



VDSL2 Vectoring Architecture and System Aspects

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Infineon Wireline Business Unit became Lantiq

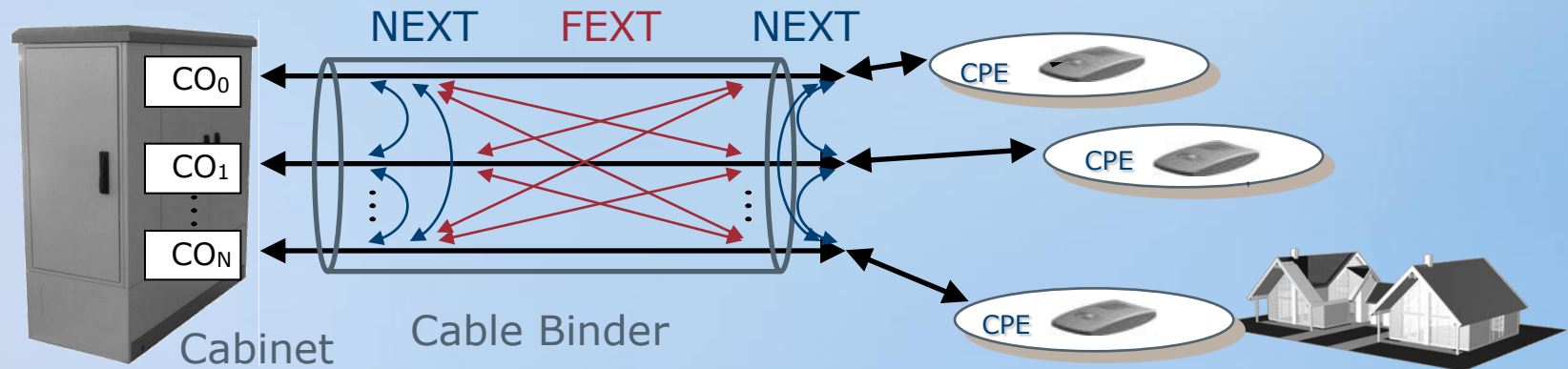
Some Facts:

- Γ Closing on November, 6th, 2009
- Γ Private company - 100% ownership by Golden Gate Capital
- Γ Revenue: approx. 500M US\$
- Γ Employees: ≈900
- Γ All wireline & home networking products have been transferred from IFX to Lantiq

Introduction

Γ Performance of VDSL2 systems is limited by Crosstalk:

- VDSL2 uses Frequency Division Duplexing
- NEXT can be avoided by proper symbol alignment
- FEXT compensation requires common processing → Vectoring

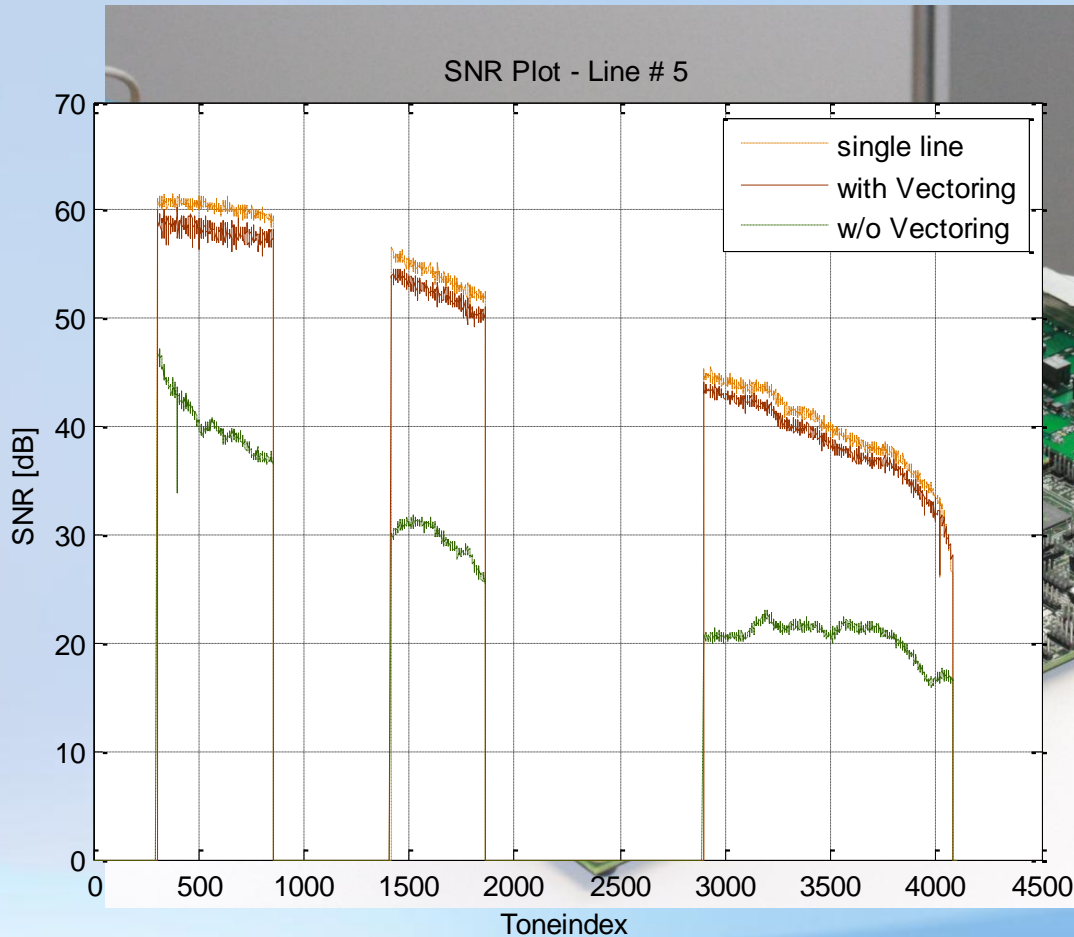


Γ ITU Standard G.993.5 (g.vector) has been consented in October 2009

- Standard defines joining procedure, training sequences, and backchannel for error reporting
- Publication probably in Spring '10

Where are we now ...

Vectoring Direct Constellation Systems is still possible



Setup:

- ▣ 300m PE04 cable
- ▣ 16 lines active
- ▣ No additional noise

Data rates:

- ▣ Single: 104 Mbps
- ▣ Vectored: 101 Mbps
- ▣ Non-vectored: 48 Mbps

Major Challenges for commercial deployments

Focus for this presentation:
1 Robustness

2 Support of large cable bundles

3 Acceptable Training Times

4 Unbundling and Legacy Systems

Typical Deployment Scenario

Topology:

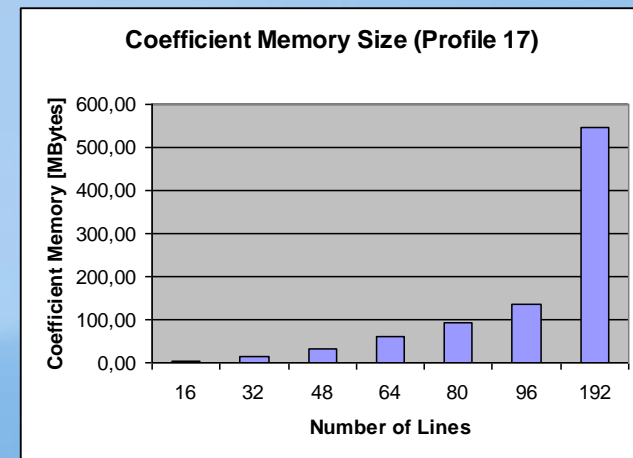
- Telephone cables are distributed in cable bundles
- Up to 500 pairs are located in one cable bundle

Cancellation Requirements:

- Measurements show that not all pairs in a bundle contribute equally to the crosstalk experienced by one victim
- Dominant disturbers are not limited to pairs of the same binder
- Vectoring architecture needs to be capable to select disturbers from all active lines of a bundle

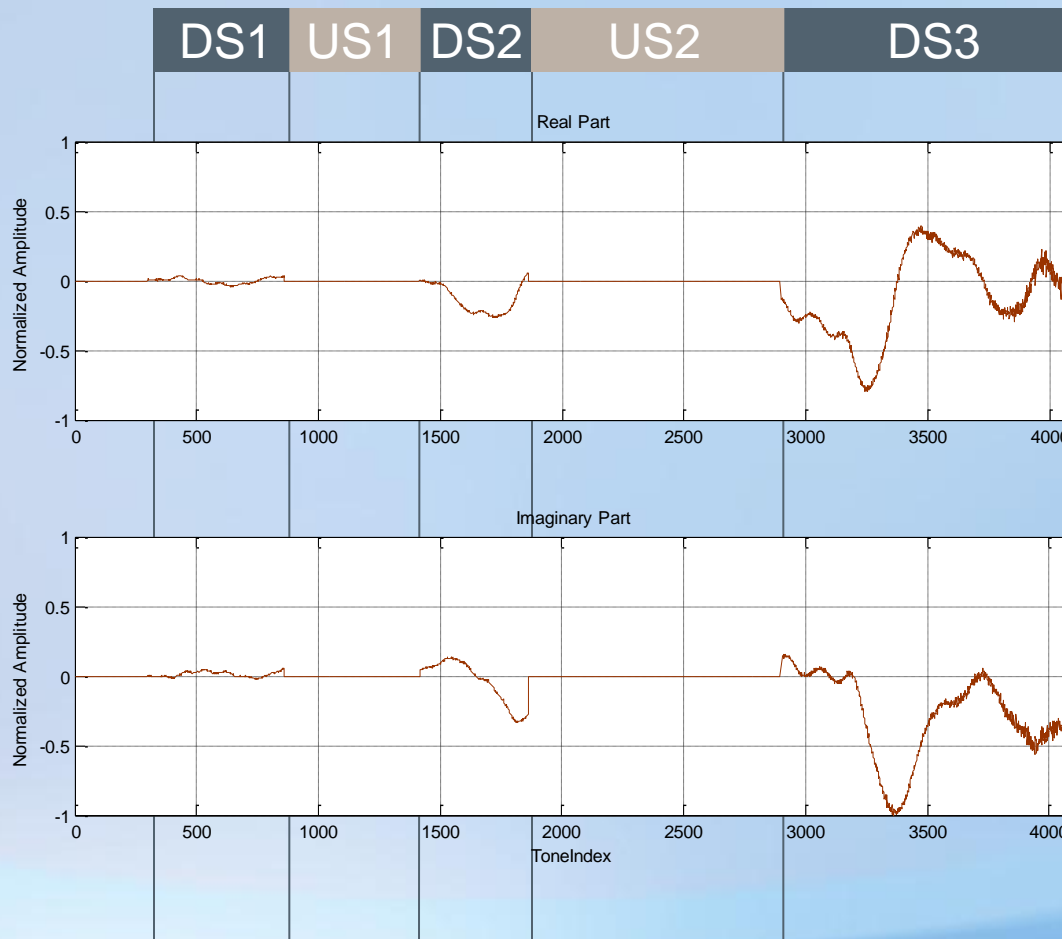
Scalability:

- Computations, memory size, and memory access speed increase quadratic with number of supported Lines
- Example: Full cancellation of 192 lines requires more than 500 MByte of Coefficient Memory



Smoothness of Crosstalk Coefficients

Downstream Crosstalk Coefficients (Measurement):

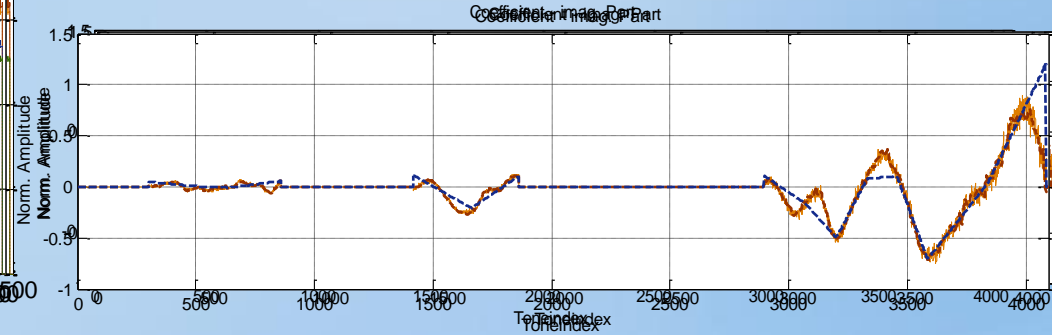
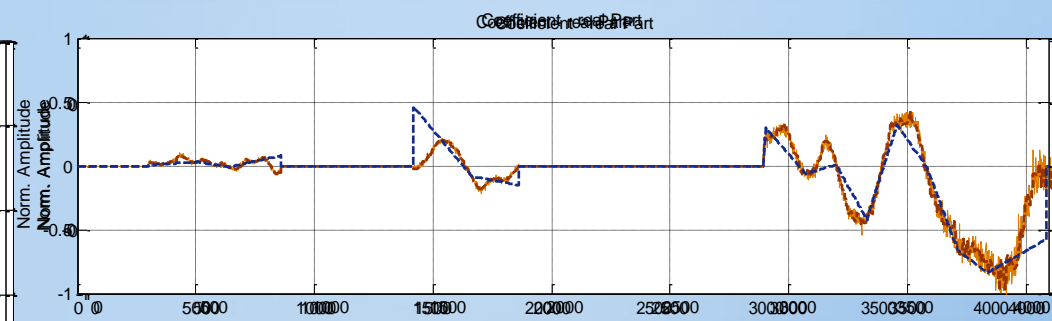
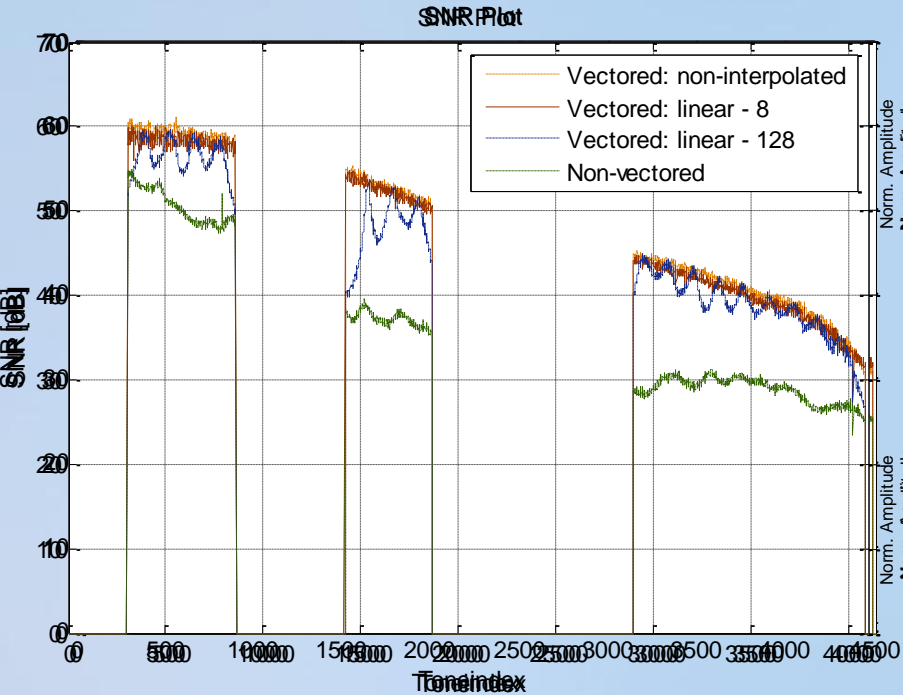


Γ Crosstalk Coefficients are slowly changing (“smooth”) over frequency

Γ Smoothness can be utilized for vectored systems:

1. Backchannel Datarate:
Slicer error values are only reported for every n^{th} carrier
2. Coefficient Memory:
Storing coefficient matrices for every n^{th} carrier - other coefficient matrices will be interpolated

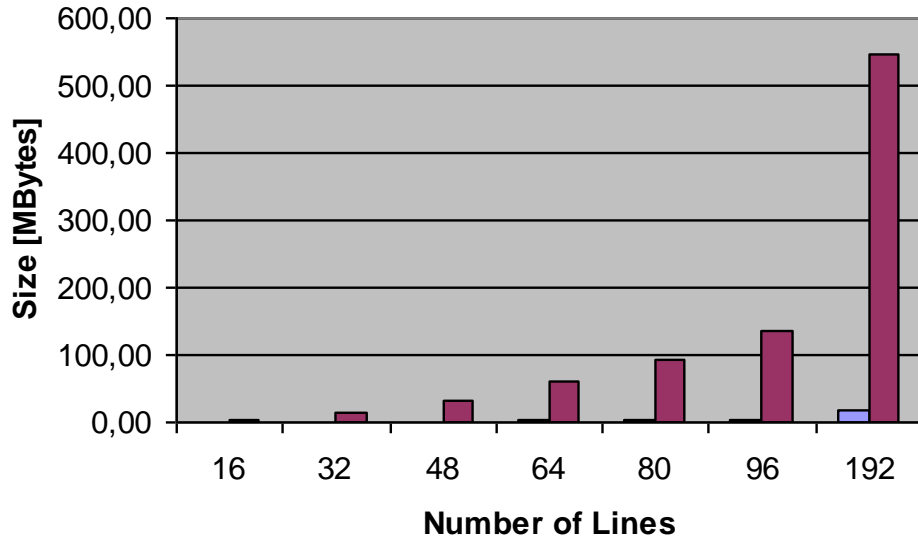
Crosstalk Coefficient Interpolation



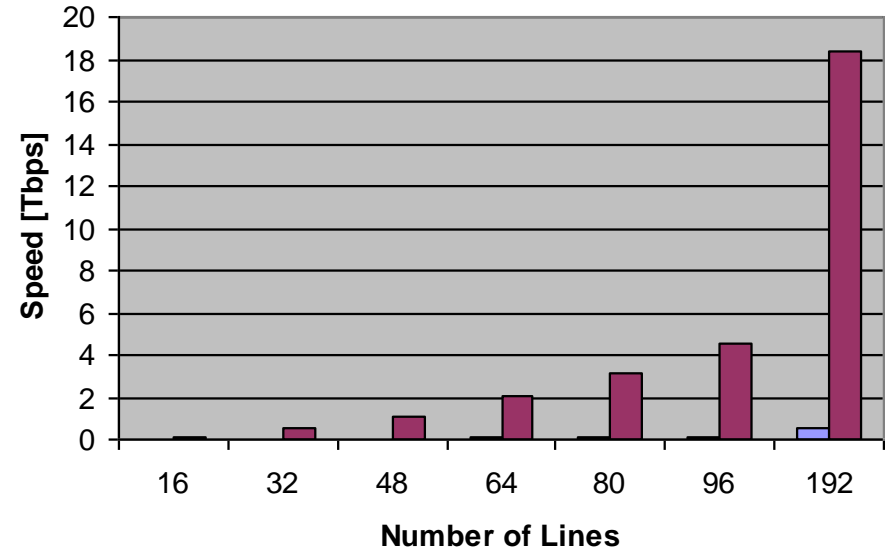
Interpolation Factor	Required Coeff Memory		Datarate	
No Interpolation	3664 kByte	100.0%	102.6 Mbit/s	100.0%
8	458 kByte	12.5%	102.3 Mbit/s	99.7%
128	29 kByte	0.8%	98.0 Mbit/s	95.6%
No Vectoring			72.2 Mbit/s	70.4%

Crosstalk Coefficient Interpolation

Memory Size



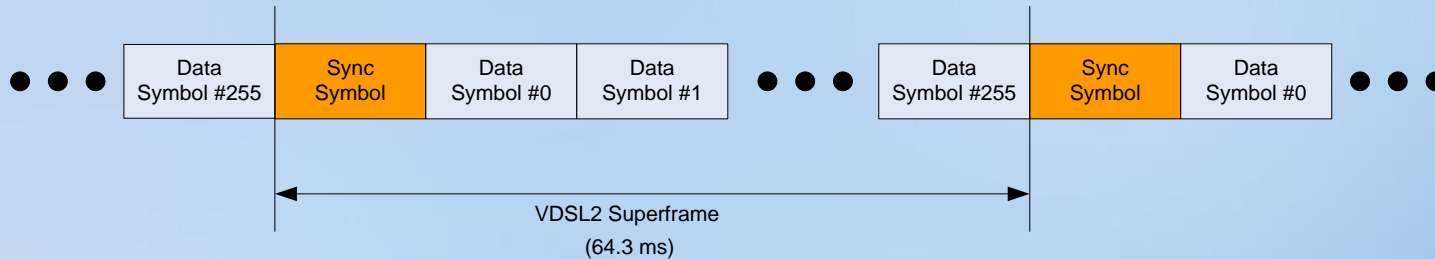
Memory Access Speed



Reduction in memory size and access speed allows support of large cable bundles!

Initialization Time

Γ Coefficient calculation and update is based on pilot symbols and orthogonal sequences:

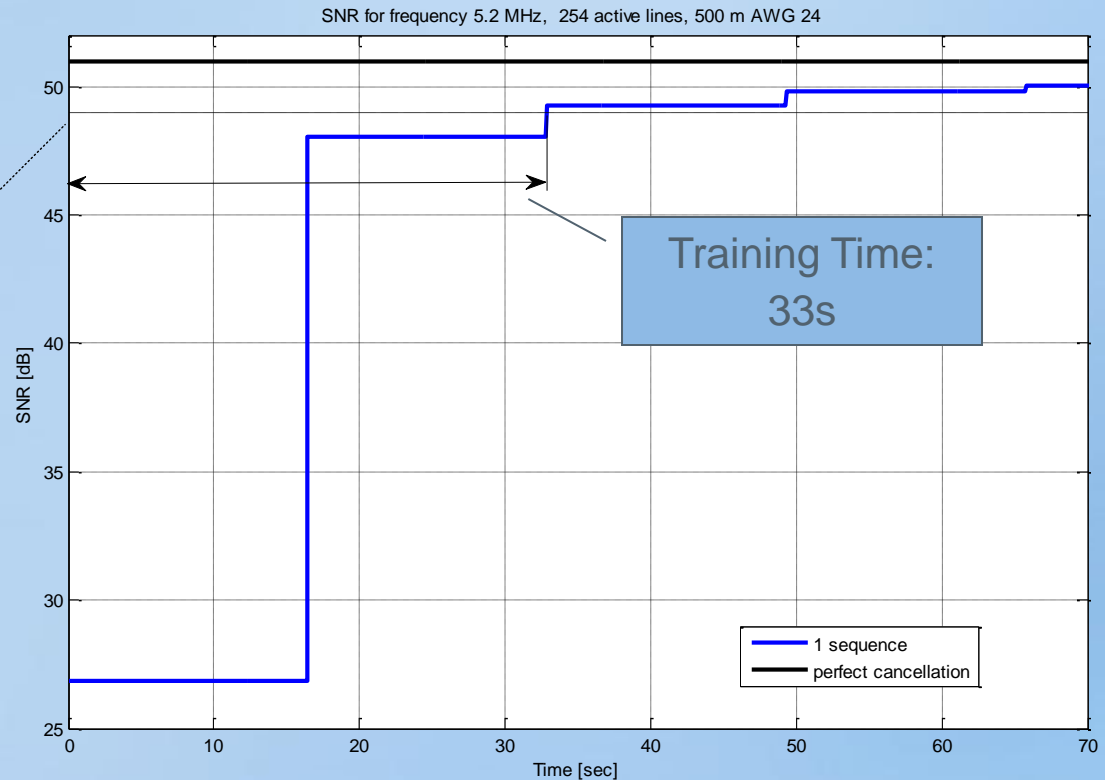
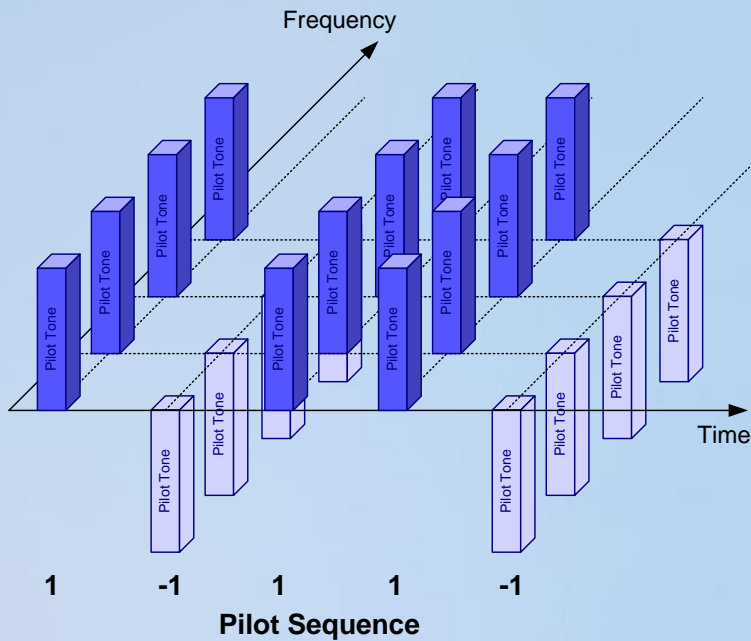


Γ Duration of two orthogonal sequences:

Active Lines	# SyncSymbols	Training Time
64	128	8.2 s
128	256	16.4 s
256	512	32.9 s

Γ Complete Initialization consists of g.handshake, VDSL2 initialization, and crosstalk coefficient training

Initialization Time

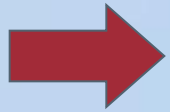


- Γ G.vector defines the same pilot sequence for all frequencies
- Γ Crosstalk Coefficient Calculation requires approx. 33s for a system with 255 active lines
- Γ Overall VDSL2 initialization will be larger than 1 minute

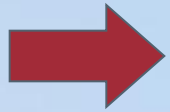


Long Initialization Time might reduce customer acceptance of vectoring technology

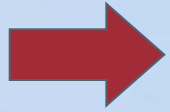
Conclusions



Vectoring Performance has been demonstrated successfully with commercial VDSL2 chipset



Rate improvements of more than 100% have been achieved



“Smoothness” of crosstalk coefficients can be utilized to solve key issues of large vector systems



Commercial deployments of vectoring become realistic even for cabinet applications

