

# 10 Gigabit Ethernet

## Concepts & Concerns

Daniel Dove

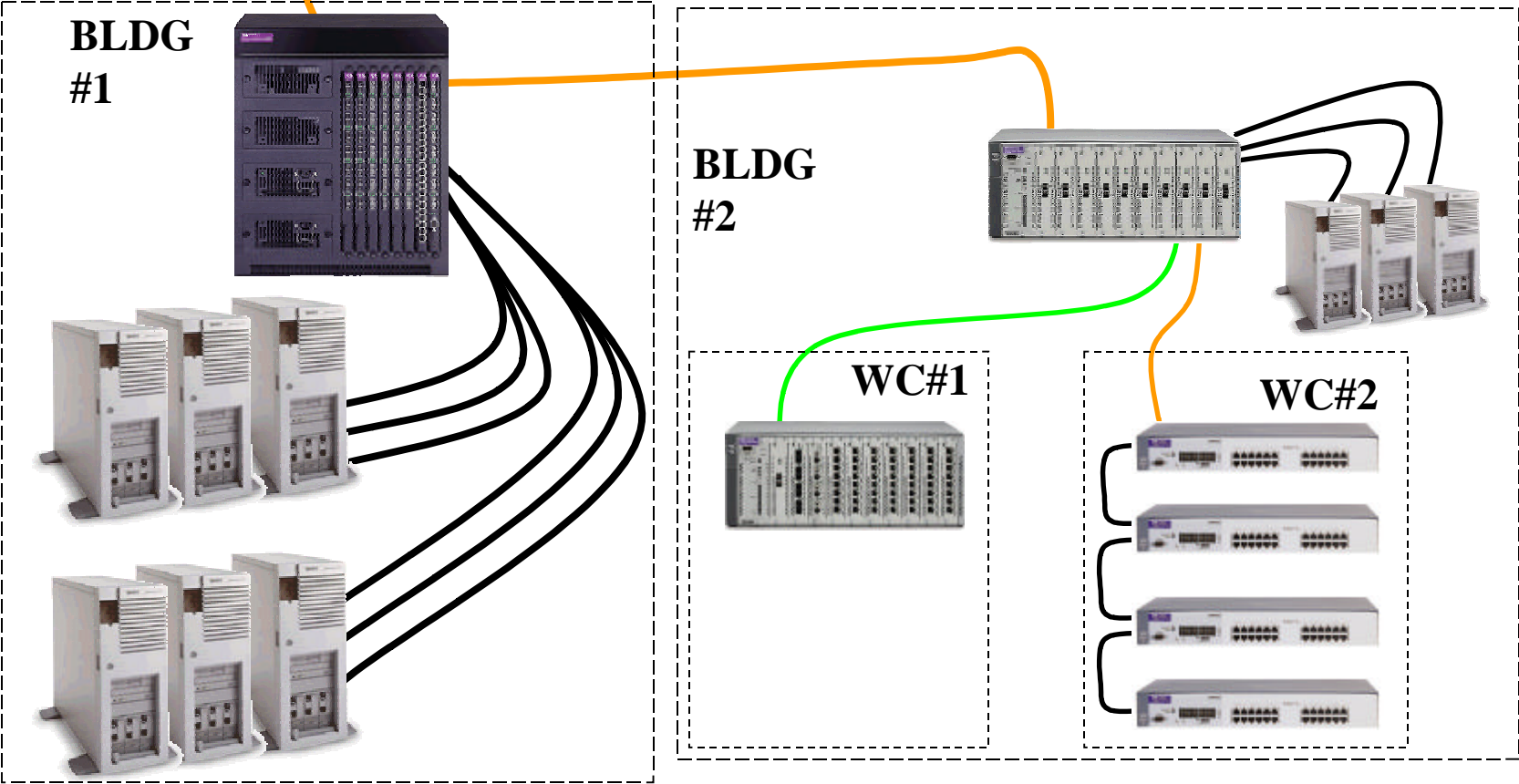
HP ProCurve Networks

3/10/99

# Network Architectures

“The Need for Speed”

To  
MAN



# MAC Alternatives

## One MAC @ 10Gbps

- + Straightforward MAC Implementation
- Requires more complex qualification for transmission
- Sensitive to HOL Blocking

## Four MACs @ 2.5Gbps

- + Straightforward MAC Implementation
- + Eliminates Skew concerns for multi-channel PHYs
- + Requires less complex qualification for transmission
- Requires Link Aggregation

# Cost Alternatives

## **SiGe (One Channel @ 10Gbps)**

- + Great performance
- Lower levels of integration
- Much more sensitive to PC board layout and design
- Low Industry volume => High cost

## **CMOS / Bipolar (Four Channels @ 2.5Gbps)**

- + Demands less performance
- + Potentially useful for low-cost Cu link
- + High Industry volume => Low cost

# Link Requirements

## Long Haul (MAN/RAN) Link

- ✓ Extend Ethernet across cities/regions
- ✓ Lower cost solution than SONET but still high

## Campus Backbones

- ✓ 2-5 Kilometer range for campus
- ✓ Demands lower cost than LH solution

## Building Backbones

- ✓ 200 - 500 meter range for buildings
- ✓ Supports mmf
- ✓ Demands lower cost than CB solution

## Wiring Closet/Server Cluster Interconnect

- ✓ 10-20 meter range for clusters
- ✓ Supports Cu
- ✓ Demands lower cost than FO solution

# Speed Scalability

**We have Auto-Negotiation and a Full Duplex link with MAC speed insensitivity; Why not...**

## **1, 2.5, 5, 10 Gbps scalability?**

- + Automatically adjust speed to meet link requirements
- + Automatically addresses link performance limitations
- + Provides fall-back without 10x loss in performance

# Conclusions

- + **Cost, while not an issue for MAN, will be paramount for WC and Server Clusters**
  
- + **Four MAC Channels should be considered with link aggregation**
  
- + **10G-MII may allow;**
  - ✓ 10Gbps Serial LH Link
  - ✓ 4x2.5Gbps WWDM LX CB Link
  - ✓ 4x2.5Gbps WWDM SX BB Link
  - ✓ 4x2.5Gbps Cu WC Link
  
- + **Speed Scalability should be considered**