

40GE Interface

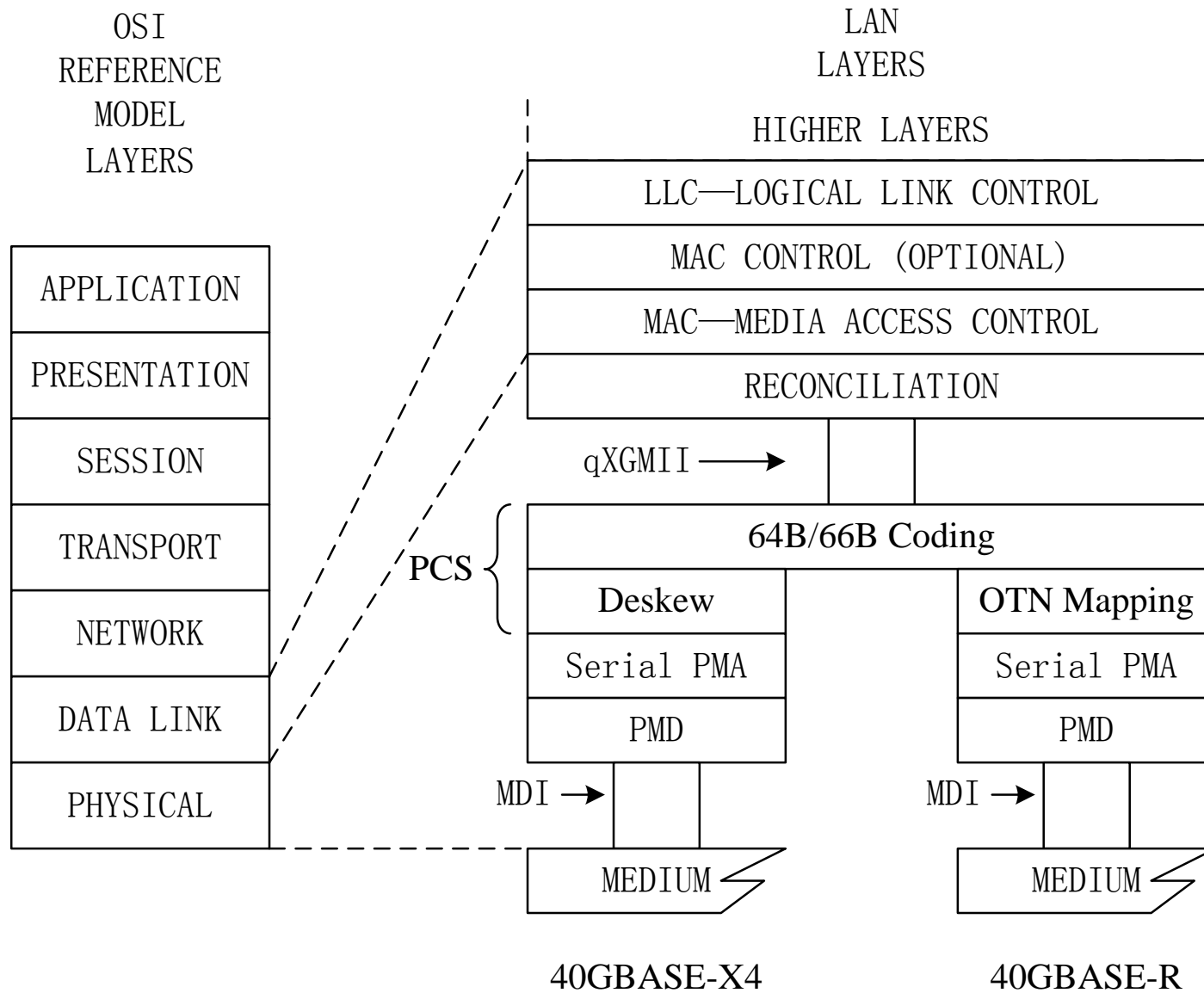
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IEEE 802.3 Higher Speed Study Group
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Seoul, Republic of Korea

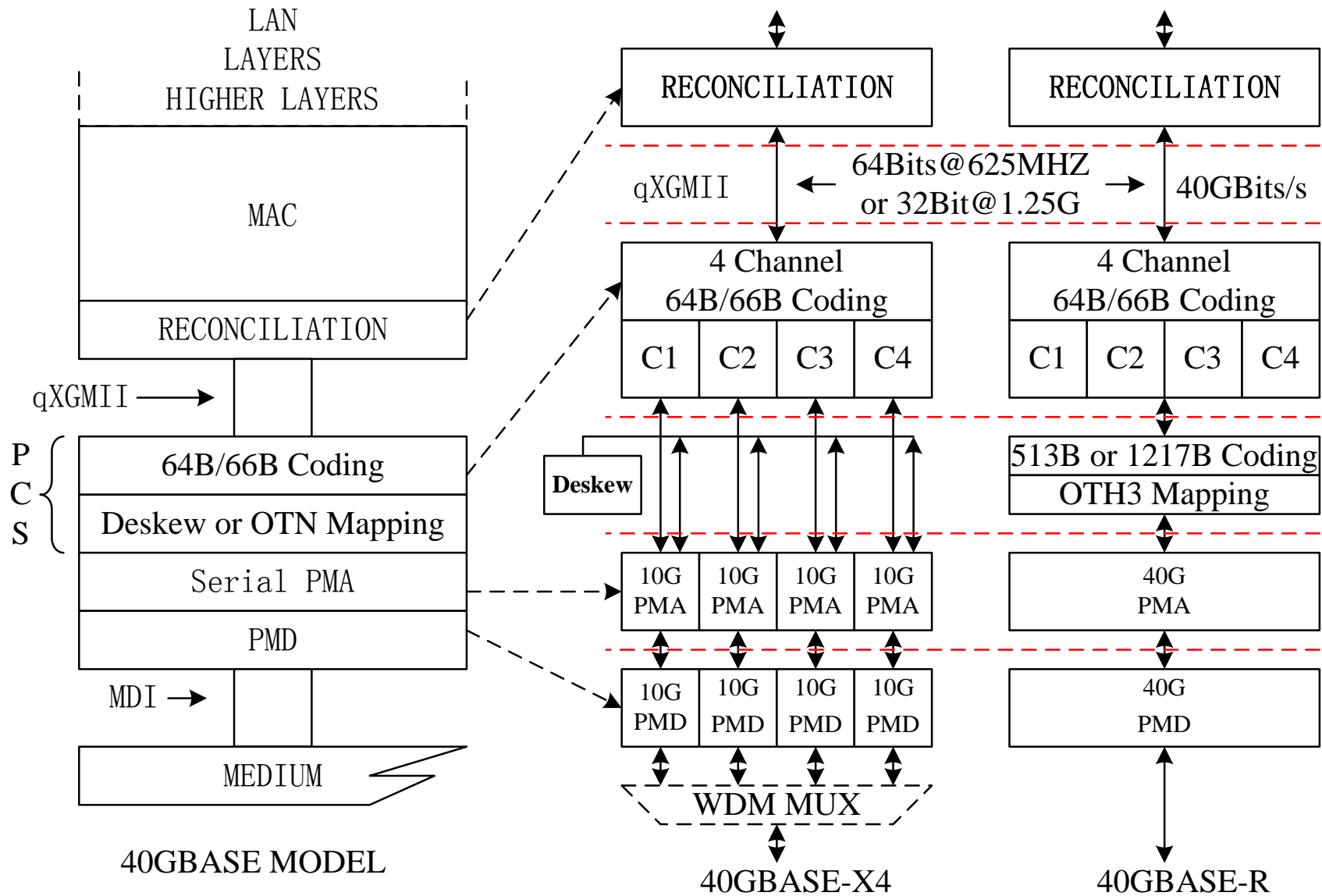
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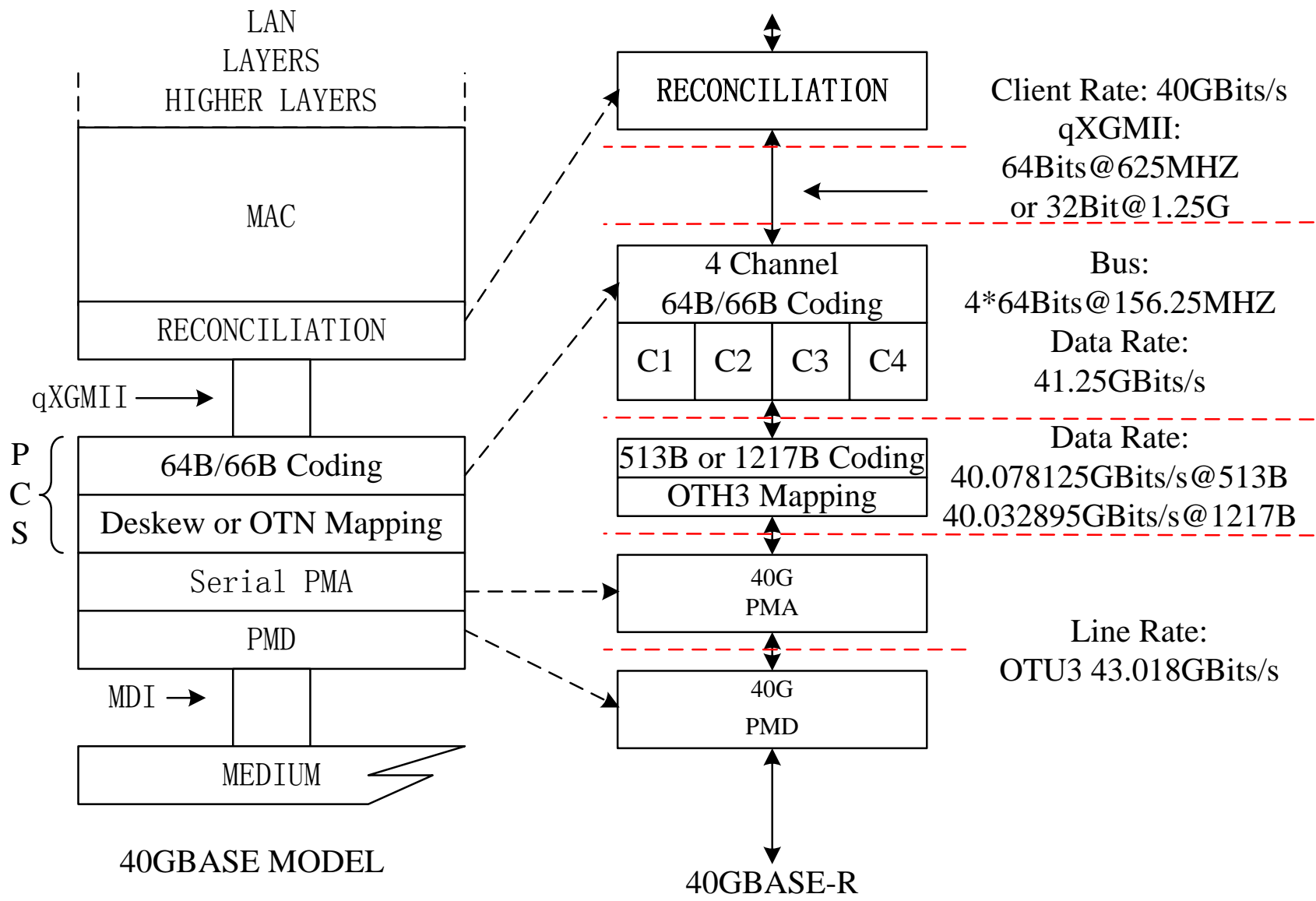
Proposed 40GE Reference Model



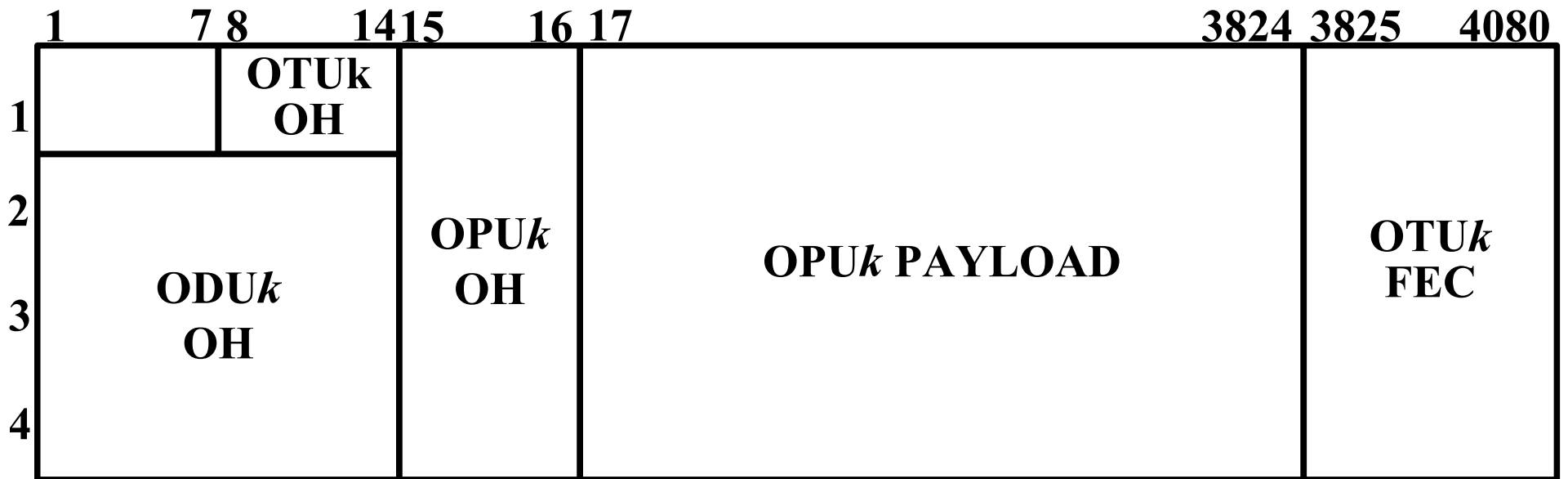
40GBASE Interface Model



40GBASE-R



OTN

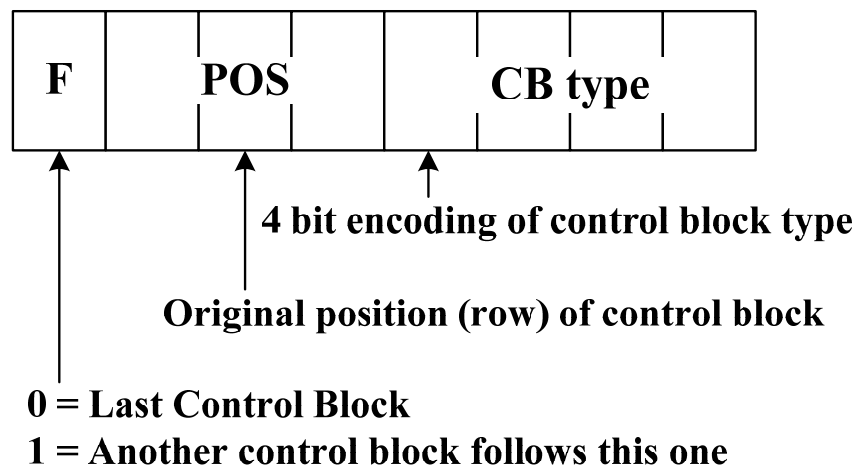


Type	Nominal bit rate		bit-rate tolerance
OPU3	238/236 × 39 813 120 kbit/s	40 150 519.322 kbit/s	± 20 ppm
ODU3	239/236 × 39 813 120 kbit/s	40 319 218.983 kbit/s	
OTU3	255/236 × 39 813 120 kbit/s	43 018 413.559 kbit/s	

Transform 64B/66B to $(64*N)B / (64*N+1)B$

•Why we have to transform 64B/66B to $(64*N)B / (64*N+1)B$?

- The data rate of 40GE using 64B/66B code in PCS is 41.25GBits/s and this rate is faster than OPU3 payload rate.
- $(64*N)B / (64*N+1)B$ code is more efficiency.



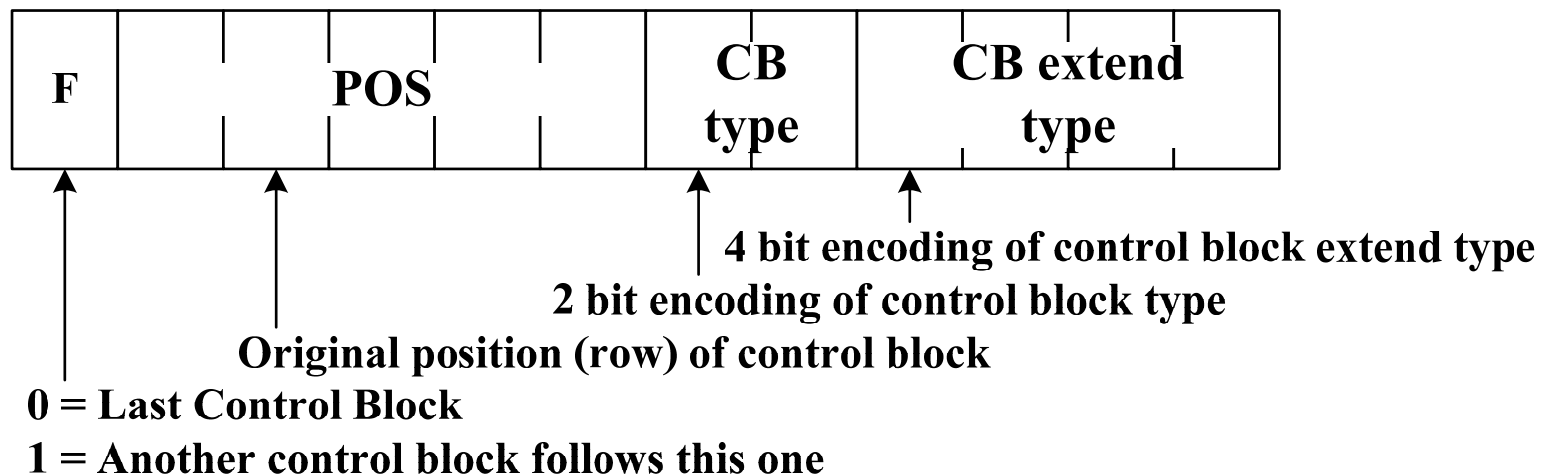
•How to code $(64*N)B / (64*N+1)B$?

- The solution is from Stephen J. Trowbridge, according to option 2 of the paper [trowbridge_01_0707.pdf](#) on HSSG web site, the value N (value of POS field) is from 2 to 8 and 512B/513B is recommended when N=8.
- Basing on this solution, the POS field of control block header can be extended to 5 bits then the maximum N is 32.

Extending N to 5 bits

•How to extend the POS field to 5 bits?

- C code in 64B/66B, 7 bits long, is transformed to 4 bits.
- O code in 64B/66B, 2 bits long, is transformed to 2 bits.
- CB Type field occupancies 2 bits and 4 bits long CBTX field is used to indicate the difference control block.
- POS field is extended to 5 bits long.



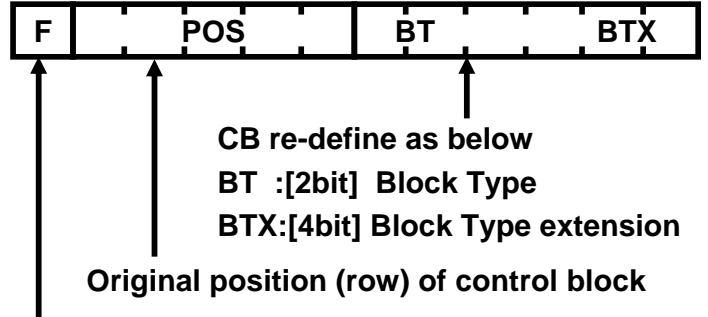
(64*N)B/ (64*N+1)B Code (N<= 32)

Input Data	S y n	Block Payload								
Data Block Format:	01	2							65	
D0 D1 D2 D3/D4 D5 D6 D7	01	D ₀	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	
Control Block Formats:	Block Type Field									
C0 C1 C2 C3/C4 C5 C6 C7	10	0x1e	C ₀	C ₁	C ₂	C ₃	C ₄	C ₅	C ₆	C ₇
C0 C1 C2 C3/O4 D5 D6 D7	10	0x2d	C ₀	C ₁	C ₂	C ₃	Q ₄	D ₅	D ₆	D ₇
C0 C1 C2 C3/S4 D5 D6 D7	10	0x33	C ₀	C ₁	C ₂	C ₃		D ₅	D ₆	D ₇
O0 D1 D2 D3/S4 D5 D6 D7	10	0x66	D ₁	D ₂	D ₃	Q ₀		D ₅	D ₆	D ₇
O0 D1 D2 D3/O4 D5 D6 D7	10	0x55	D ₁	D ₂	D ₃	Q ₀	Q ₄	D ₅	D ₆	D ₇
S0 D1 D2 D3/D4 D5 D6 D7	10	0x78	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	
O0 D1 D2 D3/C4 C5 C6 C7	10	0x4b	D ₁	D ₂	D ₃	Q ₀	C ₄	C ₅	C ₆	C ₇
T0 C1 C2 C3/C4 C5 C6 C7	10	0x87		C ₁	C ₂	C ₃	C ₄	C ₅	C ₆	C ₇
D0 T1 C2 C3/C4 C5 C6 C7	10	0x99	D ₀		C ₂	C ₃	C ₄	C ₅	C ₆	C ₇
D0 D1 T2 C3/C4 C5 C6 C7	10	0xaa	D ₀	D ₁		C ₃	C ₄	C ₅	C ₆	C ₇
D0 D1 D2 T3/C4 C5 C6 C7	10	0xb4	D ₀	D ₁	D ₂		C ₄	C ₅	C ₆	C ₇
D0 D1 D2 D3/T4 C5 C6 C7	10	0xcc	D ₀	D ₁	D ₂	D ₃		C ₅	C ₆	C ₇
D0 D1 D2 D3/D4 T5 C6 C7	10	0xd2	D ₀	D ₁	D ₂	D ₃	D ₄		C ₆	C ₇
D0 D1 D2 D3/D4 D5 T6 C7	10	0xe1	D ₀	D ₁	D ₂	D ₃	D ₄	D ₅		C ₇
D0 D1 D2 D3/D4 D5 D6 T7	10	0xff	D ₀	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	

Block Payload													
0												63	
D ₀	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇						
F	POS	CB	CBX										
F	POS	11	0001	-	C ₀	C ₁	C ₂	C ₃	-	C ₄	C ₅	C ₆	C ₇
F	POS	11	0010	-	C ₀	C ₁	C ₂	C ₃	-	Q ₄	D ₅	D ₆	D ₇
F	POS	11	0011	-	C ₀	C ₁	C ₂	C ₃	-	D ₅	D ₆	D ₇	
F	POS	11	0100	D ₁	D ₂	D ₃	Q ₀	-	D ₅	D ₆	D ₇		
F	POS	11	0101	D ₁	D ₂	D ₃	Q ₀ Q ₄	D ₅	D ₆	D ₇			
F	POS	10		D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇			
F	POS	11	0110	-	D ₁	D ₂	D ₃	-	Q ₀	C ₄	C ₅	C ₆	C ₇
F	POS	11	0111	-	-	-	C ₁	C ₂	C ₃	C ₄	C ₅	C ₆	C ₇
F	POS	11	1000	-	D ₀	-	-	C ₂	C ₃	C ₄	C ₅	C ₆	C ₇
F	POS	11	1001	-	D ₀	D ₁	-	C ₃	C ₄	C ₅	C ₆	C ₇	
F	POS	11	1010	-	D ₀	D ₁	D ₂	-	C ₄	C ₅	C ₆	C ₇	
F	POS	11	1011	-	D ₀	D ₁	D ₂	D ₃	-	C ₅	C ₆	C ₇	
F	POS	11	1100	-	D ₀	D ₁	D ₂	D ₃	D ₄	C ₆	C ₇		
F	POS	11	1101	D ₀	D ₁	D ₂	D ₃	D ₄	D ₅	C ₇			
F	POS	01		D ₀	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆			

Compress the 7bit C and O codeword into 4 bit codeword.

C code in 64B/66B, 7 bits long, is transformed to 4 bits.
O code in 64B/66B, 4 bits long, is transformed to 2 bits.



0 = Last Control Block
1 = Another control block follows this one



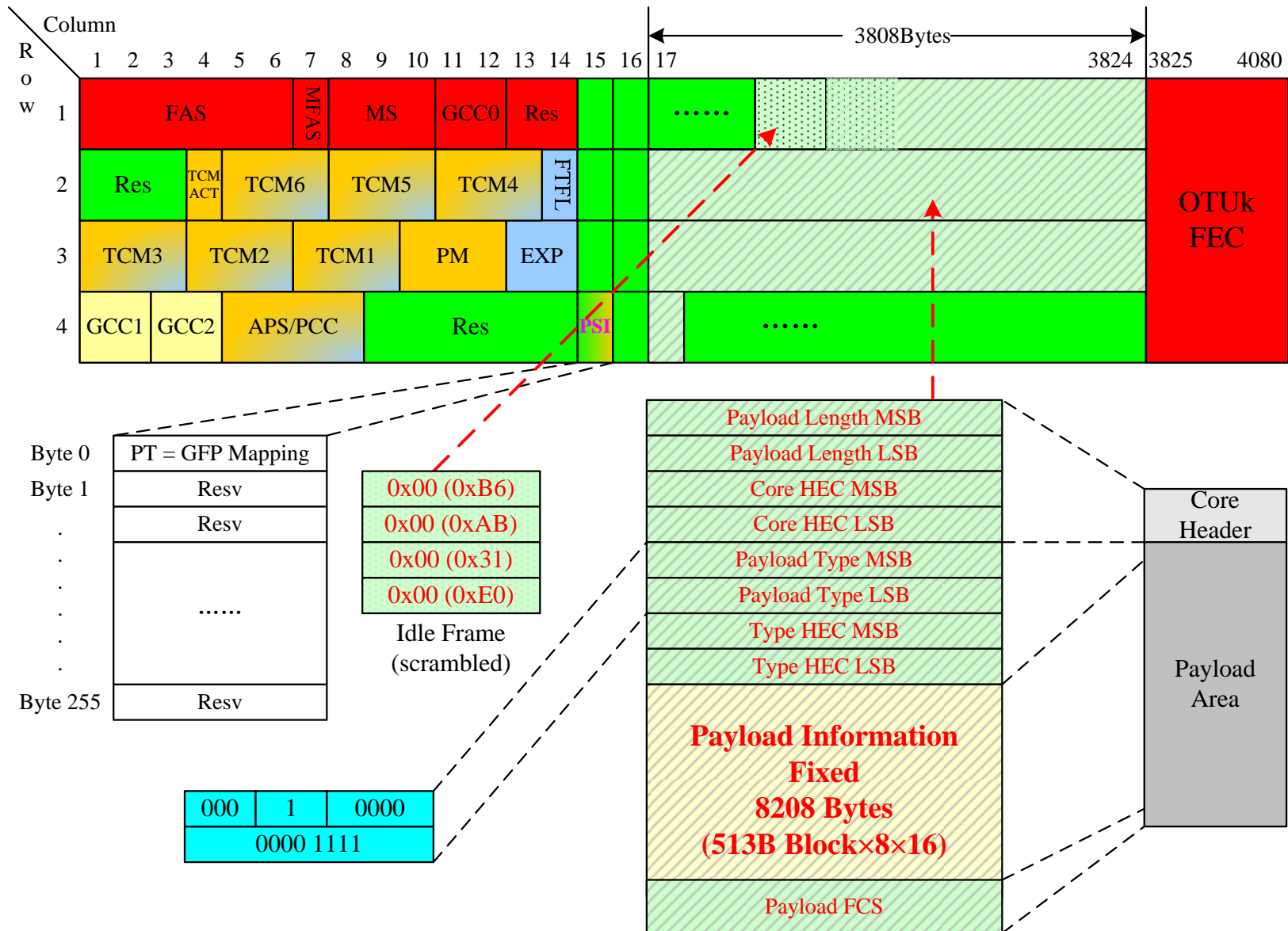
OTN Mapping

•Alternatives to be considered:

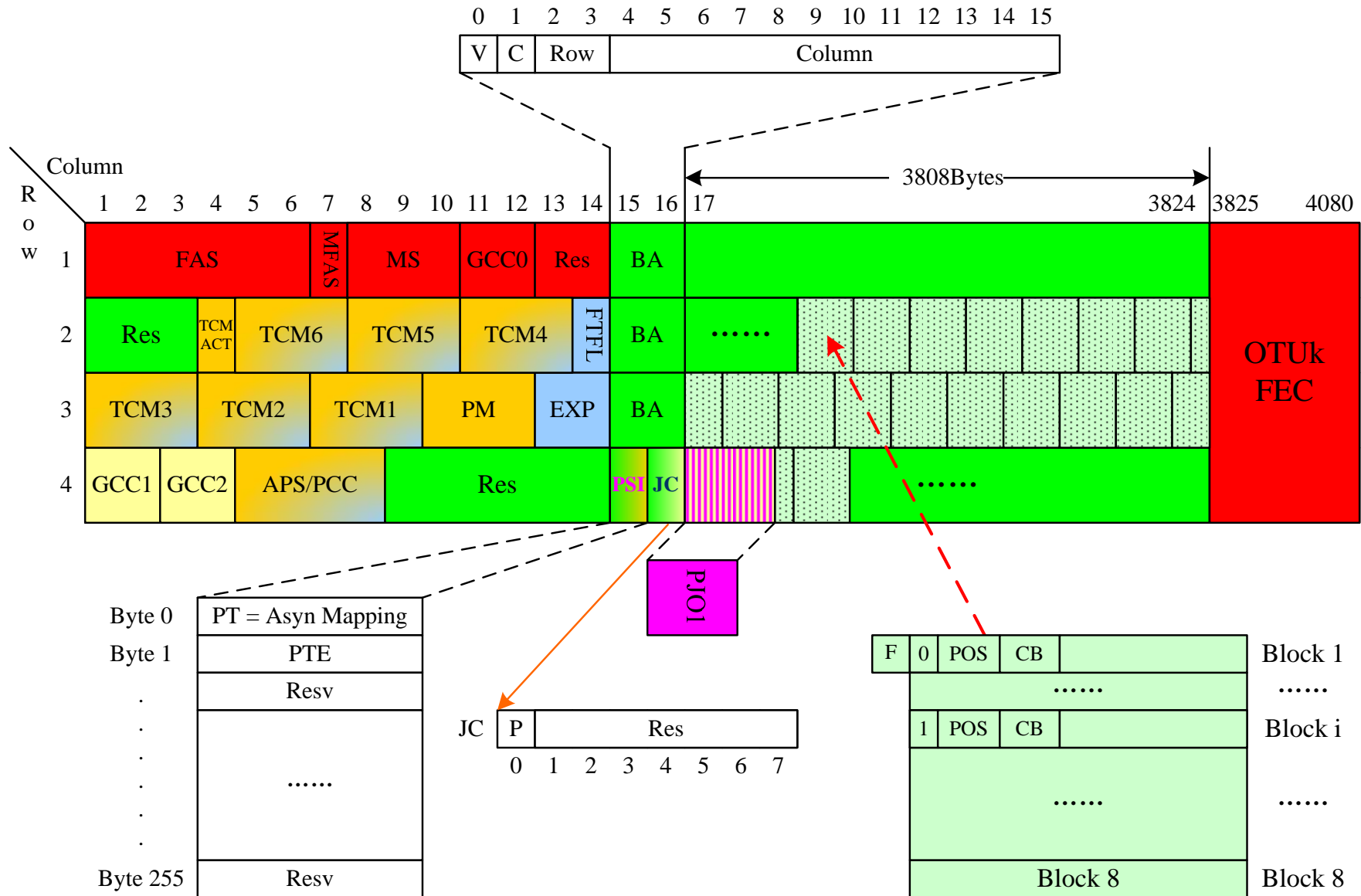
- 512B/513B Block mapped to OPU3 payload using GFP.
- 512B/513B Block mapped to OPU3 payload using block interleaved.
- 1218B/1219B Block mapped to OPU3 payload using block interleaved.

	Nominal bit rate	Minimal Rate	Maximum Rate
OPU3	40 150 519.322 kbit/s	40 149 716.311 kbit/s At -20ppm tolerance	40 151 322 .332 kbit/s At +20ppm tolerance
512B/513B	40 078 125.000 kbit/s	40 074 117.187 kbit/s At -100ppm tolerance	40 082 132.812 kbit/s At +100ppm tolerance
1216B/1217B	40 032 894.737 kbit/s	40 028 891.447 kbit/s At -100ppm tolerance	40 036 898.026 kbit/s At +100ppm tolerance

Option 1: 513B Block mapped using GFP



Option 2: 513B Block mapped using interleaved

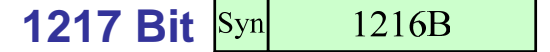
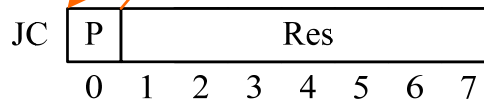
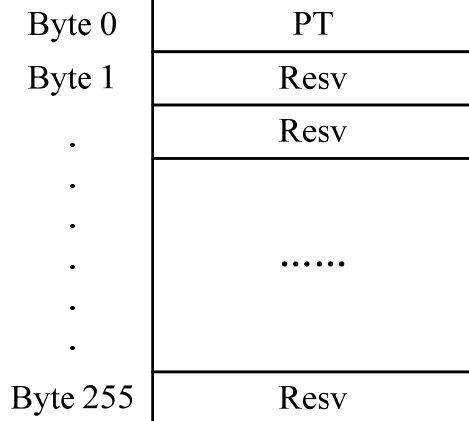
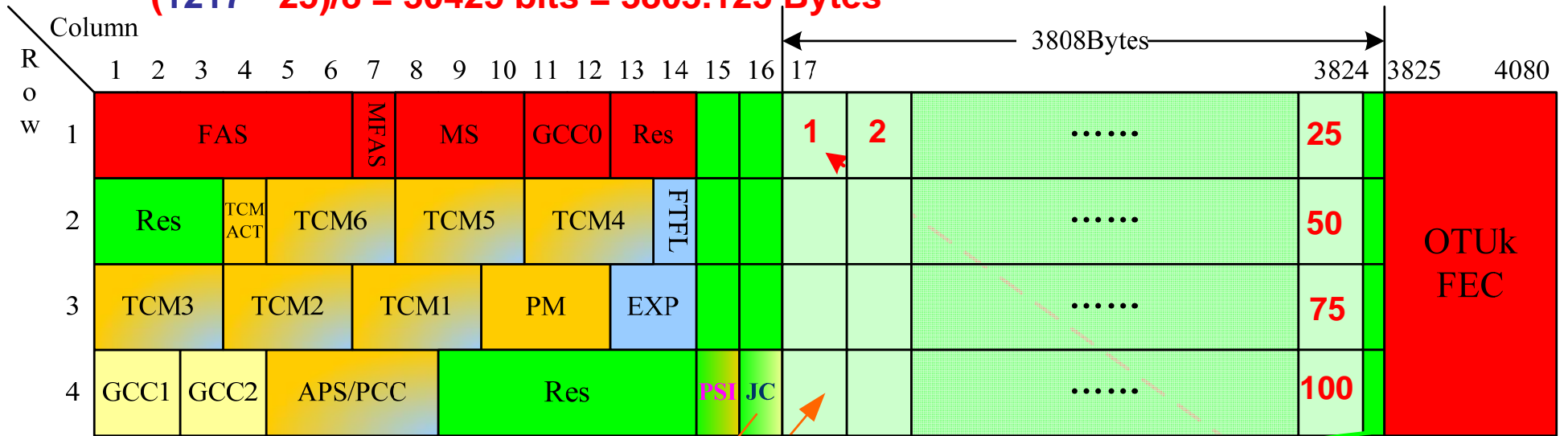


513B Block mapped using interleaved

- **map data flow (bit stream) directly into the OPU3 payload area:**
 - BA(OPU Payload Block Align):
 - V (valid) 1 bit: “1” The OPU payload area block include data; “0” block do not include data
 - C (continue)1 bit: “1” The data in the local Block is continues of previous Blocks. “0” data started from the local block.
 - Row(2 bit) and Column(12 bit): to indicate the octet boundary of the start position of the bit stream.
 - Three BA area for verify due to the importance of Block Align.
 - Using all “1” or “0” for bit stream stuff in invalid area.
 - JC (Justification Control):
 - 1 bit P: P=1, Positive Justification indication, P=0 means not; ($N \times P = 0$)
 - One 513B Block PJO Positive Justification Area.

Option 3: 1217B Block interleaved

25 Blocks in one row; Total 100 blocks in one OPU payload area.
 $(1217 * 25)/8 = 30425 \text{ bits} = 3803.125 \text{ Bytes}$



$3808 * 8 = 30464 \text{ bits per Row}$
 $30464 - 30425 = 39 \text{ empty Bits per Row}$

$40\text{GE} + 100\text{ppm} \rightarrow (40.032894736842 \text{ Bits/s} * 1.0001) < R_{\text{OPU3min}}$
Need Positive rate adjust

Option 3: 1217B Block interleaved

- Bypass the GFP process
- Map $(64 \times 19)B / (64 \times 19 + 1)B$ Blocks directly into OPU3:
 - JC (Justification Control):
 - Do not need Negative Justification
 - 1 bit P: P=1, Positive Justification indication, P=0 means not; ($N \times P = 0$)
 - One $(64 \times 19)B / (64 \times 19 + 1)B$ block PJO Positive Justification Area
 - need a new UPI to identify the above payload type;
 - 25 code blocks can map to one row, for a total of 100 blocks in the OPU3 payload area.
 - **There are 39 Bits empty per Row.**

Summery

- **40GE Mapping into OPU3**

- Option No.1: Block interleaving:
 - **$(64*19)b/(64*19+1)b$ is preferable**
 - **Simple than GFP encapsulation Mapping**
- Option No.2: GFP frame encapsulation:
 - **The 512b/513b is also preferable**
- Option No.3: Bit stream mapping
 - **General $(64*n)b/(64*n+j)$ are OK ($n > 5$).**

- **Proposing:**

- Consider 40GE OTN interface and select Option No.1 for mapping.
- Collaborate with ITU-T SG15 closely to define 40GE.

Thank You

