Technical Descriptions for Cut-Through Forwarding in Bridges

DCN 1-22-0042-02-ICne

Author: Johannes Specht

September 15, 2022

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Part I.

Introduction

1. Purpose

This document is an individual contribution by the author, provided for technical discussion in pre-PAR activities of IEEE 802 (i.e., Nendica). The contents of this document are technical descriptions for the operations of Cut-Through Forwarding (CTF) in bridges. The intent is to provide more technical clarity, and thereby also address the desire expressed by some individuals during the IEEE 802 Plenary Meeting in July 2022 to a certain extent.

2. Relationship to IEEE Standards

This document **IS NOT** an IEEE Standard or an IEEE Standards draft. This allows readers to focus on the technical contents in this document, rather than additional aspects that are important during standards development. For example:

1. The structure of this document does not comply with the structural requirements for such standards. For example, it does not contain mandatory clauses for IEEE Standards [1].

2. Usage of normative keywords has no implied semantics beyond explicit description. For example, usage of the words *shall*, *should* or *may* **DOES NOT** imply requirements or recommendations for conformance of an implementation.

3. This document contains references, but without distinguishing between normative and informative references.

4. This document does not contain suggestions for assigning particular contents to *vehicles* (e.g., IEEE 802 Working Groups, potential amendment projects for existing standards, or potential new standard projects). As a consequence, the clause structure of this document is intended for readability, rather than fitting into the clause structure of a particular Standard (i.e., which would matter for potential amendment projects).

3. Status of this Document

This document is work-in-progress in an early stage. It contains technical and editorial errors, omissions and simplifications. Readers discovering such issues are encouraged for making enhancement proposals, e.g. by sending such proposals to the author by email (johannes.specht.standards@gmail.com).

Part II.

Cut-Through Forwarding in Bridges

4. Generalized Serial Convergence Operations

4.1. Overview

The generalized serial convergence operations are described by a stack of processes that interact via global variables (see 4.4) and service primitive invocations (see 4.2). These processes provide the translation between the Internal Sublayer Service (ISS) and a broad range of lower layers, including (but not limited to) physical layers. Figure 4.1 provides an overview of these processes and their interaction[1]. The processes can

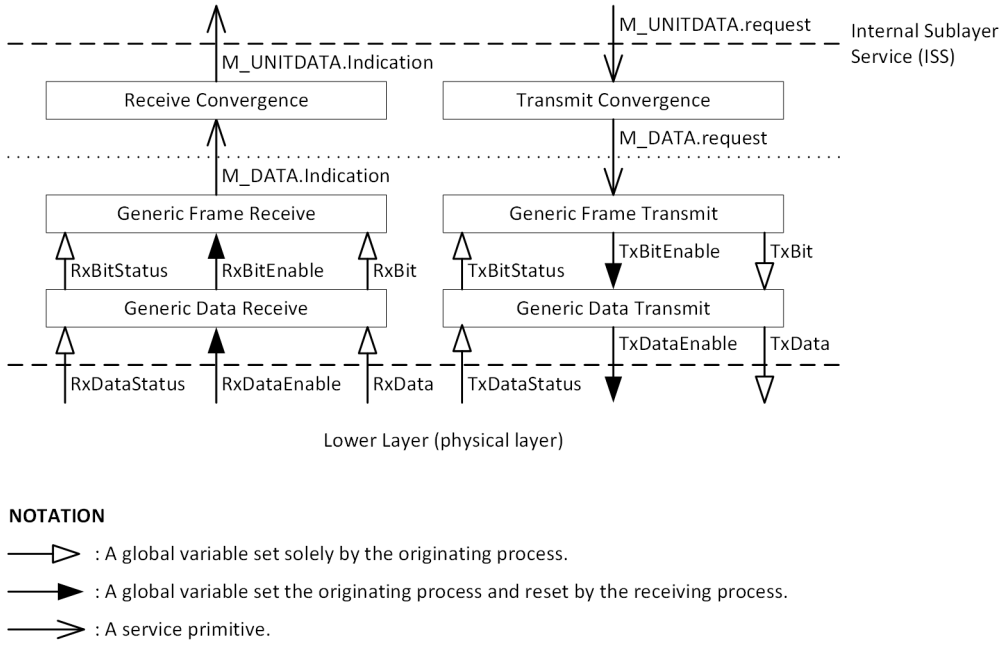

Figure 4.1.: Overview of the generialized serial convergence operations.

be summarized as follows:

[1] This interaction model is inspired by clause 6 and 8.6.9 of IEEE Std 802.1Q[2].

1. A Receive Convergence process (4.7) that translates each invocation of the M_DATA.-indication service primitive (4.2.1) into a corresponding invocation of the M_UNITDATA.-indication service primitive (4.2.3).

2. A Generic Frame Receive process (4.6) that generates M_DATA.indication invocations for bit sequences originating from the Generic Data Receive process of at least LEN_MIN (4.3.5) bits.

3. A Generic Data Receive process (4.5) that translates a lower layer-dependent[2] serial data stream into delinieated homogeneous bit sequences of variable length, each typically representing a frame.

4. A Transmit Convergence process (4.10) that translates each invocation of the M_UNITDATA.request service primitive into a corresponding invocation of the M_DATA.request service primitive.

5. A Generic Frame Transmit process (4.9) that translates M_DATA.request invocations into bit sequences fot the Generic Data Transmit process.

6. A Generic Data Transmit process (4.8) that translates bit sequences from the Generic Frame Transmit process into a lower layer-dependent serial data stream.

The generalized serial convernce operations are inspired by the concepts described in slides by Roger Marks [3, slide 15], but follow a different modelling approach with more formalized description of these functions and incorporate some of the following concepts, as suggested by the author of this document during the Nendica meetings on and after August 18, 2022. The differences can be summarized as follows:

- Alignment with the state machine diagram conventions in Annex E of IEEE Std 802.1Q[2].
- Support for serial data streams from lower layers with arbitrary data word length[3].
- Explicit modelling of atomic ISS service primitive invocations.

By keeping ISS service primitive invocations atomic, the approach in this document is intended to provide a higher level of compatibility with existing IEEE 802.1 Stds, similar to the modelling approach via frame look-ahead of service primitive invocations/prescient functions[4, slides 7ff.].

[2]Such a lower layer may be an entity on the physical layer (PHY), but the generalized receive operations are not limited to this.

[3]This generalization is intended to allow a wide range of lower layers. In addition, the support for word sizes (e.g., 8 bits, 32 bits or 64 bits) may be close to realities found in hardware implementation. It is subject to discussion whether this and other generalizations over [3] introduced by the author are considered to be helpful.

4.2. Service Primitives

4.2.1. M_DATA.indication and M_DATA.request

The M_DATA.indication service primitive passes the contents of a frame from the Generic Frame Receive process to the Receive Convergence process. The M_DATA.-request service primitive passes the contents of a frame from the Transmit Convergence process to the Generic Frame Transmit process. This parameter signatures of the sercive primitives are as follows[4]:

M_DATA.indication(DA, SA, SDU, FCS)

M_DATA.request(DA, SA, SDU, FCS)

The parameters are defined as follows:

4.2.1.1. DA

An array of zero to LEN_ADDR(4.3.3) bits, containing the destination address of a frame.

4.2.1.2. SA

An array of zero to LEN_ADDR(4.3.3) bits, containing the source address of a frame.

4.2.1.3. SDU

An array of zero or more bits, containing a service data unit of a frame. The number of bits after complete reception of a frame is an integer multiple LEN_OCT (4.3.2).

4.2.1.4. FCS

An array of zero to LEN_FCS(4.3.4) bits, containing the frame check sequence of a frame.

4.2.2. M_DATA.request

The M_DATA.indication service primitive passes the contents of a frame from the Transmit Convergence process to the Generic Frame Transmit process. This indication has the following parameter signature:

M_DATA.request(DA, SA, SDU, FCS)

The parameters of the M_DATA.request service primitive are defined as described in 4.2.1.1, 4.2.1.2, 4.2.1.3 and 4.2.1.4.

[4]The parameters in this version of this document limit to those introduced in Roger Marks' GSCF slides [3]. Future versions may introduce more flexibility (e.g., for IEEE Std 802.11 [5, 9.2]).

4.2.3. M_UNITDATA.indication and M_UNITDATA.request

As specified in IEEE Std 802.1AC[6, 11.1], with the parameter signatures summarized as following:

```
M_UNITDATA.indication(
    destination_address,
    source_address,
    mac_service_data_unit,
    priority,
    drop_eligible,
    frame_check_sequence,
    service_access_point_identifier,
    connection_identifier
)

M_UNITDATA.request(
    destination_address,
    source_address,
    mac_service_data_unit,
    priority, drop_eligible,
    frame_check_sequence,
    service_access_point_identifier,
    connection_identifier
)
```

4.2.4. Atomic Invocation Model

All invocations of service primitives in this document are atomic. That is, each invocation is non-dividable (see also 7.2 of IEEE Std 802.1AC[6]). Service primitive invocations are modeled more explicitly in this document, allowing for accurate description of operations within a Bridge, while retaining atomicity. This explicit model comprises the following:

1. A service primitive provides two attributes[5], *'start* and *'end*. These attributes are used in subsequent descriptions to indicate the start and the end of the indication, respectively.

2. The parameters of a service primitive are explicitly modeled as bit arrays.

3. The values of parameters during invocations of a service primitive are passed according to a call-by-reference scheme.

[5] The concept of *attributes* is inspired by the *Very High Speed Integrated Circuits Hardware Description Language*, VHDL[7], which provides pre-defined attributes (e.g., *'transaction*) that allow modeling over multiple VHDL simulation cycles at the same instant of simulated time.

4.3. Global Constants

4.3.1. PREAMBLE

A lower layer-dependent array of zero[6] or more bits, containing the expected preamble of each frame.

4.3.2. LEN_OCT

The integer number eight (8), indicating the number of bits per octet.

4.3.3. LEN_ADDR

An integer denoting the length of the DA and SA parameters of M_DATA.indication parameters, in bits. For EUI-48 addresses, LEN_ADDR is 48.

4.3.4. LEN_FCS

An integer denoting the length of frame check sequence and the length FCS parameter of M_DATA.indication parameter, respectively, in bits. For example,

$$\text{LEN\_FCS} = 32 \tag{4.1}$$

indicates a four octet frame check sequence.

4.3.5. LEN_MIN

A lower layer-dependent integer, denoting the minimum length of a frame, in bits. Invocation of the The M_DATA.indication service primitive starts once the Generic Frame Receive process received the first LEN_MIN bits of a frame. Any value for LEN_MIN greater than 0 is valid.

4.3.6. LEN_MAX

A lower layer-dependent integer, denoting the maximum length of a frame, in bits. Invocation of the The M_DATA.indication service primitive ends at latest once the Generic Frame Receive process received at most LEN_MAX bits of a frame. Any value for LEN_MAX that satisfies

$$\text{LEN\_MAX} \geq \text{LEN\_MIN} + \text{LEN\_FCS} \tag{4.2}$$

is valid.

[6] Including length zero permits to support lower layers that do not expose a preamble to the Generic Data Receive process.

4.3.7. LEN_DATA

A lower layer-dependent integer, denoting the width of the RxData variable, in bits.

4.4. Global Variables

4.4.1. RxBitEnable

A Boolean variable, set by the Generic Data Receive process and reset by the Generic Frame Receive process, which indicates an update of the RxBit variable, RxBitStatus variable, or both.

4.4.2. RxBit

A bit variable used to pass a single bit value to the Generic Frame Receive process.

4.4.3. RxBitStatus

An enumeration variable used to pass the receive status from the Generic Data Receive process to the Generic Frame Receive process. The valid enumeration literals are as follows:

RECEIVING Indicates that the Generic Data Receive process received data from lower layers in a serial stream without knowledge of the remaining length of the overall data stream.

TRAILER Indicates that the Generic Data Receive process received data from lower layers in a serial stream with the knowledge that LEN_FCS or less bits follow.

4.4.4. RxDataEnable

A Boolean variable, set by a lower layer and reset by the Generic Data Receive process, which indicates an update of the RxData variable, RxDataStatus variable, or both.

4.4.5. RxData

An lower layer-dependent array or of LEN_DATA bits, used to pass a single data word to the Generic Data Receive process.

4.4.6. RxDataStatus

An enumeration variable used to pass the receive status from lower layers to the Generic Data Receive process. The valid enumeration literals are as follows:

RECEIVING Indicates that data stream reception from lower layers is active.

IDLE Indicates that data stream reception from lower layers is not active.

4.4.7. TxBitEnable

A Boolean variable, set by the Generic Frame Transmit process and reset by the Generic Data Transmit process, which indicates an update of the TxBit variable.

4.4.8. TxBit

A bit variable used to pass a single bit value to the Generic Data Transmit process.

4.4.9. TxBitStatus

An enumeration variable used to pass the transmission status from the Generic Data Transmit process to the Generic Frame Transmit process. The valid enumeration literals are as follows:

READY Indicates that the Generic Data Transmit process can accept one or more bit(s) from the Generic Frame Transmit process.

BUSY Indicates that the Generic Data Transmit process cannot accept bits from the Generic Frame Transmit process.

4.4.10. TxDataEnable

A Boolean variable, set by the Generic Data Transmit process a lower layer and reset by the lower layer, which indicates an update of the TxData variable.

4.4.11. TxData

An lower layer-dependent array or of LEN_DATA bits, used to pass a single data word from the Generic Data Transmit process to the lower layer.

4.4.12. TxDataStatus

An enumeration variable used to pass the transmission status from the lower layer to the Generic Data Transmit process. The valid enumeration literals are as follows:

READY Indicates that a lower layer can accept one or more bit(s) from the Generic Data Transmit process.

BUSY Indicates that a lower layer cannot accept bits from the Generic Data Transmit process.

4.5. Generic Data Receive

The Generic Data Receive process translates a lower layer-dependent[7] serial data stream into a uniform bit stream. In addition, it realizes the following functions:

[7] Such a lower layer may be an entity on the physical layer (PHY), but the generalized receive operations are not limited to this.

- Determine the position in the serial data stream of a frame at which the frame check sequence begins (delay line modelling).
- Truncate excess bits to satisfy the frame length requirements implied by the parameter definition of the M_DATA.indication primitive (4.2.1).

4.6. Generic Frame Receive

4.6.1. Description

The Generic Frame Receive process transforms a serial bit streams of frames from the Generic Data Receive process into invocations of the M_DATA.indication primitive.

4.6.2. State Machine Diagram

The operation of the Generic Frame Receive process is specified by the state machine diagram in Figure 4.2 , using the variables and functions defined in subsequent subclauses.

4.6.3. Variables

4.6.3.1. cnt

An integer counter variable, used to count the number of bits in the current parameter of the frame.

4.6.3.2. len

An integer variable holding the actual length of a frame under reception, in bits.

4.6.3.3. status

An enumeration variable holding the current status of the Generic Frame Receive process. The valid enumeration literals are as follows:

Ok Indicates that no error has been discovered prior or during frame reception.

FrameTooLong Indicates that a frame under reception exceeded LEN_MAX bits.

FCSInvalid Indicates inconsistency between the FCS parameter an the remaining parameters of a frame under reception.

4.6.4. Functions

4.6.4.1. append(parameter,bit)

The append function appends a given bit at the end of a particular parameter of an M_DATA.indication service primitive.

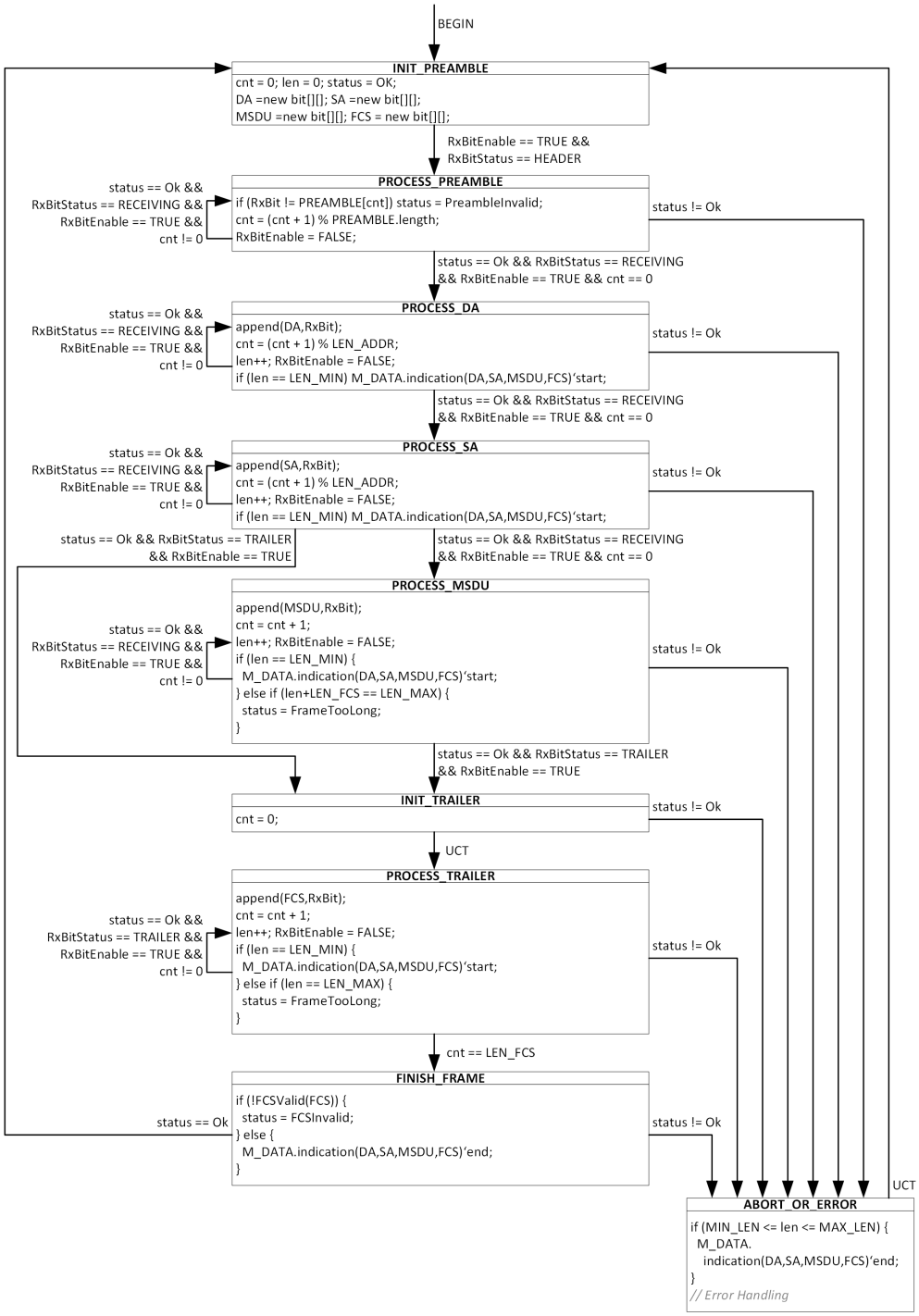

Figure 4.2.: State Machine Diagram of the Generic Frame Receive Process.

4.6.4.2. FCSValid(FCS)

The FCSValid function determines if the FCS parameter consistent with the remaining parameters of the M_DATA.indication service primitive (TRUE) or not (FALSE).

4.7. Receive Convergence

The Receive Convergence Process implements the translation of M_DATA.indication invocations to M_UNITDATA.indication invocations. The supported translations are lower layer-dependent and include, but are not limited to, those specified in clause 13 of IEEE Std 802.1AC[6].

Each M_DATA.indication invocation results in an associated M_UNITDATA.-indication invocation. During the translation, the M_UNITDATA.indication parameters are extracted from the M_DATA.indication parameters according to the rules defined for the underlying lower layer.

4.8. Generic Data Transmit

PLACEHOLDER, for descriptions symetrical to 4.5.

4.9. Generic Frame Transmit

PLACEHOLDER, for descriptions symetrical to 4.6.

4.10. Transmit Convergence

PLACEHOLDER, for descriptions symetrical to 4.7.

5. Translation between Internal Sublayer Service (ISS) and Enhanced Internal Sublayer Service (EISS)

PLACEHOLDER, for describing the generation of the additional EISS parameters by referencing the associated descriptions in Std 802.1Q.

6. Bridge Relay Operation

PLACEHOLDER, for describing the differences of the Bridge Relay operation as presented earier by the author [8, p.52ff.][9, p.10f.].

7. Management Parameters

7.1. Overview

The mamangement parameters for CTF fall into three categories:

1. Control Parameters (7.2)
2. Timing Parameters (7.3)
3. Error Counters (7.4)

The control parameters allow to (i) determine whether CTF is supported on a per Port and per Port per Traffic Class resolution, and if CTF is supported, to (ii) enable and disable CTF on these resolutions. These parameters are available in reception Ports and transmission Ports. For a pair of bridge ports, frames can only be subject to the CTF operation if CTF is supported and enabled on both Ports.

The timing parameters expose the delays experienced by frames passing from a particular reception Port to another transmission Port. These parameters are primarily intended for automated network and traffic configuration, for example, by a Centralized Network Controller (CNC) using the associated mechanisms from IEEE Std 802.1Q [2, clause 46].

The error counters expose information on frames that were subject to the CTF operation in a bridge, even though such frames have consistency errors (i.e., a frame check sequence inconsistent with the remaining contents of that frame) during reception by this bridge. These counters are primarily intended for manual diagnostic purposes to support identifying erroneous links or stations, for example, by a human network administrator.

7.2. Control Parameters

7.2.1. CTFTransmissionSupported

A Boolean read-only parameter that indicates whether CTF on transmission is supported (TRUE) or not (FALSE). There is one CTFTransmissionSupported parameter for each traffic class of each transmission Port.

7.2.2. CTFTransmissionEnable

A Boolean parameter to enable (TRUE) and disable (FALSE) CTF on transmission. There is one CTFTransmissionEnable parameter for each traffic class of each transmission Port. The default value of the CTFTransmissionEnable parameter is FALSE for

all traffic classes of all transmission Ports. It is an error if a CTFTransmissionEnable is set to TRUE if the associated CTF Transmission Supported parameter is FALSE.

7.2.3. CTFReceptionSupported

A Boolean read-only parameter that indicates whether CTF on reception is supported (TRUE) or not (FALSE). There is one CTFReceptionSupported parameter for each reception Port.

7.2.4. CTFReceptionEnable

A Boolean parameter to enable (TRUE) and disable (FALSE) CTF on reception. There is one CTFReceptionEnable parameter for each reception Port. The default value of the CTFReceptionEnable parameter is FALSE for all reception Ports.It is an error if a CTFReceptionEnable is set to TRUE if the associated CTFReceptionSupported parameter is FALSE.

7.3. Timing Parameters

7.3.1. CTFDelayMin and CTFDelayMax

A pair of unsigned integer read-only parameters, in units of nanoseconds, describing the delay range for frames that are subject to the CTF operation and encounter zero delay for transmission selection [2, 8.6.8]. This occurs when the queue for the frame's traffic class is empty, the frame's traffic class has permission to transmit, and the egress Port is idle (not transmitting). There is one pair of CTFDelayMin and CTFDelayMax parameters per reception Port per transmission Port traffic class pair.

7.4. Error Counters

7.4.1. CTFReceptionDiscoveredErrors

An integer counter, counting the number of received frames with discovered consistency errors. There is one CTFReceptionDiscoveredErrors parameter for each reception Port. A frame with discovered consistency errors has been identified as such by a bridge on the upstream path from which the frame originates and marked by that an implementation-dependent marking mechanism. The value of the counter always increases by one

1. if
    a) the upstream bridge that applied the marking,
    b) all bridges on the path of that bridge to the reception Port associated with the CTFReceptionDiscoveredErrors counter and

399 c) the receiving bridge of which the reception Port is a part of are different
400 instances of the same bridge implementation, and

401 2. the underlying marking mechanism is identical for all these instances if multiple
402 marking mechanisms are supported by these instances.

403 If either of the conditions in items 1 through 2 is unsatisfied, CTFReceptionUndiscov-
404 eredErrors may be increased instead of CTFReceptionDiscoveredErrors[1].

405 7.4.2. CTFReceptionUndiscoveredErrors

406 An integer counter, counting the number of received frames with undiscovered con-
407 sistency errors. There is one CTFReceptionUndiscoveredErrors parameter for each
408 reception Port. This counter is increased by one if a frame with consistency errors is
409 received at the associated reception Port and CTFReceptionDiscoveredErrors is not
410 increased.

[1] The author assumes that there is a variety of possibility for implementing a frame marking mechanism. For example, by using physical layer symbols [10, l.121 - l.126] or special frame check sequences [8, p.54, 2.2.][11, p.17]. The current description in this document permits any marking mechanism, but the associated error counters are only consistent in networks with homogenous implementation instances, and may be inconsistent in other networds. However, term (CTFReceptionDiscoveredErrors + CTFReceptionUndiscoveredErrors)on a reception Port should be identical in most heterogeneous environments. A human network administrator may be able to localize erroneous links or stations by just considering this term along multiple reception Ports across a network.

Part III.

Cut-Through Forwarding in Bridged Networks

PLACEHOLDER, for contents on using CTF in networks [8, p.46–49].

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