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Management Component Transport Protocol (MCTP) SMBus/I2C Transport Binding Specification

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Foreword

The *Management Component Transport Protocol (MCTP) SMBus/I2C Transport Binding Specification* (DSP0237) was prepared by the PMCI Subgroup of the Pre-OS Working Group.

DMTF is a not-for-profit association of industry members dedicated to promoting enterprise and systems management and interoperability.

Introduction

The Management Component Transport Protocol (MCTP) defines a communication model intended to facilitate communication between:

- Management controllers and other management controllers
- Management controllers and management devices

The communication model includes a message format, transport description, message exchange patterns, and configuration and initialization messages.

The *MCTP Base Specification* (MCTP) describes the protocol and commands used for communication within and initialization of an MCTP network. Associated with the *MCTP Base Specification* are transport binding specifications that define how the MCTP base protocol and MCTP control commands are implemented on a particular physical transport type and medium, such as SMBus/I^2C, PCI Express™ (PCIe) Vendor Defined Messaging, and so on.

Management Component Transport Protocol (MCTP) SMBus/I2C Transport Binding Specification

1 Scope

This document provides the specifications for the Management Component Transport Protocol (MCTP) transport binding for SMBus/I^{2}C.

2 Normative References

The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

2.1 Approved References

DMTF DSP0004, *CIM Infrastructure Specification 2.5,*
http://www.dmtf.org/standards/published_documents/DSP0004_2.5.pdf

DMTF DSP0136, *Alert Standard Format Specification 2.0,*
http://www.dmtf.org/standards/documents/ASF/DSP0136.pdf

DMTF DSP0236, *Management Component Transport Protocol (MCTP) Base Specification 1.0*, MCTP,
http://www.dmtf.org/standards/published_documents/DSP0236_1.0.pdf

DMTF DSP0239, *Management Component Transport Protocol (MCTP) IDs and Codes 1.0*, MCTP_ID,
http://www.dmtf.org/standards/published_documents/DSP0239_1.0.pdf

2.2 Other References

IPMI Consortium, *Intelligent Platform Management Interface Specification, Second Generation 2.0*, 2006,
ftp://download.intel.com/design/servers/ipmi/IPMIv2_0rev1_0.pdf

ISO/IEC Directives, Part 2, *Rules for the structure and drafting of International Standards,*
http://isotc.iso.org/livelink/livelink?func=ll&objId=4230456&objAction=browse&sort=subtype

Philips Semiconductors, *The I^{2}C-Bus Specification v2.0*, I^{2}C, December 1998
http://www.nxp.com/acrobat_download/literature/9398/39340011_20.pdf

SBS Implementers Forum, *System Management Bus (SMBus) Specification v2.0*, SMBus, August 2000,
http://www.smbus.org/specs/smbus20.pdf

3 Terms and Definitions

For the purposes of this document, the following terms and definitions apply.

3.1 Requirement Term Definitions

This clause defines key phrases and words that denote requirement levels in this specification.

3.1.1
can
used for statements of possibility and capability, whether material, physical, or causal

3.1.2
cannot
used for statements of possibility and capability, whether material, physical or causal

3.1.3
conditional
indicates requirements to be followed strictly to conform to the document when the specified conditions are met

3.1.4
deprecated
indicates that an element or profile behavior has been outdated by newer constructs

3.1.5
mandatory
indicates requirements to be followed strictly to conform to the document and from which no deviation is permitted

3.1.6
may
indicates a course of action permissible within the limits of the document

NOTE: An implementation that does *not* include a particular option shall be prepared to interoperate with another implementation that *does* include the option, although perhaps with reduced functionality. An implementation that *does* include a particular option shall be prepared to interoperate with another implementation that does *not* include the option (except for the feature that the option provides).

3.1.7
may not
indicates flexibility of choice with no implied preference

3.1.8
need not
indicates a course of action permissible within the limits of the document

3.1.9
not recommended
indicates that valid reasons may exist in particular circumstances when the particular behavior is acceptable or even useful, but the full implications should be understood and carefully weighed before implementing any behavior described with this label

3.1.10
obsolete
indicates that an item was defined in prior specifications but has been removed from this specification

3.1.11
optional
indicates a course of action permissible within the limits of the document

3.1.12
recommended
indicates that valid reasons may exist in particular circumstances to ignore a particular item, but the full implications should be understood and carefully weighed before choosing a different course

3.1.13
required
indicates that the item is an absolute requirement of the specification

3.1.14
shall
indicates requirements to be followed strictly to conform to the document and from which no deviation is permitted

3.1.15
shall not
indicates requirements to be followed strictly to conform to the document and from which no deviation is permitted

3.1.16
should
indicates that among several possibilities, one is recommended as particularly suitable, without mentioning or excluding others, or that a certain course of action is preferred but not necessarily required

3.1.17
should not

indicates that a certain possibility or course of action is deprecated but not prohibited

3.2 MCTP Term Definitions

For the purposes of this document, the following terms and definitions apply.

3.2.1
Address Resolution Protocol
ARP
refers to the procedure used to dynamically determine the addresses of devices on a shared communication medium

3.2.2
Alert Standard Format
ASF
alerting and remote control standard published by the DMTF

3.2.3
baseline transmission unit

indicates the required common denominator size of a transmission unit for packet payloads that are carried in an MCTP packet

Baseline transmission unit-sized packets are guaranteed to be routable within an MCTP network.

3.2.4
baseboard management controller

BMC

a term coined by the IPMI specifications for the main management controller in an IPMI-based platform management subsystem

This term is also sometimes used as a generic name for a motherboard resident management controller that provides motherboard-specific hardware monitoring and control functions for the platform management subsystem.

3.2.5
bridge

the circuitry and logic that connects one computer bus or interconnect to another, allowing an agent on one to access the other

Within this document, the term *bridge* shall refer to MCTP bridge, unless otherwise indicated.

3.2.6
bus

a physical addressing domain shared between one or more platform components that share a common physical layer address space

3.2.7
bus owner

the party responsible for managing address assignments (can be logical or physical addresses) on a bus (for example, in MCTP, the bus owner is the party responsible for managing endpoint ID assignments for a given bus)

A bus owner may also have additional media-specific responsibilities, such as assignment of physical addresses.

3.2.8
byte

an 8-bit quantity. Also referred to as an *octet*.

NOTE: PMCI specifications shall use the term *byte*, not *octet*.

3.2.9
endpoint

see MCTP endpoint

3.2.10
endpoint ID

EID

see MCTP endpoint ID

3.2.11

Inter-Integrated Circuit

I^2C

a multi-master, two-wire, serial bus originally developed by Philips Semiconductor

3.2.12

Intelligent Platform Management Bus

IPMB

the name for the architecture, protocol, and implementation of an I^2C bus that provides a communications path between management controllers in IPMI-based systems

3.2.13

Intelligent Platform Management Interface

IPMI

a set of specifications defining interfaces and protocols originally developed for server platform management by the IPMI Promoters Group: Intel, Dell, HP, and NEC

3.2.14

managed entity

the physical or logical entity that is being managed by management parameters

Examples of *physical* entities include fans, processors, power supplies, circuit cards, chassis, and so on. Examples of *logical* entities include virtual processors, cooling domains, system security states, and so on.

3.2.15

management controller

a microcontroller or processor that aggregates management parameters from one or more management devices and makes access to those parameters available to local or remote software, or to other management controllers, through one or more management data models

Management controllers may also interpret and process management-related data, and initiate management-related actions on management devices. While a native data model is defined for PMCI, it is designed to be capable of supporting other data models, such as CIM, IPMI, and vendor-specific data models. The microcontroller or processor that serves as a management controller can also incorporate the functions of a management device.

3.2.16

management device

any physical device that provides protocol terminus for accessing one or more management parameters.

A management device responds to management requests, but does not initiate or aggregate management operations except in conjunction with a management controller (that is, it is a *satellite* device that is subsidiary to one or more management controllers). An example of a simple management device would be a temperature sensor chip. A management controller that has I/O pins or built-in analog-to-digital converters that monitor state and voltages for a managed entity would also be a management device.

3.2.17

management parameter

a particular datum representing a characteristic, capability, status, or control point associated with a managed entity. Example management parameters include temperature, speed, volts, on/off, link state, uncorrectable error count, device power state, and so on.

3.2.18

Management Component Transport Protocol

MCTP

a transport protocol for intercommunication between management controllers and management devices.

3.2.19

MCTP bridge

an MCTP endpoint that can route MCTP messages (not destined for itself) that it receives on one interconnect onto another without interpreting them

The ingress and egress media at the bridge may be either homogeneous or heterogeneous. Also referred to in this document as a "bridge".

3.2.20

MCTP bus owner

responsible for endpoint ID assignment for MCTP or translation on the buses of which it is a master

The MCTP bus owner may also be responsible for physical address assignment. For example, for SMBus bus segments, the MCTP bus owner is also the ARP master. This means the bus owner assigns dynamic SMBus addresses to those devices requiring it.

3.2.21

MCTP control command

commands (defined under the MCTP *control* message type) that are used for the initialization and management of MCTP communications (for example, commands to assign endpoint IDs, discover device MCTP capabilities, and so on).

3.2.22

MCTP endpoint

an MCTP communication terminus

An MCTP endpoint is a terminus or origin of MCTP packets or messages (that is, the combined functionality within a physical device that communicates using the MCTP transport protocol and handles MCTP control commands). This includes MCTP-capable management controllers and management devices. Also referred to in this document as an "endpoint".

3.2.23

MCTP endpoint ID

the logical address used to route MCTP messages to a specific MCTP endpoint

A numeric handle (logical address) that uniquely identifies a particular MCTP endpoint within a system for MCTP communication and message routing purposes. Endpoint IDs are unique among MCTP endpoints that comprise an MCTP communication network within a system. MCTP endpoint IDs are only unique within a particular MCTP network. That is, they can be duplicated or overlap from one MCTP network to the next. Also referred to in this document as "endpoint ID" and abbreviated "EID".

3.2.24

MCTP management controller

a management controller that is an MCTP endpoint

Unless otherwise indicated, the term "management controller" refers to an "MCTP management controller" in this document.

3.2.25

MCTP management device

a management device that is an MCTP endpoint

Unless otherwise indicated, the term "management device" refers to an "MCTP management device" in this document.

3.2.26
MCTP message
a unit of communication based on the message type that is relayed through the MCTP Network using one or more MCTP packets

3.2.27
MCTP network
a collection of MCTP endpoints that communicate using MCTP and share a common MCTP endpoint ID space

3.2.28
MCTP packet
the unit of data transfer used for MCTP communication on a given physical medium

3.2.29
MCTP packet payload
refers to the portion of the message body of an MCTP message that is carried in a single MCTP packet

3.2.30
message
see MCTP message

3.2.31
message assembly
the process of receiving and linking together two or more MCTP packets that belong to a given MCTP message to allow the entire message header and message data (payload) to be extracted

3.2.32
message body
the portion of an MCTP message that carries the message type field and any message type-specific data associated with the message
An MCTP message spans multiple MCTP packets when the message body needs is larger than what can fit in a single MCTP packet. Thus, the message body portion of an MCTP message can span multiple MCTP packets.

3.2.33
message disassembly
the process of taking an MCTP message where the message's header and data (payload) cannot be carried in a single MCTP packet, and generating the sequence of two or more packets required to deliver that message content within the MCTP network

3.2.34
message originator
the original transmitter (source) of a message targeted to a particular message terminus

3.2.35

message terminus

the name for a triplet of fields consisting of fields called the MCTP Source Endpoint ID, Tag Owner bit value, and Message Tag value

Together these fields identify the packets for an MCTP message within an MCTP network for the purpose of message assembly. The message terminus itself can be thought of as identifying a set of resources within the recipient endpoint that is handling the assembly of a particular message.

3.2.36

most significant byte

MSB

refers to the highest order byte in a number consisting of multiple bytes

3.2.37

nibble

a four-bit aggregation, or half of a byte

3.2.38

packet

see MCTP packet

3.2.39

packet payload

see MCTP packet payload

3.2.40

payload

the information-bearing fields of a message

This is separate from those fields and elements that are used to transport the message from one point to another, such as address fields, framing bits, checksums, and so on. In some instances, a given field may be both a payload field and a transport field.

3.2.41

physical transport binding

refers to specifications that define how the MCTP Base Protocol and MCTP control commands are implemented on a particular physical transport type and medium, such as SMBus/I^2C, PCI Express™ (PCIe) Vendor Defined Messaging, and so on

3.2.42

point-to-point

refers to the case where only two physical communication devices are interconnected through a physical communication medium. The devices may be in a master/slave relationship, or could be peers

3.2.43

Platform Management Component Intercommunications

PMCI

name for a working group under the Distributed Management Task Force's Pre-OS Working Group that is chartered to define standardized communication protocols, low-level data models, and transport definitions that support communications with and between management controllers and management devices that form a platform management subsystem within a managed computer system

3.2.44
simple endpoint
an MCTP endpoint that is not associated with either the functions of an MCTP bus owner or an MCTP bridge

3.2.45
transport binding
see physical transport binding

3.2.46
transmission unit
for MCTP, this refers to the size of the portion of the MCTP packet payload, which is the portion of the message body carried in an MCTP packet

4 Symbols and Abbreviated Terms

The following symbols and abbreviations are used in this document.

4.1
ACK
acknowledge

4.2
ARP
Address Resolution Protocol

4.3
ASF
Alert Standard Format

4.4
BMC
baseboard management controller

4.5
EEPROM
Electrically Erasable Programmable Read-Only Memory

4.6
EID
endpoint identifier

4.7
I^2C
Inter-Integrated Circuit

4.8
I/O
input/output

IPMB
Intelligent Platform Management Bus

4.9

IPMI
Intelligent Platform Management Interface

4.10

kHz
kilohertz

4.11

LSb
least significant bit

4.12

LSB
least significant byte

4.13

max
maximum

4.14

MCTP
Management Component Transport Protocol

4.15

min
minimum

4.16

ms
millisecond

4.17

MSB
most significant byte

4.18

MTU
Maximum Transmission Unit

4.19

NACK
not acknowledge

4.20

PCI
peripheral component interconnect

4.21
PCIe®
PCI Express™

4.22
PEC
packet error code

4.23
PMCI
Platform Management Component Intercommunications

4.24
PSA
persistent slave address

4.25
rsvd
reserved (not case sensitive)

4.26
SCL
serial clock

4.27
SDA
serial data

4.28
sec
second

4.29
SEEPROM
serial EEPROM

4.30
SMBus
System Management Bus

4.31
UDID
unique device identifier

5 Conventions

The conventions described in the following clauses apply to this specification.

5.1 Reserved and Unassigned Values

Unless otherwise specified, any reserved, unspecified, or unassigned values in enumerations or other numeric ranges are reserved for future definition by the DMTF.

Unless otherwise specified, numeric or bit fields that are designated as reserved shall be written as 0 (zero) and ignored when read.

5.2 Byte Ordering

Unless otherwise specified, byte ordering of multi-byte numeric fields or bit fields is "Big Endian" (that is, the lower byte offset holds the most significant byte, and higher offsets hold lesser significant bytes).

6 MCTP over SMBus/I^{2}C Transport

The MCTP over SMBus/I^{2}C transport binding defines how MCTP packets are delivered over a physical SMBus or I^{2}C medium using SMBus transactions. This includes how physical addresses are used, how fixed addresses are accommodated, how physical address assignment is accomplished for hot-plug or other devices that require dynamic physical address assignment, and how MCTP support is discovered. Timing specifications for bus and MCTP control operations are also given, and a "fairness" protocol is defined for the purpose of avoiding deadlock and starvation/lockout situations among MCTP endpoints.

The binding has been designed to be able to share the same bus as devices communicating using earlier SMBus/I^{2}C management protocols such as Alert Standard Format (ASF) and IPMI, and with vendor-specific devices using SMBus/I^{2}C protocols. The specifications can also allow a given device to incorporate non-MCTP SMBus functions alongside MCTP. This is described in more detail in 6.20.

6.1 Terminology

According to SMBus, SMBus devices are categorized as follows, where Address Resolution Protocol (ARP) refers to the SMBus Address Resolution Protocol (a dynamic slave address assignment protocol) and UDID refers to a "unique device identifier", a 128-bit value that a device uses during the ARP process to uniquely identify itself. Because these protocols are implemented with command transactions that are run on top of the SMBus physical specification, it is possible to use these protocols on devices that support an I^{2}C physical interface.

- **ARP-capable**

  SMBus term indicating a device that supports all SMBus ARP commands with the exception of the optional Host Notify command. The slave address is assignable. The device supports both Reset commands.

- **Fixed and Discoverable**

  SMBus term indicating a device supports the Prepare to ARP, directed Get UDID, general Get UDID, and Assign Address commands. The slave address is fixed; the device will accept the Assign Address command but will not allow address reassignment. The device supports both Reset commands.

- **Fixed - Not Discoverable**

  SMBus term indicating a device supports the directed Get UDID command. The slave address is fixed.

- **Non-ARP-capable**

  SMBus term indicating a device does not support any ARP commands. The slave address is fixed.

- **Fixed Address**

  For this specification, this term is be used to refer to any device that uses a fixed slave address, without distinguishing whether it is "Fixed and Discoverable", "Fixed, not Discoverable", or "Non-ARP-capable".

6.2 Transport Binding Use with I²C

The transport binding defined in this specification has also been designed to be able to work with standard-mode and fast-mode (400 kHz) I²C buses that use 7-bit addressing; 10-bit addressing is not supported. This binding has not been specified for use with high-speed I²C specifications.

6.3 MCTP Packet Encapsulation

All MCTP transactions are based on the SMBus Block Write bus protocol. The first 8 bytes make up the packet header. The first three fields—Destination Slave Address, Command Code, and Length—map directly to SMBus functional fields. The remaining header and payload fields map to SMBus Block Write "Data Byte" fields, as indicated in Figure 1. Hence, the inclusion of the Source Slave Address in the header is specified by MCTP rather than SMBus. This is done to facilitate addressing required for establishing communications back to the message originator.

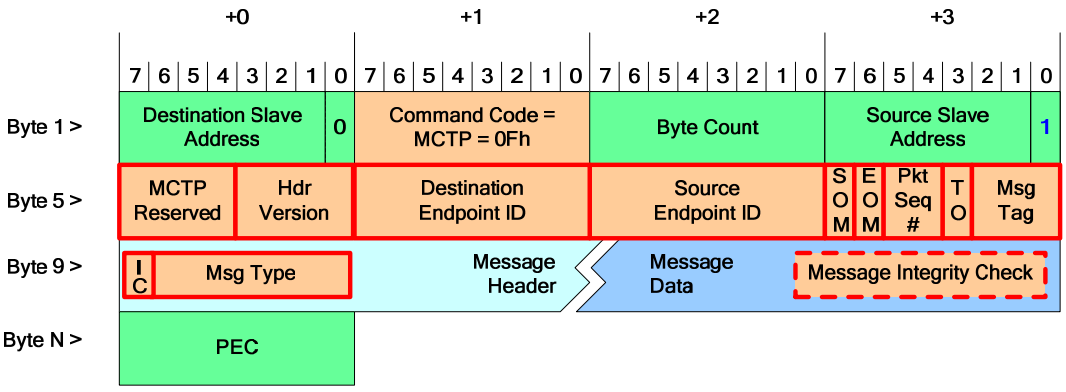


Figure 1 – MCTP over SMBus/I²C Packet Format

Table 1 – Packet Header Field Descriptions

Byte	Block Write Field(s)	Description
1	Slave Address Wr	[7:1] SMBus Destination Slave Address: The slave address of the target device for the local SMBus link [0]: SMBus R/W# bit: Shall be set to `0b` as all MCTP messages use SMBus write transactions.
2	Command Code	Command Code: SMBus Command Code All MCTP over SMBus messages use a command code of `0x0F`.

Byte	Block Write Field(s)	Description
3	Byte Count	Byte Count: Byte count for the SMBus Block Write protocol transaction that is carrying the MCTP packet content. This value is the count of bytes that follow the Byte Count field up to, but not including, the PEC byte. For example, if the MCTP packet payload length (starting with byte 9) is 64 bytes, the value in the Byte Count field would be 69. (The count of 69 accounts for 64 bytes of MCTP packet payload plus the five bytes [bytes 4 through 8, inclusive] that comprise the bytes of the SMBus-specific header and MCTP header that follow the Byte Count field.)
4	Data Byte 1	SMBus Source Slave address [7:1] : For the local SMBus link, the slave address of the source device. [0]: This bit shall be set to 1b. The value enables MCTP to be differentiated from IPMI over SMBus and IPMB (IPMI over I^2C) protocols.
5	Data Byte 2	[7:4] MCTP reserved: This nibble is reserved for definition by the *MCTP Base Specification*. [3:0] MCTP header version: Set to 0001b for MCTP devices that are conformant to the *MCTP Base Specification 1.0* and this version of the SMBus transport binding. All other values = Reserved.
6	Data Byte 3	Destination endpoint ID (*)
7	Data Byte 4	Source endpoint ID (*)
8	Data Byte 5	[7] SOM: Start Of Message flag (*) [6] EOM: End Of Message flag (*) [5:4] Packet sequence number (*) [3] Tag Owner (TO) bit (*) [2:0] Message tag (*)
9	Data Byte 6	[7] IC: Integrity Check bit (*) [6:0] Message type (*)
10:N-1	Data Bytes 7:M	Message header and data (*)
N	PEC	Packet error code (PEC): The PEC as defined in the *SMBus 2.0 Specification*. All MCTP transactions shall include a PEC byte. The PEC byte shall be transmitted by the source and checked by the destination.
(*) Indicates a field that is defined by the *MCTP Base Specification*.		

6.4 Bridges and Packet Formatting

As an MCTP packet travels through a bridge from one SMBus/I^2C port to another, the bridge leaves all packet header and message header and data fields alone with the exception of the source and destination slave address, which shall be modified to route across the intended bus/link. When an MCTP bridge forwards a message from an input port to an output port, it replaces the destination slave address with the targeted slave on the destination bus, and replaces the source slave address with the bridge's slave address.

The MCTP SMBus/I^{2}C bridge shall re-calculate the PEC byte to account for changes in the source and destination slave address fields.

A similar process is used when bridging between different media. The physical addressing and header information gets changed by the bridge to match the requirements of the target bus, and any packet-level integrity check information is also updated.

6.5 MCTP Support Discovery

All SMBus devices that support an MCTP endpoint and the SMBus Get UDID command for a particular SMBus/I^{2}C interface (that is, devices with ARP-capable, fixed and discoverable, or fixed-not discoverable interfaces) are required to have their MCTP support discoverable through the Get UDID command. To do this, endpoints shall return a value of `1b` in bit 5 (the ASF bit) in the Interface field in the Get UDID command.

Once support for ASF has been indicated, an MCTP control message (for example, Get MCTP Version Support) can be issued to the device to determine whether it supports MCTP. The SMBus command byte for MCTP packets uses a value that has been allocated by the DMTF for MCTP use and does not overlap values used for ASF. This enables older devices that indicate ASF support to be queried for MCTP support without conflict. This is described in more detail in 6.6. Devices that do not support the Get UDID command will need to have their support for MCTP configured into the bus owner as described in 6.6.

I^{2}C devices can also support the SMBus protocols and commands for being an ARP-able device that is also discoverable as an MCTP device. This is required for hot-plug I^{2}C devices using MCTP.

6.6 Support for Fixed-Address Devices

MCTP bus owners shall include non-volatile options to record the addresses used by fixed-address devices on SMBus/I^{2}C buses that they own, and which of those devices support MCTP.

For non-MCTP devices, the MCTP bus owner needs this information to know which fixed addresses to avoid when performing SMBus ARP for the bus. (Alternatively, the bus owner could be configured with a range of SMBus slave addresses that the bus owner is allowed to allocate from.)

For MCTP devices, the bus owner needs this information to perform EID assignment and, if the bus owner is also an MCTP bridge, routing table initialization and operation.

For fixed-address MCTP devices that do not support the Get UDID command (that is, non-ARP-capable devices), the bus owner needs to also be configured with information that identifies the device as supporting MCTP.

For fixed-address devices that support the SMBus Get UDID command (that is, devices with ARP-capable, Fixed and Discoverable, or Fixed-Not Discoverable SMBus interfaces) the bus owner can either discover whether the device supports MCTP by using the discovery approach described in 6.5, or it could have this information configured at the same time that the slave address information for the fixed-address device is provided.

It is recommended that general-purpose devices that act as MCTP bus owners allow being configured to support at least 16 different fixed-address devices for each SMBus/I^{2}C bus they own. This number would include both MCTP and non-MCTP devices.

6.7 Supported Media

This physical transport binding has been designed to work with the media specified in Table 2. Use of this binding with other types of physical media is not covered by this specification.

Table 2 – Supported Media

Physical Media Identifier	Description
0x01	SMBus 100 kHz compatible
0x02	SMBus + I^2C 100 kHz compatible
0x03	I^2C 100 kHz compatible
0x04	I^2C 400 kHz compatible

6.8 Physical Address Format for MCTP Control Messages

The address format shown in Table 3 is used for MCTP control commands that require a physical address parameter to be returned for a bus that uses this transport binding with one of the supported media types listed in 6.7. This includes commands such as the Resolve Endpoint ID, Routing Information Update, and Get Routing Table Entries commands.

Table 3 – Physical Address Format

Format Size	Layout and Description
1 byte	[7:1] slave address bits [0] 0b

6.9 Get Endpoint ID Medium-Specific Information

The definition shown in Table 4 is used for the medium-specific Information field returned in the response to the Get Endpoint ID MCTP control message.

Table 4 – Medium-Specific Information

Description
[7:1] reserved
[0] fairness arbitration support (see 6.13)
0b = not supported
1b = supported

6.10 Bus Owner Address

In order to be the target of the SMBus Notify ARP Master protocol transaction the MCTP bus owner shall be configurable to be accessed at the SMBus host slave address. This configuration does not need to be used if the bus implementation does not include any MCTP devices that require dynamic address assignment of their slave address. For more information, see 6.11.4.

The bus owner may use a different, second slave address for all other MCTP communication functions.

6.11 Bus Address Assignment

This clause describes the configuration, setup, and operation of communication between MCTP endpoints using SMBus/I^{2}C as the communication medium.

6.11.1 Slave Addresses

Each device on SMBus/I^{2}C shall have a slave address to be the target of transactions by bus masters. The MCTP transport protocol solely utilizes Master Write transactions to transfer MCTP packets between MCTP endpoints. For endpoint "A" to send an MCTP packet to endpoint "B", endpoint A shall master the bus and issue a Block-Write transaction to the slave address of endpoint B. Similarly, for endpoint B to send an MCTP packet to endpoint A, it shall master the bus and issue a Block-Write transaction to the slave address of endpoint A. Thus, bi-directional transfer of MCTP packets requires that both sides of the communication have slave addresses.

Device support for slave addresses can be of two general types: fixed or assignable. Devices with assignable addresses (also referred to as "ARP-capable" or "ARP-able") can use the SMBus ARP. The entity that assigns slave addresses to ARP-able devices is referred to as the "ARP master".

A bus can include a mix of fixed-address and ARP-able devices. Most fixed-address devices do not include a discovery mechanism, and neither SMBus nor I^{2}C require one. Therefore, for a generic bus implementation that support ARP-able devices (such as SMBus to PCI/PCIe connectors) the ARP master needs to know what ranges of addresses are being used for fixed-address devices so that it doesn't give an ARP-able device an address that conflicts with a fixed-address device.

This transport binding allows for non-MCTP devices (both fixed address and ARP-able) to reside on the same bus segment used for MCTP devices. The use and assignment of slave addresses shall therefore be compatible with pre-existing devices. To accomplish this, the following approach is used for managing devices on a bus that supports MCTP.

6.11.2 Well Known and Reserved Slave Addresses

The SMBus and I^{2}C specifications define certain slave addresses that should either be avoided by devices or are reserved (not to be used as a general device slave address) because those addresses are related to functions that are used by MCTP. These addresses are listed in Table 9.

6.11.3 Fixed Address Recommendations for Device Manufacturers

MCTP may be used within a typical computer system application where the motherboard/baseboard may come from one supplier, the chassis from another supplier, and possibly add-in modules from yet another.

Referring to Table 10, it is thus recommended that devices that use fixed addresses and are targeted for uses that can include baseboard (B), chassis/system (C), and add-in (A) applications are configurable to cover for at least three different "B" addresses, at least three different "C" addresses, and at least two different "A" addresses to help avoid address conflicts in those applications.

6.11.4 Dynamic Address Assignment (SMBus ARP) Support

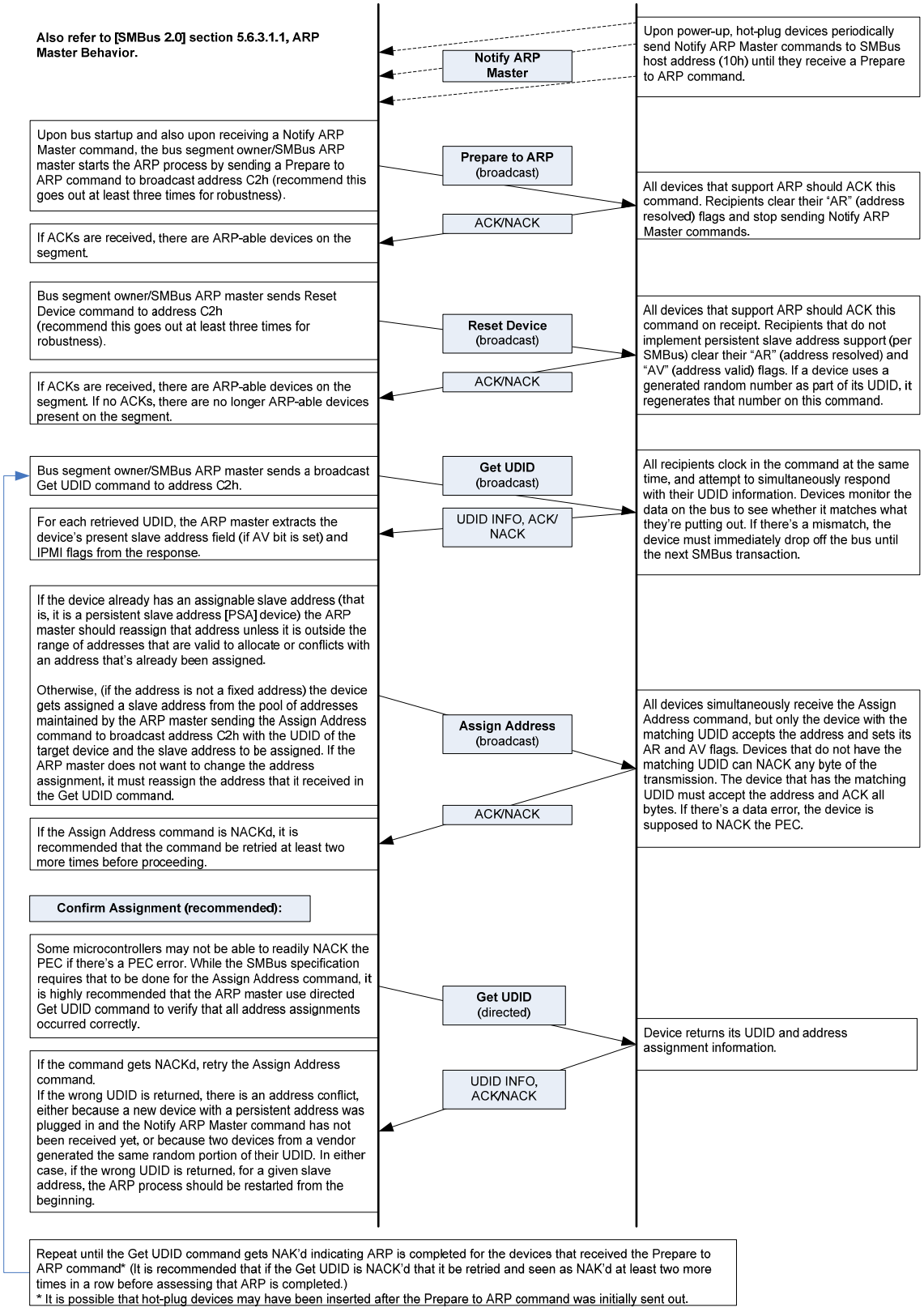
MCTP buses that support connections to standard PCI/PCIe add-in cards are required by the PCI specifications to support SMBus ARP (be ARP-capable) to allow the devices to be dynamically assigned addresses to avoid address conflicts and eliminate the need for manual configuration of addresses. Figure 2 presents an overview of the address assignment process.

6.11.5 Devices Supporting Multiple Interfaces

Devices that support multiple, separate SMBus or I^2C interfaces where the interfaces are intended to be connected to the same bus shall meet the following requirements:

- The interfaces shall be either be ARP-capable or be fixed-address interfaces that are configured to use a different slave address for each interface.
- If the interfaces support SMBus ARP, (as either ARP-able or ARP-enumerable devices) a different SMBus UDID shall be used for each SMBus ARP-able interface.

NOTE: Devices that have internal hardware interfaces that may be implemented as separate blocks but are designed to share a slave address are not considered to have separate interfaces in this context.



714

715 **Figure 2 – Address Assignment Flow**

6.11.6 MCTP Requirements on SMBus ARP Master Support

If the bus supports ARP-able devices, MCTP requires that each bus shall have a controller that operates as the ARP master and assigns slave addresses to all ARP-able devices on the segment. Because the MCTP bus owner shall know the physical addresses of ARP-able devices that support MCTP, the ARP master role will typically be handled by the same device that serves as the MCTP bus owner.

If a different physical device than the device holding the bus owner functions as the ARP master, there shall be a mechanism to communicate the address assignment information to the bus owner function. The mechanism for this is not specified by MCTP.

Only one controller is allowed to function as the ARP master for the segment at a given time. The ARP master function is allowed to *fail-over* or be transferred to another controller. The mechanism for this capability, if provided, is not specified by MCTP.

6.11.7 Recommendations on ARP Master Allocation of Slave Addresses

For PCI and PCI Express™ (PCIe) bus implementations, it is recommended that, by default, the ARP master only assigns addresses to ARP-able devices from the "B" range. This is because the PCI slots/connectors themselves are most commonly implemented as part of the board set.

Device manufacturers of controllers that function as ARP masters should provide a mechanism to enable system integrators to either configure which fixed addresses that ARP should avoid, or a pool of non-conflicting addresses from which ARP can draw.

For PCI and PCIe SMBus implementations, the ARP master should be able to assign at least two addresses for each PCI connector on the segment.

6.11.8 MCTP Requirements on Hot-Pluggable Bridges Using SMBus

Hot-pluggable MCTP devices that include bridging functionality are required to have static, pre-assigned, SMBus UDIDs. This is because it is considered a more robust and reliable mechanism than randomly generated UDIDs, and because it simplifies tracking and managing MCTP device hot-add and hot-removal.

If devices regenerate their UDIDs on hot-plug, the MCTP bus owner/ARP master cannot rely on the UDID to determine whether a device was newly added to the system. When a hot-plug device includes MCTP bridging functionality, the bus owner shall be able to allocate the device a range of EIDs from a fixed pool of IDs. Thus, it is important for the bus owner to be able to determine which devices have been removed so that any EIDs it had given out can be returned to the pool.

It is straightforward for the ARP master to re-enumerate the UDIDs on the bus and determine which UDIDs (if any) are no longer present (re-enumeration is a natural fallout of the ARP process). If there are MCTP devices without fixed UDIDs in the mix, however, the bus owner would need to take additional steps to check to see which devices had already been allocated EIDs to determine by elimination which ranges, if any, had become freed. With fixed UDID, the bus owner can track which EIDs have been allocated to which UDIDs and thereby determine which have been freed by a hot swap by just re-enumerating the UDIDs.

6.12 SMBus/I^{2}C Considerations for MCTP Messages

The following applies to MCTP messages on SMBus regardless of their message type. Note that MCTP messages require Block Write byte count sizes that exceed limits specified by SMBus. Additional restrictions on MCTP packets over what the SMBus and I^{2}C allow are given in 6.3 and 6.17.

6.12.1 Slave Address ACKs/NACKs

Per SMBus and I^2C, the NACK of a slave address indicates the physical absence of the device interface.

- Devices are therefore required to always ACK their slave addresses. This includes ACK'ing slave addresses used for ARP if the device is ARP-able or ARP-enumerable.
- An MCTP device shall ACK its slave address(es) when the R/W bit on the slave address is 0.

6.12.2 Clock Stretching for Non-Addressed Devices

MCTP devices that are monitoring the bus as slaves and do not have a slave address that matches the transaction shall not clock stretch past the ACK bit for the slave address byte. This requirement only applies to MCTP packet transactions. It does not apply to non-MCTP-defined messages or transactions, such as those used for SMBus ARP.

6.13 Fairness Arbitration

6.13.1 General

The following clauses describe an extension to the SMBus/I^2C arbitration mechanism for device ports that are used with MCTP. The extensions define a 'fairness' mechanism that helps ensure that ports that are arbitrating for access to the bus will eventually get access and will not be locked out of access by other MCTP ports that are using the bus.

NOTE: Fairness arbitration only applies for messages using the MCTP base protocol. SMBus messages such as Host Notify are not required to use fairness arbitration.

This mechanism works as follows:

- An MCTP port that wins bus arbitration (per SMBus or I^2C) for a given transaction shall wait until it detects a particular bus idle interval before the device can again attempt to arbitrate for the bus. This is referred to as the device waiting to detect the "FAIR_IDLE" condition.
- Once the port has succeeded in detecting the FAIR_IDLE condition, it can attempt to get on the bus and no longer needs to wait to detect the FAIR_IDLE condition. The port can continue to attempt to access the bus without waiting for FAIR_IDLE until the next time the port wins arbitration. After winning arbitration, the port shall again wait to detect the FAIR_IDLE condition before it can attempt to get on the bus.

With this approach, all ports that lose arbitration will eventually get a turn at accessing the bus, because any ports that win arbitration will need to wait until a bus idle interval is detected, while those that have lost arbitration will not need to wait.

For this to work, endpoints shall be able to do two things:

1) Be able to recognize the FAIR_IDLE condition. Ports that are waiting to detect a FAIR_IDLE condition shall recognize that no other port has made the bus become busy within a particular window of time (T_{IDLE_WINDOW}) after the bus becomes free.
2) Ports that have not won arbitration shall be able to issue a START condition soon enough after the bus becomes free so that a bus busy condition is seen by ports that are waiting to detect a FAIR_IDLE condition. To ensure this condition is met, START shall be issued by the port within a particular window of time (T_{START_WINDOW}) after the bus becomes free.

NOTE: There is actually no explicit indication in SMBus or I^2C that arbitration has been won. Instead, what the master detects is that it was able to access the bus and did not have a collision (lose arbitration) with another master. For this specification, this is referred to as *winning arbitration*. Because of the way arbitration works, an MCTP endpoint that is transmitting as a master onto the bus will know that it has won arbitration if it is able to transmit from the destination slave address byte through the end of the source slave address byte (byte 4) without receiving a collision or NACK.

6.13.2 Deadlock Avoidance with Fairness Arbitration

A device that wins arbitration but is subsequently NACK'd for its write transaction shall return to waiting for the FAIR_IDLE period before it can attempt the transaction again.

6.13.3 Fairness Arbitration Support

Bridges and endpoints should support fairness arbitration. An endpoint's support for fairness arbitration shall be reported through the medium-specific Information field in the response to the Get Endpoint ID MCTP control message.

6.13.4 Bus Busy Sampling Requirements for Fairness Arbitration

It is atypical and unlikely that the bus will go busy and then free again within T_{IDLE_WINDOW}. This is because T_{IDLE_WINDOW} is shorter than the time required to send one byte on the bus. Thus, this condition would only occur on an error or under a usage of the bus that is not legal within the specifications. Therefore, an implementation is not required to continuously check the bus busy status during the entire duration of T_{IDLE_WINDOW} (though this is recommended). An implementation is allowed to check the bus busy status only at the conclusion of the T_{IDLE_WINDOW} interval that is measured by the device.

6.14 Fairness Arbitration Requirements for MCTP Bridges

MCTP bridges that support fairness arbitration shall meet the following requirements:

- The bridge shall support FAIR_IDLE detection and implement the corresponding fairness policy separately for each port on the bridge.
- Upon device power up or initialization, a port does not need to detect a FAIR_IDLE condition before first attempting to access the bus.
- A bridge that loses arbitration when attempting to transmit shall continue to retry the transaction when the bus becomes free for up to PN2 retries (see Table 7). If the retry limit is reached, the bridge shall drop the packet data.
- A bridge that receives a NACK when attempting to transmit to a given physical address shall continue to retry the transaction when the bus becomes free for up to PN2 retries. The bridge will return to attempting to arbitrate for the bus as described in the preceding requirement, restarting its number of arbitration retries. If the retry limit is reached, the bridge shall drop the packet data.
- An MCTP bridge shall provide dedicated input buffer space per port. The minimum input buffer size is large enough to store one full baseline MTU-sized MCTP packet. It is recommended, but not required, that a bridge also implement a dedicated output buffer per port, sized to store at least one full baseline MTU-sized MCTP packet.
- If the MCTP bridge is the target of an MCTP packet and it does not have enough buffer space in its input buffer to store the full packet, it shall NACK the packet. If the bridge has an output packet to transmit on that same port, it shall be able to issue a START within T_{START_WINDOW} after issuing the retry NACK.
- A bridge is required to NACK an incoming packet if the bridge does not have input buffer space available for the packet. For the NACK to be recognized by the transmitter as the NACK for a packet retry, the first NACK bit shall be issued no earlier than byte two (that is, the Command Code byte) and no later than byte 8 (the MCTP flags byte). These bytes are represented by the bold outlined bytes in the Figure 3. After the first NACK has been issued any subsequent bytes that are received for the packet shall also be NACK'd until a START, STOP, or bus free condition is detected.

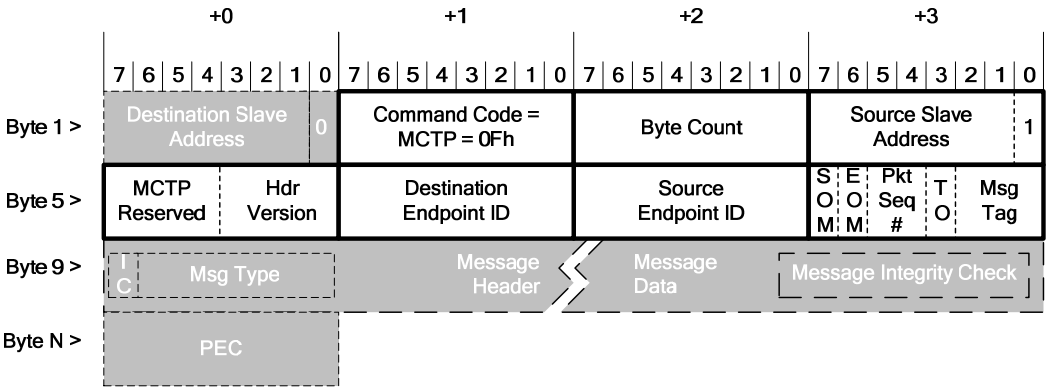


Figure 3 – Allowed Byte Range for First NACK'd Byte

- A bridge is required to drop a received packet if it finds that the packet error code (PEC) byte for the transaction is incorrect.
- An MCTP bridge is not allowed to perform "connected" transactions where the decision to ACK or NACK an incoming packet is dependent on the bridge's ability to acquire the destination bus prior to accepting the packet.
- MCTP bridges are required to implement "store and forward" packet processing. That is, once a bridge has accepted a packet for routing, it shall retain that packet until it can successfully transmit it onto the target bus (except when running out of retries when trying to access the target bus, or upon receiving a packet for a bus that is unavailable or an endpoint that is not present.)
- A bridge cannot make the acceptance of a receive packet on its upstream port (port that connects to a bus that is not owned by the bridge itself) conditional on its ability to transmit a packet on its upstream port. This requirement does not apply to a downstream port on a bridge (that is, a downstream port may elect to NACK an incoming packet to allow the bridge to transmit from that port). This requirement is to help avoid deadlock situations if a bridge is required to route a packet back onto the bus from which the packet came.
- A bridge that NACKs a packet shall continue to NACK any remaining bytes for the transaction until it recognizes the next START or STOP condition on the bus.
- A bridge that receives a NACK while it is performing a Master Write operation is not required to immediately conclude the Master Write operation and drop off the bus. The bridge may continue the write operation through its conclusion. In either case, the master shall always conclude its transaction with a STOP condition, unless some other device on the bus first produces a START or STOP condition. The latter situation is an erroneous condition on the bus, but bridges shall be able to handle it. Devices shall always recognize START and STOP conditions regardless of the transaction or bit position on which they occur.

6.15 Fairness Arbitration Requirements for Non-Bridge Endpoints

Non-bridge/bus owner endpoints ("simple endpoints") are required to implement the MCTP fairness arbitration extensions (when enabled) as follows:

- The endpoint's port shall support FAIR_IDLE detection and implement the corresponding fairness policy.
- Upon device power up or initialization, the endpoint does not need to detect a FAIR_IDLE condition before first attempting to access the bus.

- The endpoint cannot make the acceptance of a receive packet conditional on its ability to transmit a packet (that is, a simple endpoint shall not NACK incoming packets because it is trying to send an outgoing packet).

  Meeting this requirement may require the endpoint to have separate transmit and receive buffers. This is the recommended implementation.

  If a device is severely limited in buffer space and cannot allocate separate space for both transmit and received data, options are for the endpoint to allow its buffer to be over-written by the receive packet, or in some cases the endpoint may elect to do a dummy receive of the incoming packet (that is, ACK the incoming bytes, but internally drop them as they are coming in.)

- Higher layer protocols shall be used to handle the case when the endpoint is targeted by more messages than it can process. The buffering requirement for the MCTP Control Protocol messages is defined in the MCTP Base Specification. Buffering requirements for other message types are defined in the respective specifications for the message type.

- An endpoint is allowed to NACK a packet if it is temporarily unable to accept it (for example, because of an *input* buffer-full condition). This should typically only occur if the endpoint is the target of packets from more than one source endpoint.

- There is no direct limit of how long a non-bridge endpoint is allowed to successively NACK incoming packets. However, there are limits on how many packet-level retries a transmitter will attempt before it drops the transmitted packet, as well as message type-specific limits on how long and how many times a given message will be retried.

- An endpoint that does NACK an incoming packet is required to issue the first NACK no earlier than byte 2 (that is, the Command Code byte) and no later than byte 8 (the MCTP flags byte). These bytes are represented by the bold outlined bytes in Figure 3. After the first NACK has been issued, any subsequent bytes that are received for the packet shall also be NACK'd until a STOP or bus free condition is detected.

- If an endpoint has an output transmit packet and it NACKs an input receive packet from lack of input buffer space, it shall be able to issue a START condition to transmit the output packet within T_{START_WINDOW} after the bus becomes free, unless the endpoint is waiting to detect T_{IDLE}.

- An endpoint that NACKs a packet shall continue to NACK any remaining bytes for the transaction until it recognizes the next START or STOP condition on the bus.

- An endpoint that receives a NACK while it is performing a Master Write operation is not required to immediately conclude the Master Write operation and drop off the bus. The endpoint may continue the write operation through its conclusion. In either case, the master shall always conclude its transaction with a STOP condition, unless some other device on the bus first produces a START or STOP condition. The latter situation is an erroneous condition on the bus, but bridges shall be able to handle it. Devices shall always recognize START and STOP conditions regardless of the transaction or bit position on which they occur.

- Endpoints that are NACK'd or lose arbitration shall retry transaction for PN1 retries (see Table 7).

6.16 Fairness Arbitration Timing

Figure 4, Table 5, and Table 6 present the specifications for the timing intervals for fairness arbitration on SMBus and I^2C relative to the data (SDA) signal. Refer to SMBus and I^2C for the additional specifications on the relationship between SCL and SDA for STOP, bus idle, and START conditions.

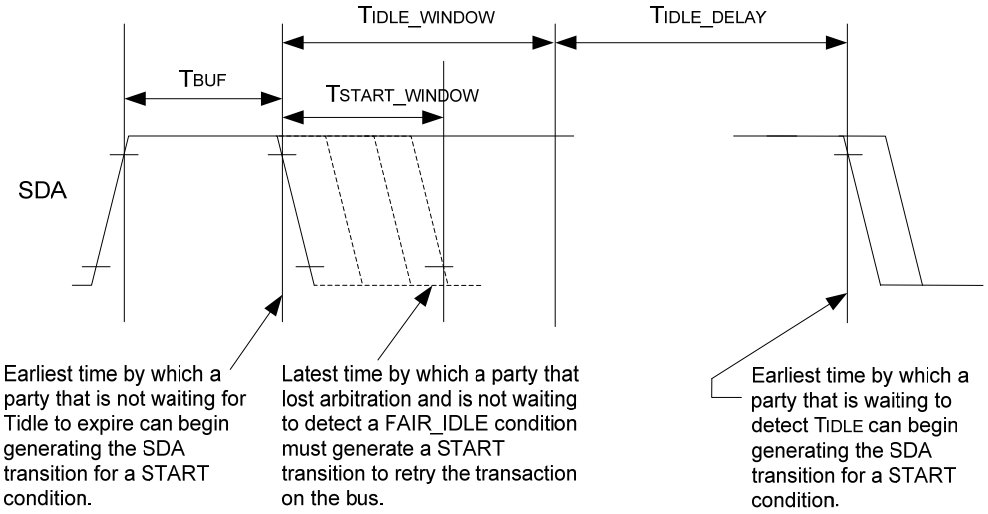


Figure 4 – Fairness Arbitration Timing Measurement for SMBus and I^2C

Table 5 – Fairness Arbitration Timing Values for 100 kHz SMBus/I^2C

Symbol	Min	Max	Unit	Notes
T_{BUF}	4.7	–	µs	Per SMBus 100 kHz specification
T_{START_WINDOW}	–	20	µs	Window of time within which a device that is not waiting to detect a FAIR_IDLE condition shall generate START if the device is retrying to gain bus access after losing arbitration.
T_{IDLE_WINDOW}	30	60	µs	Window of time within which a device that is waiting to detect a FAIR_IDLE condition shall not detect a bus busy condition. A FAIR_IDLE condition exists when bus busy is not detected within this interval.
T_{IDLE_DELAY}	31	–	µs	A device that detects FAIR_IDLE condition shall wait this delay before attempting to generate START. This delay accommodates the difference between the T_{IDLE_WINDOW} intervals implemented by different devices on the bus, plus additional time to accommodate bus skews between devices that are generating START and devices that are monitoring for it. This guarantees that one party that has detected T_{IDLE_WINDOW} does not generate START before other devices that are detecting FAIR_IDLE have completed checking for their T_{IDLE} window. Otherwise, the other devices would not see a FAIR_IDLE condition even though one occurred. (Therefore T_{IDLE_DELAY} shall be greater than the difference between the T_{IDLE_WINDOW} maximum and minimum.)

925 **Table 6 – Fairness Arbitration Timing Values for 400 kHz I²C**

Symbol	Min	Max	Unit	Notes
T_{BUF}	1.3	–	µs	Per I²C 400 kHz specification
T_{START_WINDOW}	–	4	µs	Window of time within which a device that is waiting to detect a FAIR_IDLE condition shall not detect a bus busy condition. A FAIR_IDLE condition exists when bus busy is not detected within this interval.
T_{IDLE_WINDOW}	5	20	µs	A device that detects FAIR_IDLE condition shall wait for this delay before attempting to generate START. This delay accommodates the difference between the T_{IDLE_WINDOW} intervals implemented by different devices on the bus, plus additional time to accommodate bus skews between devices that are generating START and devices that are monitoring for it. This guarantees that one party that has detected T_{IDLE} does not generate START before other devices that are detecting T_{IDLE} have completed their T_{IDLE} window. Otherwise, the other devices would not see a FAIR_IDLE condition even though one occurred. (Therefore T_{IDLE_DELAY} shall be greater than the difference between the T_{IDLE_WINDOW} maximum and minimum.)
T_{IDLE_DELAY}	16	–	µs	Window of time within which a device that is waiting to detect a FAIR_IDLE condition shall not detect a bus busy condition. A FAIR_IDLE condition exists when bus busy is not detected within this interval.

926 ## 6.17 MCTP Packet Timing Requirements

927 The timing specifications shown in Table 7 are specific to MCTP packet transfers on SMBus. Timing is
928 specified for a "point-to-point" connection. That is, timing is specified as if there were only two endpoints
929 in direct communication on the bus. In particular, the timing specifications assume that there is no clock
930 stretching that occurs due to other parties on the bus.

931 **Table 7 – Timing Specifications for MCTP Packets on SMBus/I²C**

Timing Specification	Symbol	Value	Description
Endpoint packet level retries	PN1	8	Number of times a non-bridge endpoint shall retry sending an MCTP packet upon receiving a NACK during the specified window (see Figure 3). An endpoint that gets successive NACKs shall do one retry for each NACK up to at least this number of retries. This also includes bridges when bridges are transmitting as an endpoint (as opposed to a bridge transmitting from its routing functionality).
Bridge packet level retries	PN2	12	Number of times an MCTP bridge (when transmitting packet for routing) shall retry sending an MCTP packet upon receiving a NACK during the specified window (see Figure 3). A bridge shall do one retry on each NACK up to this number.
Packet transaction originator duration	PT1a	250 µs per byte[1]	The overall duration shall be less than the specified interval times the number of bytes in the packet, starting from the byte following the slave byte through and including the PEC byte. Individual data byte transmissions may exceed the specification provided the cumulative

Timing Specification	Symbol	Value	Description
			duration for the packet is met.
Originator slave address byte duration	PT1b	250 µs[1]	The amount of time, including any clock stretching, used to transmit the slave address, Wr, and ACK bits on the bus.
Slave-induced clock stretching	PT1c	250 µs per byte[1]	MCTP devices that are receiving MCTP packets shall not clock stretch the overall packet more than the specified amount. Note that MCTP devices may share the bus with non-MCTP SMBus devices that cause clock stretching that exceeds this specification.
The PT2 parameters are intended to help guide a controller in determining when it is acceptable to initiate a Master Write transaction if the controller powers up or initializes itself on a bus segment that may already be active. It also helps controllers know when it is acceptable to continue under conditions where a STOP condition may have been lost because a controller dropped off the bus due to an error condition. An implementation shall meet at least one of specifications PT2a or PT2b.			
Time-out waiting for bus free without seeing a STOP condition (Bus free determined by not detecting START or STOP)	PT2a	100 ms	For controllers that have hardware that can only detect bus-free/busy-busy status by monitoring for START and STOP conditions, the controller can assume the bus is free if PT2a seconds goes by without detecting a START or STOP condition. If a START condition is detected, the time-out interval restarts. If a STOP condition is detected, the controller can assuming the bus is free following the TBUF interval specified in SMBus. NOTE: This interval effectively places an upper limit on the duration of a single transaction. The byte count in an MCTP packet limits the size of the transaction to 260 bytes. 100 ms is more than sufficient to cover this transfer.
Time-out waiting for bus free without seeing a STOP condition (Bus free determined by data/clock activity)	PT2b	50 µs	The SMBus specification defines a bus-free (idle) condition as TBUF seconds after a STOP condition, or by the data and clock lines being high for PT2b seconds (where the value for PT2b is taken from T_{HIGH}, max as defined in SMBus). If a controller has appropriate hardware support, monitoring PT2b and TBUF can be used to determine the bus-free (idle) condition in lieu of PT2a. This is generally the most efficient and highest performance way to detect bus free on SMBus. SYSTEM IMPLEMENTATION NOTE: If "bit banged" I^2C devices may be used on the same segment, it is important to ensure that those devices do not drive the clock and data high for more than T_{HIGH}, max seconds during transactions.
SDA Low TImeout	PT3	2 sec min, 5 sec max	Time for a bus owner to monitor the SDA low level for a “Stuck 0” before attempting to clear the condition. (See 6.19.)
NOTE 1: Intervals include the ACK bit associated with the byte.			

6.18 MCTP Control Message Timing Requirements

The following timing specifications are specific to MCTP control messages on SMBus/I^2C. Timing is specified for a "point-to-point" connection. That is, timing is specified as if there were only two endpoints in direct communication on the bus. In particular, the timing specifications assume that there is no clock stretching occurs due to other parties on the bus.

Response specifications are given assuming that the requester is able to operate at full speed on the bus. That is, clock stretching, if any, is solely generated by the requester.

Responses are not retried. A "try" or "retry" of a request is defined as a complete transmission of the MCTP control message.

Table 8 – Timing Specifications for MCTP Control Messages on SMBus

Timing Specification	Symbol	Min	Max	Description
Endpoint ID reclaim	$T_{RECLAIM}$	5 sec	–	Minimum time that a bus owner shall wait before reclaiming the EID for a non-responsive hot-plug endpoint.
Number of request retries	MN1	2	See descr.	Total of three tries, minimum: the original try plus two retries. The maximum number of retries for a given request is limited by the requirment that all retries shall occur within MT4, max of the initial request.
Request-to-response time	MT1	–	100 ms	This interval is measured at the responder from the end of the reception of the MCTP Control Protocol request to the beginning of the transmission of the response. This requirement is tested under the condition where the responder can successfully transmit the response on the first try.

Time-out waiting for a response	MT2	MT1 max+ 2*MT3 max	MT4, min[1]	This interval is measured at the requester from the end of the successful transmission of the MCTP Control Protocol request to the beginning of the reception of the corresponding MCTP Control Protocol response. This interval at the requester sets the minimum amount of time that a requester should wait before retrying an MCTP Control Protocol request. Note: This specification does not preclude an implementation from adjusting the minimum time-out waiting for a response to a smaller number than MT2 based on measured response times from responders. The mechanism for doing so is outside the scope of this specification.
Transmission Delay	MT3	-	100 ms	Time to take into account transmission delay of an MCTP Control Protocol Message. Measured as the time between the end of the transmission of an MCTP Control Protocol message at the transmitter to the beginning of the reception of the MCTP Control Protocol message at the receiver.
Instance ID expiration interval	MT4	5 sec [2]	6 sec	Interval after which the instance ID for a given response will expire and become reusable if a response has not been received for the request. This is also the maximum time that a responder tracks an instance ID for a given request from a given requester.

NOTE 1: Unless otherwise specified, this timing applies to the mandatory and optional MCTP commands.

NOTE 2: If a requester is reset, it may produce the same sequence number for a request as one that was previously issued. To guard against this, it is recommended that sequence number expiration be implemented. Any request from a given requester that is received more than MT4 seconds after a previous, matching request should be treated as a new request, not a retry.

6.19 "Stuck 0" Condition Handling

A possible condition exists in SMBus and I^2C where a slave device that is being read or is driving ACK could be left driving a low (0) level onto the data line (SDA) of the bus. The bus uses a "wire OR'd" approach, where the low (0) level takes precedence over the high (1) level. Therefore, if one party drives a low (0) level onto the bus, the bus cannot go to a high (1) level until the low level is released.

This means that no other transactions can occur until this condition is cleared (because generating a START or STOP condition on the bus requires being able to drive a high-to-low or low-to-high transition on the data line, respectively).

This condition can occur due to the premature termination of a transaction from the master (as could happen on device resets, power cycles, or firmware restarts, for example) or could occur due to the loss of a clock due to electrical noise.

Effectively, what happens is that the device that was being accessed does not recognize that the transaction has been terminated or that a clock was missed. The device continues to drive the 0 onto the bus because it is waiting to get more clocks from the master to conclude the transaction, but those clocks will never come unless some bus master takes steps to generate them.

The solution to this condition is to have a master clock the bus until the SDA line goes high, at which point the master can issue a START or STOP condition to get the bus back in synchronization.

To accomplish this, the master needs to be able to access and clock the bus without paying attention to the present state of the SDA line.

Many microcontrollers have the ability to have firmware dynamically reconfigure their SMBus pins as general purpose I/O pins. If this is supported, it is straightforward for firmware to generate the necessary clocks on the SCL line by bypassing the SMBus controller hardware and using programmed I/O to control the pins instead. The firmware would then simply clock the bus until it sees a "1" condition on the SDA line and then a new SMBus transaction can be launched.

NOTE: It is recommended that MCTP bus owners include a provision to detect and clear Stuck 0 conditions on SMBus buses that they own. The controller should do this if it can detect that a constant 0 condition has existed on the SDA line for more than PT3 seconds.

6.20 MCTP over SMBus/I^{2}C Protocol Anti-Aliasing

MCTP over SMBus has been designed to allow one endpoint to support multiple protocols, such as ASF, IPMI, or legacy device-specific protocols with a single slave address. The following clauses describe provisions that can help support implement MCTP over SMBus in devices that also need to support other SMBus or I^{2}C protocols.

6.20.1 IPMI

The IPMI protocols for SMBus (IPMI over SMBus) and I^{2}C (Intelligent Platform Management Bus, IPMB) use the fourth byte of the transaction as a Source Slave Address byte, as does MCTP over SMBus. However, the IPMI protocols require the least significant bit of that byte to be `0b`, whereas MCTP over SMBus requires the bit to be `1b`. Thus, a device that needs to differentiate between MCTP over SMBus and the IPMI SMBus/I^{2}C protocols can do so using that bit.

6.20.2 ASF

MCTP over SMBus uses the ASF specification reserved value of `0x0F` for the command byte. Thus, the ASF-defined commands that use SMBus block-write protocol can be differentiated from MCTP over SMBus block-write using the command byte value. If necessary, other ASF SMBus write transactions, such as those for legacy sensor and control access can be differentiated from MCTP packets based on the length of the transaction. The ASF transactions are all shorter.

6.20.3 Integrating MCTP with Legacy SMBus Functions

This clause describes some possible options if MCTP is being added to a device that shall also support functions using a non-MCTP SMBus interface.

In general, there should be no problems having those functions co-exist with MCTP provided that the legacy SMBus operations do not require generating or accepting write transactions that use the MCTP value of `0x0F`.

If the SMBus device currently uses the 0x0F MCTP command value for a device-specific purpose and it wants to use the same slave address, the following can be done:

- The device-specific command can be moved to a different command value. This is generally the most straightforward approach if it can be supported.
- Depending on the device-specific command definition, it may be possible to differentiate between the command and MCTP packets based on other differences, such as the overall length of the command or differences between the values in the fourth or fifth bytes of the command. (MCTP always uses 1b as the least significant bit of the fourth byte, and the fifth byte holds a fixed 4-bit value for the Header Version.)
- The device can implement MCTP over SMBus on a separate slave address from the legacy functions.

6.21 Well-Known and Reserved Slave Addresses

For bus segments that support ARP-able devices, Table 9 summarizes addresses that are generally reserved by SMBus or I^2C and should either be avoided by devices. In addition, some are reserved (not to be used as a general device slave address) because those addresses are related to functions that are used by MCTP.

Table 9 – Well-Known and Reserved Slave Addresses

Slave Address bits [7:1]	R/W# bit [0]	Hex[7]	Comment	Disposition
0000 000	0	0x00	I^2C general call address, IPMI broadcast	avoid[1]
0000 000	1	0x01	START byte	avoid [2]
0000 001	X	0x02, 0x03	CBUS address	avoid [3]
0000 010	X	0x04, 0x05	Address reserved for different bus format	avoid
0000 011	X	0x06, 0x07	Reserved for future use by I^2C specifications	avoid
0000 1XX	X	0x08-0x0F	I^2C specification, high-speed mode master code	avoid [4]
0001 000	X	0x10	SMBus host	rsvd
0001 100	X	0x18, 0x19	SMBus Alert Response address	rsvd
0010 000	X	0x20, 0x21	IPMI BMC address	avoid [5]
0101 000	X	0x50, 0x51	Reserved for ACCESS.bus host	avoid (ACCESS.bus defunct)
0110 111	X	0x6E, 0x6F	Reserved for ACCESS.bus default address	avoid
1111 0XX	X	0xF0-0xF7	I^2C 10-bit slave addressing [1]	avoid [6]
1111 1XX	X	0xF8-0xFF	Reserved for future use by I^2C specifications	avoid
1100 001	X	0xC2, 0xC3	SMBus Device Default address	rsvd. Used for SMBus ARP with MCTP

Slave Address bits [7:1]	R/W# bit [0]	Hex[7]	Comment	Disposition

NOTE 1. This address is used as a broadcast address in IPMI and I^2C. It should be avoided if IPMI management controllers may be used on the same bus segment. In I^2C, it is reserved for two purposes: to broadcast a portion of an address that is used for devices that have a portion of their address that is configurable, and as an optional mechanism for a device to master and broadcast its slave address onto the bus. MCTP does not support the use of this address for the I^2C address assignment or slave address broadcast purposes.

NOTE 2. The I^2C START byte is a pre-amble to the slave address that is intended to provide time for firmware driven I^2C interfaces to shift into polling of I^2C clock and data lines after a START condition has been detected. This is a very rarely used option in I^2C. MCTP does not support the use of the START byte with MCTP or non-MCTP devices.

NOTE 3. CBUS is an ancestor of I^2C, developed by Philips Semiconductor. It uses a data and clock signal similar to I^2C, but with a third signal (SEN) used to generate the START and STOP conditions on the bus. This address range was reserved by the I^2C specification to enable a degree of backward compatibility with CBUS devices sharing the I^2C SCL and SDA lines as the CBUS clock and data lines, respectively. While listed as a reserved address in the I^2C specification, few SMBus/I^2C implementations using MCTP will have any need to also support CBUS devices.

NOTE 4. MCTP is not defined to support I^2C high-speed mode operation.

NOTE 5. This address is the "well known address" for an IPMI BMC. This address should be avoided if an IPMI BMC may be used on the same MCTP segment.

NOTE 6. Used in conjunction with the R/W# bit position to deliver the most-significant three address bits for I^2C 10-bit addressing. MCTP protocols and data structures do not support 10-bit addressing on SMBus or I^2C segments. MCTP only supports 7-bit addresses for MCTP and non-MCTP devices on a bus segment.

NOTE 7. By convention, when the 7-bit slave address field is represented as a two-digit hexadecimal number, it is treated as an 8-bit value where the 7-bit address occupies the upper 7 bits and the least significant bit is 0b or 1b according to the value of the SMBus/I2C Read-Write bit associated with the slave address.

6.22 Fixed Address Allocation

One of the problems that an implementer often faces is choosing which slave address to use. For the PCI™ and PCI Express™ bus specifications, the specifications require that devices on standard connectors defined by those specifications have their addresses set through SMBus ARP. Therefore, fixed address allocation is not an option for PCI add-in cards themselves. In fixed bus implementations, however, there are many situations where it is desired or necessary to utilize fixed-address devices.

From a practical point-of-view, SMBus and I^2C do not have an effective central registry or other mechanism for avoiding conflicts in the assignment and use of slave addresses among device vendors. While there are potential registries of device slave address usage for SMBus (under the System Management Interface Forum) and I^2C (from Philips Semiconductor), these have not generally been used by device vendors and there is no group or standard that works to enforce conformance to those registries.

Most device vendors provide a configurable range of three or more addresses to enable an implementer to reconcile address conflicts on a single segment. Because typically only a small number of fixed-address devices are used on a given segment, it is frequently possible to configure devices so they do not have overlapping addresses. This approach is problematic, however, in situations where a component that is attached to that segment in the platform may come from several sources. Clause 6.22 provides guidelines to allocating fixed addresses that are designed to reduce the number of conflicts that could occur when multiple suppliers provide different elements of a computer system (see Figure 5 for an example).

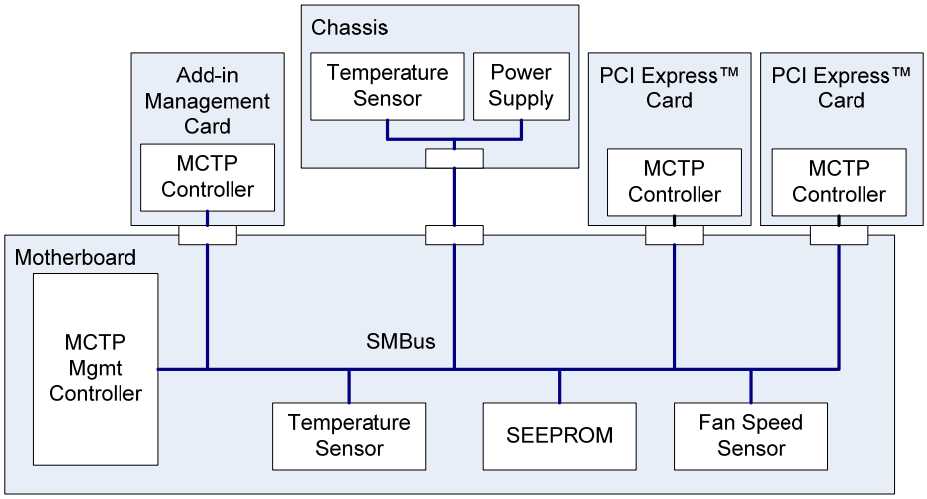


Figure 5 – Example System Configuration

6.23 Recommended Address Range Allocation for Computer Systems

This clause provides a recommended allocation of SMBus addresses between board, chassis, and add-in uses that help avoid address conflicts when fixed addresses are used. It also serves as a general guideline of what addresses a generic ARP master should use for allocation to PCI/PCIe add-in cards.

There might be cases when MCTP is used within a typical computer system application where the motherboard may come from one supplier, the chassis from another supplier, and possibly add-in modules from yet another supplier. To facilitate the mix-and-match of these elements and to help avoid the need for every system manufacturer to set up their own address allocation conventions with suppliers, MCTP recommends that system manufacturers follow the address allocation approach initially defined by the IPMI specifications (see Table 10). This approach splits the available fixed addresses (addresses other than reserved addresses) into four main usage areas:

B **Board**: An area reserved for board set manufacturer use (where *board set* would be the motherboard and other boards that accompany that motherboard from the same vendor).

C **Chassis**: An area reserved for use by vendors that make chassis in which a third-party board set would be used.

A **Add-in**: For third-party add-in devices (for example, modules or add-in cards that used fixed addresses and would be used in combination with a motherboard or chassis where there is a connection to a SMBus segment implementing MCTP).

NOTE: PCI/PCIe add-in cards that use standard PCI connectors are required to support SMBus ARP and fixed addresses are not used.

R **Reserved** for IPMI, I^2C, SMBus, or MCTP uses. Includes the *avoid* addresses from Table 9.

By following this convention, future motherboards can offer connections to chassis elements and third-party modules where those devices can use fixed addresses, if required. It also provides a convention to avoid conflicts if legacy non-MCTP devices share the same SMBus segment.

1056 **Table 10 – Slave Address Allocation for Computer Systems**

Use	Address	Typical Device
R	0x00	I^2C, IPMB broadcast
	0x20	IPMB uC (BMC)
	0x01	I^2C
	0x02	I^2C
	0x04-0x0E	I^2C
	0x50	ACCESS.bus
	0x6E	ACCESS.bus
	0xF0-0xF6	I^2C
	0xF8-0xFE	I^2C
A	0x10	SMBus host (B)
	0x12-0x16	
	0x18	SMBus Alert Response address (B)
	0x1A-0x1E	
	0x30-0x3E	
	0xB0-0xBE	power-supply monitoring
	0xD0-0xDE	
B	0x22	uC (FPC, ICMB)[1]
	0x24	uC (PBC)[1]
	0x26	
	0x28	SM Card[1]
	0x2A-0x2E	
	0x40	8574
	0x42	8574
	0x70	8574A
	0x72	8574A
	0x80-0x8E	
	0x90	LM75, DS1624, DS1621, 8591
	0x92	LM75, DS1624, DS1621, 8591
	0x94	LM75, DS1624, DS1621
	0x96	LM75, DS1624, DS1621
	0xA0	SEEPROM
	0xA2	SEEPROM
	0xA8	SEEPROM
	0xAA	SEEPROM
	0xC0	
	0xC2	SMBus Device Default address
	0xC4-0xCE	
	0xE0-0xEE	
C	0x44	8574
	0x46	8574
	0x48	8574
	0x4A	8574
	0x4C	8574
	0x4E	8574
	0x52-0x6C	58h, 5Ah, 5Ch = Heceta
	0x74	8574A
	0x76	8574A
	0x78	8574A
	0x7A	8574A
	0x7Ch	8574A
	0x7E	8574A
	0x98	LM75, DS1624, DS1621
	0x9A	LM75, DS1624, DS1621
	0x9C	uC (pri. HSC), DS1624, DS1621
	0x9E	uC (sec. HSC), DS1624, DS1621
	0xA4	SEEPROM
	0xA6	SEEPROM
	0xAC	SEEPROM
	0xAE	SEEPROM

NOTE 1: Term from IPMI usage. FPC = front panel controller, PBC = Power Backplane Controller, ICMB = Intelligent Chassis Management Bus bridge, SM Card = System Management Card

Annex A (informative)

Notation

A.1 Notations

Examples of notations used in this document are as follows:

- 2:N — In field descriptions, this will typically be used to represent a range of byte offsets starting from byte two and continuing to and including byte N. The lowest offset is on the left, the highest is on the right.
- (6) — Parentheses around a single number can be used in message field descriptions to indicate a byte field that may be present or absent.
- (3:6) — Parentheses around a field consisting of a range of bytes indicates the entire range may be present or absent. The lowest offset is on the left, the highest is on the right.
- PCIe — Underlined, blue text is typically used to indicate a reference to a document or specification called out in 2, "Normative References" or to items hyperlinked within the document.
- rsvd — Abbreviation for “reserved.” Case insensitive.
- [4] — Square brackets around a number are typically used to indicate a bit offset. Bit offsets are given as zero-based values (that is, the least significant bit [LSb] offset = 0).
- [7:5] — A range of bit offsets. The most significant bit is on the left, the least significant bit is on the right.
- `1b` — The lower case "b" following a number consisting of `0`s and `1`s is used to indicate the number is being given in binary format.
- `0x12A` — A leading "`0x`" is used to indicate a number given in hexadecimal format.

Annex B
(informative)

Change Log

Version	Date	Author	Description
1.0.0	7/28/2009		DMTF Standard Release