

# Line Code Options for 100G-EPON

[www.huawei.com](http://www.huawei.com)

Author/ Email: Duane Remein

Version: V1.0(Jan 2017)

HUAWEI TECHNOLOGIES CO., LTD.



# Contents

- **Line Code Options**
  - 256B/257B – a brief review
  - 128B/129B – a new option
- **Complexity / Power / Latency**
- **Efficiency**
- **Conclusions**

# Possible Options

Option	Line Code	Defined in	Overhead
Current	64B/66B	CI 49	3.13%
Option 1	64B/65B	CI 55	1.56%
Option 2	128B/129B	new	0.78%
Option 3	256B/257B	CI 91	0.39%

- **Things to consider**
  - Complexity – current is simplest, Option 3 most complex
  - Mapping – how well does the line code fit into the FEC CW
    - Avoid large padding if possible
  - Efficiency
  - Latency – probably ruled by FEC, should be considered together
  - Power
- **I assume 64B/66B & 64B/65B are well understood**
- **256B/257B covered briefly in next slides**
  - Ref [256b/257b Transcoding for 100 Gb/s Backplane and Copper Cable](#) by Roy Cideciyan

# 64b/66b Coding in 100GBASE-R

- 64b/66b coding used in 100GBASE-R (IEEE 802.3ba-2010, Clause 82)
  - 1 type of data block (DB) with 2-bit header **01**
  - 11 types of control blocks (CB) with 2-bit header **10** where the first byte of the payload is rate-4/8 encoded (Hamming distance=4) **8-bit block type field** indicating the type of control block format

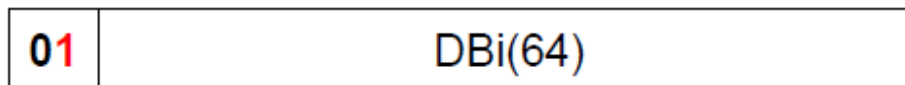
Input Data		S	Y	Block Payload										
Bit Position:		0	1	2	65									
DB	Data Block Format:	0	1		D <sub>0</sub>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>		
	D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub>	0	1											
CB	Control Block Formats:	1	0		Block Type Field									
	C <sub>0</sub> C <sub>1</sub> C <sub>2</sub> C <sub>3</sub> C <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1	0	0x1E	C <sub>0</sub>	C <sub>1</sub>	C <sub>2</sub>	C <sub>3</sub>	C <sub>4</sub>	C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>		
	S <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub>	1	0	0x78	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>			
	C <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> Z <sub>4</sub> Z <sub>5</sub> Z <sub>6</sub> Z <sub>7</sub>	1	0	0x4B	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	0 <sub>0</sub>	0x000_0000					
	T <sub>0</sub> C <sub>1</sub> C <sub>2</sub> C <sub>3</sub> C <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1	0	0x87				C <sub>1</sub>	C <sub>2</sub>	C <sub>3</sub>	C <sub>4</sub>	C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>
	D <sub>0</sub> T <sub>1</sub> C <sub>2</sub> C <sub>3</sub> C <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1	0	0x99	D <sub>0</sub>			C <sub>2</sub>	C <sub>3</sub>	C <sub>4</sub>	C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>	
	D <sub>0</sub> D <sub>1</sub> T <sub>2</sub> C <sub>3</sub> C <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1	0	0xAA	D <sub>0</sub>	D <sub>1</sub>		C <sub>3</sub>	C <sub>4</sub>	C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>		
	D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> T <sub>3</sub> C <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1	0	0xB4	D <sub>0</sub>	D <sub>1</sub>	D <sub>2</sub>		C <sub>4</sub>	C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>		
	D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> T <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1	0	0xCC	D <sub>0</sub>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>		C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>		
	D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> T <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1	0	0xD2	D <sub>0</sub>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>		C <sub>6</sub>	C <sub>7</sub>		
	D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> T <sub>6</sub> C <sub>7</sub>	1	0	0xE1	D <sub>0</sub>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>		C <sub>7</sub>		
D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> T <sub>7</sub>	1	0	0xFF	D <sub>0</sub>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>				

Figure 82-5—64B/66B block formats

BTF

# Data Blocks and Control Blocks

- 256b/257b transcoding converts four incoming 66-bit blocks into one 257-bit block
- Four incoming 66-bit blocks that have to be transcoded may be data blocks (DB) with 2-bit header **01** or control blocks (CB) with 2-bit header **10**
- Data block #i with 64-bit block payload  $DB_i(64)$  where bits are sent from left to right

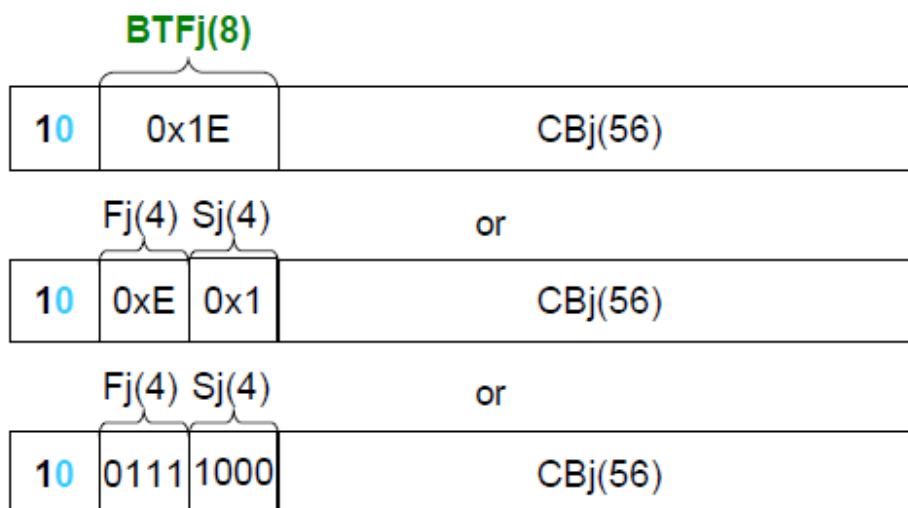


- Control block #j with 8-bit block type field **BTF<sub>j</sub>(8)** and 56-bit control information  $CB_j(56)$  where bits are sent from left to right



## Block Type Field

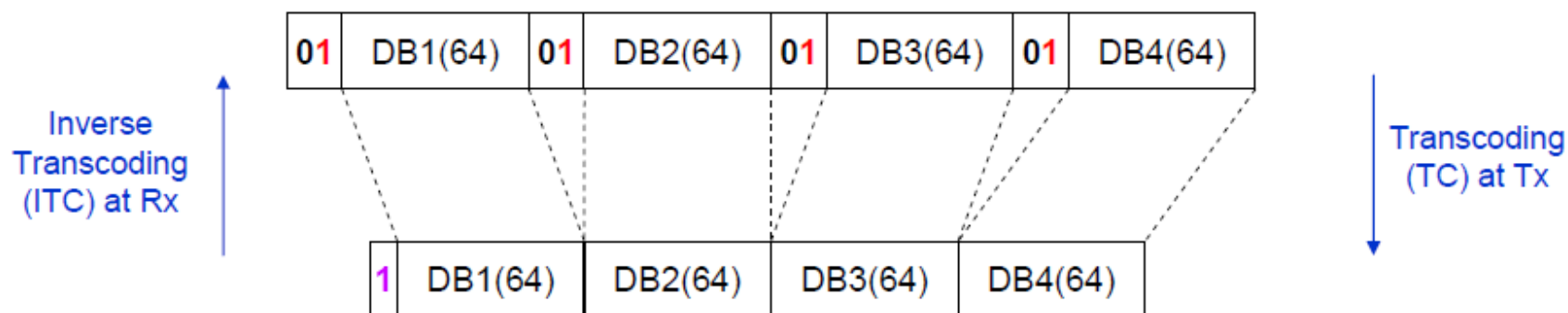
- According to clause 82.2.3.1 the LSB of the block type field (BTF) represented as a hexadecimal value is the first transmitted bit. For example, the block type field 0x1E is sent from left to right as 01111000.
- $BTF_j(8) = BTF_j\langle 7:0 \rangle$  where  $BTF_j\langle 0 \rangle$  is the first transmitted bit. We represent  $BTF_j(8)$  as the concatenation of the first nibble  $F_j(4) = BTF_j\langle 3:0 \rangle$  and the second nibble  $S_j(4) = BTF_j\langle 7:4 \rangle$ . For example, for  $BTF_j(8) = 0x1E$ , we obtain  $F_j(4) = 0xE$  sent from left to right as 0111 and  $S_j(4) = 0x1$  sent from left to right as 1000.



# 256b/257b Transcoding for DB-Only Payload

- *Step 1: Delete* 01 header bits from all DBs
- *Step 2: Insert* header bit 1 indicating 256-bit payload of transcoded block contains only block payloads of DBs
- DB $k$ (64),  $k=1, 2, 3$  and  $4$ , indicates 64-bit block payload associated with DB # $k$
- Transcoded blocks are sent from left to right (leftmost bit first, rightmost bit last). Header bit of transcoded block 1 is sent first.

*Only Case: DB #1, DB #2, DB #3 and DB #4*

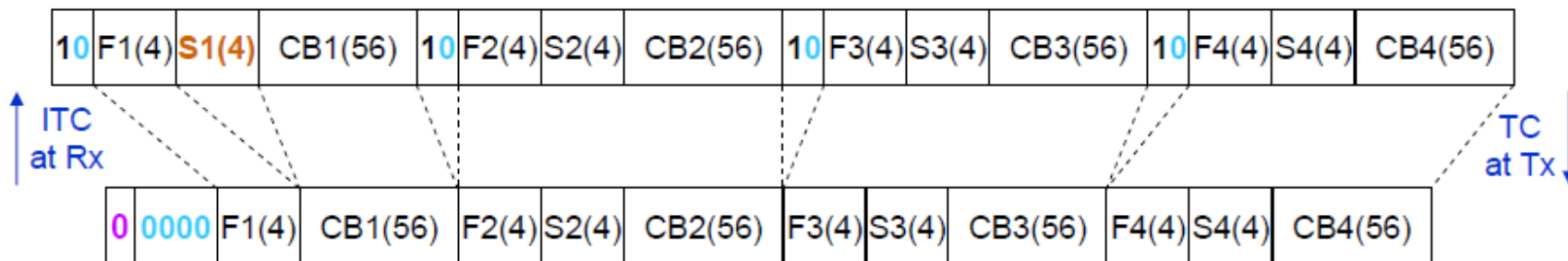


*No reshuffling of the order of data blocks after transcoding*

## 256b/257b Transcoding w/ at least 1 CB (cont.)

- Transcoded blocks are sent from left to right (leftmost bit first, rightmost bit last). Header bit of transcoded block 0 is sent first.
- Notation
  - 1<sup>st</sup> block may be a data block DB1(64) or control block F1(4), S1(4) and CB1(56)
  - 2<sup>nd</sup> block may be a data block DB2(64) or control block F2(4), S2(4) and CB2(56)
  - 3<sup>rd</sup> block may be a data block DB3(64) or control block F3(4), S3(4) and CB3(56)
  - 4<sup>th</sup> block may be a data block DB4(64) or control block F4(4), S4(4) and CB4(56)

### Case 1: CB #1, CB #2, CB #3 and CB #4

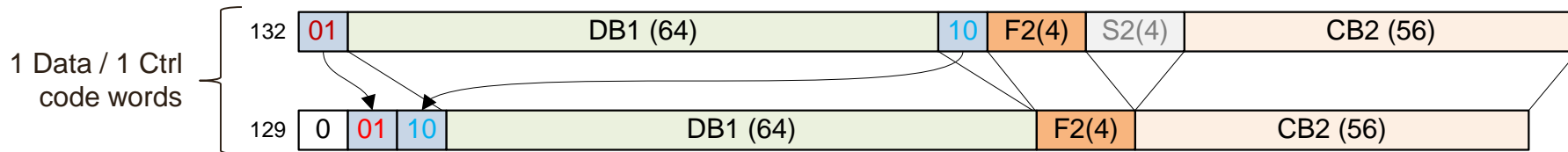
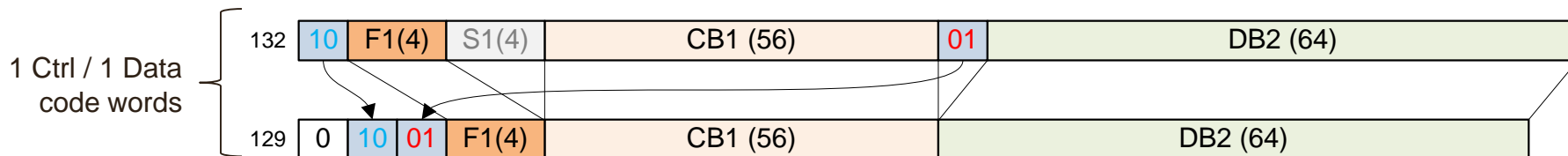
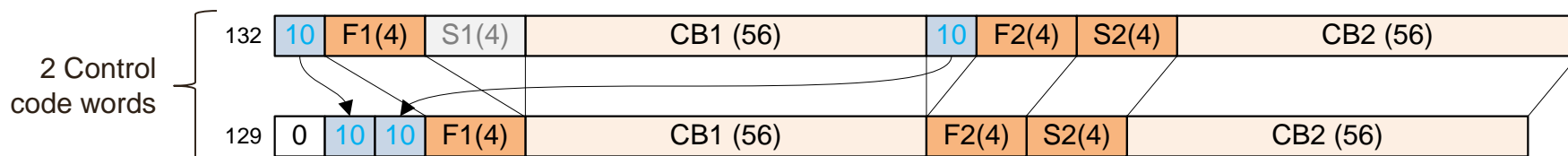
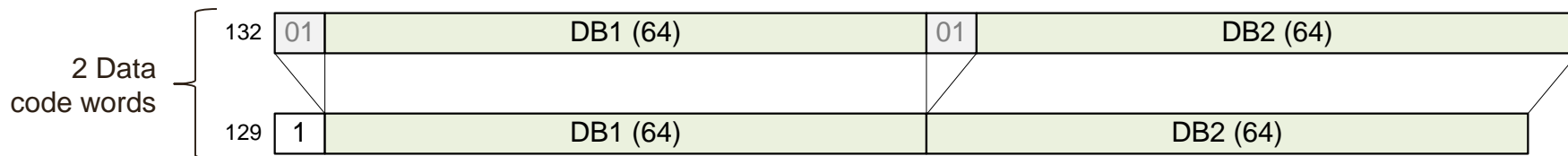




# 128B/129B line code

- **Based on 256B/257B line code**
  - CI 91
  - [256b/257b Transcoding for 100 Gb/s Backplane and Copper Cable](http://www.ieee802.org/3/bj/public/mar12/cideciyan_01a_0312.pdf) by Roy Cideciyan  
([http://www.ieee802.org/3/bj/public/mar12/cideciyan\\_01a\\_0312.pdf](http://www.ieee802.org/3/bj/public/mar12/cideciyan_01a_0312.pdf) )

# 128B/129B transcoding proposal



# 128B/129B transcoding rules

If both 64B66B CWs are data

Delete sh (01) header from both 66B blocks

Insert single "1" header bit

Insert both 64b blocks in order

Else If one or more 64B66B CW are control

Delete sh header (10 or 01) from both blocks

Insert single "0" header bit

Insert 4b placeholder for two 2b Keywords ( $K_i$ )

For each 64b block



Next 64b block

End If

For each 64b block

If block is data

$K_i = "01"$

Insert 64b block

Else If first control block

$K_i = "10"$

Insert first 4b nibble of first byte

Delete second 4b nibble of first byte

Insert 56b control block info

Else If second control block

$K_i = "10"$

Insert 64b block

End If

Next 64b block

# Complexity / Power / Latency

- **Complexity**
  - 64B/66B is clearly the least complex
  - 64B/65B is trivially more complex (maybe)
  - 128B/129B is slightly more complex than 64B/66B
  - 256B/257B is slightly more complex than 128B/257B
  - **None are overly complex**
- **Power**
  - Guess:
    - $64B/66B \approx 64B/65B < 128B/129B < 256B/257B$
    - $1 : 1 : 1.1 : 1.2$
  - **But all are tiny compared to the overall ONU/OLT power budget**
- **Latency**
  - $64B/66B \approx 64B/65B < 128B/129B < 256B/257B$
  - $1.000 : 0.985 : 1.955 : 3.894$
  - **But all will be overwhelmed by FEC**

# Line code overhead

- **For large bursts and downstream traffic (which is streamed) the overhead associated with the line code will approach the minimum for that line code:**

64B/66B	3.125%	64B/65B	1.563%
128B/129B	0.781%	256B/127B	0.391%

- **In 10G-EPON the line code was 64B/66B truncated to 65B**
  - contributed 1 bit of overhead for each LC code word
  - Each RS(255,223) code word included
    - 27 x 64-bit data blocks (1728 bits)
    - 27 bits line code overhead (1.56 %) – truncated 64B/66B
    - 35 bits synchronization information (2.03 %) – 27 + 4x2
    - 256 bits parity (14.81 %)
    - Total overhead was 18.4 % (27 + 35 + 256) /1728
- **100G-EPON will need to include a synchronization mechanism also**

# Conclusions

- **Select a FEC that will provide the needed gain**
- **Then select the largest line code that fits well into the selected FEC payload with a smidgen of room left over for sync bits.**

**Thank you**

[www.huawei.com](http://www.huawei.com)

# Clause 49 mapping

Input Data	Sync	Block Payload										
<b>Bit Position:</b>	0 1	2										65
<b>Data Block Format:</b>												
D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> / D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub>	0 1	D <sub>0</sub>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>			
<b>Control Block Formats:</b>		<b>Block Type Field</b>										
C <sub>0</sub> C <sub>1</sub> C <sub>2</sub> C <sub>3</sub> / C <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1 0	0x1e	C <sub>0</sub>	C <sub>1</sub>	C <sub>2</sub>	C <sub>3</sub>	C <sub>4</sub>	C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>		
C <sub>0</sub> C <sub>1</sub> C <sub>2</sub> C <sub>3</sub> / O <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub>	1 0	0x2d	C <sub>0</sub>	C <sub>1</sub>	C <sub>2</sub>	C <sub>3</sub>	O <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>		
C <sub>0</sub> C <sub>1</sub> C <sub>2</sub> C <sub>3</sub> / S <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub>	1 0	0x33	C <sub>0</sub>	C <sub>1</sub>	C <sub>2</sub>	C <sub>3</sub>		D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>		
O <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> / S <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub>	1 0	0x66	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	O <sub>0</sub>		D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>		
O <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> / O <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub>	1 0	0x55	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	O <sub>0</sub>	O <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>		
S <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> / D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub>	1 0	0x78	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>			
O <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> / C <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1 0	0x4b	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	O <sub>0</sub>	C <sub>4</sub>	C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>		
T <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> / C <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1 0	0x87		C <sub>1</sub>	C <sub>2</sub>	C <sub>3</sub>	C <sub>4</sub>	C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>		
D <sub>0</sub> T <sub>1</sub> C <sub>2</sub> C <sub>3</sub> / C <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1 0	0x99	D <sub>0</sub>		C <sub>2</sub>	C <sub>3</sub>	C <sub>4</sub>	C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>		
D <sub>0</sub> D <sub>1</sub> T <sub>2</sub> C <sub>3</sub> / C <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1 0	0xaa	D <sub>0</sub>	D <sub>2</sub>		C <sub>3</sub>	C <sub>4</sub>	C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>		
D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> T <sub>3</sub> / C <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1 0	0xb4	D <sub>0</sub>	D <sub>2</sub>	D <sub>3</sub>		C <sub>4</sub>	C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>		
D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> / T <sub>4</sub> C <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1 0	0xcc	D <sub>0</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>		C <sub>5</sub>	C <sub>6</sub>	C <sub>7</sub>		
D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> / D <sub>4</sub> T <sub>5</sub> C <sub>6</sub> C <sub>7</sub>	1 0	0xd2	D <sub>0</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>		C <sub>6</sub>	C <sub>7</sub>		
D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> / D <sub>4</sub> D <sub>5</sub> T <sub>6</sub> C <sub>7</sub>	1 0	0xe1	D <sub>0</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	C <sub>7</sub>			
D <sub>0</sub> D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> / D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> T <sub>7</sub>	1 0	0xff	D <sub>0</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>			