

# TDD Baseline Text Proposals



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# Supporters

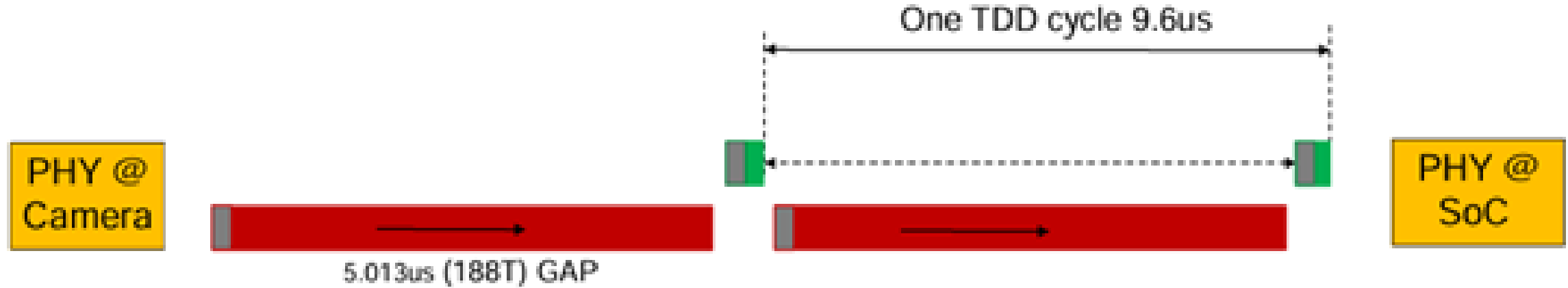
- Frank Wang – Realtek
- Mehmet Tazebay – Broadcom
- Claude Gauthier – NXP
- Ramanjit Ahuja - Omsemi
- Anton Schedl - BMW

# Introduction

This contribution proposes baseline text for:

- ☐ Refresh header format
  - ☐ Based on the proposal in gorshe\_3dm\_01\_250729
- ☐ Link segment delay
  - ☐ Based on the proposal in gorshe\_3dm\_01\_1125

# Refresh Header Illustration (background reminder)



The burst resync headers are shown in the grey blocks at the beginning of the bursts

# Proposed Refresh Header baseline (202.3.5.2.1)

- ❑ Based on previous discussions and the analysis and proposal of gorshe\_3dm\_01\_250729, we propose the following baseline text for updating and adding to the first three paragraphs of 202.3.5:

“Each PMA training frame includes a refresh header followed by a training payload.

“Refresh header (refresh\_hdr) is a sequence of PAM2 symbols with length of  $N_r$  symbols. Depending on which training phase and speed mode, training payload is a sequence of either PAM2 or PAM4 symbols with length of  $N_p$  symbols. The refresh header length is specified in multiples of 80 symbols, as shown in Table xx.

“The refresh\_hdr uses the PRBS11 (PN11) sequence defined in clause 72.6.10.2. The PRBS11 is sent until the last 8 bytes of the burst header. The next 4 bytes header shall consist of the PRBS11 sequence XOR’ed with 0x01, followed by 4 bytes of the PRBS11 sequence XORed with 0xF0.

# Proposed Refresh Header baseline (202.3.5.2.1)

❑ (Continued)

“The 33 bit side-stream scrambler (see 202.3.4) is used to generate ~~both refresh header and the~~ training payload. Once started at the beginning of 1st burst, this scrambler shall continue to run uninterrupted for each symbol during ~~refresh headers and the~~ training payloads and shall stop during the Quiet and refresh headers.”

*[Note to Editor: Update the section 202.3.5.2 text for the refresh header bit generation accordingly.]*

Table xx – Refresh header lengths

Data Rate and Direction	Number of Resync Header Symbols
Upstream (all rates)	640
Downstream for 2.5G	480
Downstream for 5G and 10G	960

# Proposed Link Delay baseline text (202.9.1.6)

- ❑ Based on previous discussions and the analysis and proposal of gorshe\_muma\_3dm\_01\_1125, we propose the following baseline text for 202.9.1.6:

“The propagation delay of a link segment shall not exceed 90 ns at all frequencies between 2 MHz and  $F_{\max}$  MHz.”

- ❑  $F_{\max}$  is TBD, however if a specific value is needed here, we propose using 3600 MHz.

# Proposal

- ❑ We propose adding the material of this contribution into the draft baseline 202 for the TDD PHY, with editorial license for the clause 202 Editor.
  
- ❑ Both topics have been previously discussed and are based on proposals in presentations to the current or previous meetings.



# Questions?