

# EFM-Cu Framing & Error Detection

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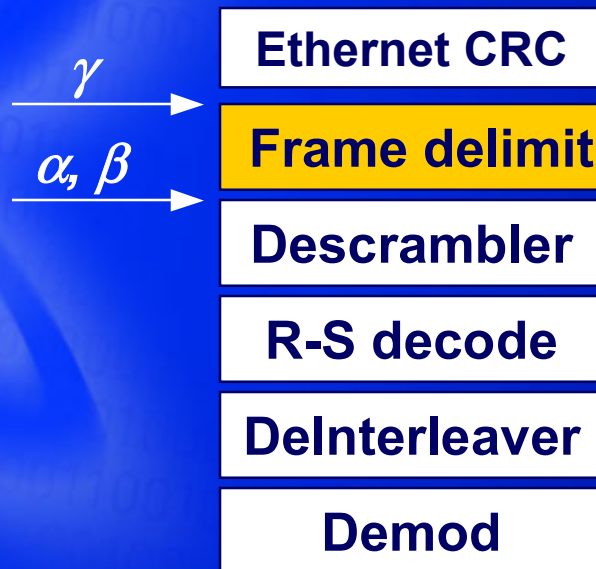
# Status

- ITU-T Q4/15 has defined a Packet Mode TPS-TC (i.e., PTM-TC) for xDSL
  - Transport of Ethernet frames a key intended use
- Questions raised in Raleigh regarding its suitability
  - DSL BER performance levels lower than traditional Ethernet Levels
  - Uses HDLC, a method out of favor in 802.3
  - PTM-TC not widely reviewed in 802.3 before adoption by ITU-T

# The Issues

- **MTTFPA** – Mean Time To False Packet Acceptance
  - Probability that an errored packet will not be detected by the PHY/MAC
    - **Depends on underlying BER, and detection/correction capabilities of coding and framing**
  - What's an acceptable level?
    - $\infty$  not possible
    - 10 billion years has been consider acceptable
    - That's  $\sim 10^{25}$  bits, or  $\sim 10^{21}$  frames
- **Framing overhead**
  - Lower overhead  $\Rightarrow$  longer reach for given bitrate
  - Deterministic overhead

# Stack



HDLC, 64b/66b, or ?

# Interleaver

- Convolutional interleaver enhances burst-noise protection
  - 250  $\mu$ sec. And 500  $\mu$ sec. protection common
  - But generates latency:

Line rate, Mb/s		1.62	3.24	6.48	12.96	25.92
Value of $N/I$		8				
250 $\mu$ sec of erasure correction	$M$ , octets	2	4	8	16	32
	Delay, msec	5.9				
500 $\mu$ sec of erasure correction	$M$ , octets	4	8	16	32	64
	Delay, msec	11.8				

From [3]

- May be turned off

# R-S Decode

- Code operates on 8-bit symbols ( $m=8$ , bytes)
- Can correct up to  $t$  byte errors,  $t = \lfloor (n-k)/2 \rfloor$
- Output byte error ratio,  $P_E$ , as a function of channel byte error rate  $p$ :

$$P_E \approx \frac{1}{2^8 - 1} \sum_{j=t+1}^{2^8 - 1} j \binom{2^8 - 1}{j} p^j (1-p)^{2^8 - 1 - j}$$

- Output BER,  $P_B \approx 1/2 P_E$
- SCM  $(n,k)$ :  $(255,239) \Rightarrow t = 8$
- MCM  $(n,k)$ :  $(240,224)$ ,  $(144,128)$  mandatory  $\Rightarrow t = 8$



# Descrambler

- Self-synchronizing
  - $x^{23} + x^{18} + 1$
- Reduces long run length occurrences
  - Keep demodulator happy
- 2x - 3x BER multiplication

# “Back of Envelope” Calculations

- VDSL spec'd for BER =  $10^{-7}$  at  $\alpha/\beta$  - interface
  - T1.424 Part 1, § 12.3
    - $\Rightarrow 10^{-7} \times 2 \times 255 \approx 5 \times 10^{-5}$  R-S codeword error ratio
  - $2^{-32}$  prob. errored frame not detected for Ethernet CRC
  - $5 \times 10^{-5} \times 2^{-32} \approx 10^{-14}$ ,  **$\gg 10^{-21}$**
  - Need to get  $\sim 7$  orders of magnitude from frame encapsulation, or elsewhere



# On VDSL Noise Margin ...

- DSL performance levels spec'd with 6 dB noise margin
  - i.e., specified BER levels would be met even if noise level were increased by 6 dB
  - So typical  $\alpha/\beta$ -interface BER is actually  $\approx 10^{-22}$
- Helps ensure data types requiring a certain bit rate will continue to work
- Non-adaptive Ethernet performance goals fit this model
- **$\Rightarrow$  Retain the margin**

# Frame Encapsulation

- G.993.1 PTM-TC
  - Byte-stuffed HDLC with FCS-16
  - 64b/66b
  - Other?

# HDLC PTM-TC

- 16-bit CRC
  - $2^{-16}$  detection failure ( $\sim 2 \times 10^{-5}$ )
  - Detects all single, double, and odd bit errors; all error bursts  $\leq 16$  bits
- Pros
  - Fast, easy frame lock; look for <flag><non-flag> sequence
  - Low complexity
  - Low average overhead for long frames ( $\sim 0.8\%$ )
- Cons
  - High overhead for short frames ( $\sim 8\%$ )
  - Overhead variable: data- & frame-length-sensitive
    - **Could be 50+% worst-case**

# 64b/66b

- Pros

- Low overhead upper bound
- Limited run-length (but not needed here)
- Control codes protected against 3-bit errors
  - **But bit errors at R-S output not independent; analysis difficult**

- Cons

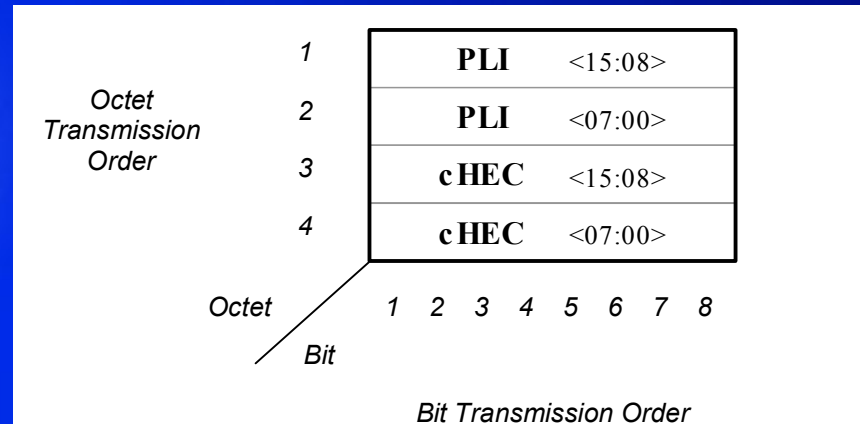
- High Complexity (~2K flip-flops [2])
- Slow, complex frame lock
- No additional error protection for data bytes:



- **Any bit errors in D0-D7 still a valid codeword**
- **Reputation for robustness due to typical low underlying PMD BER**
- Not byte-aligned; poor fit with  $\alpha/\beta$ -interface

# Other Alternatives

- Rather than HDLC flag-transparency, use G.gfp-style header [5]:



- Header contains Frame Length info
- No need for transparency mechanism
- Pros: Fixed overhead per frame overhead
- Cons: Complicates frame-lock

# Recommendation (1)

- Add “ERROR” signal to  $\alpha/\beta$ -interface to allow reporting of uncorrectable R-S codewords
- Lowers error rate bound by [4]:

$$\frac{1}{t!} = \frac{1}{8!} = 2.5 \times 10^{-5}$$

- Combined with HDLC FCS, should be adequate robustness
- TPS-TC above  $\alpha/\beta$ -interface then knows to discard bad data



# Recommendation (2)

- Use PDU-length-type header (e.g. G.gfp) if HDLC flag-transparency is unacceptable

# References

1. Sklar, Bernard; *Digital Communications*; Prentice-Hall, 2000
2. Walker, et al; *64b/66b coding update*, IEEE 802.3ae presentation, March 2000
3. ATIS Committee T1.424, Trial-Use Standard, *Very-high-bit-rate Digital Subscriber Lines (VDSL) Metallic Interface*; to be published
4. McEliece, R.J., & Swanson; *On the Decoder Error Probability for Reed-Solomon Codes*; NASA TDA Progress Report 42-84, Oct.-Dec. 1985
5. ITU-T Draft Recommendation G.gfp, October 2001, *Generic Framing Procedure*