

To: T10 Technical Committee  
From: Amr Wassal, PMC-Sierra (amr\_wassal@pmc-sierra.com)  
Date: 7 July 2006  
Subject: 06-324r0 SAS-2 modifications to the SAS Speed Negotiation

### **Revision history**

Revision 0 (7 July 2006) First revision

### **Related documents**

sas2r04a - Serial Attached SCSI - 2 (SAS-2) revision 4a  
05-397 SAS-2 Start-up training sequence (Harvey Newman, Infineon)  
06-263 SAS-2 Spread-spectrum clocking (Rob Elliott, HP)  
06-295 SAS-2 Speed negotiation (Amr Wassal and Robert Watson, PMC-Sierra)  
06-301 SAS-2 PHYSICAL address frame (Rob Elliott, HP)

### **Overview**

The SAS speed negotiation defined in SAS-1 did not allow for training of the phy nor allow for exchange of parameters that are proving useful at G3 and higher rates. New proposals for SAS-2 proposed a training pattern in 05-397 and speed negotiation modifications in 06-295 that has provision for training and for exchanging parameters using the PHYSICAL address frame defined in 06-301.

### **Suggested changes to chapter 6 (Phy Layer)**

#### **6.7.4.2 SAS speed negotiation sequence**

##### **6.7.4.2.1 SAS speed negotiation sequence overview**

The SAS speed negotiation sequence is a peer-to-peer negotiation technique that does not assume initiator and target (i.e., host and device) roles. The sequence consists of a set of speed negotiation windows (see 6.7.4.2.2) for each physical link rate, starting with 1,5 Gbps, then 3,0 Gbps, followed by a generalized speed negotiation window also known as SNW-3 window. The SNW-3 does not necessarily indicate support for 6,0 Gbps rate, but rather it indicates support for the capabilities indicated in the PHYSICAL address frame exchanged during this window. If the SNW-3 window fails to achieve dword synchronization, the sequence returns to the previous speed negotiation window that passed. If the SNW-3 window fails to receive a valid PHYSICAL address frame, the SAS speed negotiation sequence fails. A passing SNW-3 window is followed by a final speed negotiation window (SNW-Final) during which training occurs. In this case, the length of the speed negotiation sequence (i.e., the number of speed negotiation windows) is not determined by the number of physical link rates supported by the phys.

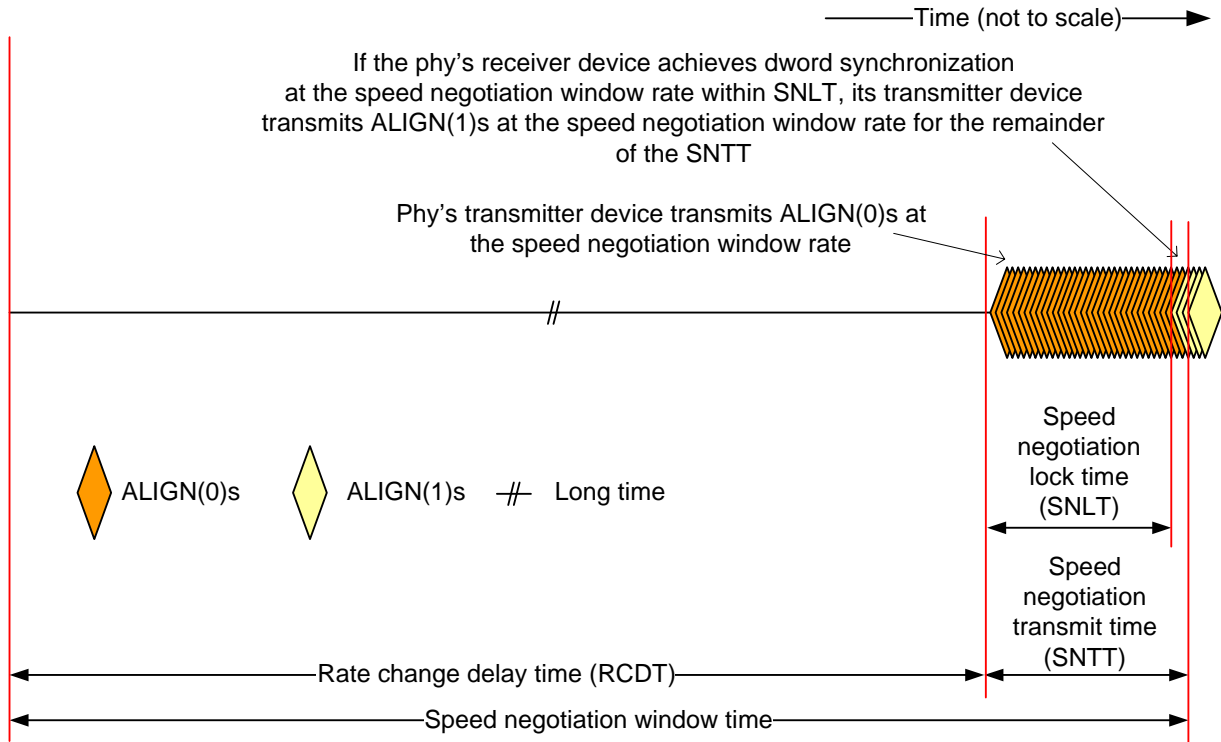
The transmitter device shall use SAS signal output levels during the SAS speed negotiation sequence as described in 5.3.6.5.

##### **6.7.4.2.2 Speed negotiation window**

Figure 122 defines the SAS speed negotiation window for SNW-1 and SNW-2, including:

- a) speed negotiation window time;
- b) speed negotiation window rate;
- c) rate change delay time (RCDT);
- d) speed negotiation transmit time (SNTT); and

e) speed negotiation lock time (SNLT)

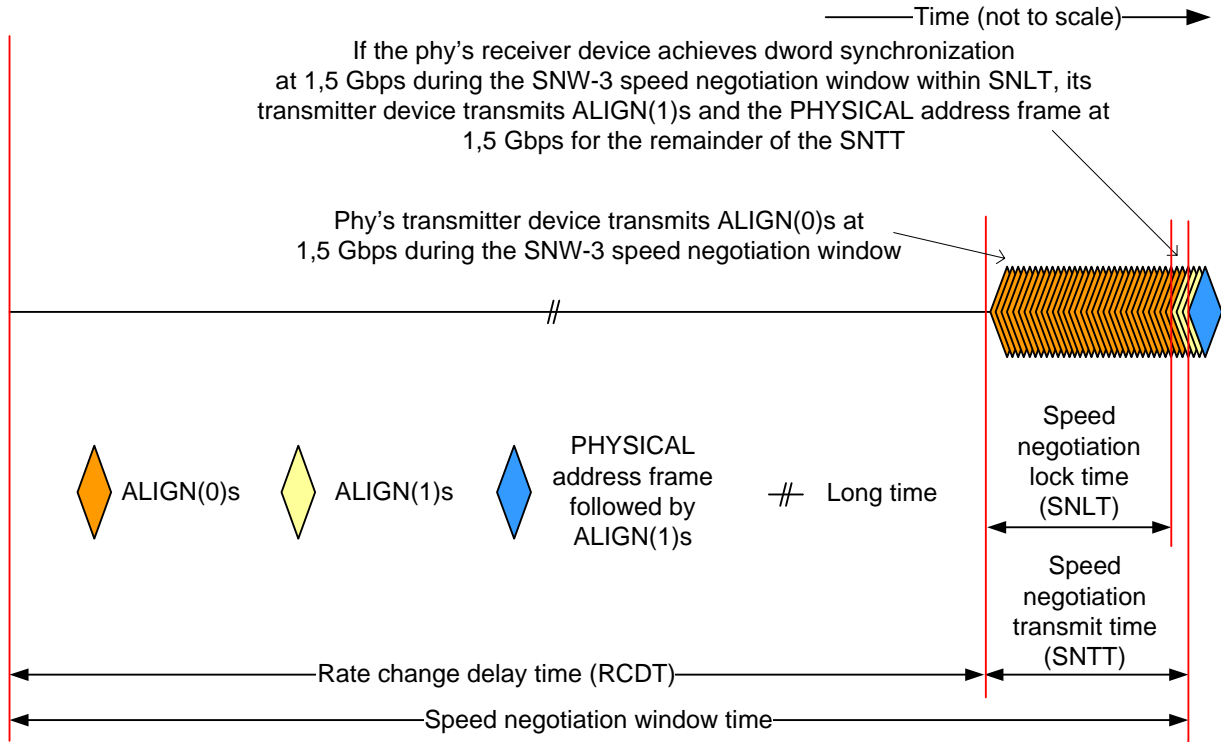


**Figure 122 — SAS SNW-1 and SNW-2 speed negotiation windows**

Figure 123 defines the SAS SNW-3 speed negotiation window, including:

- a) speed negotiation window time;
- b) speed negotiation window rate of 1,5 Gbps;
- c) rate change delay time (RCDT);
- d) speed negotiation transmit time (SNTT); and

e) speed negotiation lock time (SNLT).

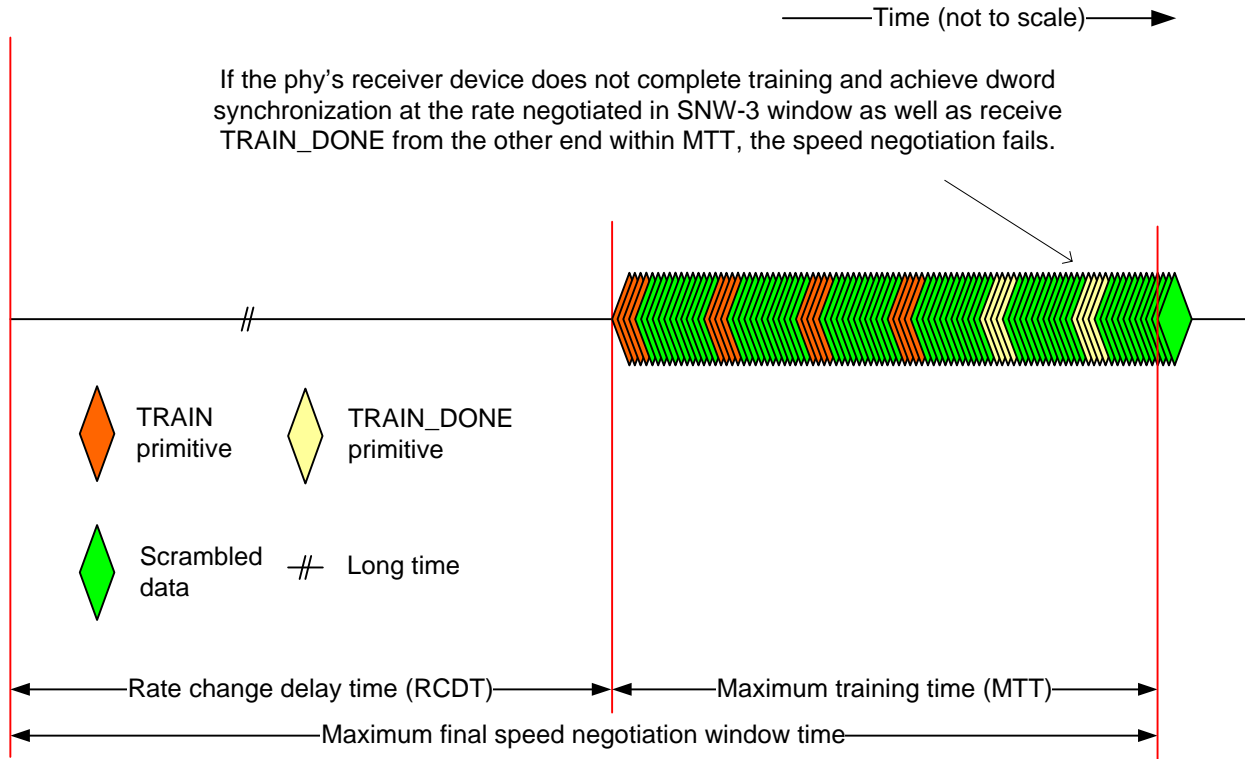


**Figure 123 — SAS SNW-3 speed negotiation window**

Figure 124 defines the SNW-Final speed negotiation window, including:

- a) Maximum final speed negotiation window time;
- b) rate change delay time (RCDT); and

c) maximum training time (MTT).



**Figure 124 — SAS SNW-Final speed negotiation window**

The training pattern consists of repeating pattern segments. Each pattern segment shall have four TRAIN primitives followed by 160 of bytes 00h that are transmitted scrambled and 8b10b encoded. When the phy's receiver device is trained, the pattern segments shall replace the TRAIN primitives with TRAIN\_DONE primitives.

Table 74 defines the timing specifications for the SAS speed negotiation sequence.

**Table 74 — SAS speed negotiation sequence timing specifications**

Parameter	Time	Comments
Rate change delay time (RCDT)	750 000 OOB	The time the transmitter device shall transmit D.C. idle between rates during speed negotiation.
Speed negotiation transmit time (SNTT)	163 840 OOB	The time during which ALIGN (0) or ALIGN (1) is transmitted at each physical link rate during the speed negotiation sequence. Derived from: OOB x 4 096 x 40.
Speed negotiation lock time (SNLT)	153 600 OOB	The maximum time during the speed negotiation window for a transmitter device to reply with ALIGN (1). Derived from: OOB x 3 840 x 40
Maximum training time (MTT)	30 000 000 OOB	The maximum time during the SAS final speed negotiation window for a receiver device to complete training.
Speed negotiation window time	913 840 OOB	The duration of a speed negotiation window (except for the final speed negotiation window). Derived from: RCDT + SNTT.
Maximum final speed negotiation window time	30 750 000 OOB	The maximum duration of the maximum final speed negotiation window. Derived from: RCDT + MTT. The duration of the SAS final speed negotiation window may be less than RCDT + MTT.

The speed negotiation window shall consist of the following transmission sequence:

- 1) transmission of D.C. idle for an RCDT; and
- 2) if the phy supports the physical link rate, transmission of ALIGNs at that physical link rate for the remainder of the entire speed negotiation window time. If the phy does not support the physical link rate, transmission of D.C. idle for the remainder of the entire speed negotiation window time.

If the phy supports the speed negotiation window rate, it shall attempt to synchronize on an incoming series of dwords at that rate for the SNLT. The received dwords may be ALIGN (0) or ALIGN (1) primitives. If the phy achieves dword synchronization within the SNLT, it shall change from transmitting ALIGN (0) primitives to transmitting ALIGN (1) primitives for the remainder of the SNTT (i.e., the remainder of the speed negotiation window time). If the phy does not achieve dword synchronization within the SNLT, it shall continue transmitting ALIGN (0) primitives for the remainder of the SNTT (i.e., the remainder of the speed negotiation window time).

At the end of the SNTT, if a phy is both transmitting and receiving ALIGN (1) primitives, it shall consider that physical link rate valid.

#### 6.7.4.2.3 SAS speed negotiation sequence

The SAS speed negotiation sequence consists of a set of speed negotiation windows (see 6.7.4.2.2) for each physical link rate in this order:

- 1) SNW-1 (i.e., G1 rate is 1,5 Gbps);
- 2) SNW-2 (i.e., G2 rate is 3,0 Gbps);
- 3) SNW-3, if needed;
- 4) SNW-Final speed negotiation window for training.

A phy shall participate in all speed negotiation windows:

- a) up to its highest supported physical link rate plus one (e.g., a phy supporting G2 participates in SNW-1, SNW-2, and SNW-3 speed negotiation windows). This is the maximum speed negotiation window and it shall not exceed SNW-3; or

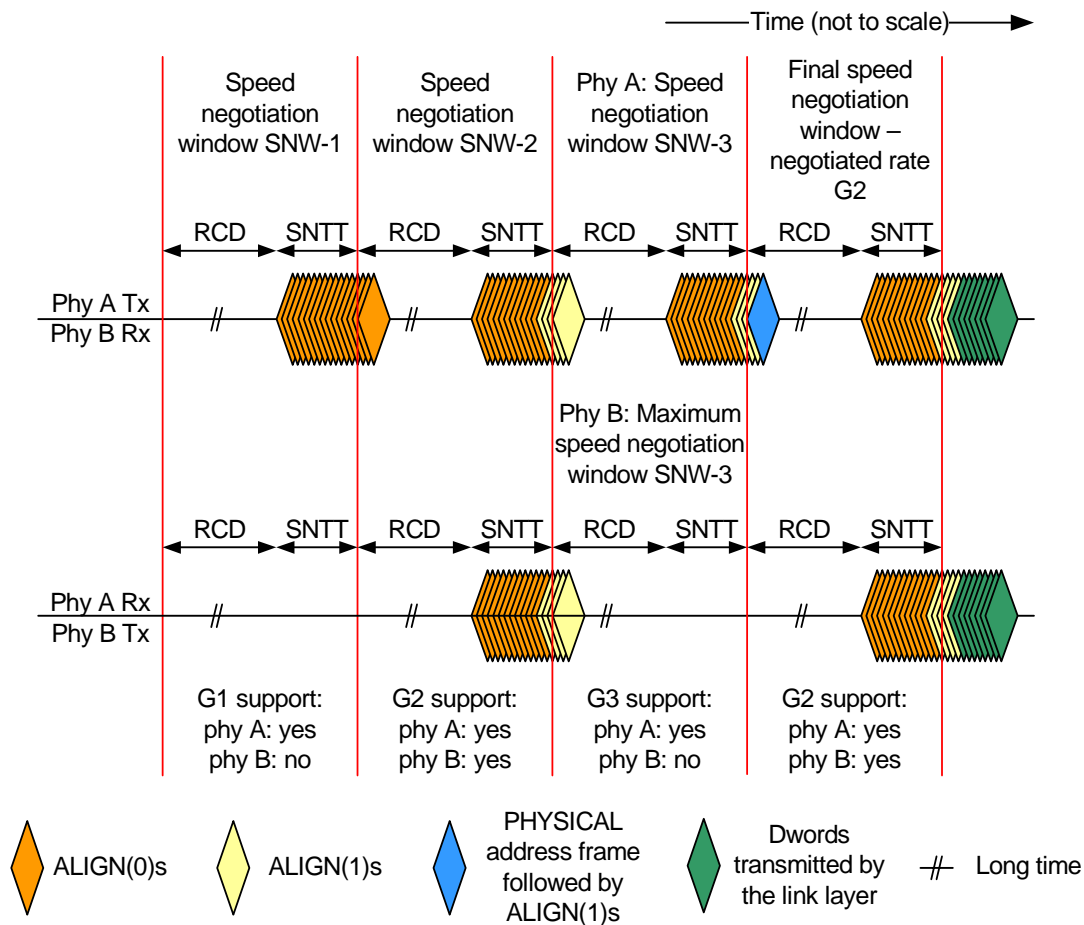
- b) until it runs a speed negotiation window that does not detect a valid physical link rate after having detected a valid physical link rate in a previous speed negotiation window, including a failed SNW-3 window; or
- c) up to the SNW-Final speed negotiation window after a successful SNW-3 window.

Once a phy reaches its limit, if the phy detected a valid physical link rate in the previous speed negotiation window, it shall participate in a final speed negotiation window using the highest previously successful physical link rate. This speed negotiation window is SNW-2 at most.

If a phy reaches SNW-3 window and succeeds to exchange a PHYSICAL address frame, it shall proceed to the SNW-Final speed negotiation window where the training pattern is exchanged.

Figure 125 shows speed negotiation between a phy A that supports G1 through G3 and a phy B that only supports G2. Both phys run:

- 1) the SNW-1 speed negotiation window, supported by phy A but not by phy B;
- 2) the SNW-2 speed negotiation window, supported by both phys; and
- 3) the SNW-3 speed negotiation window, supported by phy A but not by phy B.



**Figure 125 — SAS speed negotiation sequence (phy A: G1, G2, G3, phy B: G2 only)**

Phy A reaches its limit because it has run a speed negotiation window that does not detect a valid physical link rate (i.e., SNW-3) after having detected a valid physical link rate in a previous speed negotiation window (i.e., G2 in SNW-2). Phy B reaches its limit because it has reached the speed negotiation window corresponding to its highest support physical link rate plus one (i.e., SNW-3). Both phys select G2 for the SNW-Final speed negotiation window to establish the negotiated physical link rate.

If the phy does not achieve dword synchronization during the final speed negotiation window, the SAS speed negotiation sequence fails. This is called a phy reset problem and may be counted and reported in the PHY

RESET PROBLEM COUNT field in the SMP REPORT PHY ERROR LOG page (see 10.4.3.6) and the Protocol-Specific Port log page (see 10.2.8.1).

Figure 126 shows a speed negotiation sequence where phy B does not achieve dword synchronization during the final speed negotiation window. If this occurs, the handshake is not complete and the phy reset sequence is retried.

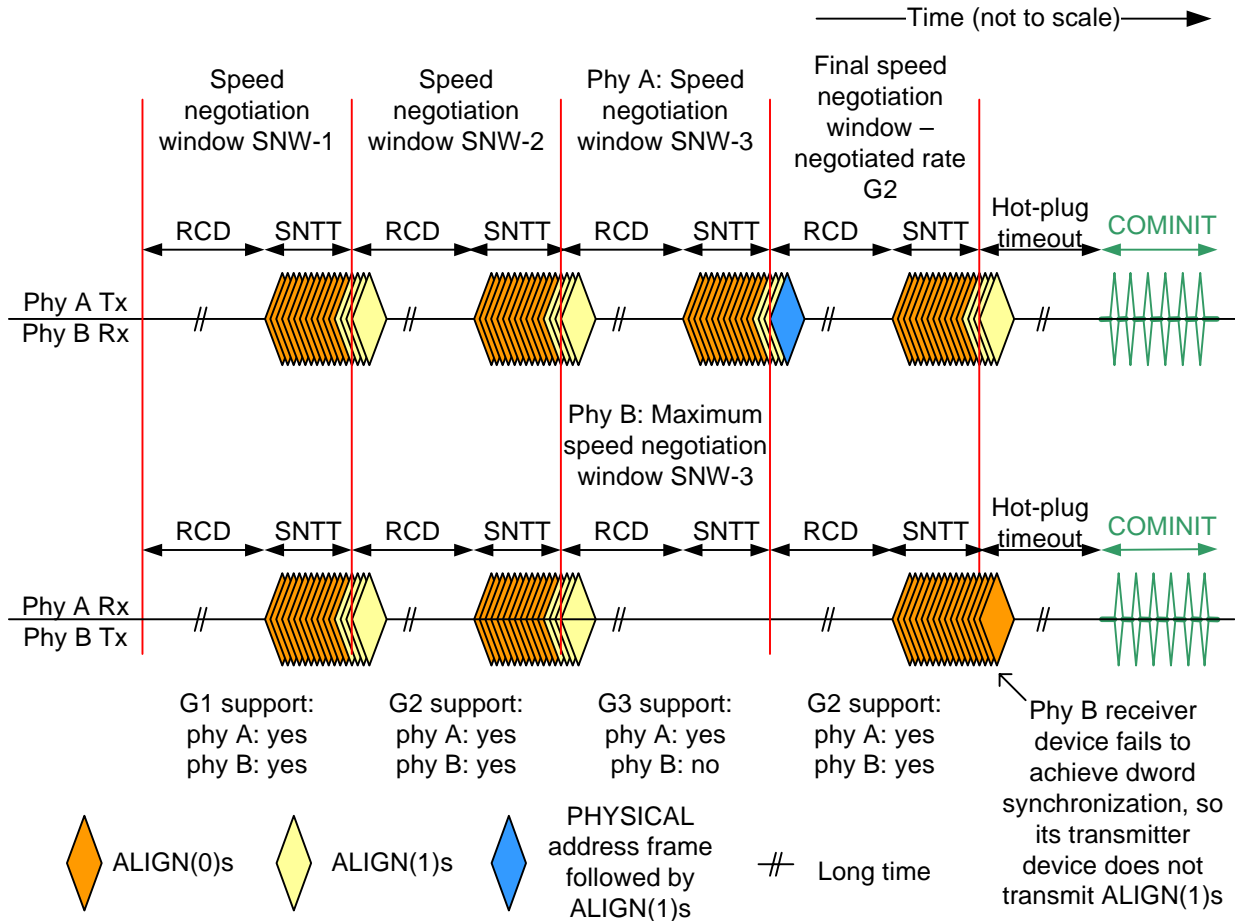
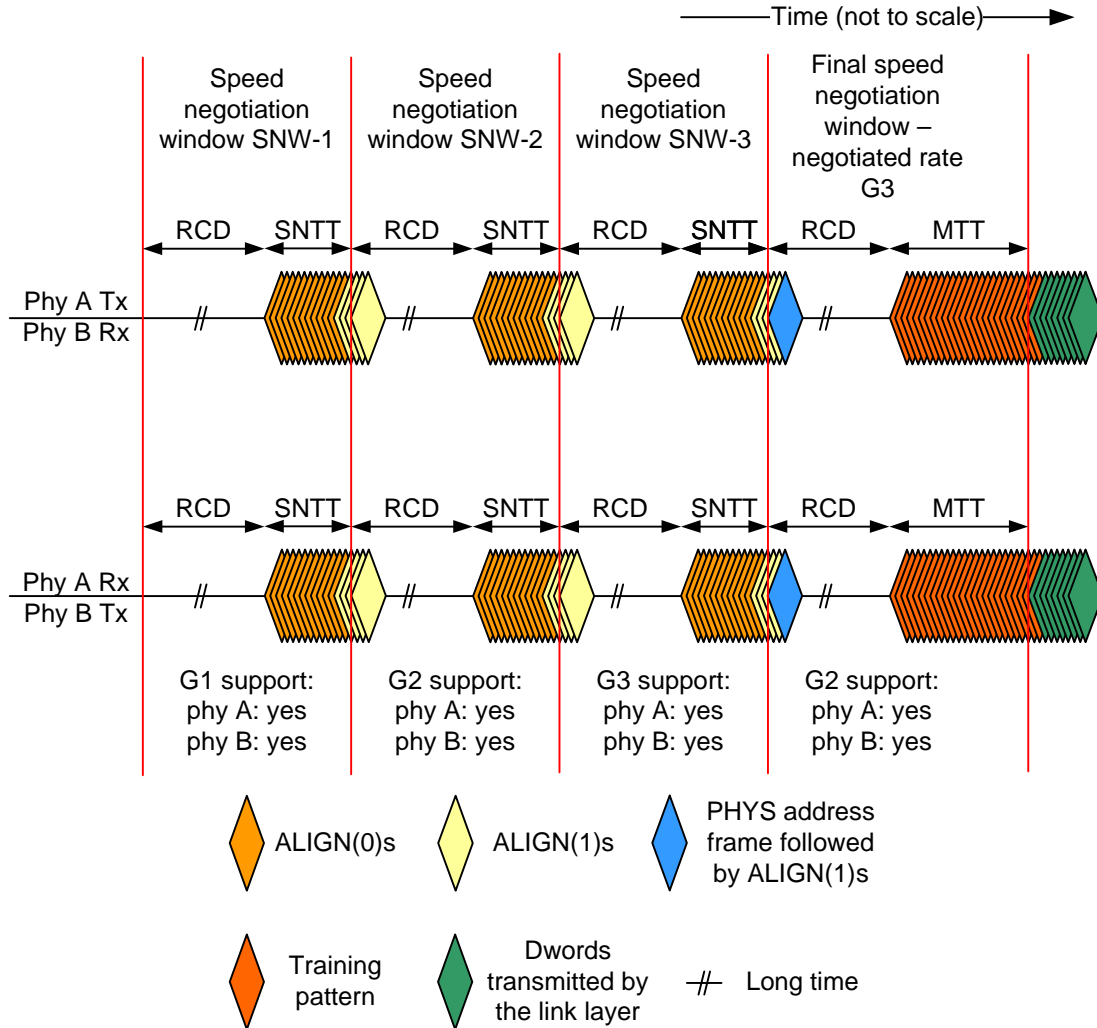


Figure 126 — SAS speed negotiation sequence - phy reset problem

Figure 127 show speed negotiation between a phy A and a phy B that both support G3 rate or higher. Both phys run:

- 1) the SNW-1 speed negotiation window, supported by both phys;
- 2) the SNW-2 speed negotiation window, supported by both phys; and
- 3) the SNW-3 speed negotiation window, supported by both phys where the PHYSICAL address frame is exchanged and the highest common rate supported by both phys is negotiated; and

4) the SNW-Final speed negotiation window, supported by both phys where training is done.



**Figure 127 — SAS speed negotiation sequence (phy A: G1, G2, G3 or higher, phy B: G1, G2, G3 or higher)**

A phy reset problem may be encountered if

- 1) the phys do not exchange PHYSICAL address frames properly in SNW-3 window (see Figure 128); or



2) either phy does not complete training within the MTT interval (see Figure 129)..

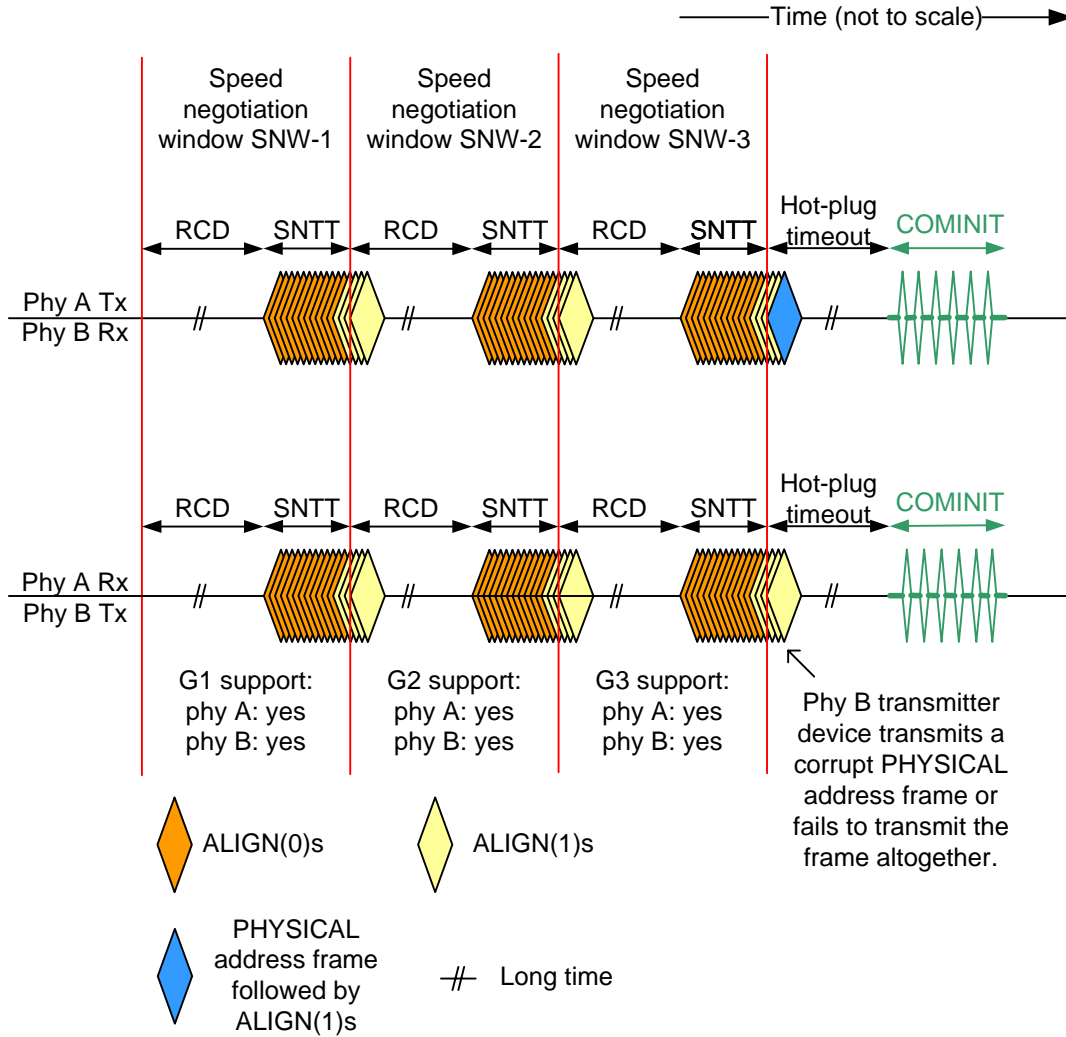


Figure 128 — SAS speed negotiation sequence - SNW-3 (maximum SNW) phy reset problem

These phy reset problems may be counted and reported in the PHY RESET PROBLEM COUNT field in the SMP REPORT PHY ERROR LOG page (see 10.4.3.6) and the Protocol-Specific Port log page (see 10.2.8.1)..

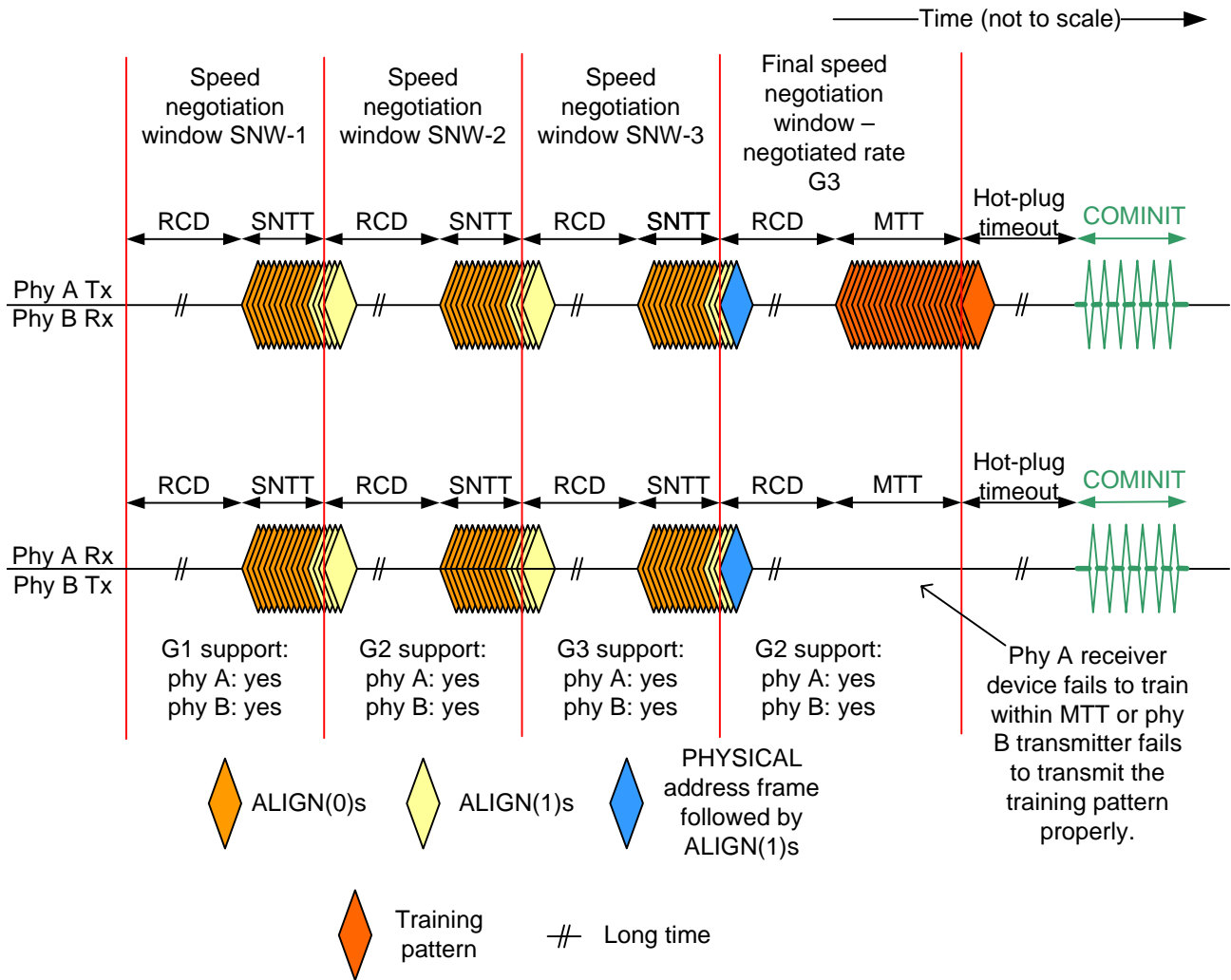


Figure 129 — SAS speed negotiation sequence - training (SNW-Final) phy reset problem

For more examples of speed negotiations between phys that support various speeds, see Annex C.

## 6.8 SP (phy layer) state machine

### 6.8.1 SP state machine overview

The SP state machine controls the phy reset sequence. This state machine consists of three sets of states:

- a) OOB sequence (OOB) states;
- b) SAS and SAS-2 speed negotiation (SAS) states; and
- c) SATA host emulation (SATA) states.

This state machine consists of the following states:

- a) SP0:OOB\_COMINIT (see 6.8.3.2)(initial state);
- b) SP1:OOB\_AwaitCOMX (see 6.8.3.3);
- c) SP2:OOB\_NoCOMSASTimeout;
- d) SP3:OOB\_AwaitCOMINIT\_Sent (see 6.8.3.5);
- e) SP4:OOB\_COMSAS (see 6.8.3.6);
- f) SP5:OOB\_AwaitCOMSAS\_Sent (see 6.8.3.7);
- g) SP6:OOB\_AwaitNoCOMSAS (see 6.8.3.8);

- h) SP7:OOB\_AwaitCOMSAS (see 6.8.3.9);
- i) SP8:SAS\_Start (see 6.8.4.2);
- j) SP9:SAS\_RateNotSupported (see 6.8.4.3);
- k) SP10:SAS\_AwaitALIGN (see 6.8.4.4);
- l) SP11:SAS\_AwaitALIGN1 (see 6.8.4.5);
- m) SP12:SAS\_AwaitSNW (see 6.8.4.6);
- n) SP13:SAS\_Pass (see 6.8.4.7);
- o) SP14 SAS\_Fail (see 6.8.4.8);
- p) SP15:SAS\_PHY\_Ready (see 6.8.4.9);
- q) SP16:SATA\_COMWAKE (see 6.8.5.2);
- r) SP17:SATA\_AwaitCOMWAKE (see 6.8.5.3);
- s) SP18:SATA\_AwaitNoCOMWAKE (see 6.8.5.4);
- t) SP19:SATA\_AwaitALIGN (see 6.8.5.5);
- u) SP20:SATA\_AdjustSpeed (see 6.8.5.6);
- v) SP21:SATA\_Transmit\_ALIGN (see 6.8.5.7);
- w) SP22:SATA\_PHY\_Ready (see 6.8.5.8);
- x) SP23:SATA\_PM\_Partial (see 6.8.5.9);
- y) SP24:SATA\_PM\_Slumber (see 6.8.5.10);
- z) SP25:SATA\_PortSel (see 6.8.6.2); and
- aa) SP26:SATA\_SpinupHold (see 6.8.7.2).
- ab) SP27:SAS2\_PhysicalFrame (see 6.8.4.10);
- ac) SP28:SAS2\_FinalSNW (see 6.8.4.11);
- ad) SP29:SAS2\_Training (see 6.8.4.12);
- ae) SP30:SAS2\_TrainingDone (see 6.8.4.13); and
- af) SP31:SAS2\_AwaitTraining (see 6.8.4.14).

The SP state machine shall start in the SP0:OOB\_COMINIT state after:

- a) a power on;
- b) a hard reset;
- c) receiving a Management Reset request from the management layer (e.g., from the SMP PHY CONTROL function requesting a phy operation of LINK RESET or HARD RESET in an expander device); or
- d) receiving a Disable Phy request from the management layer (e.g., from the SMP PHY CONTROL function requesting a phy operation of DISABLE in an expander device).

The SP state machine shall maintain a MgmtReset state machine variable to determine whether a Management Reset request has been received. Any SP state that receives a Management Reset request shall set the MgmtReset state machine variable to one before making a transition to the SP0:OOB\_COMINIT state (see 6.8.3.2). Any SP state that receives a power on, or a hard reset shall set the MgmtReset state machine variable to zero before making a transition to the SP0:OOB\_COMINIT state.

If the phy supports SATA port selectors, the SP state machine shall maintain a COMWAKE\_Received state machine variable to indicate whether a COMWAKE detected message was received in the SP0:OOB\_COMINIT state or the SP1:OOB\_AwaitCOMX state since the last time the SP0:OOB\_COMINIT state was entered, and the SP state machine shall transition to the SP25:SATA\_PortSel state whenever it receives a Transmit SATA Port Selection Signal request.

The SP state machine sends the following messages to the SP\_DWS state machine (see 6.9):

- a) Start DWS; and
- b) Stop DWS.

The SP state machine receives the following messages from the SP\_DWS state machine:

- a) DWS Lost; and
- b) DWS Reset.

The SP state machine shall maintain the timers listed in table 75.

Table 75 — SP state machine timers

Timer	Initial value
COMSAS Detect Timeout timer	COMSAS detect timeout (see table 66 in 6.6.1)
Await ALIGN Timeout timer	Await ALIGN timeout (see table 73 in 6.7.2.2)
Hot-Plug Timeout timer	Hot plug timeout (see table 72 in 6.7.1)
RCDT timer	RCDT (see table 74 in 6.7.4.2)
SNLT timer	SNLT (see table 74 in 6.7.4.2)
SNTT timer	SNTT (see table 74 in 6.7.4.2)
MTT timer	MTT (see table 74 in 6.7.4.2)

### 6.8.2 SP transmitter and receiver

The SP transmitter transmits OOB signals and dwords on the physical link based on messages from the SP state machine (see 6.8).

The SP transmitter receives the following messages from the SP state machine:

- a) Transmit COMINIT;
- b) Transmit COMSAS;
- c) Transmit COMWAKE;
- d) Transmit SATA Port Selection Signal;
- e) Transmit D10.2;
- f) Set Rate (Physical Link Rate); and
- g) Transmit ALIGN with an argument indicating the specific type (e.g., Transmit ALIGN (0)).

When not otherwise instructed, the SP transmitter transmits D.C. idle.

The SP transmitter shall complete any physical link rate change requested with the Set Rate message within RCDT (see table 74 in 6.7.4.2).

The SP transmitter sends the following messages to the SP state machine:

- a) COMINIT Transmitted;
- b) COMSAS Transmitted;
- c) COMWAKE Transmitted; and
- d) SATA Port Selection Signal Transmitted.

The SP receiver receives OOB signals and dwords from the physical link and sends messages to the SP state machine indicating what it has received.

The SP receiver sends the following messages to the SP state machine:

- a) COMINIT Detected;
- b) COMSAS Detected;
- c) COMWAKE Detected;
- d) COMSAS Completed;
- e) COMWAKE Completed;
- f) ALIGN Received with an argument indicating the specific type (e.g., ALIGN Received (0)); and
- g) Dword Received.

The ALIGN Received and Dword Received messages are only sent when the SP\_DWS state machine has achieved dword synchronization.

For SATA speed negotiation, the ALIGN Received (0) message includes an argument containing the physical link rate at which the ALIGN (0) primitives were detected. For SAS speed negotiation, only ALIGNs at the

physical link rate specified by the last Set Rate message received by the SP transmitter cause ALIGN Received messages.

#### **6.8.4 SAS speed negotiation states**

##### **6.8.4.1 SAS speed negotiation states overview**

Figure 131 shows the SAS speed negotiation states, in which the phy has detected that it is attached to a SAS phy or expander phy rather than a SATA phy, and performs the SAS speed negotiation sequence. These states are indicated by state names with a prefix of SAS.

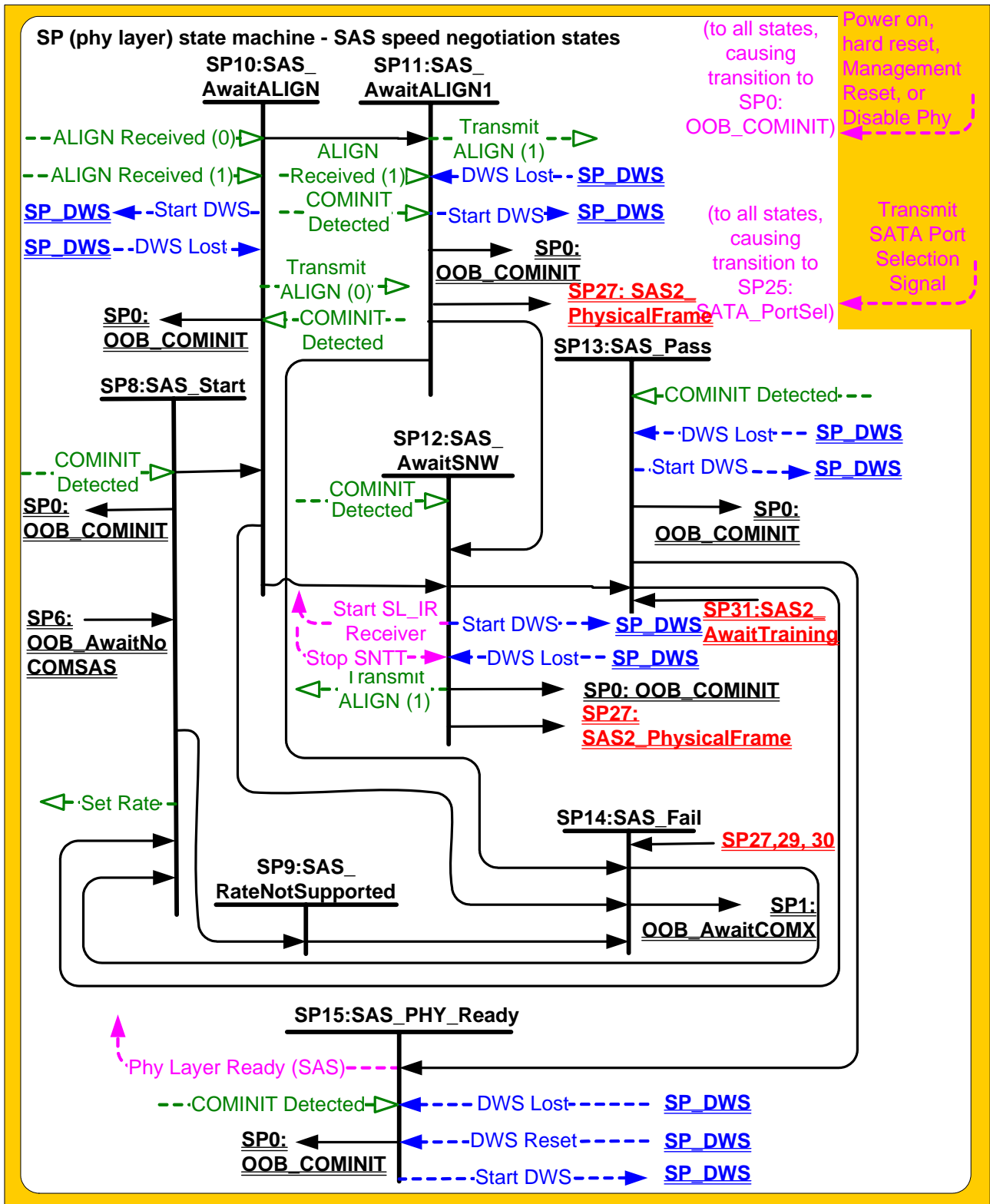


Figure 131 — SP (phy layer) state machine - SAS speed negotiation states

Figure 132 shows the rest of the SAS speed negotiation states related to SNW-3 and the SNW-Final speed negotiation windows. These states are indicated by state names with a prefix of SAS2.

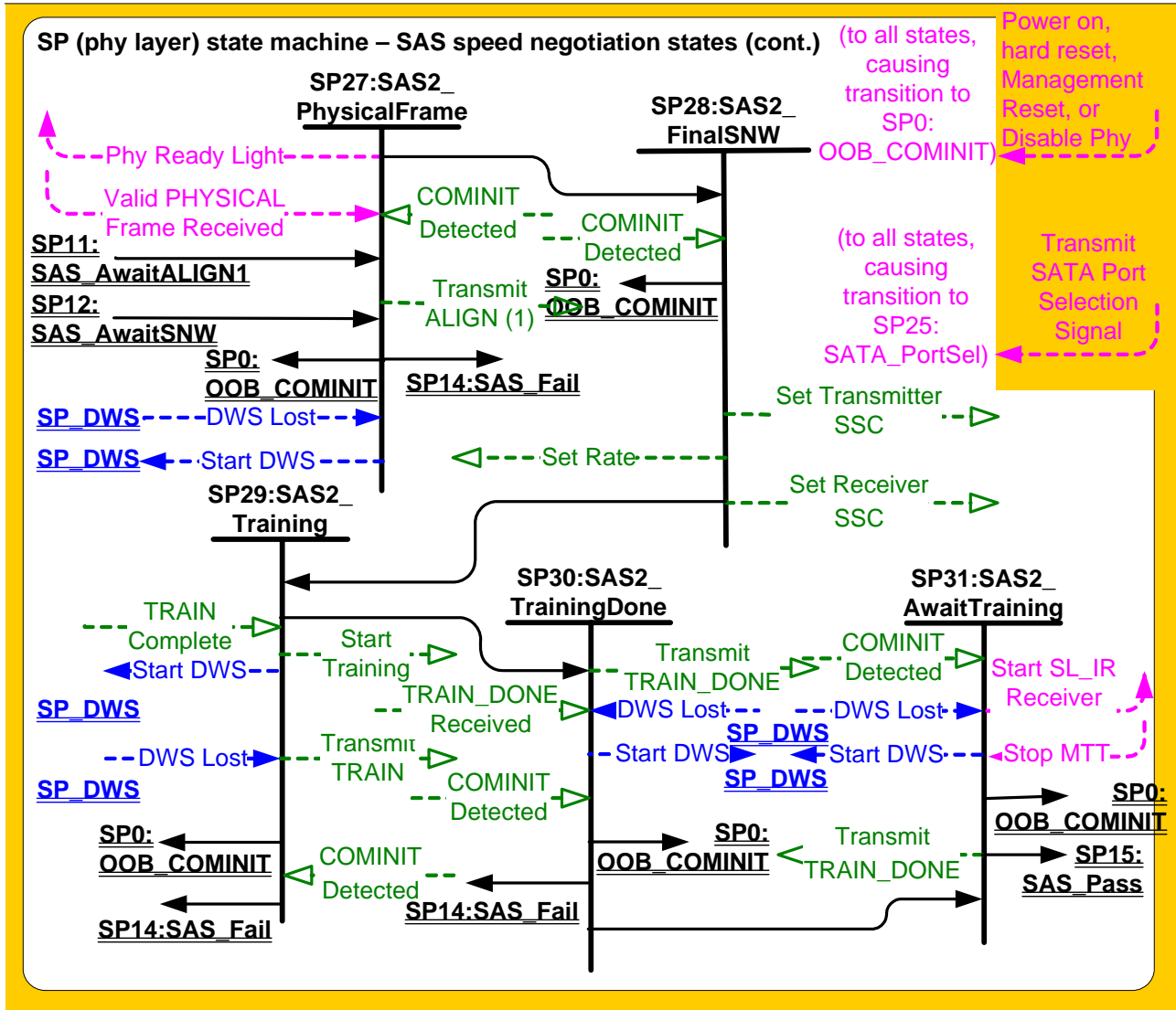


Figure 132 — SP (phy layer) state machine - SAS speed negotiation states (continued)

6.8.4.2 SP8:SAS\_Start state

6.8.4.2.1 State description

This is the initial state for the SAS speed negotiation sequence.

Upon entry into this state, this state shall:

- a) initialize and start the RCDT timer;
- b) send a Set Rate message to the SP transmitter with the argument set to:
  - A) 1,5 Gbps, if the transition into this state was from the SP6:OOB\_AwaitNoCOMSAS state (i.e., if this is the first speed negotiation window); or
  - B) 1,5 Gbps, if the SAS Speed Negotiaion Window is SNW-3; or
  - C) the value of the SAS Speed Negotiation Window Rate argument for G1 and G2 in SNW-1 and SNW-2.

During this state D.C. idle shall be transmitted.

**6.8.4.2.2 Transition SP8:SAS\_Start to SP0:OOB\_COMINIT**

This transition shall occur after receiving a COMINIT Detected message.

**6.8.4.2.3 Transition SP8:SAS\_Start to SP9:SAS\_RateNotSupported**

This transition shall occur after the RCDT timer expires if the current speed negotiation window rate is not supported.

**6.8.4.2.4 Transition SP8:SAS\_Start to SP10:SAS\_AwaitALIGN**

This transition shall occur after the RCDT timer expires if the current speed negotiation window rate is supported.

**6.8.4.3 SP9:SAS\_RateNotSupported state****6.8.4.3.1 State description**

Upon entry into this state the SNTT timer shall be initialized and started.

During this state D.C. idle shall be transmitted.

**6.8.4.3.2 Transition SP9:SAS\_RateNotSupported to SP14:SAS\_Fail**

This transition shall occur after the SNTT timer expires.

**6.8.4.4 SP10:SAS\_AwaitALIGN state****6.8.4.4.1 State description**

Upon entry into this state, the SNTT timer and SNLT timer shall be initialized and started and this state shall repeatedly send Transmit ALIGN (0) messages to the SP transmitter.

Each time this state receives a DWS Lost message, this state may send a Start DWS message to the SP\_DWS state machine to re-acquire dword synchronization without running a new link reset sequence.

Upon entry into this state, this state shall send a Start DWS message to the SP\_DWS state machine.

**6.8.4.4.2 Transition SP10:SAS\_AwaitALIGN to SP0:OOB\_COMINIT**

This transition shall occur after receiving a DWS Lost message if this state does not send a Start DWS message, or after receiving a COMINIT Detected message.

**6.8.4.4.3 Transition SP10:SAS\_AwaitALIGN to SP11:SAS\_AwaitALIGN1**

This transition shall occur if this state receives an ALIGN Received (0) message before the SNLT timer expires.

**6.8.4.4.4 Transition SP10:SAS\_AwaitALIGN to SP12:SAS\_AwaitSNW**

This transition shall occur if this state receives an ALIGN Received (1) message before the SNLT timer expires.

**6.8.4.4.5 Transition SP10:SAS\_AwaitALIGN to SP14:SAS\_Fail**

This transition shall occur if the SNTT timer expires.

**6.8.4.5 SP11:SAS\_AwaitALIGN1 state****6.8.4.5.1 State description**

This state shall repeatedly send Transmit ALIGN (1) messages to the SP transmitter.



Each time this state receives a DWS Lost message, this state may send a Start DWS message to the SP\_DWS state machine to re-acquire dword synchronization without running a new link reset sequence.

#### **6.8.4.5.2 Transition SP11:SAS\_AwaitALIGN1 to SP0:OOB\_COMINIT**

This transition shall occur after receiving a DWS Lost message if this state does not send a Start DWS message, or after receiving a COMINIT Detected message.

#### **6.8.4.5.3 Transition SP11:SAS\_AwaitALIGN1 to SP12:SAS\_AwaitSNW**

This transition shall occur if this state receives an ALIGN Received (1) message before the SNLT timer expires and the current speed negotiation window is either SNW-1 or SNW-2. This indicates that the other phy has been able to achieve dword synchronization in the current speed negotiation window.

#### **6.8.4.5.4 Transition SP11:SAS\_AwaitALIGN1 to SP27:SAS2\_PhysicalFrame**

This transition shall occur if this state receives an ALIGN Received (1) message before the SNLT timer expires and the current speed negotiation window is SNW-3. This indicates that the other phy has been able to achieve dword synchronization in the current speed negotiation window.

#### **6.8.4.5.5 Transition SP11:SAS\_AwaitALIGN1 to SP14:SAS\_Fail**

This transition shall occur if the SNTT timer expires. This indicates that the other phy has not been able to achieve dword synchronization in the current speed negotiation window.

#### **6.8.4.6 SP12:SAS\_AwaitSNW state**

##### **6.8.4.6.1 State description**

This state shall repeatedly send Transmit ALIGN (1) messages to the SP transmitter.

If this is the final speed negotiation window, this state shall send a Start SL\_IR Receiver confirmation to the link layer.

Each time this state receives a DWS Lost message, this state may send a Start DWS message to the SP\_DWS state machine to re-acquire dword synchronization without running a new link reset sequence.

This state waits for the SNTT timer to expire or for a Stop SNTT request.

##### **6.8.4.6.2 Transition SP12:SAS\_AwaitSNW to SP0:OOB\_COMINIT**

This transition shall occur after receiving a DWS Lost message if this state does not send a Start DWS message, or after receiving a COMINIT Detected message.

##### **6.8.4.6.3 Transition SP12:SAS\_AwaitSNW to SP13:SAS\_Pass**

This transition shall occur in the SNW-1 or SNW-2 windows after the SNTT timer expires or after receiving a Stop SNTT request.

##### **6.8.4.6.4 Transition SP12:SAS\_AwaitSNW to SP27:SAS2\_PhysicalFrame**

This transition shall occur if the current speed negotiation window is SNW-3. This indicates that the other phy has been able to achieve dword synchronization in the SNW-3 window.

#### **6.8.4.7 SP13:SAS\_Pass state**

##### **6.8.4.7.1 State description**

This state determines if:

- a) another SAS speed negotiation window is required; or
- b) the SAS speed negotiation sequence is complete.

Each time this state receives a DWS Lost message, this state may send a Start DWS message to the SP\_DWS state machine to re-acquire dword synchronization without running a new link reset sequence.

#### 6.8.4.7.2 Transition SP13:SAS\_Pass to SP0:OOB\_COMINIT

This transition shall occur after receiving a DWS Lost message if this state does not send a Start DWS message, or after receiving a COMINIT Detected message.

#### 6.8.4.7.3 Transition SP13:SAS\_Pass to SP8:SAS\_Start

This transition shall occur if this is not the final speed negotiation window.

This transition shall include a SAS Speed Negotiation Window Rate argument with the transition set to the next higher speed negotiation window rate or to 1,5 Gbps if the next speed negotiation window is SNW-3.

#### 6.8.4.7.4 Transition SP13:SAS\_Pass to SP15:SAS\_PHY\_Ready

This transition shall occur if this is the final speed negotiation window.

#### 6.8.4.8 SP14:SAS\_Fail state

##### 6.8.4.8.1 State description

This state determines if:

- a) another SAS speed negotiation window is required; or
- b) the SAS speed negotiation sequence is complete.

##### 6.8.4.8.2 Transition SP14:SAS\_Fail to SP1:OOB\_AwaitCOMX

This transition shall occur if the current speed negotiation window is:

- a) the maximum SAS speed negotiation window; or
- b) the final SAS speed negotiation window.

##### 6.8.4.8.3 Transition SP14:SAS\_Fail to SP8:SAS\_Start

If the previous SAS speed negotiation window (SNW-1 or SNW-2, but not SNW-3) was successful, this transition shall occur and shall include:

- a) a SAS Speed Negotiation Window Rate argument set to the previous speed negotiation window rate; and
- b) a Final SAS Speed Negotiation Window argument.

If the previous SAS speed negotiation window failed and the current speed negotiation window is not the maximum SAS speed negotiation window, this transition shall occur and shall include a SAS Speed Negotiation Window Rate argument set to the next higher speed negotiation window rate.

#### 6.8.4.9 SP15:SAS\_PHY\_Ready state

##### 6.8.4.9.1 State description

This state waits for a COMINIT Detected message, a DWS Lost message, or a DWS Reset message.

While in this state dwords from the link layer are transmitted at the negotiated physical link rate at the rate established in the previous speed negotiation window.

Upon entry into this state, this state shall send a Phy Layer Ready (SAS) confirmation to the link layer to indicate that the physical link has been brought up successfully in SAS mode.

Each time this state receives a DWS Lost message, this state may send a Start DWS message to the SP\_DWS state machine to re-acquire dword synchronization without running a new link reset sequence.

**6.8.4.9.2 Transition SP15:SAS\_PHY\_Ready to SP0:OOB\_COMINIT**

This transition shall occur after:

- a) receiving a DWS Lost message, if this state does not send a Start DWS message;
- b) receiving a DWS Lost message followed by a COMINIT Detected message, if this state does not send a Start DWS message; or
- c) receiving a DWS Reset message.

This transition may but should not occur after receiving a COMINIT Detected message before receiving a DWS Lost message, or after receiving a COMINIT Detected message after sending a Start DWS message (i.e., the SP state machine should ignore COMINIT Detected messages unless the SP\_DWS state machine has indicated loss of dword synchronization).

**6.8.4.10 SP27:SAS2\_PhysicalFrame state****6.8.4.10.1 State description**

This state shall send a Phy Ready Light message to the SL\_IR in the link layer causing it to transmit a PHYSICAL address frame. This state shall continue to send Transmit ALIGN (1) messages to the SP transmitter.

Each time this state receives a DWS Lost message, this state may send a Start DWS message to the SP\_DWS state machine to re-acquire dword synchronization without running a new link reset sequence.

This state waits for the SNTT timer to expire or for a Stop SNTT request.

**6.8.4.10.2 Transition SP27:SAS2\_PhysicalFrame to SP0:OOB\_COMINIT**

This transition shall occur after receiving a DWS Lost message if this state does not send a Start DWS message, or after receiving a COMINIT Detected message.

**6.8.4.10.3 Transition SP27:SAS2\_PhysicalFrame to SP28:SAS2\_FinalSNW**

This transition shall occur after the SNTT timer expires if a Valid PHYSICAL Frame Received message has been received. This transition shall include a Final SAS Speed Negotiation Window argument.

**6.8.4.10.4 Transition SP27:SAS2\_PhysicalFrame to SP14:SAS\_Fail**

This transition shall occur if the SNTT timer expires without receiving a valid PHYSICAL address frame. This transition shall include an invalid PHYSICAL address frame argument to indicate that SNW-3 failed in this state as opposed to failing to achieve dword synchronization in SNW-3.

**6.8.4.11 SP28:SAS2\_FinalSNW state****6.8.4.11.1 State description**

Upon entry into this state, this state shall:

- a) initialize and start the RCDT timer;
- b) send a Set Rate message to the SP transmitter with the arguments set to the highest value of the PHYSICAL LINK RATES SUPPORTED field common to both the transmitted and received PHYSICAL address frames.
- c) send a Set SSC message to the SP transmitter.
- d) send a Set SSC message to the SP receiver.

During this state D.C. idle shall be transmitted.

**6.8.4.11.2 Transition SP28:SAS2\_FinalSNW to SP0:OOB\_COMINIT**

This transition shall occur after receiving a COMINIT Detected message.

**6.8.4.11.3 Transition SP28:SAS2\_FinalSNW to SP29:SAS2\_Training**

This transition shall occur after the RCDT timer expires.

**6.8.4.12 SP29:SAS2\_Training state****6.8.4.12.1 State description**

Upon entry into this state, the MTT timer shall be initialized and started and this state shall repeatedly send Transmit TRAIN message to the SP transmitter and a Start Training message to the SP receiver.

Each time this state receives a DWS Lost message, this state may send a Start DWS message to the SP\_DWS state machine to re-acquire dword synchronization without running a new link reset sequence.

Upon entry into this state, this state shall send a Start DWS message to the SP\_DWS state machine.

**6.8.4.12.2 Transition SP29:SAS2\_Training to SP0:OOB\_COMINIT**

This transition shall occur after receiving a DWS Lost message if this state does not send a Start DWS message, or after receiving a COMINIT Detected message.

**6.8.4.12.3 Transition SP29:SAS2\_Training to SP30:SAS2\_TrainingDone**

This transition shall occur if this state receives a TRAIN Complete message before the MTT timer expires.

**6.8.4.12.4 Transition SP29:SAS2\_Training to SP14:SAS\_Fail**

This transition shall occur if the MTT timer expires. This indicates that this phy has not been able to complete training and achieve dword synchronization in the final speed negotiation window.

**6.8.4.13 SP30:SAS2\_TrainingDone state****6.8.4.13.1 State description**

This state shall repeatedly send Transmit TRAIN\_DONE messages to the SP transmitter.

Each time this state receives a DWS Lost message, this state may send a Start DWS message to the SP\_DWS state machine to re-acquire dword synchronization without running a new link reset sequence.

**6.8.4.13.2 Transition SP30:SAS2\_TrainingDone to SP0:OOB\_COMINIT**

This transition shall occur after receiving a DWS Lost message if this state does not send a Start DWS message, or after receiving a COMINIT Detected message.

**6.8.4.13.3 Transition SP30:SAS2\_TrainingDone to SP31:SAS2\_AwaitTraining**

This transition shall occur if this state receives a TRAIN\_DONE Received message before the MTT timer expires. This indicates that the other phy has been able to complete training and achieve dword synchronization in the final speed negotiation window.

**6.8.4.13.4 Transition SP30:SAS2\_TrainingDone to SP14:SAS\_Fail**

This transition shall occur if the MTT timer expires. This indicates that the other phy has not been able to complete training and achieve dword synchronization in the final speed negotiation window.

**6.8.4.14 SP31:SAS2\_AwaitTraining state****6.8.4.14.1 State description**

This state shall repeatedly send Transmit TRAIN\_DONE messages to the SP transmitter.

This state shall send a Start SL\_IR Receiver confirmation to the link layer.

Each time this state receives a DWS Lost message, this state may send a Start DWS message to the SP\_DWS state machine to re-acquire dword synchronization without running a new link reset sequence.

This state waits for the MTT timer to expire or for a Stop MTT request.

#### **6.8.4.14.2 Transition SP31:SAS2\_AwaitTraining to SP0:OOB\_COMINIT**

This transition shall occur after receiving a DWS Lost message if this state does not send a Start DWS message, or after receiving a COMINIT Detected message.

#### **6.8.4.14.3 Transition SP31:SAS2\_AwaitTraining to SP13:SAS\_Pass**

This transition shall occur after the MTT timer expires or after receiving a Stop MTT request.