      |
| Bit [1]:     | No source port buffer left                       |
| Bit [2]:     | Unicast congestion detected on best effort queue |
| Bit [3]:     | Reserved                                         |
| Bit [4]:     | priority queue 1 reach L1 WRED level             |
| Bit [5]:     | priority queue 1 reach L2 WRED level             |
| Bit [6]:     | priority queue 2 reach L1 WRED level             |
| Bit [7]:     | priority queue 2 reach L2 WRED level             |
| Bit [8]:     | priority queue 3 reach L1 WRED level             |
| Bit [9]:     | priority queue 3 reach L2 WRED level             |
| Bit [10]:    | priority 0 MC queue full                         |
| Bit [11]:    | priority 1 MC queue full                         |
| Bit [12]:    | priority 2 MC queue full                         |
| Bit [13]:    | Priority 3 MC queue full                         |
| Bit [15:14]: | Reserved                                         |

### 12.3.10.9 PRTQOSST9A, PRTQOSST9B (GMAC port)

CPU Address EAA – EAB

Accessed by CPU (RO)

|       |       |
|-------|-------|
| 15    | 0     |
| PQSTB | PQSTA |

|           |                                                  |
|-----------|--------------------------------------------------|
| Bit [0]:  | Source port reservation low                      |
| Bit [1]:  | No source port buffer left                       |
| Bit [2]:  | Unicast congestion detected on best effort queue |
| Bit [3]:  | Reserved                                         |
| Bit [4]:  | Priority queue 1 reach L1 WRED level             |
| Bit [5]:  | Priority queue 1 reach L2 WRED level             |
| Bit [6]:  | Priority queue 2 reach L1 WRED level             |
| Bit [7]:  | Priority queue 2 reach L2 WRED level             |
| Bit [8]:  | Priority queue 3 reach L1 WRED level             |
| Bit [9]:  | Priority queue 3 reach L2 WRED level             |
| Bit [10]: | Priority 0 MC queue full                         |
| Bit [11]: | Priority 1 MC queue full                         |

|              |                          |
|--------------|--------------------------|
| Bit [12]:    | Priority 2 MC queue full |
| Bit [13]:    | Priority 3 MC queue full |
| Bit [15:14]: | Reserved                 |

**12.3.10.10 CLASSQOSST**

CPU Address EAC

Accessed by CPU (RO)

|            |                   |
|------------|-------------------|
| Bit [0]:   | No share buffer   |
| Bit [1]:   | No class 1 buffer |
| Bit [2]:   | No class 2 buffer |
| Bit [3]:   | No class 3 buffer |
| Bit [7:4]: | Reserved          |

**12.3.10.11 PRTINTCTR**

CPU Address EAD

Accessed by CPU (R/W)

|          |                                  |
|----------|----------------------------------|
| Bit [0]: | Interrupt when source buffer low |
| Bit [1]: | Interrupt when no source buffer  |
| Bit [2]: | Interrupt when UC congest        |
| Bit [3]: | Interrupt when L1 WRED level     |
| Bit [4]: | Interrupt when L2 WRED level     |
| Bit [5]: | Interrupt when MC queue full     |
| Bit [6]: | Interrupt when LHB timeout       |
| Bit [7]: | Interrupt when no class buffer   |

**12.3.10.12 QMCTRL[9:0]**

CPU Address EB0 – EB9

Accessed by CPU (R/W)

|            |                                        |
|------------|----------------------------------------|
| Bit [0]:   | Suspend port scheduling (no departure) |
| Bit [1]:   | Reset queue                            |
| Bit [4:2]: | Reserved                               |
| Bit [5]:   | Force out MAC control frame            |
| Bit [6]:   | Force out XOFF flow control frame      |
| Bit [7]:   | Force out XON flow control frame       |

**12.3.10.13 QCTRL**

CPU Address EBA

Accessed by CPU (R/W)

|            |                                      |
|------------|--------------------------------------|
| Bit [0]:   | Stop QM FSM at idle                  |
| Bit [1]:   | Stop MCQ FSM at idle                 |
| Bit [2]:   | Stop new granule grant to any source |
| Bit [3]:   | Stop release granule from any source |
| Bit [7:4]: | Reserved                             |

**12.3.10.14 BMBISTR0, BMBISTR1**

CPU Address EBB, EBC

Accessed by CPU (RO)

**12.3.10.15 BMControl**

CPU Address EBD

Accessed by CPU (R/W)

|            |                                                                                                                                  |
|------------|----------------------------------------------------------------------------------------------------------------------------------|
| Bit [3:0]: | Block Memory redundancy control<br>0: Use hardware detected value<br>All others: Overwrite the hardware detected memory swap map |
| Bit [7:4]: | Reserved                                                                                                                         |

**12.3.10.16 BUFF\_RST**

CPU Address EC0

Accessed by CPU (R/W)

|           |                                                                                                                                                                                                                                                                                                                                                   |
|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [3:0] | Assign a value that the pool to be reset<br>0: port 0 pool<br>1: port 1 pool<br>2: port 2 pool<br>3: port 3 pool<br>4: port 4 pool<br>5: port 5 pool<br>6: port 6 pool<br>7: port 7 pool<br>8: port GMAC pool<br>9: shared pool<br>10: class 1 pool<br>11: class 2 pool<br>12: class 3 pool<br>13: multicast pool<br>14: cpu pool<br>15: reserved |
|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

|           |                                                   |
|-----------|---------------------------------------------------|
| Bit [4]   | If this bit is 1, then all the pools are assigned |
| Bit [5]   | Set 1 to reset the pools that are assigned        |
| Bit [7:6] | Reserved                                          |

If CPU wants to reset pools again, CPU has to clear bit 5 and then set bit 5.

**Note:** Before CPU doing so, CPU should set QCTRL (CPU Address EBA) bit 2 and bit 3 to one. After reset the pools, CPU shall reprogram free granule link list (CPU address EC1, EC2, EC3, EC4, EC5, EC6). Then clear QCTRL (EBA).

### 12.3.10.17 FCB\_HEAD\_PTR0, FCB\_HEAD\_PTR1

CPU address EC1

Accessed by CPU (R/W)

|           |                                                                            |
|-----------|----------------------------------------------------------------------------|
| Bit [7:0] | Fcb_head_ptr[7:0]. The head pointer of free granule link that CPU assigns. |
|-----------|----------------------------------------------------------------------------|

CPU address EC2

Accessed by CPU (R/W)

|           |                                                                             |
|-----------|-----------------------------------------------------------------------------|
| Bit [6:0] | Fcb_head_ptr[14:8]. The head pointer of free granule link that CPU assigns. |
| Bit [7]   | Set 1 to write                                                              |

If CPU wants to write again, CPU has to clear bit 15 and then set bit 15.

### 12.3.10.18 FCB\_TAIL\_PTR0, FCB\_TAIL\_PTR1

CPU address EC3

Accessed by CPU (R/W)

|           |                                                                            |
|-----------|----------------------------------------------------------------------------|
| Bit [7:0] | Fcb_tail_ptr[7:0]. The tail pointer of free granule link that CPU assigns. |
|-----------|----------------------------------------------------------------------------|

CPU address EC4

Accessed by CPU (R/W)

|           |                                                                             |
|-----------|-----------------------------------------------------------------------------|
| Bit [6:0] | Fcb_tail_ptr[14:8]. The tail pointer of free granule link that CPU assigns. |
| Bit [7]   | Set 1 to write                                                              |

If CPU wants to write again, CPU has to clear bit 15 and then set bit 15.

### 12.3.10.19 FCB\_NUM0, FCB\_NUM1

CPU address EC5

Accessed by CPU (R/W)

|           |                                                                 |
|-----------|-----------------------------------------------------------------|
| Bit [7:0] | Fcb_number[7:0]. The total number of granules that CPU assigns. |
|-----------|-----------------------------------------------------------------|

CPU address EC6

Accessed by CPU (R/W)

|           |                                                                  |
|-----------|------------------------------------------------------------------|
| Bit [6:0] | Fcb_number[14:8]. The total number of granules that CPU assigns. |
| Bit [7]   | Set 1 to write                                                   |

If CPU wants to write again, CPU has to clear bit 15 and then set bit 15.

**Note:** There are two ways to reprogram the free granules.

1. CPU links all the granules: CPU writes memory directly, at last write head pointer (address EC1, EC2), tail pointer (address EC3, EC4) and granule number (address EC5, EC6).
2. CPU tells Buffer Manager to link: CPU clear head pointer (address EC1, EC2), clear tail pointer (address EC3, EC4), then write granule number that tells Buffer Manager to link (address EC5, EC6).

### 12.3.10.20 BM\_RLSFF\_CTRL

CPU address EC7

Accessed by CPU (R/W)

|           |                       |
|-----------|-----------------------|
| Bit [0]   | Read BM release FIFO. |
| Bit [7:1] | Reserved              |

The information of BM release FIFO is relocated to registers BM\_RLSFF\_INFO (address ECD, ECC, ECB, ECA, EC9 and EC8). If the FIFO is not empty, CPU can read out the next by setting the bit 0. Read only happens when bit 0 is changing from 0 to 1.

### 12.3.10.21 BM\_RSLFF\_INFO[5:0]

CPU address EC8

Accessed by CPU (RO)

|           |                    |
|-----------|--------------------|
| Bit [7:0] | Rls_head_ptr[7:0]. |
|-----------|--------------------|

CPU address EC9

Accessed by CPU (RO)

|           |                     |
|-----------|---------------------|
| Bit [6:0] | Rls_head_ptr[14:8]. |
| Bit [7]   | Rls_tail_ptr[0]     |

CPU address ECA

Accessed by CPU (RO)

|           |                   |
|-----------|-------------------|
| Bit [7:0] | Rls_tail_ptr[8:1] |
|-----------|-------------------|

## CPU address ECB

Accessed by CPU (RO)

|           |                    |
|-----------|--------------------|
| Bit [5:0] | Rls_tail_ptr[14:9] |
| Bit [7:6] | Rls_count[1:0]     |

## CPU address ECC

Accessed by CPU (RO)

|           |                                    |
|-----------|------------------------------------|
| Bit [4:0] | Rls_count[6:2]                     |
| Bit [5]   | If 1, then It is multicast packet. |
| Bit [7:6] | Rls_src_port[1:0]                  |

## CPU address ECD

Accessed by CPU (RO)

|           |                                                      |
|-----------|------------------------------------------------------|
| Bit [1:0] | Rls_src_port[3:2]                                    |
| Bit [3:2] | Class[1:0]                                           |
| Bit [4]   | This release request is from QM directly.            |
| Bit [7:5] | Entries count in release FIFO, 0 means FIFO is empty |

**12.3.11 (Group F Address) CPU Access Group****12.3.11.1 GCR - Global Control Register**

CPU Address: hF00

Accessed by CPU (R/W)

|          |                                                                                                                                          |
|----------|------------------------------------------------------------------------------------------------------------------------------------------|
| Bit [0]: | Store configuration (Default = 0)<br>Write '1' followed by '0' to store configuration into external EEPROM                               |
| Bit[1]:  | Store configuration and reset (Default = 0)<br>Write '1' to store configuration into external EEPROM and reset chip                      |
| Bit[2]:  | Start BIST (Default = 0)<br>Write '1' followed by '0' to start the device's built-in self-test. The result is found in the DCR register. |
| Bit[3]:  | Soft Reset (Default = 0)<br>Write '1' to reset chip                                                                                      |

|           |                                                                                                                                                                                                                                                                               |
|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit[4]:   | Initialization Completed (Default = 0)<br>This bit is reserved in unmanaged mode.<br>In managed mode, the CPU writes this bit with '1' to indicate initialization is completed and ready to forward packets. The 0' to '1' transition will toggle TSTOUT[2] from low to high. |
| Bit[7:5]: | Reserved                                                                                                                                                                                                                                                                      |

### 12.3.11.2 DCR - Device Status and Signature Register

CPU Address: hF01

Accessed by CPU (RO)

|            |                                                                                                                      |
|------------|----------------------------------------------------------------------------------------------------------------------|
| Bit [0]:   | 1: Busy writing configuration to I <sup>2</sup> C<br>0: Not busy (not writing configuration to I <sup>2</sup> C)     |
| Bit[1]:    | 1: Busy reading configuration from I <sup>2</sup> C<br>0: Not busy (not reading configuration from I <sup>2</sup> C) |
| Bit[2]:    | 1: BIST in progress<br>0: BIST not running                                                                           |
| Bit[3]:    | 1: RAM Error<br>0: RAM OK                                                                                            |
| Bit[5:4]:  | Device Signature<br>11: ZL50407 device                                                                               |
| Bit [7:6]: | Revision<br>00: Initial Silicon<br>01: Second Silicon                                                                |

### 12.3.11.3 DCR1 - Device Status Register 1

CPU Address: hF02

Accessed by CPU (RO)

|           |                               |
|-----------|-------------------------------|
| Bit [6:0] | Reserved                      |
| Bit [7]   | Chip initialization completed |

**12.3.11.4 DPST – Device Port Status Register**

CPU Address:hF03

Accessed by CPU (R/W)

|           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bit[4:0]: | Read back index register. This is used for selecting what to read back from DTST. (Default 00) <ul style="list-style-type: none"> <li>- 5'b00000 - Port 0 Operating mode and Negotiation status</li> <li>- 5'b00001 - Port 1 Operating mode and Negotiation status</li> <li>- 5'b00010 - Port 2 Operating mode and Negotiation status</li> <li>- 5'b00011 - Port 3 Operating mode and Negotiation status</li> <li>- 5'b00100 - Port 4 Operating mode and Negotiation status</li> <li>- 5'b00101 - Port 5 Operating mode and Negotiation status</li> <li>- 5'b00110 - Port 6 Operating mode and Negotiation status</li> <li>- 5'b00111 - Port 7 Operating mode and Negotiation status</li> <li>- 5'b01000 - Port CPU Operating mode and Negotiation status</li> <li>- 5'b01001 - Port GMAC Operating mode and Negotiation status</li> </ul> |
| Bit[7:5]: | Reserved                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |

**12.3.11.5 DTST – Data read back register**

CPU Address: hF04

Accessed by CPU (RO)

This register provides various internal information as selected in DPST bit[4:0]. Refer to the PHY Control Application Note.

|        |                                                     |
|--------|-----------------------------------------------------|
| Bit[0] | Flow control enable                                 |
| Bit[1] | Full duplex port                                    |
| Bit[2] | Fast Ethernet port (if bit[5] not set)              |
| Bit[3] | Link is down                                        |
| Bit[4] | Auto negotiation enabled<br>1: Disable<br>0: Enable |
| Bit[5] | Gigabit Ethernet port                               |
| Bit[6] | Reserved                                            |
| Bit[7] | Module detected (for hot swap purpose)              |

**12.3.11.6 DA – DA Register**

CPU Address: hFFF

Accessed by CPU (RO)

Always return 8'h **DA**. Indicate the CPU interface or serial port connection is good.

|          |                  |
|----------|------------------|
| Bit[7:0] | Always return DA |
|----------|------------------|

**13.0 Characteristics and Timing****13.1 Absolute Maximum Ratings**

|                                                  |                               |
|--------------------------------------------------|-------------------------------|
| Storage Temperature                              | -65C to +150C                 |
| Operating Temperature                            | -40C to +85C                  |
| Supply Voltage $V_{CC}$ with Respect to $V_{SS}$ | +3.0 V to +3.6 V              |
| Supply Voltage $V_{DD}$ with Respect to $V_{SS}$ | +1.70 V to +2.00 V            |
| Voltage on 5V Tolerant Input Pins                | -0.5 V to ( $V_{CC} + 2.5$ V) |
| Voltage on Other Pins                            | -0.5 V to ( $V_{DD} + 0.3$ V) |

**Caution:** Stress above those listed may damage the device. Exposure to the Absolute Maximum Ratings for extended periods may affect device reliability. Functionality at or above these limits is not implied.

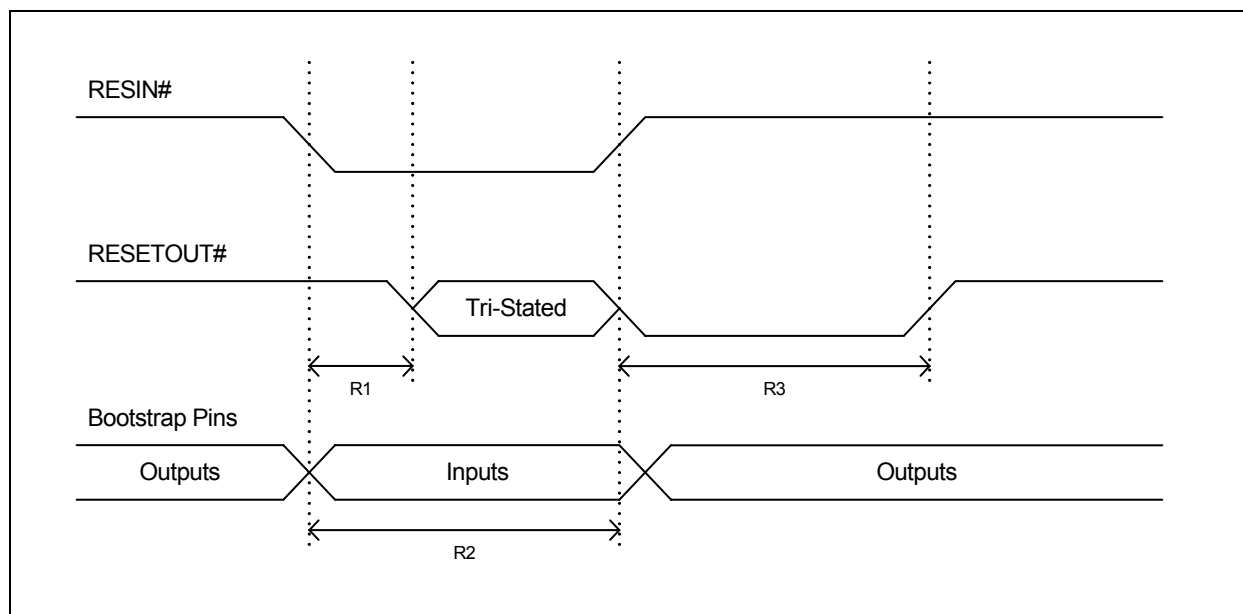
**13.2 DC Electrical Characteristics** $V_{CC} = 3.0$  V to 3.6 V (3.3v +/- 10%) $T_{AMBIENT} = -40$  C to +85 C $V_{DD} = 1.8$ V +5% - 5%

### 13.3 Recommended Operating Conditions

| Symbol        | Parameter Description                                                                                                           |                      |        |                      | Unit          |
|---------------|---------------------------------------------------------------------------------------------------------------------------------|----------------------|--------|----------------------|---------------|
|               |                                                                                                                                 | Min                  | Typ    | Max                  |               |
| $f_{osc}$     | Frequency of Operation                                                                                                          |                      | 45-100 |                      | MHz           |
| $I_{CC}$      | $V_{CC}$ Supply Current – @ 100 MHz                                                                                             |                      |        | 105                  | mA            |
| $I_{DD}$      | $V_{DD}$ Supply Current – @ 100 MHz                                                                                             |                      |        | 350                  | mA            |
| $V_{OH}$      | Output High Voltage (CMOS)                                                                                                      | $V_{CC} - 0.5$       |        |                      | V             |
| $V_{OL}$      | Output Low Voltage (CMOS)                                                                                                       |                      |        | 0.5                  | V             |
| $V_{IH}$      | Input High Voltage (TTL 5V tolerant)                                                                                            | $V_{CC} \times 70\%$ |        | $V_{CC} + 2.0$       | V             |
| $V_{IL}$      | Input Low Voltage (TTL 5V tolerant)                                                                                             |                      |        | $V_{CC} \times 30\%$ | V             |
| $I_{IL}$      | Input Leakage Current ( $0.1\text{ V} < V_{IN} < V_{CC}$ )<br>(all pins except those with internal pull-up/pull-down resistors) |                      |        | 10                   | $\mu\text{A}$ |
| $I_{OL}$      | Output Leakage Current ( $0.1\text{ V} < V_{OUT} < V_{CC}$ )                                                                    |                      |        | 10                   | $\mu\text{A}$ |
| $C_{IN}$      | Input Capacitance                                                                                                               |                      |        | 5                    | pF            |
| $C_{OUT}$     | Output Capacitance                                                                                                              |                      |        | 5                    | pF            |
| $C_{I/O}$     | I/O Capacitance                                                                                                                 |                      |        | 7                    | pF            |
| $\theta_{ja}$ | Thermal resistance with 0 air flow                                                                                              |                      |        | 24.3                 | C/W           |
| $\theta_{ja}$ | Thermal resistance with 1 m/s air flow                                                                                          |                      |        | 20.0                 | C/W           |
| $\theta_{ja}$ | Thermal resistance with 2m/s air flow                                                                                           |                      |        | 18.1                 | C/W           |
| $\theta_{jc}$ | Thermal resistance between junction and case                                                                                    |                      |        | 4.6                  | C/W           |

## 13.4 AC Characteristics and Timing

### 13.4.1 Typical Reset & Bootstrap Timing Diagram



**Figure 10 - Typical Reset & Bootstrap Timing Diagram**

| Symbol | Parameter                           | Min       | Typ        | Note:                                                                    |
|--------|-------------------------------------|-----------|------------|--------------------------------------------------------------------------|
| R1     | Delay until RESETOUT# is tri-stated |           | 10ns       | RESETOUT# state is then determined by the external pull-up/down resistor |
| R2     | Bootstrap stabilization             | 1 $\mu$ s | 10 $\mu$ s | Bootstrap pins sampled on rising edge of RESIN#                          |
| R3     | RESETOUT# assertion                 |           | 2ms        |                                                                          |

**Table 12 - Reset & Bootstrap Timing**

### 13.4.2 Reduced Media Independent Interface

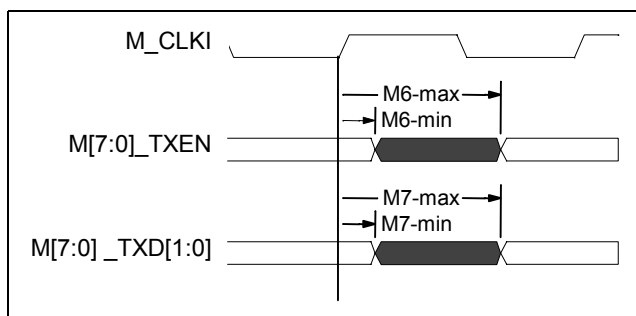


Figure 11 - AC Characteristics – Reduced media independent Interface (TX)

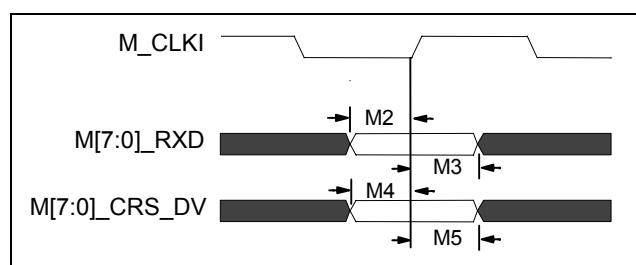
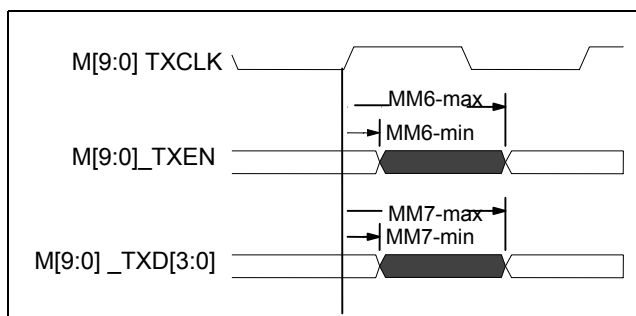


Figure 12 - AC Characteristics – Reduced Media Independent Interface (RX)

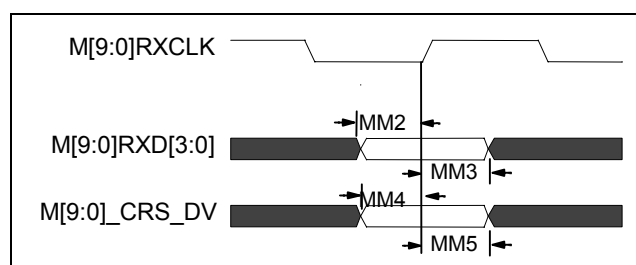
| Symbol | Parameter                         | 50MHz    |          | Note:                 |
|--------|-----------------------------------|----------|----------|-----------------------|
|        |                                   | Min (ns) | Max (ns) |                       |
| M2     | M[7:0]_RXD[1:0] Input Setup Time  | 4        |          |                       |
| M3     | M[7:0]_RXD[1:0] Input Hold Time   | 2        |          |                       |
| M4     | M[7:0]_CRS_DV Input Setup Time    | 4        |          |                       |
| M5     | M[7:0]_CRS_DV Input Hold Time     | 3        |          |                       |
| M6     | M[7:0]_TXEN Output Delay Time     | 2        | 11       | $C_L = 20 \text{ pF}$ |
| M7     | M[7:0]_TXD[1:0] Output Delay Time | 2        | 11       | $C_L = 20 \text{ pF}$ |

Table 13 - AC Characteristics – Reduced Media Independent Interface

### 13.4.3 Media Independent Interface



**Figure 13 - AC Characteristics – Media independent Interface (TX)**



**Figure 14 - AC Characteristics – Media Independent Interface (RX)**

| Symbol | Parameter                         | -25MHz   |          | Note:                 |
|--------|-----------------------------------|----------|----------|-----------------------|
|        |                                   | Min (ns) | Max (ns) |                       |
| MM2    | M[9:0]_RXD[3:0] Input Setup Time  | 4        |          |                       |
| MM3    | M[9:0]_RXD[3:0] Input Hold Time   | 2        |          |                       |
| MM4    | M[9:0]_CRS_DV Input Setup Time    | 4        |          |                       |
| MM5    | M[9:0]_CRS_DV Input Hold Time     | 2        |          |                       |
| MM6    | M[9:0]_TXEN Output Delay Time     | 2        | 14       | $C_L = 20 \text{ pF}$ |
| MM7    | M[9:0]_TXD[3:0] Output Delay Time | 2        | 14       | $C_L = 20 \text{ pF}$ |

**Table 14 - AC Characteristics –Media Independent Interface**

### 13.4.4 General Purpose Serial Interface (7-wire)

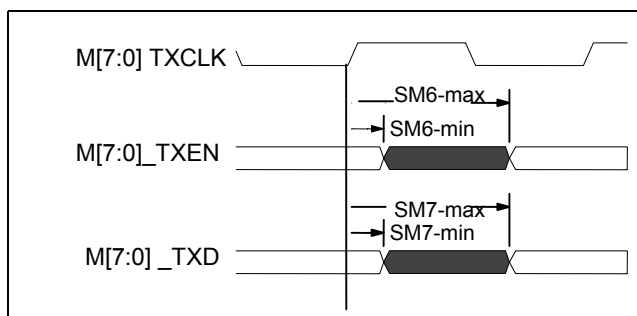


Figure 15 - AC Characteristics – General Purpose Serial Interface (TX)

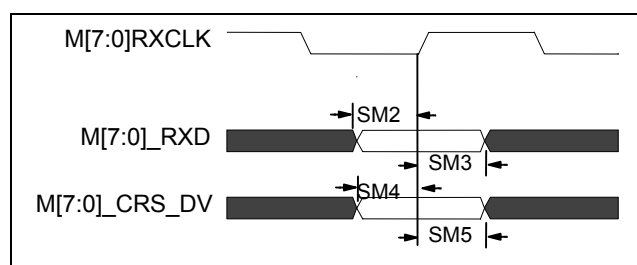


Figure 16 - AC Characteristics – General Purpose Serial Interface (RX)

| Symbol | Parameter                      | -10MHz   |          | Note:                 |
|--------|--------------------------------|----------|----------|-----------------------|
|        |                                | Min (ns) | Max (ns) |                       |
| SM2    | M[7:0]_RXD Input Setup Time    | 4        |          |                       |
| SM3    | M[7:0]_RXD Input Hold Time     | 2        |          |                       |
| SM4    | M[7:0]_CRS_DV Input Setup Time | 4        |          |                       |
| SM5    | M[7:0]_CRS_DV Input Hold Time  | 2        |          |                       |
| SM6    | M[7:0]_TXEN Output Delay Time  | 2        | 14       | $C_L = 20 \text{ pF}$ |
| SM7    | M[7:0]_TXD Output Delay Time   | 2        | 14       | $C_L = 20 \text{ pF}$ |

Table 15 - AC Characteristics –General Purpose Serial Interface

### 13.4.5 Gigabit Media Independent Interface

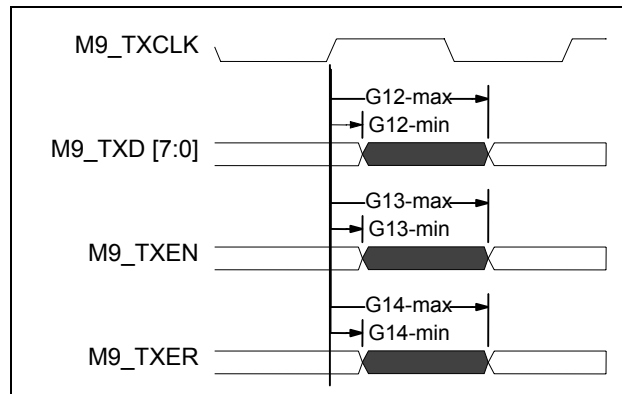


Figure 17 - AC Characteristics – Gigabit Media Independent Interface (TX)

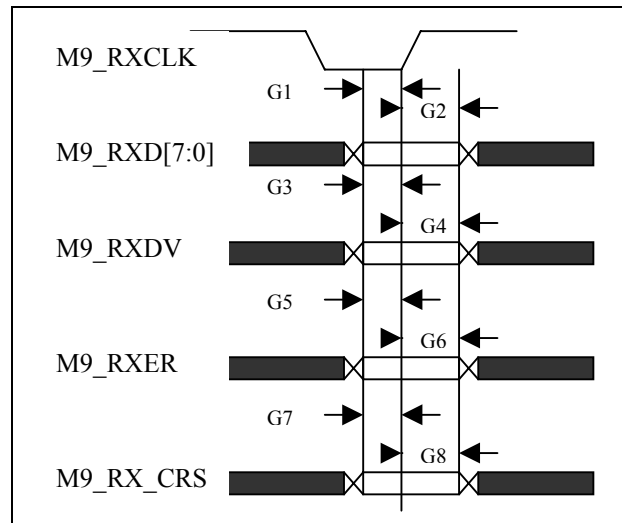


Figure 18 - AC Characteristics – Gigabit Media Independent Interface (RX)

| Symbol | Parameter                      | -125Mhz  |          | Note:               |
|--------|--------------------------------|----------|----------|---------------------|
|        |                                | Min (ns) | Max (ns) |                     |
| G1     | M9_RXD[7:0] Input Setup Times  | 2        |          |                     |
| G2     | M9_RXD[7:0] Input Hold Times   | 1        |          |                     |
| G3     | M9_RXDV Input Setup Times      | 2        |          |                     |
| G4     | M9_RXDV Input Hold Times       | 1        |          |                     |
| G5     | M9_RXER Input Setup Times      | 2        |          |                     |
| G6     | M9_RXER Input Hold Times       | 1        |          |                     |
| G7     | M9_CRS Input Setup Times       | 2        |          |                     |
| G8     | M9_CRS Input Hold Times        | 1        |          |                     |
| G12    | M9_TXD[7:0] Output Delay Times | 1        | 6        | $C_L = 20\text{pf}$ |
| G13    | M9_TXEN Output Delay Times     | 1        | 6.5      | $C_L = 20\text{pf}$ |
| G14    | M9_TXER Output Delay Times     | 1        | 6        | $C_L = 20\text{pf}$ |

**Table 16 - AC Characteristics – Gigabit Media Independent Interface**

### 13.4.6 MDIO Input Setup and Hold Timing

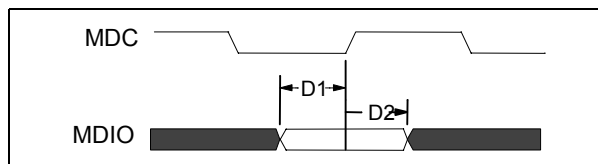


Figure 19 - MDIO Input Setup and Hold Timing

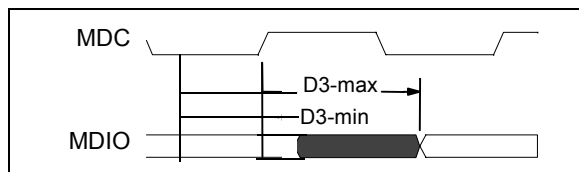
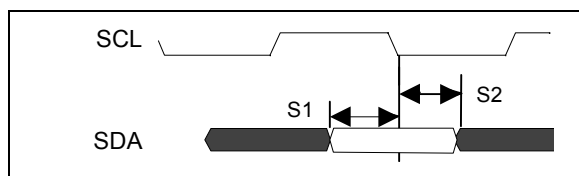


Figure 20 - MDIO Output Delay Timing

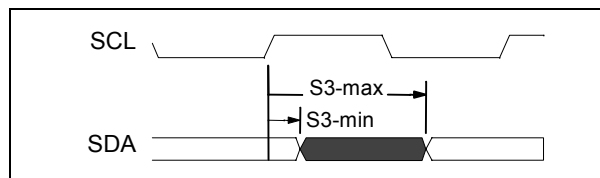
| Symbol | Parameter              | 500KHz   |          | Note:               |
|--------|------------------------|----------|----------|---------------------|
|        |                        | Min (ns) | Max (ns) |                     |
| D1     | MDIO input setup time  | 10       |          |                     |
| D2     | MDIO input hold time   | 2        |          |                     |
| D3     | MDIO output delay time | 1        | 20       | $C_L = 50\text{pf}$ |

Table 17 - MDIO Timing

### 13.4.7 I<sup>2</sup>C Input Setup Timing



**Figure 21 - I<sup>2</sup>C Input Setup Timing**



**Figure 22 - I<sup>2</sup>C Output Delay Timing**

| Symbol                                                                                 | Parameter             | 50KHz    |          | Note:                 |
|----------------------------------------------------------------------------------------|-----------------------|----------|----------|-----------------------|
|                                                                                        |                       | Min (ns) | Max (ns) |                       |
| S1                                                                                     | SDA input setup time  | 20       |          |                       |
| S2                                                                                     | SDA input hold time   | 1        |          |                       |
| S3*                                                                                    | SDA output delay time | 4 usec   | 6 usec   | C <sub>L</sub> = 30pf |
| * Open Drain Output. Low to High transistor is controlled by external pullup resistor. |                       |          |          |                       |

**Table 18 - I<sup>2</sup>C Timing**

### 13.4.8 Serial Interface Setup Timing

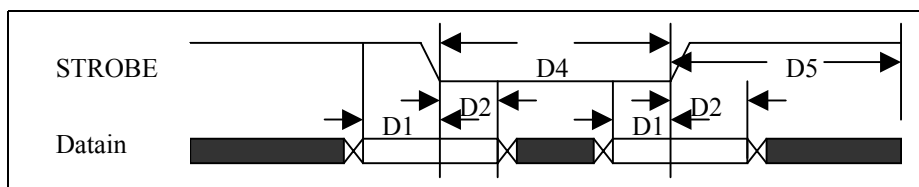


Figure 23 - Serial Interface Setup Timing

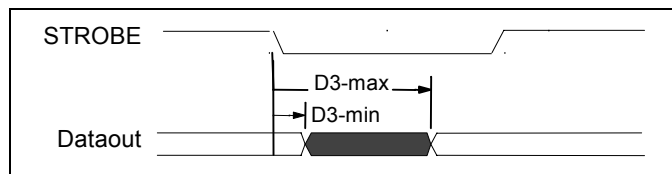
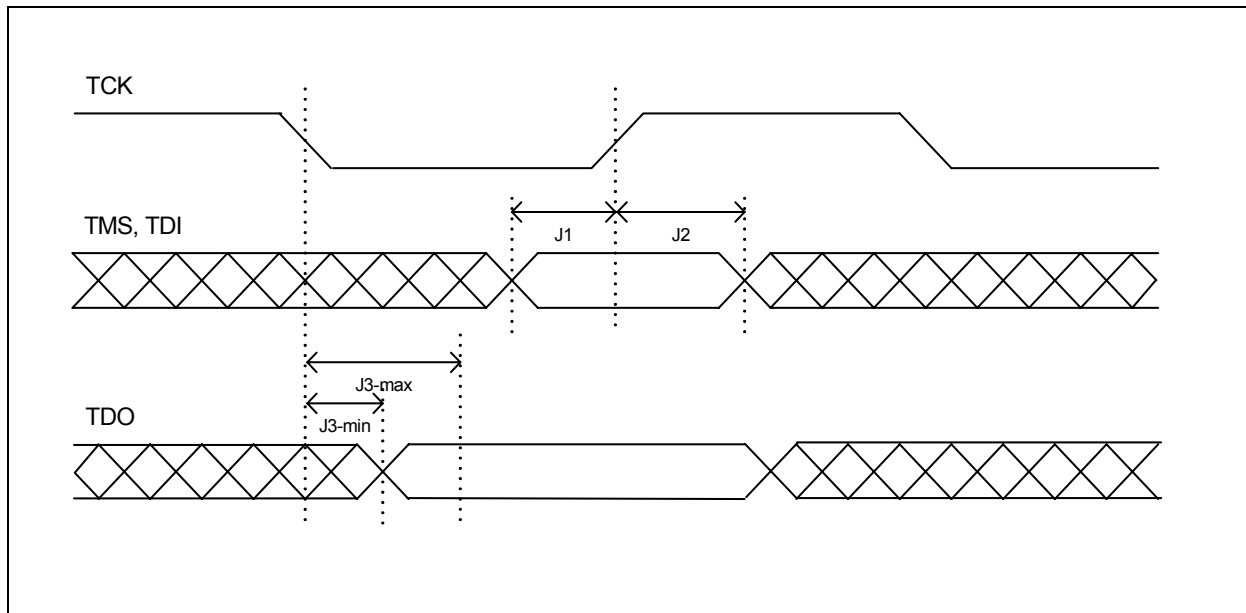


Figure 24 - Serial Interface Output Delay Timing

| Symbol | Parameter                 | Min (ns)  | Max (ns) | Note:                  |
|--------|---------------------------|-----------|----------|------------------------|
| D1     | Datain setup time         | 20        |          |                        |
| D2     | Datain hold time          | 3 $\mu$ s |          | Debounce on            |
| D2     | Datain hold time          | 20ns      |          | Debounce off           |
| D3     | Dataout output delay time | 1         | 50       | C <sub>L</sub> = 100pf |
| D4     | Strobe low time           | 5 $\mu$ s |          | Debounce on            |
| D4     | Strobe low time           | 50ns      |          | Debounce off           |
| D5     | Strobe high time          | 5 $\mu$ s |          | Debounce on            |
| D5     | Strobe high time          | 50ns      |          | Debounce off           |

Table 19 - Serial Interface Timing

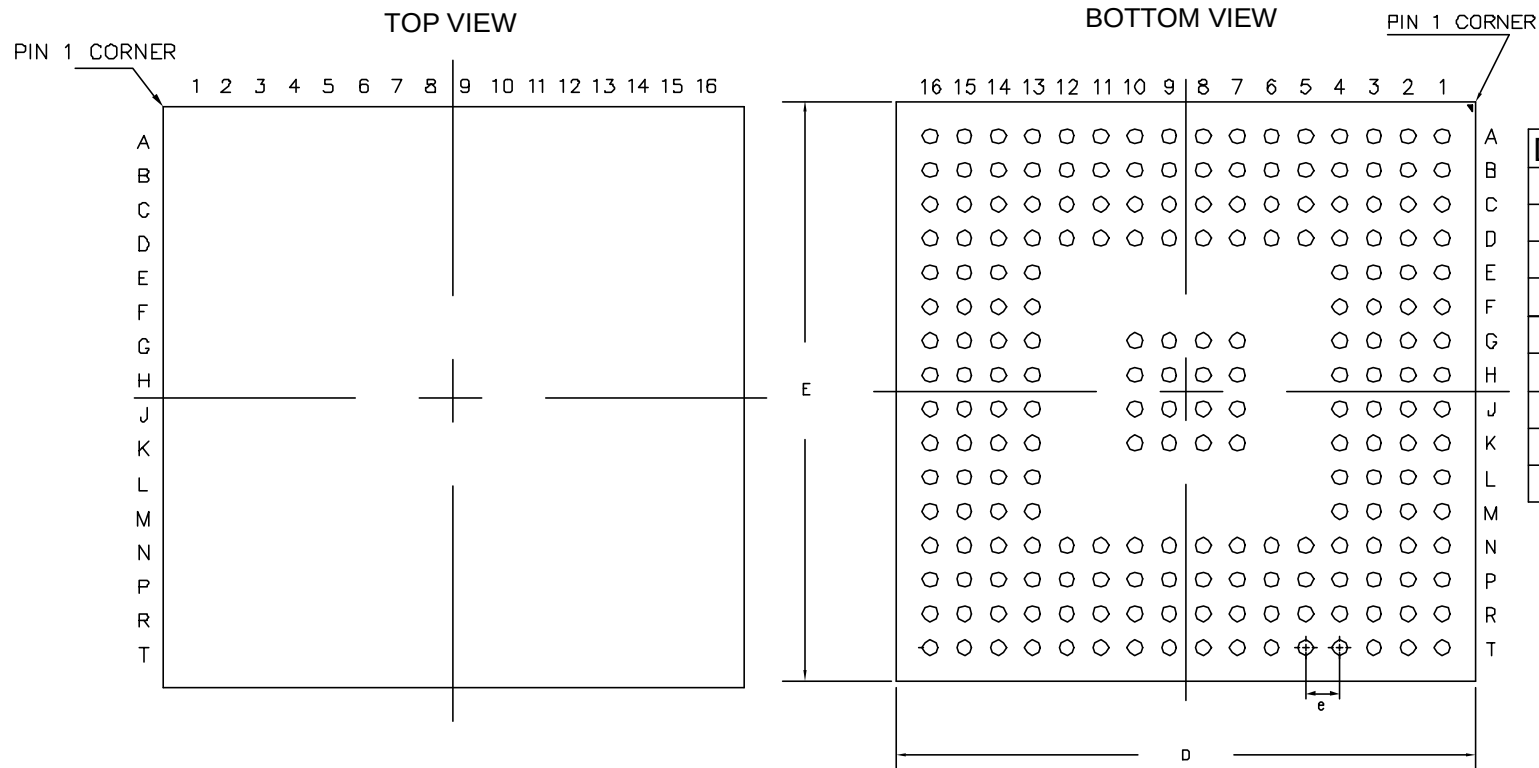
### 13.4.9 JTAG (IEEE 1149.1-2001)



**Figure 25 - JTAG Timing Diagram**

| Symbol | Parameter                  | Min | Typ | Max | Units | Note:                          |
|--------|----------------------------|-----|-----|-----|-------|--------------------------------|
|        | TCK frequency of operation | 0   | 10  | 50  | MHz   |                                |
|        | TCK cycle time             | 20  |     |     | ns    |                                |
|        | TCK clock pulse width      | 10  |     |     | ns    |                                |
|        | TRST# assert time          | 20  |     | -   | ns    | TRST is an asynchronous signal |
| J1     | TMS, TDI data setup time   | 3   |     |     | ns    |                                |
| J2     | TMS, TDI data hold time    | 7   |     |     | ns    |                                |
| J3     | TCK to TDO data valid      | 0   |     | 15  | ns    |                                |

**Table 20 - JTAG Timing**



| Dimension                | MIN      | MAX   |
|--------------------------|----------|-------|
| A                        | -        | 1.40  |
| A1                       | 0.30     | 0.50  |
| A2                       | 0.53 REF |       |
| D                        | 16.90    | 17.10 |
| E                        | 16.90    | 17.10 |
| b                        | 0.40     | 0.60  |
| e                        | 1.00     |       |
| N                        | 208      |       |
| Conforms to JEDEC MO-192 |          |       |

NOTES: -

1. Controlling dimensions are in MM.
2. Seating plane is defined by the spherical crown of the solder balls.
3. Not to scale.
4. N is the number of solder balls
5. Substrate thickness is 0.36 MM.

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Package Outline for  
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