

# Extended Reach Baseline Proposal

*G991.2 Symmetric High Bit Rate Digital Subscriber Loop  
as a Physical Medium definition within 802.3ah*

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# Goals

(just two)

1. List and rationalize the 5 requirements for extended reach
  - What meets the new objective
  - Mapping to the PAR requirements
  - Engineering data points
2. Get consensus

# 5 Requirements

- First Three:
  1. Symmetry
  2. Reach
  3. Rate
- Needed to meet new objective as stated:
  - PHY for single-pair non-loaded voice-grade copper with distance  $\geq 2700$  m and speed  $\geq 2$  Mbps full duplex

# 5 Requirements

- Two 'Final Factors' for Ethernet-icity
  4. Spectral Compatibility
  5. Simplicity
- *Ethernet deployment must be straightforward*
  - Not hampered by spectrum management concerns
  - Able to deploy without extensive engineering
  - Ethernet should be "plug 'n' play"

# Why Two PHYs?

- One PHY for short reach
  - Building riser, bandwidth optimized
- One PHY for long reach
  - Business apps, symmetrical, T1 “replacement”
- Magic 1-PHY-fits-all has long been sought
  - Appears to be in Atlantis
- Irresponsible to believe it will be found
  - Physics behind the problem have not changed
  - Mostly same people working on the PMD aspects

# Why Two PHYs?

- Several DSLs are available to select from
- Well-thought-out, pragmatic approach
  - Optimized various DSLs for different objectives of reach and symmetry
- Technologies based on needs and abilities
  - ADSL, VDSL, SHDSL, ...
- Selecting a PHY that isn't encumbered by a line coding selection contention is a good idea

# Why Two PHYs?

- Multiple PHYs are OK!
  - Look at optics track – how many PMDs there?
  - Look at 10GE, 1GE, etc. – how many PMDs?
  - 100BASE-TX, 100BASE-T4, 100VG, etc.
- Different PMDs target different applications
  - One PMD for short-reach objective
    - rezvani\_1\_0302.pdf
  - One PMD for long-reach objective
    - wei\_(n)\_0702.pdf
- Simple!

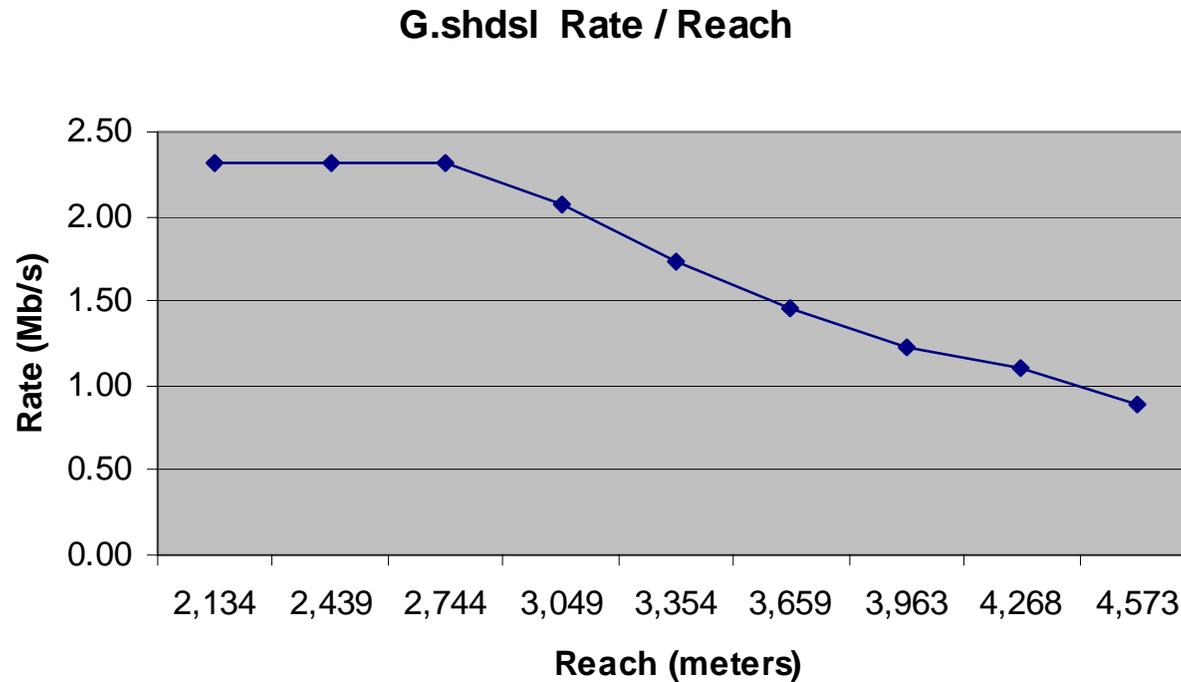
# Which Two PHYs?

- VDSL #1 for high-rate, short-reach PMD
  - Line-code TBD (QAM or DMT)
- SHDSL designed for
  - Long reach
  - Graceful degradation of rate as reach increases
  - Symmetry, maintained at all rate/reach ratios
  - No need for upstream power back-off
  - Can be repeated (in some areas)
  - Can be accelerated, with reverse compatibility
    - work is ongoing to increase SHDSL rate
  - Spectral compatibility with other technologies

# Relevant Existing Standards

- VDSL
  - ITU G.993.1
  - ANSI T1.424/Trial-Use
  - ETSI TS10127001 (requirements) and TS10127002 (specification)
- SHDSL
  - ITU G.991.2
  - ANSI T1.PP.422-2001; T1.TRQ.6-2001
  - ETSI TS101-524(V1.1.3-2001-11)
- General
  - G.994.1 Handshake
  - G.995.1 Architecture/Overview of DSL standards
  - G.996.1 Test procedures

# G 991.2 Rate – Reach Curve



Meter distances listed convert to 7,000 to 15,000 Feet, in 1,000 foot increments

# For Broad Market Acceptance: T1.417

- North American requirement
  - Since G.shdsl has been selected as a basis system by draft T1.417 issue 2, deployment of G.shdsl on unbundled loops will be protected
- Good SM helps in Other Places, too
  - G.shdsl is an international standard, and is already taken into account in many SM plans. Example: Europe (UK, Belgium, France, Switzerland, etc.), Hong Kong. (& China?)

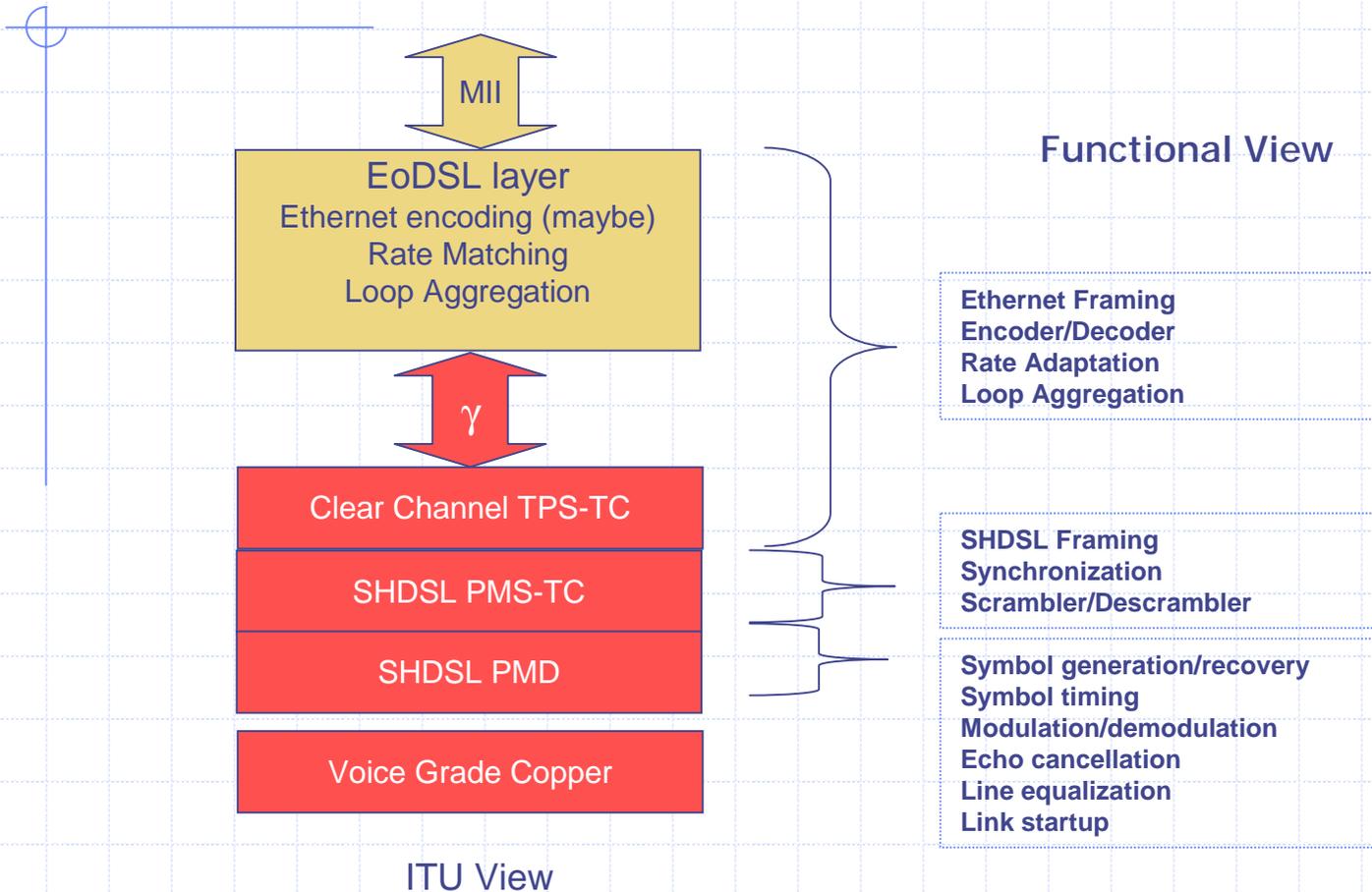
# Principles and Strategy

- Require little or no changes to existing standards
  - IEEE
  - ITU
  - ANSI
- Try to keep changes below MAC and above gamma interface
- Specify interfaces and new functionality only (reference rather than duplicate)

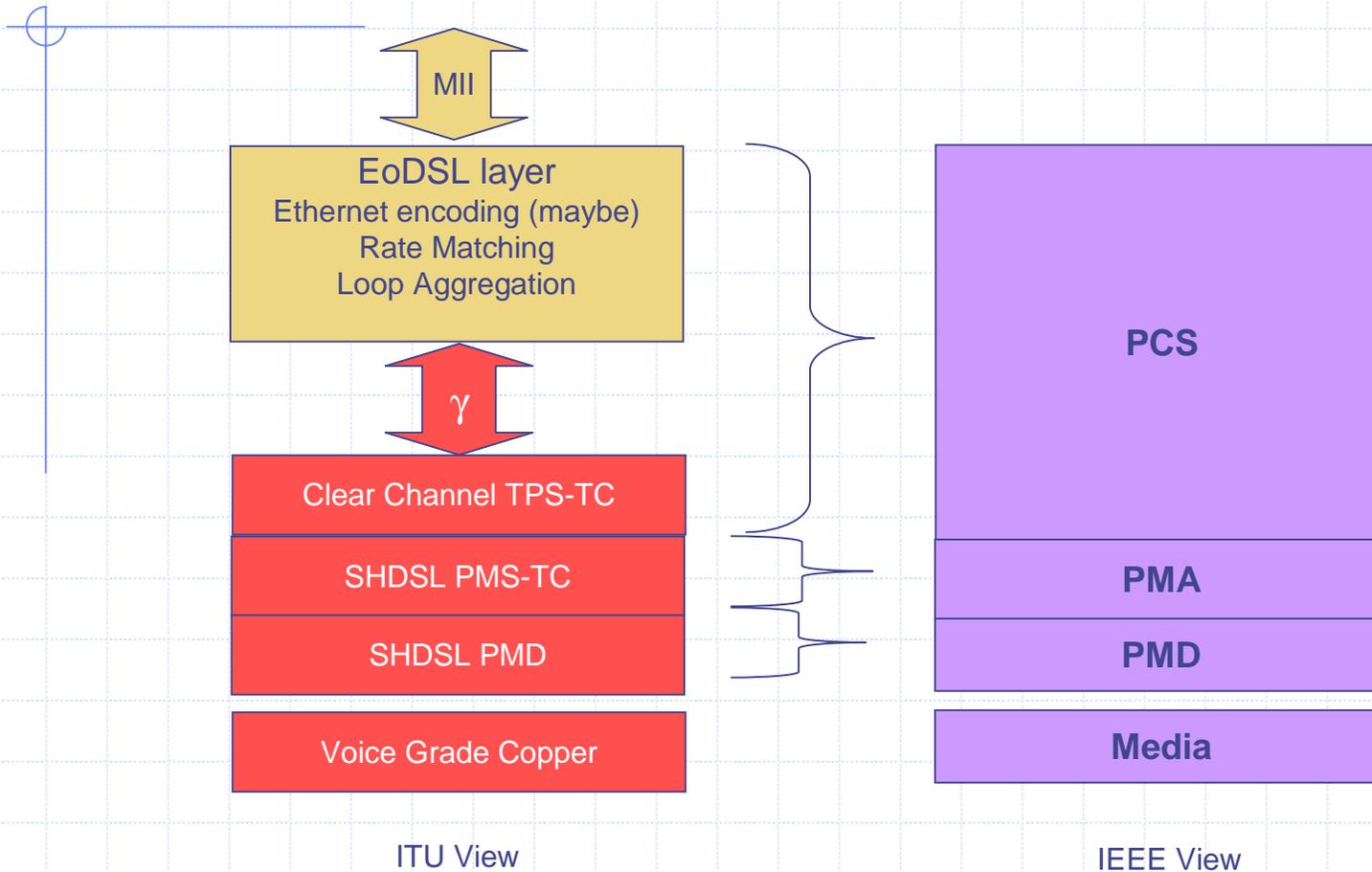
# Slaying the Jargon Dragon

- **TPS-TC**
  - Transport Protocol Specific Transmission Convergence
- **PMS-TC**
  - Physical Medium Specific Transmission Convergence
- **PMT-TC**
  - Physical Medium Transport Transmission Convergence

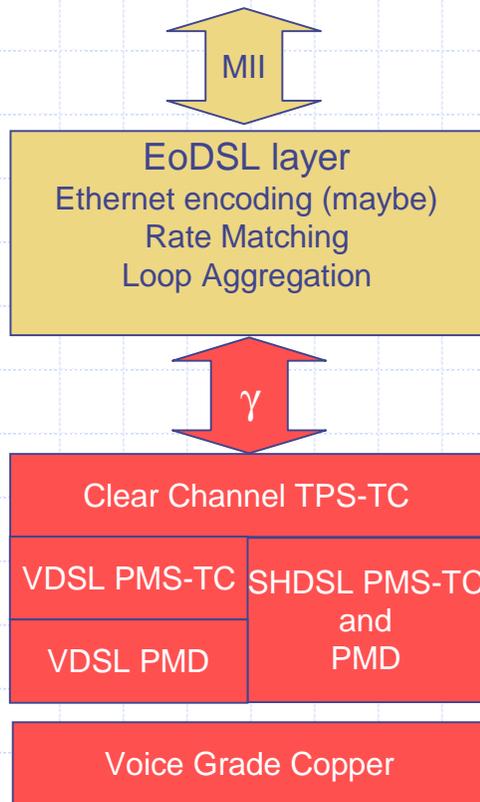
# Interfaces and Architecture



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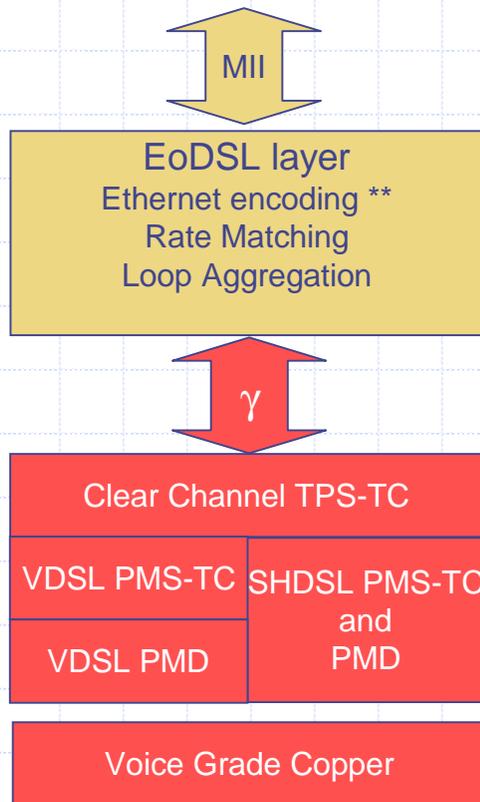


Items in **RED** defined in ITU/ANSI standards

- VDSL (G.993.1) has defined PMS-TC and PMD
- SHDSL (G.991.2) has defined PMS-TC and PMD
- VDSL defines PTM-TC for packet transfer mode
  - Packet interface
  - HDLC byte stuffing
  - HDLC framing
  - HDLC CRC
- Clear channel TPS-TC defined in G.991.2
  - Very simple bit-transfer interface
  - **Not** defined in G.993.1 (VDSL)
  - Provides maximal flexibility to EoDSL layer (bit-pump)
- **Decision on HDLC vs 66/64 is independent of TPS-TC**
- **Decision on loop aggregation is independent of TPS-TC**
- Issues:
  - Where does framing and encoding happen?
  - How is it done?

*Need a consistent interface (clear channel vs PTM-TC) for all PHYs.*

# Interfaces and Architecture

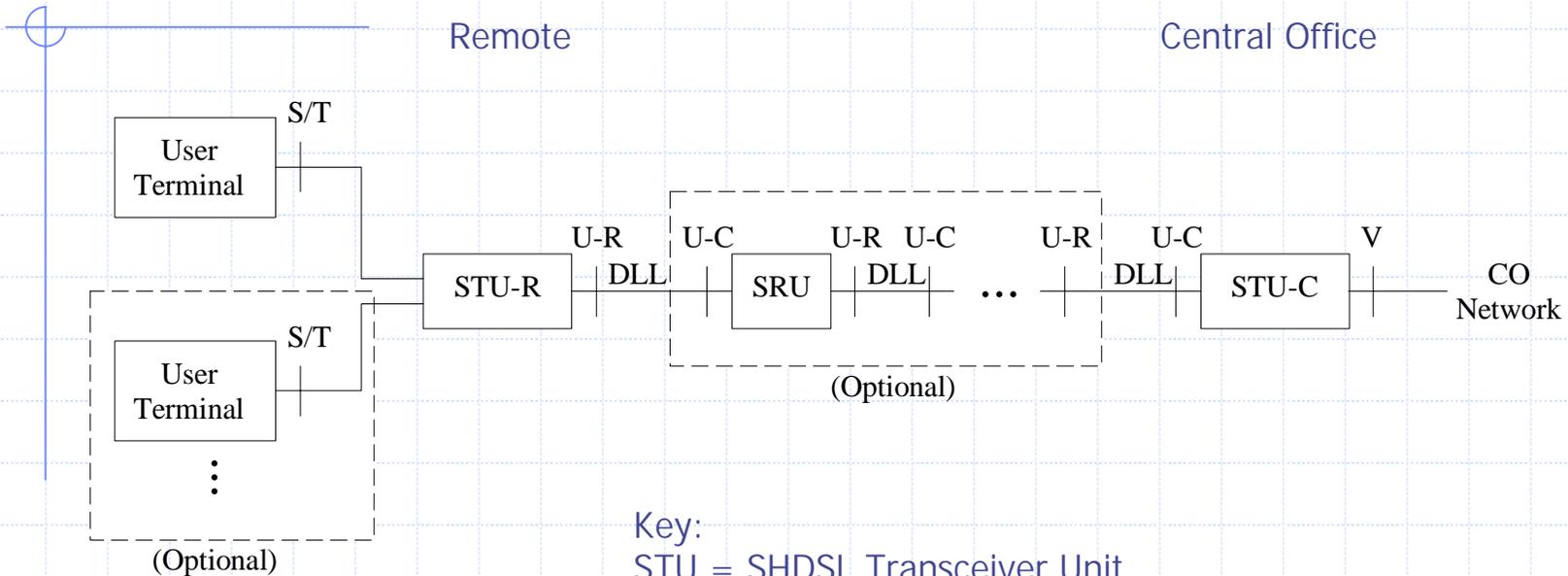


- Loop Aggregation.
  - Covered in fosmark\_1\_0302.pdf
- Rate Matching.
  - Covered in marris\_1\_0302.pdf
- Framing and Encoding.
  - Covered in many other proposals.

\*\* Using clear channel TPS-TC does not restrict us to HDLC framing and byte stuffing

All functions happen above "bit pump" interface to clear channel TPS-TC

# Reference Model



Key:

- STU = SHDSL Transceiver Unit
  - SRU = SHDSL Regenerator Unit
  - STU-C = STU Central Office
  - STU-R = STU Remote
  - U = Loop Interface
  - U-C = U Central Office
  - U-R = U Remote
  - DLL = Digital Local Line
- (Blatantly stolen from G.991.2)

# Things to finish...

- Management (MI B, profiles)
  - Requires mapping to SHDSL PMD MI B
  - Profile use same as VDSL
  - Overhead Channel parallel for VDSL/SHDSL
- Management interface
  - Work in progress; OAM track provides direction & content
- Address 4-wire mode
- References to G994.1 for Ethernet handshaking

# 802.3ah PAR Recap

- 1. Broad Market Potential**
- 2. Compatibility**
- 3. Distinct Identity**
- 4. Technical Feasibility**
- 5. Economic Feasibility**

# Summary

- G 992.1 SHDSL Works!
  - Satisfies the new objective requirements
  - Satisfies the 802.3ah PAR requirements
  - Multi-vendor silicon available now
  - Proven, documented, and robust
- Does not 'poach' from the first Objective
  - Two distinct markets, two clear solutions
  - Equal time-to-market = Ethernet solidarity