

Scrambled Encoding For 10 GigE

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Paul Bottorff David Martin

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- Achieving Encode Efficiency
- A Scrambler Physical Code Sublayer (PCS)
- Summary



- 25% more efficient than 8b10b block code
- Increases reach up to 1.5X
- Reduced power consumption
- Simple to implement
- Reduced emission energy
- WAN compatible

Scrambled = Low Overhead



OVERHEAD

- Scrambled 4% + Preamble + IFG
- POS 4% + Byte Stuffing + PPP Headers
- ATM 4% + 9.43% + Cell Packing Loss
- 8/10 25% + Preamble + IFG
- 4/5 25% + Preamble + IFG
- Manchester 100% + Preamble + IFG

A Scrambler PCS Layer







- Use a 2 polynomial scrambler system
 - $x^7 + x^6 + 1$ over all data
 - x⁴³ + 1 from MAC DA through MAC CRC
- Perform frame delimiting using <length> <type><hcs> pointer chains
- $x^7 + x^6 + 1$ is periodically resynchronized
- x⁴³ + 1 self synchronizing









- Produces High Randomization
- Easy to Attack





- Scrambler synchronization is signaled from the transmitter PHY to the receiver PHY by periodically sending an unscrambled synchronization string <SYNC>
- Each synchronization string is a fixed distance in transmitter bytes from the previous string
- Receivers synchronize the x⁷ + x⁶ + 1 scrambler by presetting to 1111111 at the end of the <SYNC> sequence
- The receiver removes the <SYNC> sequence from the data stream before passing data up to the x⁴³ + 1 scrambler



Frame Delimiting Layer







- Preamble and IFG replaced with <Length> <Type><CRC>
- <Type> indicates data, idle, or management





- Frame Synchronization occurs after synchronizing x⁷ + x⁶ + 1
- Frame SYNC based on matching a 16 bit CRC repeatedly
- With IFG frame SYNC time can be as short as 1 frame time









Polynomial x⁴³ + 1



- Hard to Attack
- Poor Randomization





- Self synchronizing
- Synchronizes on 43 bits of data
- Synchronization must following x⁷ + x⁶ + 1



- Use <Type> filed to create PHY control frames
- Idle frames used for IFG are a special control frame
- Control frames may be placed between idle and data frames
- Control frames may be used in place of special character codes for management



- Error check located at fixed offset from scrambler synchronization marks
- Error check patterns occur in the middle of MAC frames
- Error check cover all data octets





- No MAC frame data pattern exists which will break the scrambler since the period of x⁴³ + 1 is much longer than a MAC frame
- The average time to generate a string of 72 zeros is over 10,000 years
- Error duplication from the x⁴³ + 1 scrambler will not weaken CRC-32 error detection



- Without Forward Error Correction standards for OC-48 and OC-192 specify an error rate of 10⁻¹²
- For reference see BCR GR-1377-CORE Section 4.2.1, page 4-3
- These specifications are absolute worst case at the end of life

Putting A System Together



- Scrambled encode could be used for all fiber media
- 4 Fiber Lengths
 - 100 Meter
 - 300 Meter
 - 3-15 Kmeter

V1.0

- 50 Kmeter





- 9.95328 is the baud rate of SDH-64/OC-192
- 9.620928 is the bit rate of OC-192c
- 9.584640 is the bit rate of SDH-64c
- Ethernet at 9.584640 with scrambled encode can be transported over a SDH-64/OC-192 TDM channel
- Ethernet with scrambled encode can be carried directly over a single wavelength of a DWDM network in both metro and long haul



- Provides increased reach
- Provides reduced power
- Provides lower emission
- Allows seamless connection between dark fiber and DWDM



- Scrambled encoding allows a single scheme for both LAN and WAN applications
- Scrambled encoding provides higher code efficiency than 8/10 with increased reach, lower cost optic components, lower power, lower emissions
- Scrambled encoding works well over a variety of PMA layers
- Scrambled encoding allows easy integration with WAN networks
 - -Improved reach
 - Compatible with DWDM regenerator networks
 - Can carry over SONET TDM