

A decorative border consisting of multiple parallel lines in the colors of the rainbow (red, orange, yellow, green, blue, purple) runs along the left and bottom edges of the slide. A black triangle is located at the bottom-left corner where the border lines meet.

Eye mask for 100 Mb/s

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Problem statement

- 125 MBd on single mode fibre using FDDI line code (4B/5B with NRZI)
- FDDI uses “pulse mask” which is not suitable for laser based links
- Need to define new eye mask

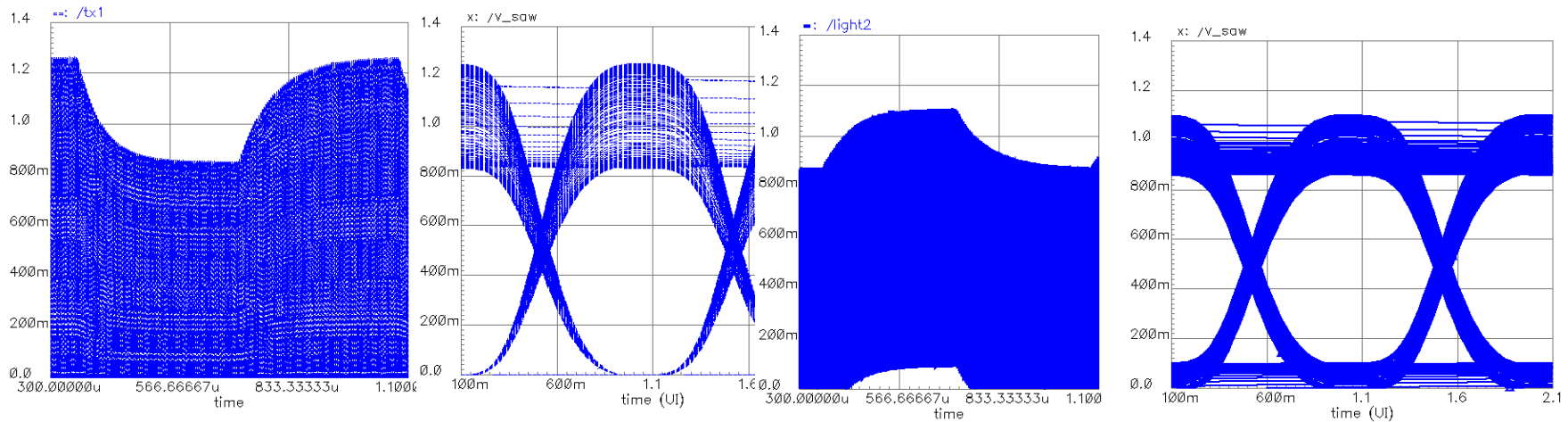
Problems

- FDDI line code allows 40% or 60% mark density over thousands of bits
 - Depending in implementation, will be considerable (but bounded) baseline wander (BLW) and/or AM effect
- EMI unfriendly with a very simple idle pattern (few spectral lines)

... and advantages

- Low bit rate, single mode fibre
 - Very little distortion in fibre
 - Silicon is adequately faster than signal
 - Can sacrifice some sensitivity for simplicity (low cost, low heat)

Example transmitter responses



- Depending transmitter implementation,
 - some 1s are lowered by 1/6 of eye height
 - some ones are raised by 1/4 of eye height
 - some zeroes are raised by 1/10 of eye height
 - Extra pulse shrinkage jitter is created
- These are simulations of a very clean signal

Approach to finding eye mask 1/3

- Be tolerant of reasonable alternative transmitter implementations
- Test with “worst case” pattern
 - No need for the standard to test the best case
 - Just need to know that “typical” is adequately better than “worst”
- Tolerate the baseline wander
 - Spend some sensitivity to allow a shallow mask
- Tolerate the resultant pulse shrinkage jitter
 - can be mitigated with fast transmitters and receivers but may not need to

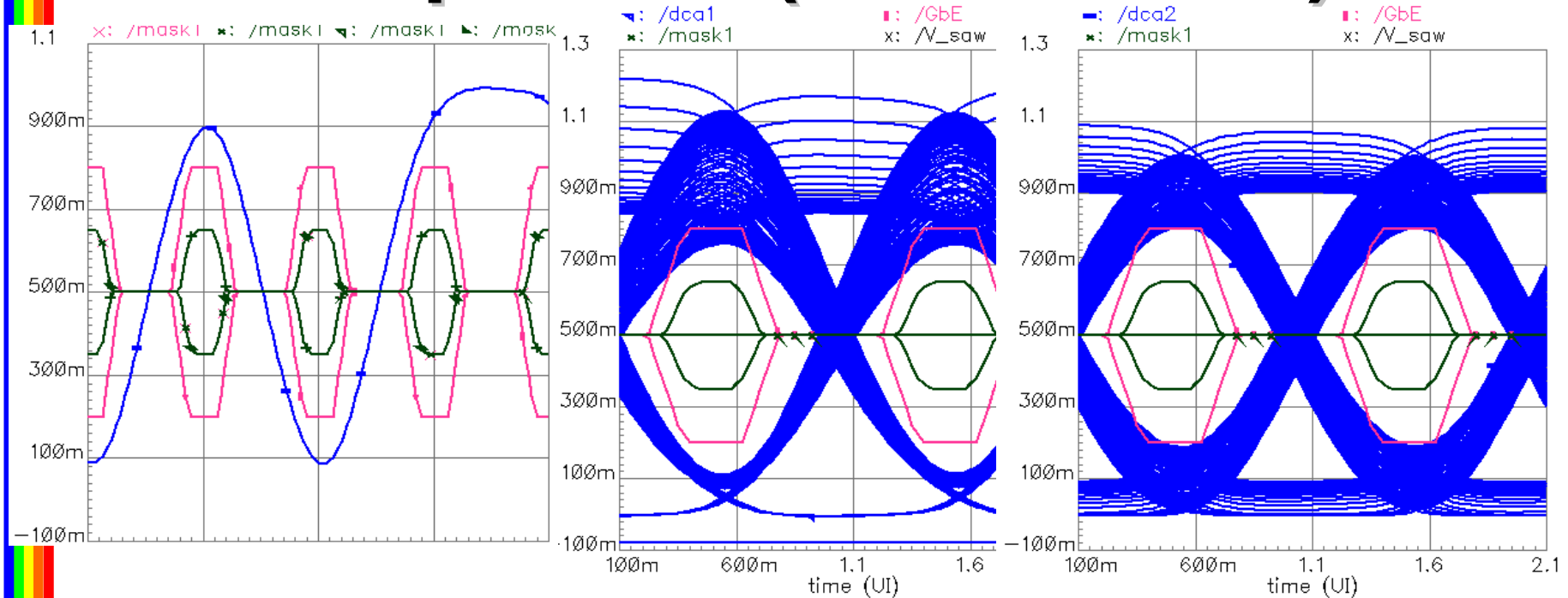
Approach to finding eye mask 2/3

- Do not attempt to specify jitter or risetime separately
 - specify their combination via eye mask
- Make no attempt to define or enforce a “transmitter time constant” (of BLW)
 - No need to, receiver should cope with any time constant that allows a mask pass
- 10 pointed mask may give reduced measurement error vs. 6 pointed mask
 - Also represents the ellipse shape of CDR decision locus

Approach to finding eye mask 3/3

- Allow overshoot per modern masks for cost effective laser links plus allowance for baseline wander
- Mask to be measured with existing test equipment: DC coupled digital communications analyser
- Instead of $125 \times 3/4 = 94$ MHz measurement filter, appropriate for balanced line code, use OC-3 filter (117 MHz) to recognise likely receiver speed
 - Also benefit of cost and convenience

Example slower transmitter responses (simulations)



Left: Slow waveform without baseline wander

Right: Two different “implementations” in simulation with test pattern, same HF filters

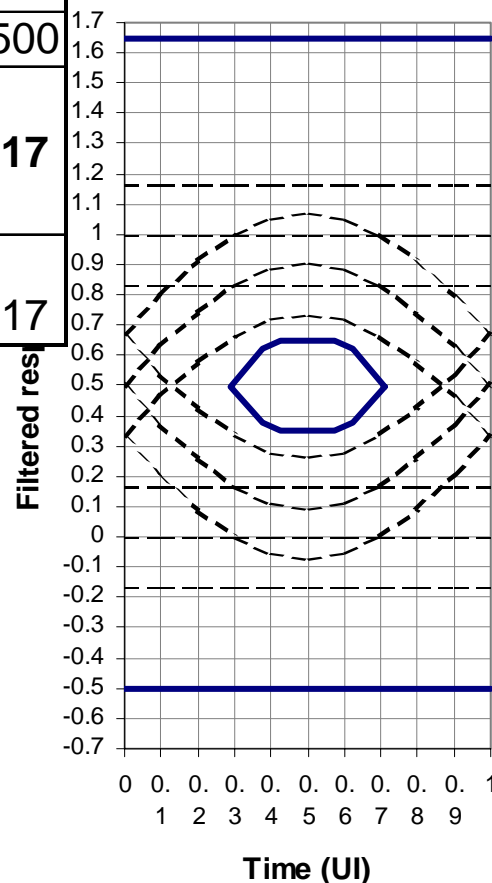
Red: Gigabit Ethernet mask

Green: proposed mask

Proposed mask and comparison with other standards

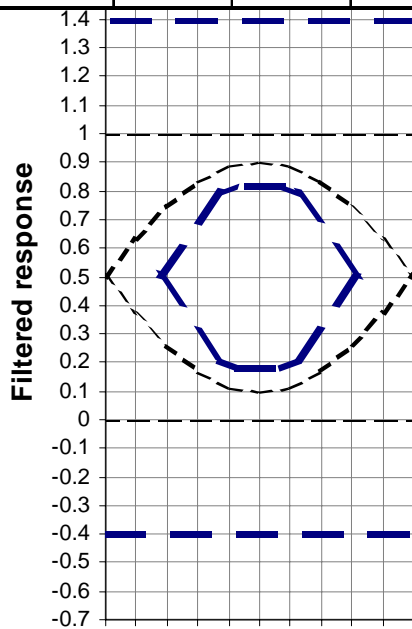
Line rate		X1	X2	X3	Y1	Y2	Y3	Y4	Filter
Units	MBd	UI	UI	UI					MHz
OC-3	155	0.15	0.35	0.35	0.2	0.2	0.2	0.2	117
GbE	1250	0.22	0.38	0.375	0.2	0.2	0.3	0.3	938
10GbE	~10,000	0.25	0.4	0.45	0.25	0.28	0.4	0.4	7500
Proposed 100M with worst pattern	125	0.29	0.375	0.425	0.35	0.38	0.5	0.65	117
Implied for easy pattern	125	0.18	0.38	0.425	0.18	0.21	0.40	0.40	117

Proposed eye mask for 100M worst pattern



Left: for easy pattern (no baseline wander)

Right: for test pattern ("worst")



To do

- Noticing how the pattern adds deterministic jitter,
 - Develop TP1 and TP4 jitter specs accordingly
- Check that real receivers can cope
 1. Optical transceiver
 2. Silicon SERDES chip

Conclusion

- New mask proposed specifically for this line code over single mode fibre
- Proposed mask is optimised for cost and simplicity, allows good thermal and EMI properties
- To be used with a “worst case” pattern and standard test equipment