WIS Jitter Patterns

Patterns selected

1. Square-wave pattern (transmit only)

- Output constant 16-bit value to PMA from MDIO register
- PMA will convert this 16-bit value to an output waveform
- The 16-bit value selected should produce a square wave
- The default value selected is 0x00FF (8 ones, 8 zeros)

2. Pseudo-random pattern (generated & checked)

- Input 16-bit seed to normal WIS transmit process
- WIS produces a SONET frame with a pseudo-random payload set to the product of the seed and the SONET scrambler
- Overwrite the J0/Z0 field (192 bytes) with a CID pattern
 - CID = 72 '0's, 1392 pseudorandom bits, 72 '1's
- Output the result to the PMA for serialization/transmission
- Check same pattern as received from PMA using WIS receive process



Default transmit value = 0x00FF; square wave of 8 zeros followed by 8 ones Transmit only; WIS Receive process is disabled

Pseudo-random pattern (TX)



Pseudo-random pattern (RX)



Detection of bit errors

1. Normal WIS parity checking

- Section BIP
- Line BIP
- Path Block Errors

2. Jitter test hardware checking

- Compare CID to expected value, record number of bit differences
- Compare payload extracted from WIS frames to expected value, record number of bit differences

3. Reporting

- MDIO registers indicating BIP and Block errors
- MDIO register indicating CID and payload bit errors (total)

Open issues

1. Suitability of pseudo-random pattern

- Adequate test coverage?
- Adequate representation of expected worst-case pattern?
- Is a constant seed value OK for use as the payload (i.e., can the SONET scrambler be relied on to generate a good enough PRBS pattern), or is a separate PRBS generator for the payload needed?
- Note that the 10GE jitter spectrum is not bandlimited to 80 MHz, unlike SONET

2. Implementability

- Is the structure outlined implementable? What about the processing of the CID field on receive?
- Will it unduly tax existing implementations of WIS/SONET framers?

3. Interoperability

 CID has some unspecified features – precise length of '0' and '1' sequences, contents of pseudo-random bit string separating '0's & '1's; is this likely to give rise to interoperation issues? Should this be specified exactly? (And, if so, what should the spec be?)