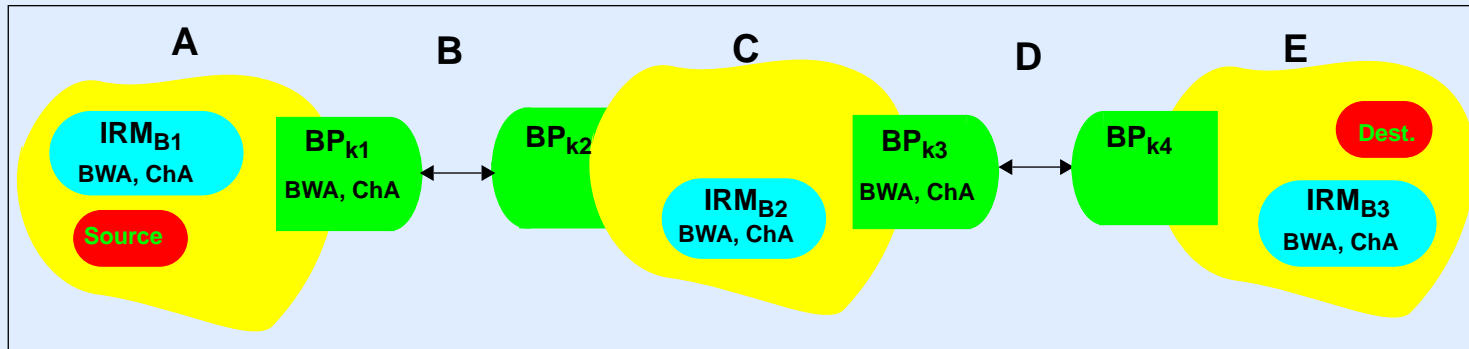


Isochronous Stream Packets Handled by the Bridge



Setup

- Single bus operation: Sec. 8.4.3.1. in IEEE1394-1995 std.
(Target BW and Minimum Acceptable BW)
- If desired BW is currently not available and the connection is setup at a lower rate and then if more BW becomes available later, additional BW, up to Desired BW, shall be allocated automatically
(User doesn't like the DVCR-DTV picture quality and decides to turn off music download from Internet. Picture quality should improve automatically)
- If BP is IRM then we don't need any change to regular 1394 nodes otherwise we do
Remote Transaction capable nodes shall implement the SPLIT_TRANSACTION control register so that SPLIT_TIMEOUT can be increased from the default value of 100ms.

Iso. Stream Setup Algorithm

1. Operations Performed by the Source Node

- ① Min_BW = Min. acceptable bandwidth specified by source
- ② Usual procedure to reserve *Target_BW* with local IRM
- ③ Usual procedure to reserve a channel (Ch_Resv) with local IRM
- ④ Async transaction request with $\text{dest_addr} = \text{dest_bus} \cdot \text{dest_phy_ID}$ and
parameters: (“setup_iso_stream”, Original_Source_ID, Min_BW, Target_BW, Ch_Resv)

2. Operations Performed by Bridge Portals (BPs)

- BP receiving “**setup_iso_stream**” from **local bus** with proper routing bounds will
Accept the request and send **ack_pending ACK** to local bus
- If Min_BW and an open channel are not available then
Send a reject message to the Original_Source_ID
Else
Target_BW = Min (packet.Target_BW, Iso BW available at Bridge)
Reserve Target_BW
Allocate a Stream_Control Register and set the channel number
- Forward request to other portal with
parameters (“setup_iso_stream”, Original_Source_ID, Min_BW, Target_BW, stream_number);

3. **Bridge Portal** receiving a "setup_iso_stream" from other_portal

➔ A: Read BW_AVAILABLE and Channels_Available at its local IRM

➔ If ((BW_AVAILABLE < Min_BW) or (Channels_Available == 0)) then

 Send a reject message to the Original_Source_ID

 (this message will release all reservations on its way to the source)

Else

 Target_BW = Min (packet.Target_BW, Iso BW available at local IRM)

 Attempt to reserve Target_BW and a Channel with local IRM

 If unsuccessful then goto label A:

➔ If (BUS_ID of Bridge_Portal != dest.BUS_ID) then

 Async trans. req. on local bus with dest_addr = dest_bus*dest_phy_ID& parameters

 ("setup_iso_stream", Org_Source_ID, Min_BW, Target_BW, Channel_Number)

➔ Else // reached dest bus, setup successful

 send an async message to Original_Source_ID with

 parameters ("setup_successful", Original_Source_ID, BW_Reserved, Ch_Number);

4. **Bridge Portal** receiving a "setup_successful" or "reject" message is received by a BP

➔ Deallocate extra resources, if any, that was reserved for that channel

➔ Forward the message towards Original_Source_ID

Iso. Stream Release Algorithm

1. Source node shall send a "iso_stream_release" async_write packet with
 - dest_ID = remote destination
 - dest_offset="release"
 - quadlet_data=channel to be released
 - (retransmissions, dual_phase if available, shall be enabled)
2. BP with proper routing bounds shall accept the "iso_stream_release" packet and shall
 - Send an ack_pending ACK
 - Calculate the BW allocated to the channel from STREAM_CONTROL.overhead,payload
 - Increase BW_AVAILABLE appropriately
 - Set the bit in CHANNELS_AVAILABLE corresponding to the released channel.
 - Forward the "iso_streams_release" packet towards the dest. address with a different channel number in the quadlet_data field, if required

References.

1. R.G. Gallager, P.A. Humblet, P.M. Spira, "A distributed algorithm for minimum weight spanning trees," *ACM Trans. on Programming Languages and Systems*, 5(1):66-77, Jan. 1983.