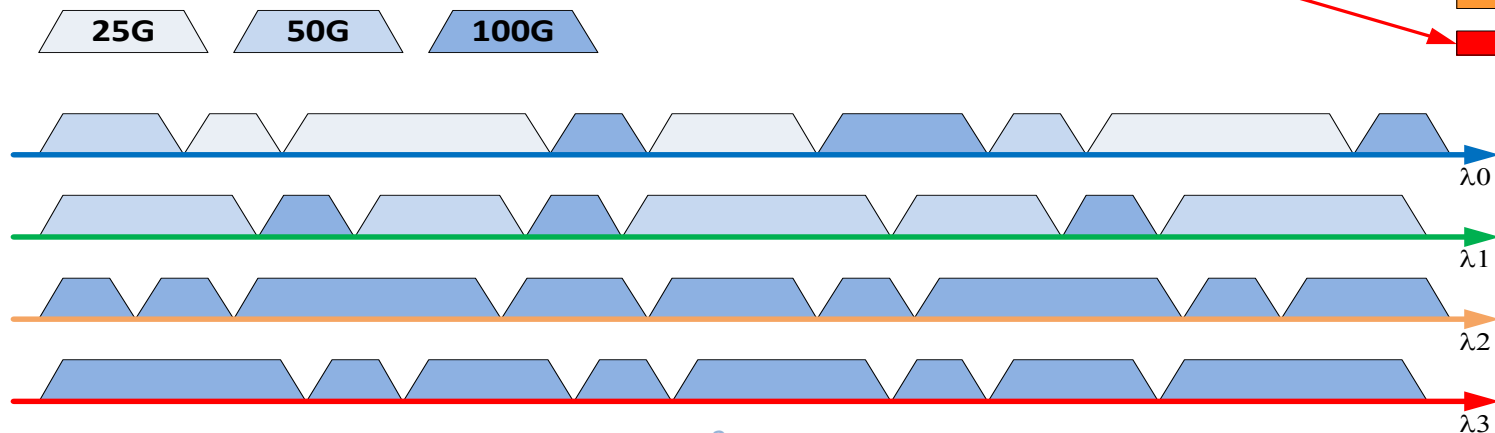
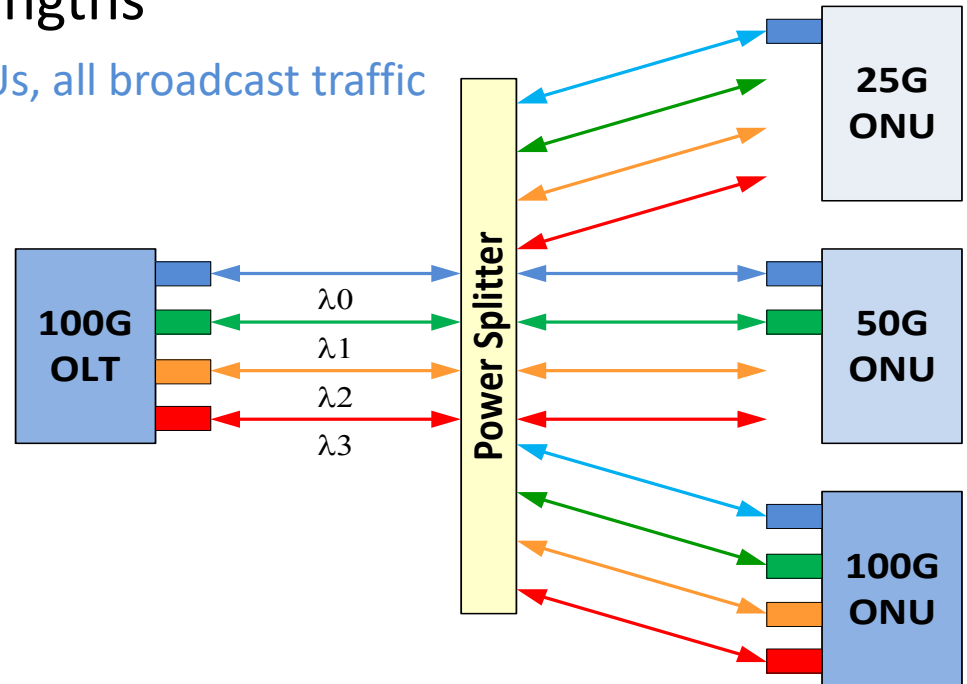


# **IEEE 802.3ca Channel Bonding And Skew Remediation**

Glen Kramer, Broadcom

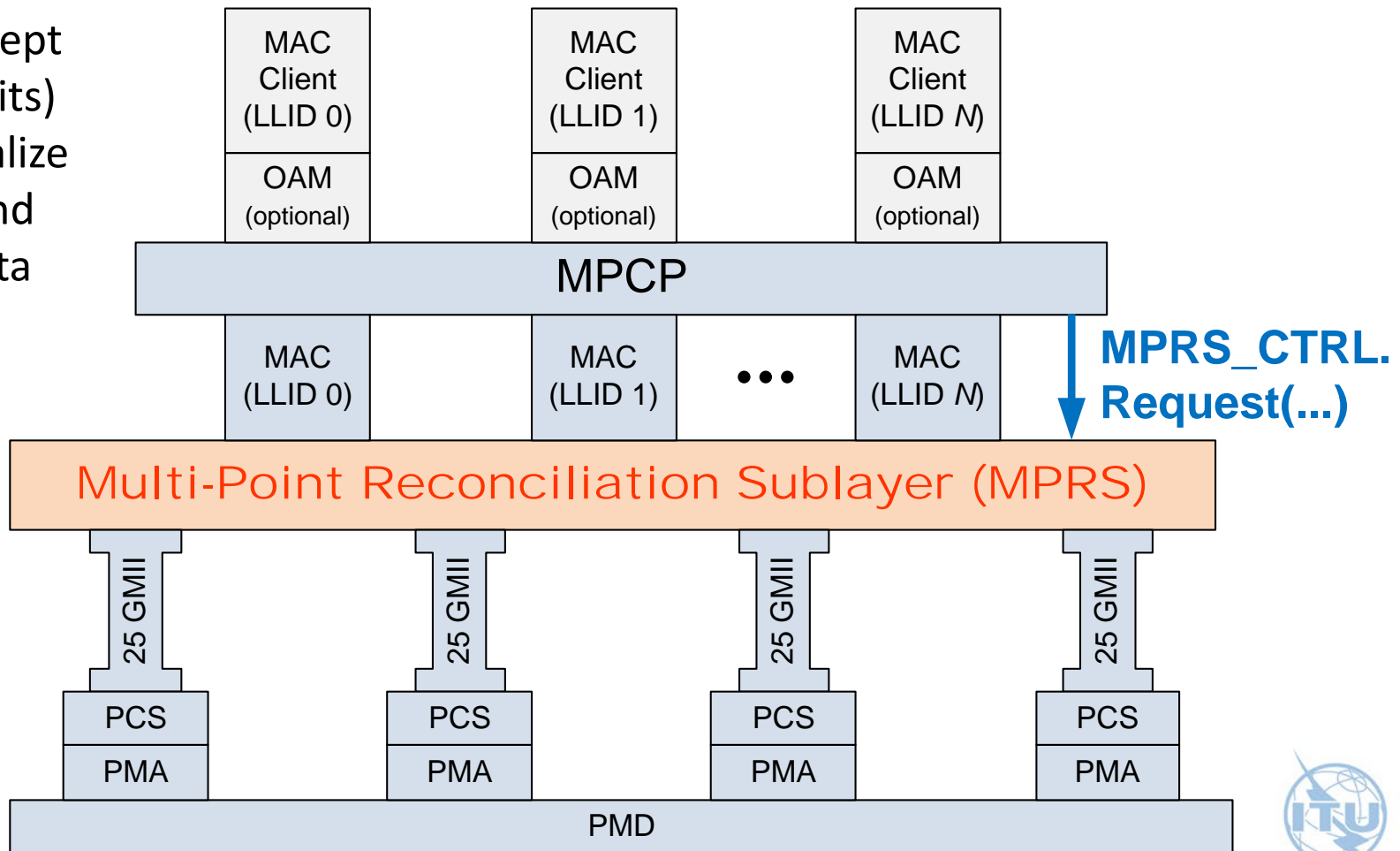
# Multi-channel 100G-EPON

- ❑ 100G OLT serves a mix of 25G, 50G, and 100G ONUs
- ❑ Four DS and four US wavelengths
  - $\lambda_0$ : 25G, 50G, and 100G ONUs, all broadcast traffic
  - $\lambda_1$ : 50G and 100G ONUs
  - $\lambda_2, \lambda_3$ : 100G ONUs
- ❑ Four independent schedulers upstream and downstream



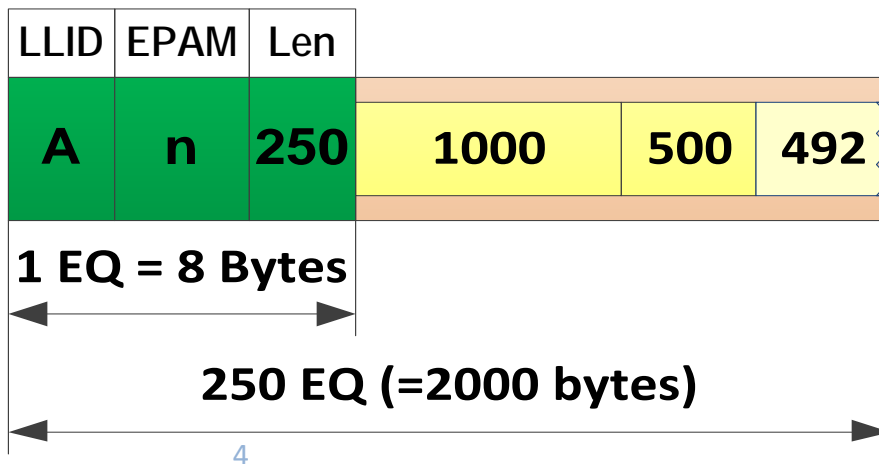
# 100G ONU Layering Diagram

- Each MAC is a 100 Gb/s MAC
- If not all four lanes are active at a given time, the MPRS will pause the MAC (i.e., not accept more bits) to equalize MAC and PHY data rates



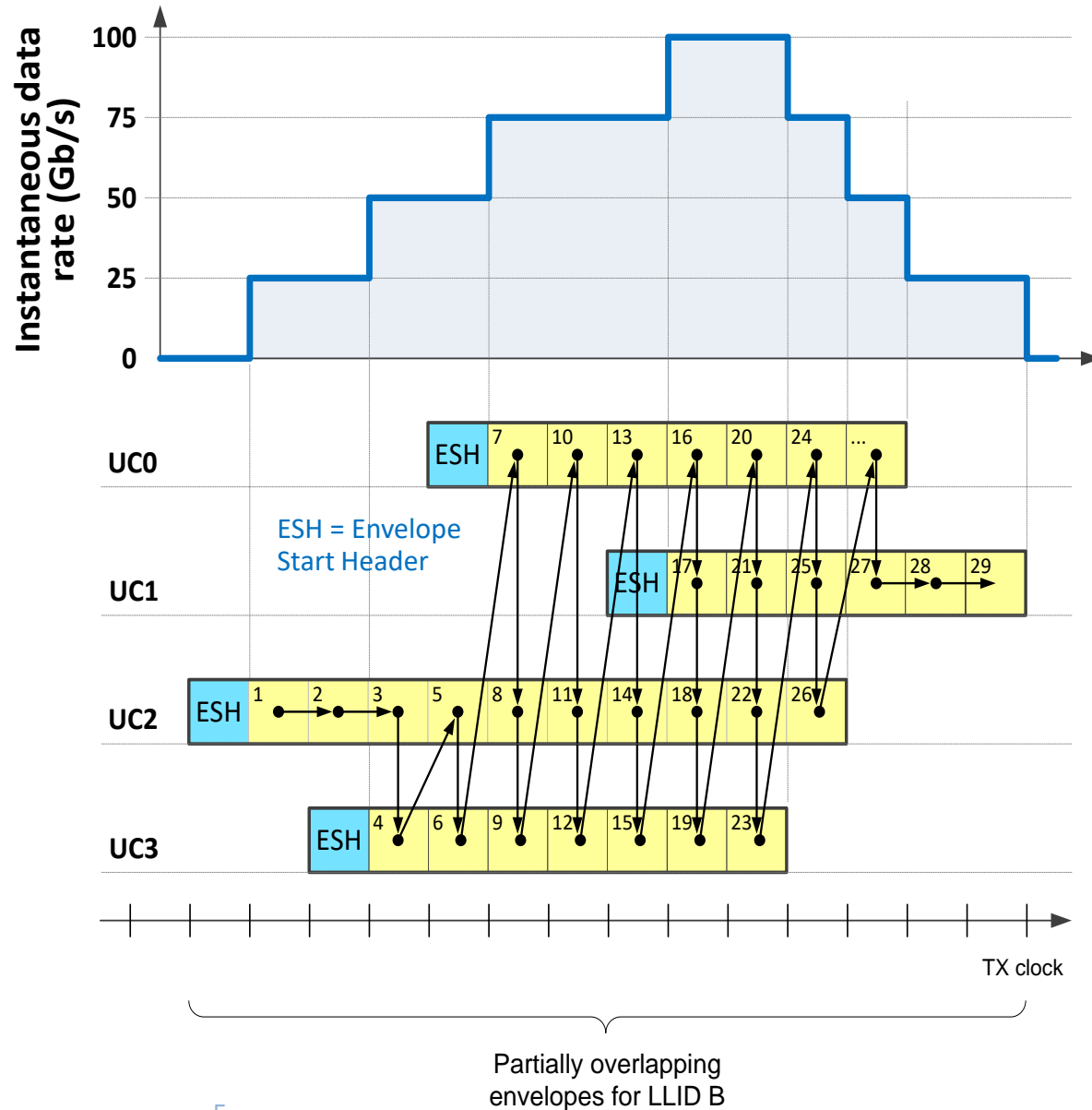
# Transmission Envelope

- ❑ A grant may allocate bandwidth to multiple LLIDs
- ❑ **Envelope** is a continuous transmission by a specific LLID on a specific channel (wavelength)
- ❑ Structure of Envelope:
  - Wraps multiple user frames with a common *Envelope Header*, that includes *LLID*, *Envelope Position Alignment Marker (EPAM)*, and *envelope payload length*.
  - *Envelope Length* represents the number of units (*Envelope Quanta - EQ*) granted to a given LLID in a given grant on a given channel. Envelope Length includes the Envelope Header.
  - Beginning of an envelope payload may be a full frame or a tail segment of a frame.
  - End of the envelope payload may be a full frame or a head segment of a frame.



# Channel Bonding

- ❑ Channel bonding refers to ability of a single LLID (single MAC) to transmit on multiple channels at the same time
- ❑ When a MAC transmits on multiple channels, its data stream is demultiplexed into multiple channels
- ❑ A unit of demultiplexing is the Envelope Quantum (EQ)
  - EQ represents 64 bits of data (not a fixed duration of time like TQ)
  - At 25GB/s, an EQ takes 2.56 ns
  - At 10Gb/s, an EQ takes 6.4 ns.

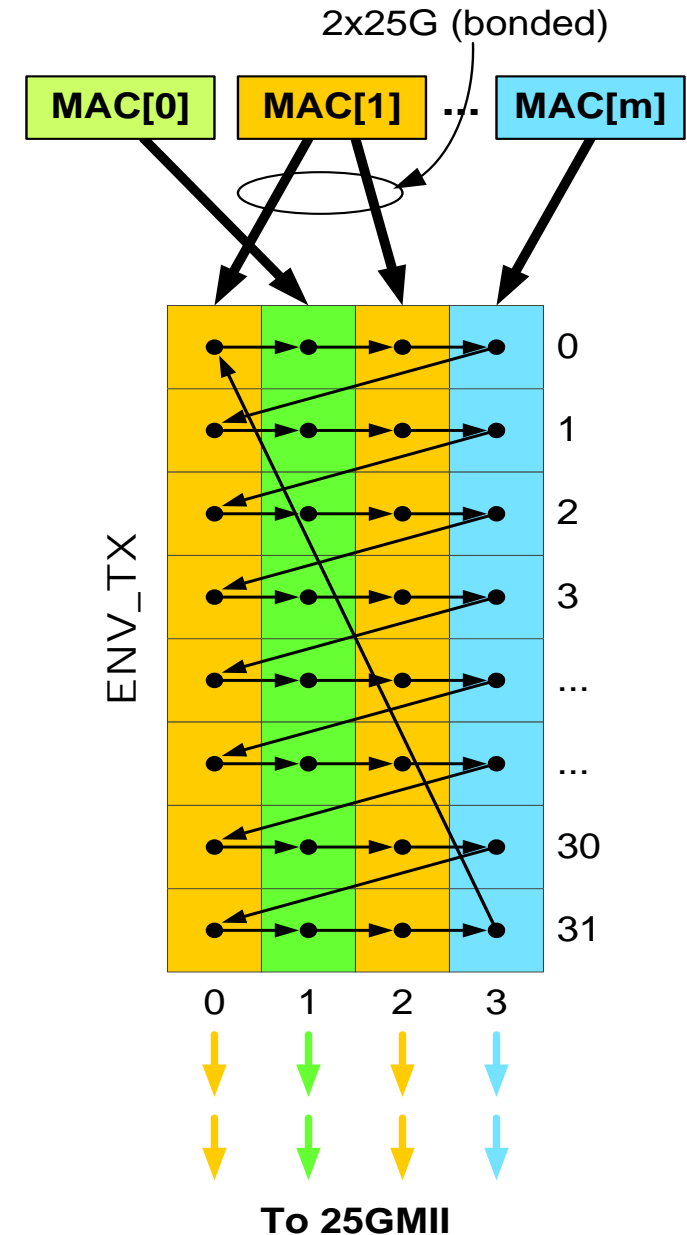


# 2D Alignment Buffer

- ❑ MPRS Channel Bonding is built around the 2D Envelope Alignment buffer (called **ENV\_TX** at the transmitting end and **ENV\_RX** at the receiving end)

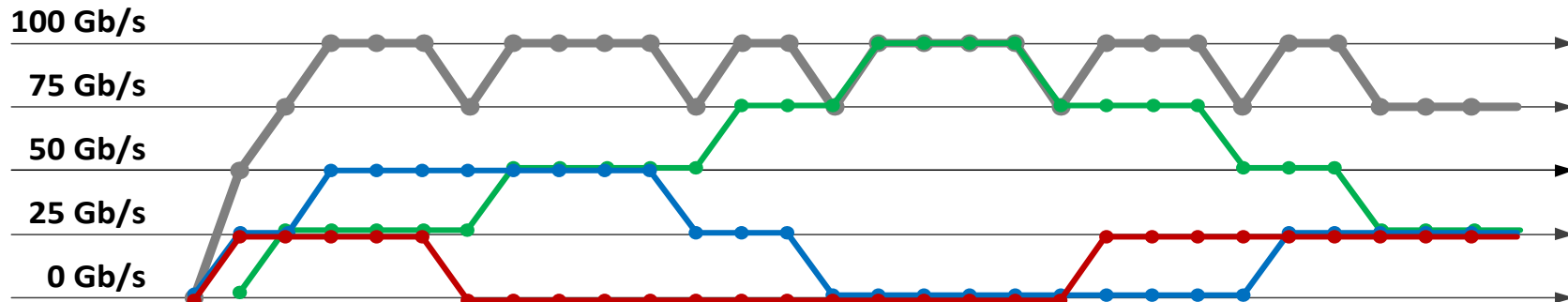
- Each cell in the buffer stores one EQ
- The buffer has  $N$  columns and  $M$  rows.
  - $N$  – number of channels ( $N=4$  for 100 Gb/s ONU,  $N=2$  for 50 Gb/s ONU,  $N=1$  for 25 Gb/s ONU)
  - $M$  – should be twice as large as the maximum skew / propagation delay variability (in 802.3ca,  $M=32$ )
- The buffer is filled and read in cyclic pattern row-by-row

- ❑ When four LLIDs transmit in parallel on separate channels, the source for each cell in a row would be a different LLID (MAC)
- ❑ When one LLID transmits over 4 channels (channel bonding), the source for each cell in a row is that LLID (MAC)
- ❑ Many other combinations are also possible (2+2, 3+1, 2+1+1)



# Independent Schedule on Each Channel

- ❑ Envelopes for different LLIDs can be scheduled independently on different channels
- ❑ MPRS will automatically interleave the EQs to fully utilize granted envelopes.

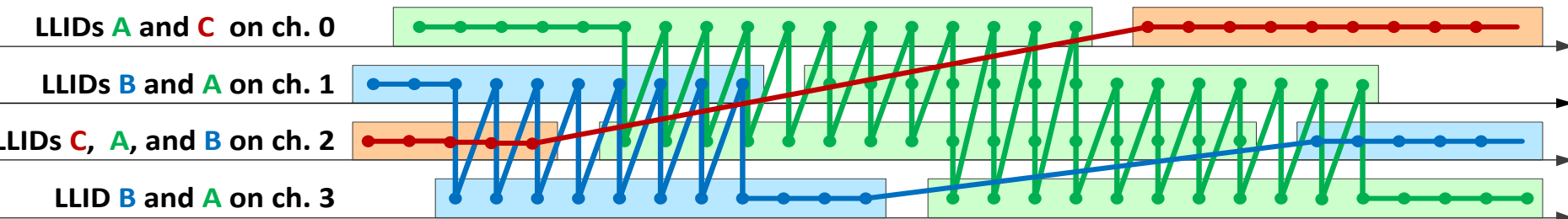


LLIDs A and C on ch. 0

LLIDs B and A on ch. 1

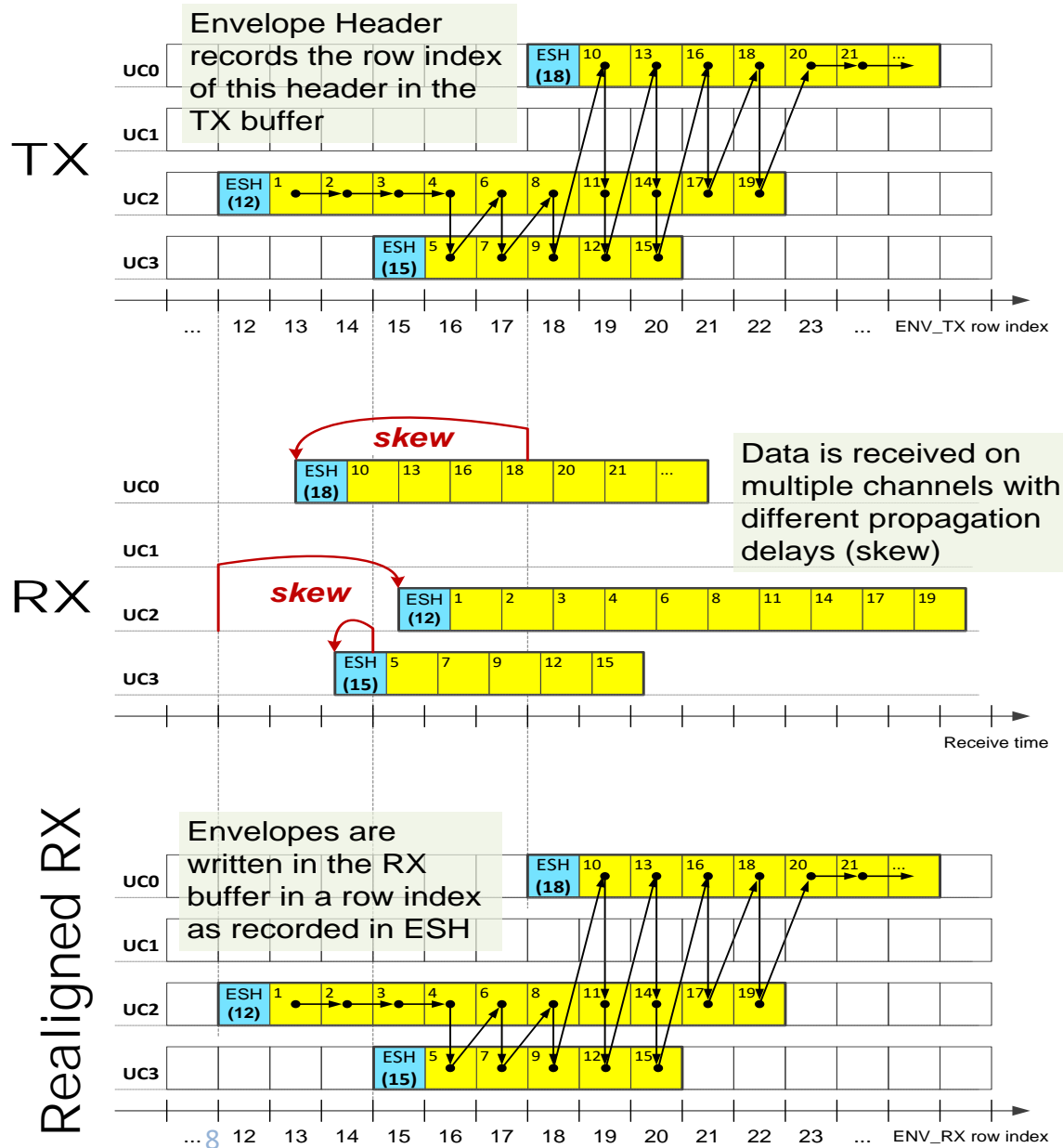
LLIDs C, A, and B on ch. 2

LLID B and A on ch. 3



# Skew Remediation

- ❑ No matter at what time a particular EQ is received, it is written in ENV\_RX buffer in the same location (row) that it had in the ENV\_TX buffer.
- ❑ Thus, the relative alignment of envelopes in the ENV\_RX buffer is identical to the alignment these envelopes had in the ENV\_TX buffer.
- ❑ As a result, EQs are passed to the receiving MAC in exactly the same order that they were sourced by the transmitting MAC





# Conclusion

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- ❑ 802.3ca standard will support channel bonding
- ❑ The problem of skew remediation was solved in space domain, rather than in time domain.
  - Dealing with time is hard -- Requires infinite timing resolution since skew may take values on a continuous timing scale.
  - Dealing with space is much easier -- Just need to determine the proper location to store each received data unit in the RX buffer.
- ❑ Skew remediation mechanism equalizes all delays between transmitting and receiving MPRS Service Interfaces on all channels
  - Propagation delays
  - Jitter in any sublayers below MPRS (25GMII, PCS, PMA, PMD)