

# IEEE 802.3 EFM

## Ethernet PON timing Considerations



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# Scope

- Timing considerations in several implementation aspects of the Ethernet PON protocol
- Optical Timing Considerations
- Frequency Considerations
- Guard Time Calculation
- Phase Lock Considerations
- Packets at Grant Tail
- Bandwidth Utilization



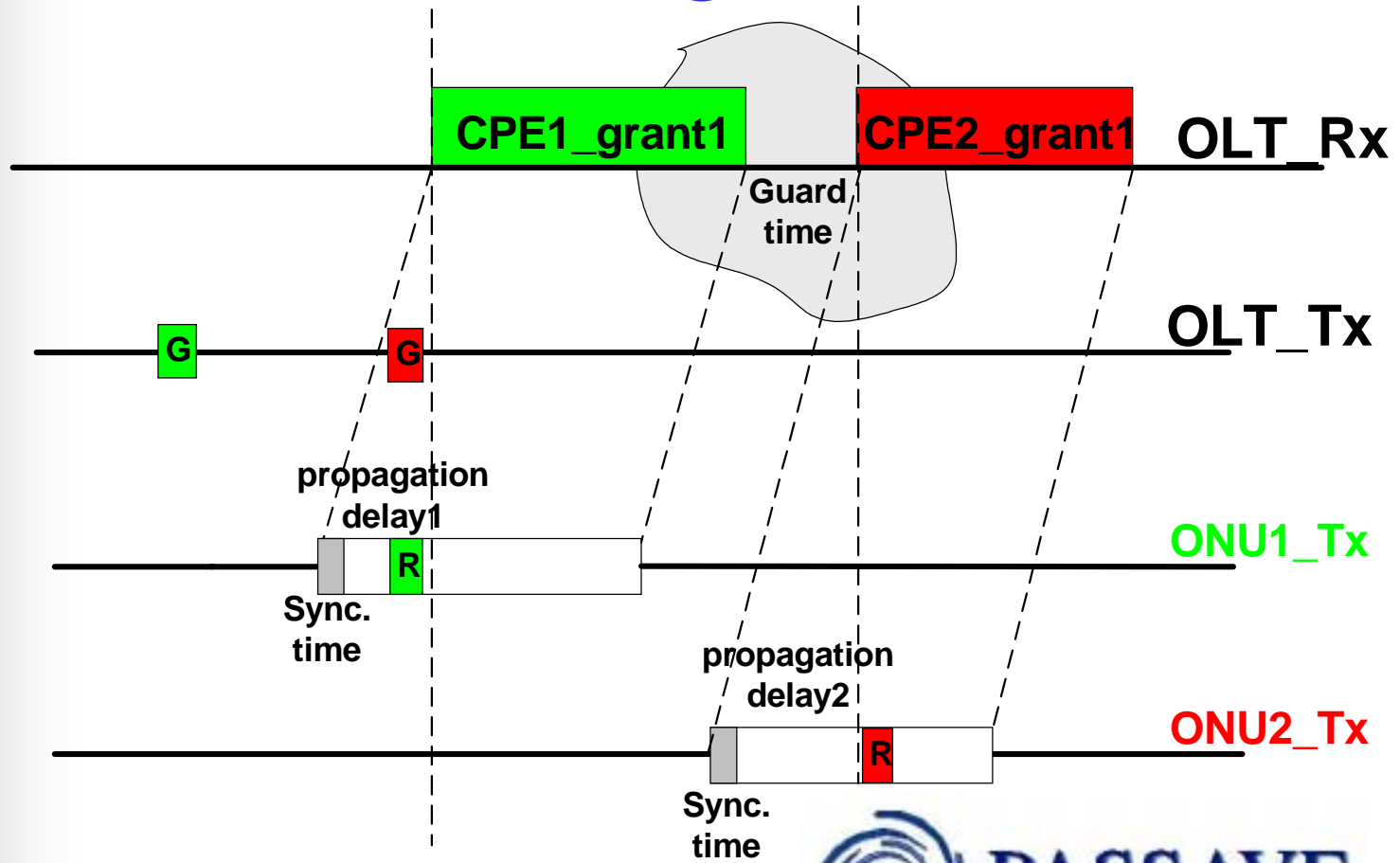


# EPON Communication Basics

- Separated Uplink and Downlink
  - Fiber or  $\lambda$  separation
- Downlink – OLT transmits continuously. ONUs are referred by Ethernet addresses.
- Uplink – Time division multiplexing among ONUs  $\equiv$  **Granting.**



# Granting Scheme



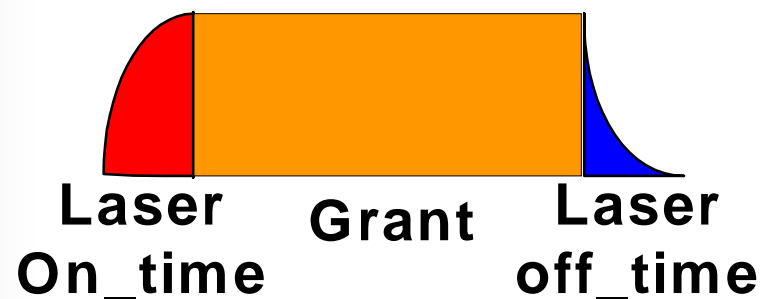
# Frequency Considerations

- Each ONUs has a different clock
  - Ethernet defines  $\pm 100\text{ppm}$  accuracy  $\rightarrow$  400nsec drift in 2msec - requires fast calibration
- Frequency locking
  - ONUs Rx clock locked on OLT transmission
  - ONUs Tx. clock lock on Rx. clock



# Optical Timing Considerations

- Standard Ethernet GBIC: Extinction ratio of only **9dB**. Required Off level  $> 10 \cdot \log(N_{\text{CPE}}) + \frac{S}{N} = 35\text{dB}$
- Laser switching time: Off  $\sim 10\mu\text{sec}$ , On  $\sim 1\text{msec}$
- Optical switching time is covered by guard time  $\Rightarrow$  **must be reduced** for **EPON** ( $< 100\text{nsec}$ ).
- Dedicated EPON GBIC.



# Optical Timing Considerations

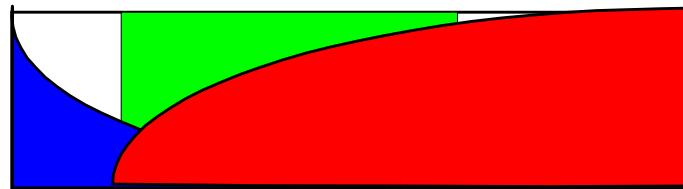
- Laser diode switching time  $< 10\text{nsec}$
- Fast laser driver is required
- APON – Laser switching time is 3 bits
- APON devices have achieved non-modulation isolation  $> 40\text{dB}$



# Guard Time Calculation

- A guard time at grant end →
  - Ethernet guarantees 96 bits Interframe Gap for processing – Lower bound for guard time.
  - Laser switching time
  - All processes may overlap

**Guard time**



**Laser\_off  
time**

**Interframe  
gap**

**Laser\_on  
time**



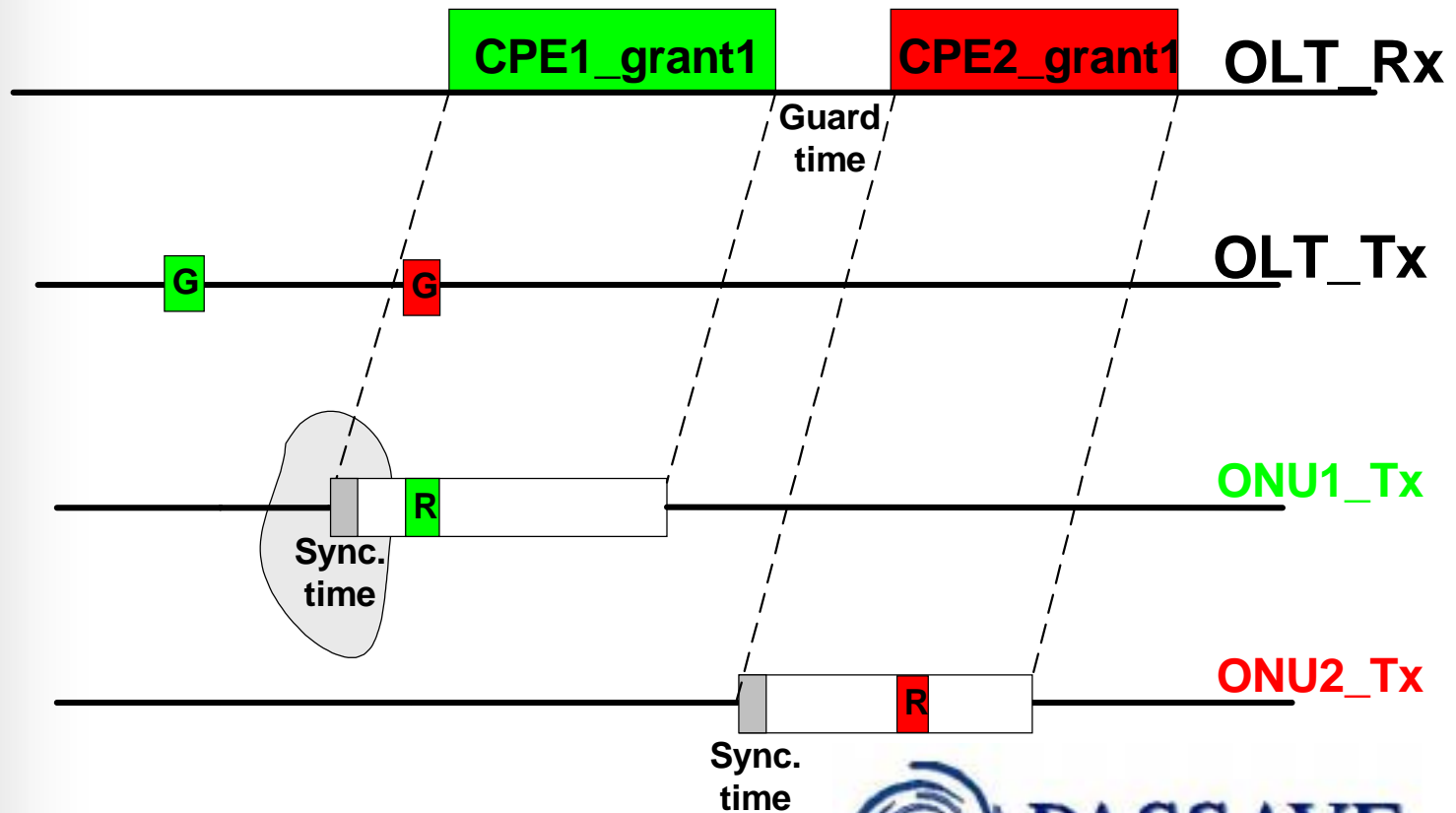


# Ranging

- Unknown variable round trip delay
  - Topology not guaranteed.
  - Total delay - 20km = 200 $\mu$ sec, can be limited to path variance.
  - Round Trip Delay drifts with temperature changes  $\approx 7\text{ppm}/\text{C}^\circ$
- Ranging process resolves the round trip delay of each ONU and initiate the granting mechanism.



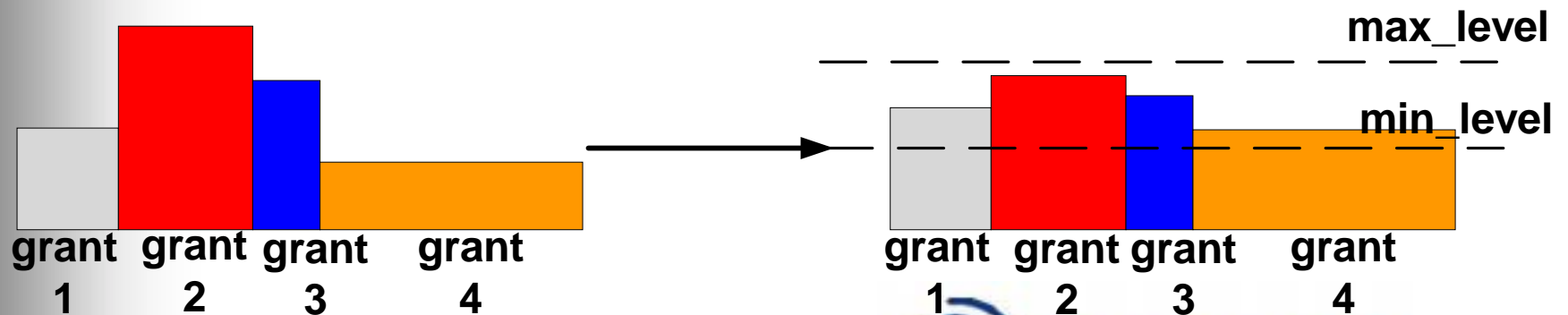
# Granting Scheme



# Near – Far Problem

- Different transmission paths → Variance in received power.
- Classes for optical path loss at ONU → Low Rx. power range and Low interference at OLT.

Similar to G.982/G.983



# Phase Lock Considerations

- A phase slip at every grant.
- Phase slip → synchronization header.
  - Bit slip.
  - Byte slip.
- **Standard Ethernet**
- Bit Sync. – Commercial CDRs take 250 bits.
- Octet sync.
  - **Comma** encounters immediate Sync.
  - Comma not present in Ethernet preamble.
- Ethernet packet – 8 bytes preamble → 64 transitions.

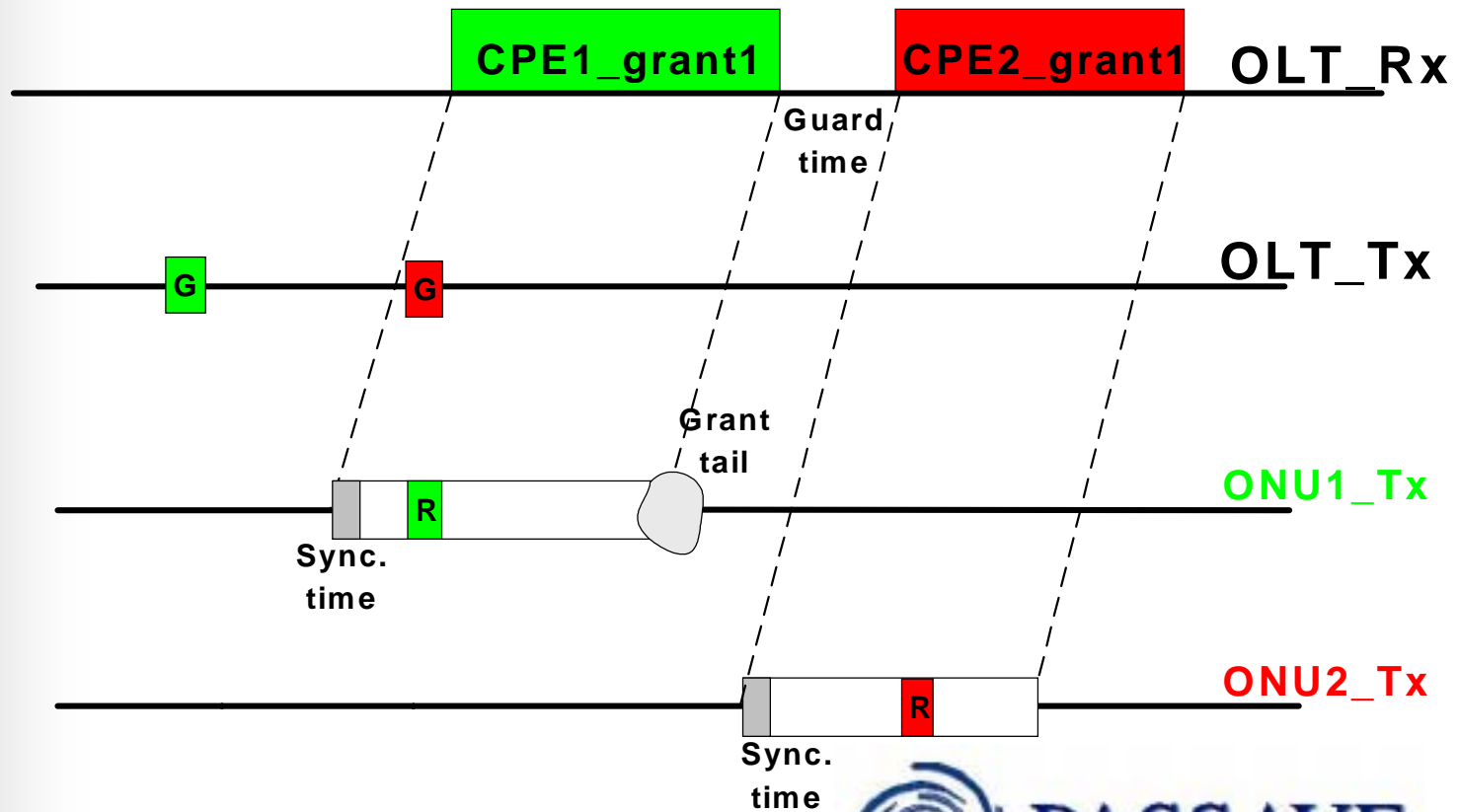


# APON Phase Lock

- APON
  - Single Clock domain.
  - Holding state for each ONU Phase.
  - 1 Byte for phase sync. check.
  - Requires a coherence bandwidth of the order  $0.1\text{bit}/\text{round\_trip\_delay} = 3\text{ppm}$  for APON,  $0.5\text{ppm}$  for EPON.
- Ethernet jitter tolerance is  $0.75\text{UI}$ .
- APON – Tighter Jitter spec. –  $0.02\text{UI}$



# Granting Scheme



# Packets at Grant Tail

- Internal Fragmentation.
- Last packet does not fit the grant tail. (may add an unused time one packet – up to 1517 bytes).
- Unexploited bandwidth of  $0.5 \cdot L_{\text{mean\_packet}}$
- Smart queuing may reduce end of grant loss.

Sync. header



# Total Unexploited Grant Time

- **Total unexploited grant time :**

$$T_{\text{Sync\_header}} + \underbrace{0.1\mu}_{\text{Interframe\_gap}} + T_{\text{optic\_switching}} + \underbrace{\{0 \rightarrow 12\mu\}}_{\text{Last\_unsent\_packet}}$$

- Average utilization (@ average packet of 400byte) :
- 3.3μsec + switching time + header time



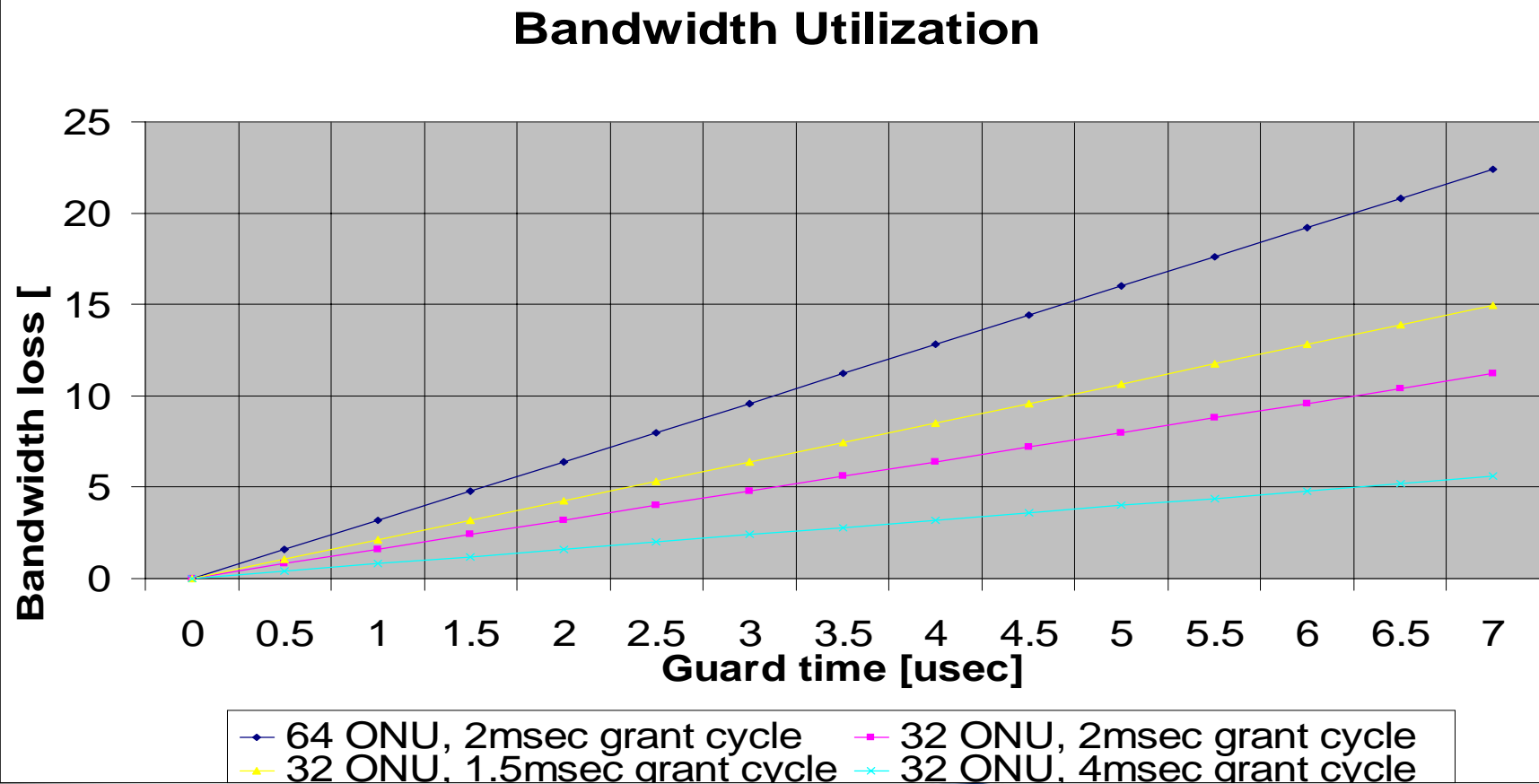


# Scheduling Cycle tradeoffs

- Large Cycle – Better utilization, Large buffer size.
- Small Cycle – Low delay, Large overhead.
- Some traffics types require minimal delay.
  - Voice: delay < order of tens of msec
  - E1: delay < order of msec



# Bandwidth Utilization



# Conclusions

- Single clock domain - OLT clock.
- Define Sync. header.
- Define minimal guard time.
- Define power classes.
- Short guard time → High utilization.

