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# INTERNATIONAL STANDARD



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**Universal Serial Bus interfaces for data and power –  
Part 3-1: Universal Serial Bus 3.1 Specification**

INTERNATIONAL  
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COMMISSION

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**UNIVERSAL SERIAL BUS INTERFACES FOR DATA AND POWER –**

**Part 3-1: Universal Serial Bus 3.1 Specification**

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The text of this standard is based on the following documents:

CDV	Report on voting
100/2589/CDV	100/2684/RVC

Full information on the voting for the approval of this International Standard can be found in the report on voting indicated in the above table.

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# Universal Serial Bus 3.1 Specification

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Intel Corporation

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ST-Ericsson

Texas Instruments

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July 26, 2013

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## Acknowledgement of Technical Contribution

### Dedication

Dedicated to the memory of Brad Hosler, the impact of whose accomplishments made the Universal Serial Bus one of the most successful technology innovations of the Personal Computer era.

The authors of this specification would like to recognize the following people who participated in the USB 3.0 Bus Specification technical workgroups. We would also like to acknowledge the many others throughout the industry who provided feedback and contributed to the development of this specification.

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## CONTENTS

FOREWORD.....	2
INTRODUCTION.....	4
1 Introduction .....	38
1.1 Background .....	38
1.2 Objective of the Specification.....	38
1.3 Scope of the Document.....	38
1.4 USB Product Compliance.....	39
1.5 Document Organization .....	39
1.6 Design Goals .....	39
1.7 Related Documents.....	39
2 Terms and Abbreviations .....	40
3 Architectural Overview.....	48
3.1 USB 3.1 System Description .....	49
3.1.1 USB 3.1 Physical Interface .....	50
3.1.2 USB 3.1 Power .....	50
3.1.3 USB 3.1 System Configuration.....	51
3.1.4 USB 3.1 Architecture Summary .....	51
3.2 Enhanced SuperSpeed Bus Architecture.....	51
3.2.1 Physical Layer.....	53
3.2.2 Link Layer.....	54
3.2.3 Protocol Layer .....	55
3.2.4 Robustness .....	57
3.2.5 Enhanced SuperSpeed Power Management .....	57
3.2.6 Devices .....	58
3.2.7 Hosts.....	62
3.3 Enhanced SuperSpeed Bus Data Flow Models.....	63
4 Enhanced SuperSpeed Data Flow Model.....	63
4.1 Implementer Viewpoints.....	63
4.2 Enhanced SuperSpeed Communication Flow .....	64
4.2.1 Pipes .....	64
4.3 Enhanced SuperSpeed Protocol Overview .....	64
4.3.1 Differences from USB 2.0 .....	64
4.4 Generalized Transfer Description.....	66
4.4.1 Data Bursting.....	67
4.4.2 IN Transfers .....	67
4.4.3 OUT Transfers.....	68
4.4.4 Power Management and Performance .....	69
4.4.5 Control Transfers.....	69
4.4.6 Bulk Transfers .....	71
4.4.7 Interrupt Transfers.....	74
4.4.8 Isochronous Transfers .....	75
4.4.9 Device Notifications .....	79
4.4.10 Reliability .....	79
4.4.11 Efficiency.....	79
5 Mechanical .....	80
5.1 Objective .....	80

- 5.2 Significant Features ..... 80
  - 5.2.1 Connectors ..... 80
  - 5.2.2 Allowed Cable Assemblies ..... 82
  - 5.2.3 Raw Cables ..... 82
- 5.3 Connector Mating Interfaces ..... 82
  - 5.3.1 USB 3.1 Standard-A Connector ..... 82
  - 5.3.2 USB 3.1 Standard-B Connector ..... 98
  - 5.3.3 USB 3.1 Micro Connector Family ..... 103
- 5.4 Cable Construction and Wire Assignments ..... 111
  - 5.4.1 Cable Construction ..... 111
  - 5.4.2 Wire Assignments ..... 112
  - 5.4.3 Wire Gauges and Cable Diameters ..... 113
- 5.5 Cable Assemblies ..... 113
  - 5.5.1 USB 3.1 Standard-A to USB 3.1 Standard-B Cable Assembly ..... 113
  - 5.5.2 USB 3.1 Standard-A to USB 3.1 Standard-A Cable Assembly ..... 115
  - 5.5.3 USB 3.1 Standard-A to USB 3.1 Micro-B Cable Assembly ..... 115
  - 5.5.4 USB 3.1 Micro-A to USB 3.1 Micro-B Cable Assembly ..... 117
  - 5.5.5 USB 3.1 Micro-A to USB 3.1 Standard-B Cable Assembly ..... 119
  - 5.5.6 USB 3.1 Icon Location ..... 120
  - 5.5.7 Cable Assembly Length ..... 120
- 5.6 Electrical Requirements ..... 120
  - 5.6.1 Enhanced SuperSpeed Electrical Requirements ..... 121
  - 5.6.2 DC Electrical Requirements ..... 130
- 5.7 Mechanical and Environmental Requirements ..... 130
  - 5.7.1 Mechanical Requirements ..... 131
  - 5.7.2 Environmental Requirements ..... 134
  - 5.7.3 Materials ..... 134
- 5.8 Implementation Notes and Design Guides ..... 135
  - 5.8.1 Mated Connector Dimensions ..... 135
  - 5.8.2 EMI and RFI Management ..... 137
  - 5.8.3 Stacked Connectors ..... 138
- 6 Physical Layer ..... 139
  - 6.1 Physical Layer Overview ..... 139
  - 6.2 Physical Layer Functions ..... 139
    - 6.2.1 Measurement Overview ..... 143
    - 6.2.2 Channel Overview ..... 143
  - 6.3 Symbol Encoding ..... 144
    - 6.3.1 Gen 1 Encoding ..... 144
    - 6.3.2 Gen 2 Encoding ..... 146
    - 6.3.3 Special Symbols for Framing and Link Management ..... 150
  - 6.4 Link Initialization and Training ..... 151
    - 6.4.1 Link Training ..... 151
    - 6.4.2 Lane Polarity Inversion ..... 156
    - 6.4.3 Elasticity Buffer and SKP Ordered Set ..... 156
    - 6.4.4 Compliance Pattern ..... 158
  - 6.5 Clock and Jitter ..... 159
    - 6.5.1 Informative Jitter Budgeting ..... 159
    - 6.5.2 Normative Clock Recovery Function ..... 160
    - 6.5.3 Normative Spread Spectrum Clocking (SSC) ..... 162



6.5.4	Normative Slew Rate Limit.....	163
6.6	Signaling.....	163
6.6.1	Eye Diagrams.....	163
6.6.2	Voltage Level Definitions.....	164
6.6.3	Tx and Rx Input Parasitics.....	165
6.7	Transmitter Specifications.....	165
6.7.1	Transmitter Electrical Parameters.....	165
6.7.2	Low Power Transmitter.....	167
6.7.3	Transmitter Eye.....	167
6.7.4	Tx Compliance Reference Receiver Equalize Function.....	168
6.7.5	Informative Transmitter De-emphasis.....	168
6.7.6	Entry into Electrical Idle, U1.....	170
6.8	Receiver Specifications.....	170
6.8.1	Receiver Equalization Training.....	170
6.8.2	Informative Receiver CTLE Function.....	171
6.8.3	Receiver Electrical Parameters.....	174
6.8.4	Receiver Loopback.....	175
6.8.5	Normative Receiver Tolerance Compliance Test.....	176
6.9	Low Frequency Periodic Signaling (LFPS).....	178
6.9.1	LFPS Signal Definition.....	178
6.9.2	Example LFPS Handshake for U1/U2 Exit, Loopback Exit, and U3 Wakeup.....	180
6.9.3	Warm Reset.....	182
6.9.4	SuperSpeedPlus Capability Declaration.....	183
6.9.5	SuperSpeedPlus LFPS Based PWM Message (LBPM).....	184
6.10	Transmitter and Receiver DC Specifications.....	186
6.10.1	Informative ESD Protection.....	186
6.10.2	Informative Short Circuit Requirements.....	186
6.10.3	Normative High Impedance Reflections.....	186
6.11	Receiver Detection.....	186
6.11.1	Rx Detect Overview.....	186
6.11.2	Rx Detect Sequence.....	187
6.11.3	Upper Limit on Channel Capacitance.....	187
6.12	Retimers.....	188
7	Link Layer.....	188
7.1	Byte Ordering.....	189
7.1.1	SuperSpeed USB Line Code.....	189
7.1.2	SuperSpeedPlus USB Line Code.....	189
7.2	Link Management and Flow Control.....	189
7.2.1	Packets and Packet Framing.....	190
7.2.2	Link Commands.....	198
7.2.3	Logical Idle.....	202
7.2.4	Link Command Usage for Flow Control, Error Recovery, and Power Management.....	202
7.3	Link Error Rules/Recovery.....	218
7.3.1	Overview of Enhanced SuperSpeed Bit Errors.....	218
7.3.2	Link Error Types, Detection, and Recovery.....	218
7.3.3	Link Error Statistics.....	218
7.3.4	Header Packet Errors.....	219

- 7.3.5 Link Command Errors ..... 220
- 7.3.6 ACK Tx Header Sequence Number Error ..... 221
- 7.3.7 Header Sequence Number Advertisement Error ..... 222
- 7.3.8 SuperSpeed Rx Header Buffer Credit Advertisement Error ..... 222
- 7.3.9 SuperSpeedPlus Type 1/Type 2 Rx Buffer Credit Advertisement Error ..... 223
- 7.3.10 Training Sequence Error ..... 223
- 7.3.11 SuperSpeed 8b/10b Errors ..... 224
- 7.3.12 SuperSpeedPlus Block Header Errors ..... 224
- 7.3.13 Summary of Error Types and Recovery ..... 224
- 7.4 PowerOn Reset and Inband Reset ..... 226
  - 7.4.1 PowerOn Reset ..... 226
  - 7.4.2 Inband Reset ..... 227
- 7.5 Link Training and Status State Machine (LTSSM) ..... 228
  - 7.5.1 eSS.Disabled ..... 230
  - 7.5.2 eSS.Inactive ..... 232
  - 7.5.3 Rx.Detect ..... 233
  - 7.5.4 Polling ..... 236
  - 7.5.5 Compliance Mode ..... 247
  - 7.5.6 U0 ..... 248
  - 7.5.7 U1 ..... 249
  - 7.5.8 U2 ..... 250
  - 7.5.9 U3 ..... 251
  - 7.5.10 Recovery ..... 252
  - 7.5.11 Loopback ..... 256
  - 7.5.12 Hot Reset ..... 258
- 8 Protocol Layer ..... 260
  - 8.1 Enhanced SuperSpeed Transactions ..... 261
    - 8.1.1 Transactions on a SuperSpeed Bus Instance ..... 261
    - 8.1.2 Transactions on a SuperSpeedPlus Bus Instance ..... 262
  - 8.2 Packet Types ..... 263
  - 8.3 Packet Formats ..... 263
    - 8.3.1 Fields Common to all Headers ..... 263
  - 8.4 Link Management Packet (LMP) ..... 265
    - 8.4.1 Subtype Field ..... 265
    - 8.4.2 Set Link Function ..... 266
    - 8.4.3 U2 Inactivity Timeout ..... 267
    - 8.4.4 Vendor Device Test ..... 267
    - 8.4.5 Port Capabilities ..... 268
    - 8.4.6 Port Configuration ..... 270
    - 8.4.7 Port Configuration Response ..... 270
    - 8.4.8 Precision Time Measurement ..... 271
  - 8.5 Transaction Packet (TP) ..... 284
    - 8.5.1 Acknowledgement (ACK) Transaction Packet ..... 284
    - 8.5.2 Not Ready (NRDY) Transaction Packet ..... 287
    - 8.5.3 Endpoint Ready (ERDY) Transaction Packet ..... 288
    - 8.5.4 STATUS Transaction Packet ..... 289
    - 8.5.5 STALL Transaction Packet ..... 289
    - 8.5.6 Device Notification (DEV\_NOTIFICATION) Transaction Packet ..... 289
    - 8.5.7 PING Transaction Packet ..... 296

8.5.8	PING_RESPONSE Transaction Packet.....	296
8.6	Data Packet (DP).....	297
8.7	Isochronous Timestamp Packet (ITP).....	299
8.8	Addressing Triple.....	300
8.9	Route String Field.....	300
8.9.1	Route String Port Field .....	300
8.9.2	Route String Port Field Width .....	300
8.9.3	Port Number .....	300
8.10	Transaction Packet Usages .....	300
8.10.1	Flow Control Conditions.....	301
8.10.2	Burst Transactions.....	301
8.10.3	Short Packets .....	303
8.10.4	SuperSpeedPlus Transaction Reordering .....	303
8.11	TP or DP Responses .....	305
8.11.1	Device Response to TP Requesting Data .....	306
8.11.2	Host Response to Data Received from a Device .....	306
8.11.3	Device Response to Data Received from the Host.....	307
8.11.4	Device Response to a SETUP DP.....	308
8.12	TP Sequences .....	309
8.12.1	Bulk Transactions .....	309
8.12.2	Control Transfers.....	338
8.12.3	Bus Interval and Service Interval .....	341
8.12.4	Interrupt Transactions.....	341
8.12.5	Host Timing Information.....	347
8.12.6	Isochronous Transactions.....	348
8.13	Timing Parameters.....	360
9	Device Framework.....	363
9.1	USB Device States .....	363
9.1.1	Visible Device States .....	363
9.1.2	Bus Enumeration .....	368
9.2	Generic Device Operations .....	369
9.2.1	Dynamic Attachment and Removal .....	369
9.2.2	Address Assignment.....	369
9.2.3	Configuration.....	369
9.2.4	Data Transfer .....	370
9.2.5	Power Management.....	370
9.2.6	Request Processing.....	372
9.2.7	Request Error .....	374
9.3	USB Device Requests.....	374
9.3.1	bmRequestType .....	374
9.3.2	bRequest.....	375
9.3.3	wValue .....	375
9.3.4	wIndex.....	375
9.3.5	wLength.....	375
9.4	Standard Device Requests.....	376
9.4.1	Clear Feature .....	379
9.4.2	Get Configuration .....	379
9.4.3	Get Descriptor .....	380
9.4.4	Get Interface .....	381

- 9.4.5 Get Status ..... 381
- 9.4.6 Set Address ..... 384
- 9.4.7 Set Configuration ..... 385
- 9.4.8 Set Descriptor ..... 385
- 9.4.9 Set Feature ..... 386
- 9.4.10 Set Interface ..... 387
- 9.4.11 Set Isochronous Delay ..... 388
- 9.4.12 Set SEL ..... 388
- 9.4.13 Synch Frame ..... 389
- 9.4.14 Events and Their Effect on Device Parameters ..... 389
- 9.5 Descriptors ..... 390
- 9.6 Standard USB Descriptor Definitions ..... 391
  - 9.6.1 Device ..... 391
  - 9.6.2 Binary Device Object Store (BOS) ..... 394
  - 9.6.3 Configuration ..... 402
  - 9.6.4 Interface Association ..... 403
  - 9.6.5 Interface ..... 404
  - 9.6.6 Endpoint ..... 406
  - 9.6.7 SuperSpeed Endpoint Companion ..... 409
  - 9.6.8 SuperSpeedPlus Isochronous Endpoint Companion ..... 411
  - 9.6.9 String ..... 412
- 9.7 Device Class Definitions ..... 412
  - 9.7.1 Descriptors ..... 412
  - 9.7.2 Interface(s) ..... 413
  - 9.7.3 Requests ..... 413
- 10 Hub, Host Downstream Port, and Device Upstream Port Specification ..... 413
  - 10.1 Hub Feature Summary ..... 413
    - 10.1.1 Connecting to an Enhanced SuperSpeed Capable Host ..... 417
    - 10.1.2 Connecting to a USB 2.0 Host ..... 417
    - 10.1.3 Hub Connectivity ..... 418
    - 10.1.4 Resume Connectivity ..... 420
    - 10.1.5 Hub Fault Recovery Mechanisms ..... 421
    - 10.1.6 Hub Buffer Architecture ..... 421
  - 10.2 Hub Power Management ..... 423
    - 10.2.1 Link States ..... 423
    - 10.2.2 Hub Downstream Port U1/U2 Timers ..... 423
    - 10.2.3 Downstream/Upstream Port Link State Transitions ..... 423
  - 10.3 Hub Downstream Facing Ports ..... 424
    - 10.3.1 Hub Downstream Facing Port State Descriptions ..... 427
    - 10.3.2 Disconnect Detect Mechanism ..... 431
    - 10.3.3 Labeling ..... 432
  - 10.4 Hub Downstream Facing Port Power Management ..... 432
    - 10.4.1 Downstream Facing Port PM Timers ..... 432
    - 10.4.2 Hub Downstream Facing Port State Descriptions ..... 433
  - 10.5 Hub Upstream Facing Port ..... 436
    - 10.5.1 Upstream Facing Port State Descriptions ..... 437
    - 10.5.2 Hub Connect State Machine ..... 439
  - 10.6 Upstream Facing Port Power Management ..... 440
    - 10.6.1 Upstream Facing Port PM Timer ..... 441

10.6.2	Hub Upstream Facing Port State Descriptions .....	442
10.7	SuperSpeed Hub Header Packet Forwarding and Data Repeater .....	444
10.7.1	SuperSpeed Hub Elasticity Buffer .....	445
10.7.2	SKP Ordered Sets .....	445
10.7.3	Interpacket Spacing .....	445
10.7.4	SuperSpeed Header Packet Buffer Architecture .....	445
10.7.5	SuperSpeed Packet Connectivity .....	446
10.8	SuperSpeedPlus Store and Forward Behavior .....	447
10.8.1	Hub Elasticity Buffer .....	447
10.8.2	SKP Ordered Sets .....	447
10.8.3	Interpacket Spacing .....	447
10.8.4	Upstream Flowing Buffering .....	447
10.8.5	Downstream Flowing Buffering .....	448
10.8.6	SuperSpeedPlus Hub Arbitration of Packets .....	449
10.8.7	SuperSpeedPlus Upstream Flowing Packet Modifications .....	451
10.8.8	SuperSpeedPlus Downstream Controller .....	452
10.9	Port State Machines .....	452
10.9.1	Port Transmit State Machine .....	452
10.9.2	Port Transmit State Descriptions .....	453
10.9.3	Port Receive State Machine .....	454
10.9.4	Port Receive State Descriptions .....	455
10.10	Suspend and Resume .....	460
10.11	Hub Upstream Port Reset Behavior .....	460
10.12	Hub Port Power Control .....	461
10.12.1	Multiple Gangs .....	461
10.13	Hub Controller .....	461
10.13.1	Endpoint Organization .....	462
10.13.2	Hub Information Architecture and Operation .....	462
10.13.3	Port Change Information Processing .....	463
10.13.4	Hub and Port Status Change Bitmap .....	464
10.13.5	Over-current Reporting and Recovery .....	465
10.13.6	Enumeration Handling .....	466
10.14	Hub Configuration .....	466
10.15	Descriptors .....	467
10.15.1	Standard Descriptors for Hub Class .....	468
10.15.2	Class-specific Descriptors .....	473
10.16	Requests .....	475
10.16.1	Standard Requests .....	475
10.16.2	Class-specific Requests .....	476
10.17	Host Root (Downstream) Ports .....	493
10.18	Peripheral Device Upstream Ports .....	493
10.18.1	Peripheral Device Upstream Ports .....	493
10.18.2	Peripheral Device Upstream Port State Machine .....	494
10.19	Hub Chapter Parameters .....	496
11	Interoperability and Power Delivery .....	498
11.1	USB 3.1 Host Support for USB 2.0 .....	499
11.2	USB 3.1 Hub Support for USB 2.0 .....	499
11.3	USB 3.1 Device Support for USB 2.0 .....	500
11.4	Power Distribution .....	500

- 11.4.1 Classes of Devices and Connections ..... 500
- 11.4.2 Steady-State Voltage Drop Budget ..... 503
- 11.4.3 Power Control During Suspend/Resume ..... 504
- 11.4.4 Dynamic Attach and Detach..... 505
- 11.4.5 VBUS Electrical Characteristics ..... 506
- 11.4.6 Powered-B Connector..... 506
- 11.4.7 Wire Gauge Table..... 506
- A Gen 1 Symbol Encoding ..... 508
- B Symbol Scrambling..... 514
- B.1. Data Scrambling ..... 514
- C Power Management..... 521
- C.1. SuperSpeed Power Management Overview ..... 521
  - C.1.1. Link Power Management ..... 521
    - C.1.1.1. Summary of Link States ..... 521
    - C.1.1.2. U0 – Link Active..... 522
    - C.1.1.3. U1 – Link Idle with Fast Exit..... 522
      - C.1.1.3.1. U1 Entry ..... 522
      - C.1.1.3.2. Exiting the U1 State..... 523
    - C.1.1.4. U2 – Link Idle with Slow Exit ..... 523
    - C.1.1.5. U3 – Link Suspend..... 525
  - C.1.2. Link Power Management for Downstream Ports ..... 526
    - C.1.2.1. Link State Coordination and Management..... 526
    - C.1.2.2. Packet Deferring..... 526
    - C.1.2.3. Software Interface..... 527
  - C.1.3. Other Link Power Management Support Mechanisms ..... 528
    - C.1.3.1. Packets Pending Flag ..... 528
    - C.1.3.2. Support for Isochronous Transfers ..... 529
    - C.1.3.3. Support for Interrupt Transfers ..... 529
  - C.1.4. Device Power Management ..... 529
    - C.1.4.1. Function Suspend..... 529
    - C.1.4.2. Device Suspend..... 530
    - C.1.4.3. Host Initiated Suspend..... 530
    - C.1.4.4. Host Initiated Wake from Suspend ..... 530
    - C.1.4.5. Device Initiated Wake from Suspend..... 531
  - C.1.5. Platform Power Management Support..... 531
    - C.1.5.1. System Exit Latency and BELT ..... 532
    - C.1.5.2. Maximum Exit Latency and PING ..... 533
      - C.1.5.2.1. Maximum Exit Latency t1 (tMEL1)..... 533
      - C.1.5.2.2. Maximum Exit Latency t2 (tMEL2)..... 533
      - C.1.5.2.3. Maximum Exit Latency t3 (tMEL3)..... 533
      - C.1.5.2.4. Maximum Exit Latency t4 (tMEL4)..... 534
- C.2. Calculating U1 and U2 End to End Exit Latencies ..... 534
  - C.2.1. Device Connected Directly to Host..... 535
    - C.2.1.1. Host Initiated Transition ..... 535
    - C.2.1.2. Device Initiated Transition..... 536

C.2.2.	Device Connected Through a Hub .....	536
C.2.2.1.	Host Initiated Transition .....	536
C.2.2.2.	Device Initiated Transition.....	538
C.3.	Device-Initiated Link Power Management Policies .....	539
C.3.1.	Overview and Background Information.....	539
C.3.2.	Entry Conditions for U1 and U2 .....	539
C.3.2.1.	Control Endpoints .....	540
C.3.2.2.	Bulk Endpoints.....	540
C.3.2.3.	Interrupt Endpoints .....	540
C.3.2.4.	Isochronous Endpoints.....	541
C.3.2.5.	Devices That Need Timestamp Packets .....	541
C.4.	Latency Tolerance Message (LTM) Implementation Example .....	541
C.4.1.	Device State Machine Implementation Example.....	541
C.4.1.1.	LTM-Idle State BELT.....	542
C.4.1.2.	LTM-Active State BELT.....	542
C.4.1.3.	Transitioning Between LT-States .....	542
C.4.1.3.1.	Transitioning From LT-idle to LT-active.....	542
C.4.1.3.2.	Transitioning From LT-active to LT-idle.....	543
C.4.2.	Other Considerations.....	543
C.5.	SuperSpeed vs. High Speed Power Management Considerations .....	544
D	Example Packets .....	545
E	Repeaters.....	547
E.1.	Overview .....	547
E.1.1.	Definitions .....	547
E.1.2.	Scope .....	547
E.1.2.1.	Retimers .....	547
E.1.2.2.	Re-drivers.....	548
E.2.	Retimer Architectural Overview and Requirement .....	548
E.2.1.	Architectural Overview.....	549
E.2.2.	General requirements .....	549
E.2.2.1.	Physical Layer Requirements.....	549
E.2.2.2.	Link Layer Requirements .....	550
E.2.3.	Retimer Operation .....	550
E.3.	Retimer Training and Status State Machine (RTSSM) .....	551
E.3.1.	Rx.Detect .....	552
E.3.1.1.	Rx.Detect Requirement.....	552
E.3.1.2.	Exit from Rx.Detect.....	553
E.3.2.	eSS.Disabled.....	553
E.3.2.1.	eSS.Disabled Requirements .....	553
E.3.2.2.	Exit from eSS.Disabled .....	553
E.3.3.	Polling .....	553
E.3.3.1.	Polling.SpeedDetect .....	554
E.3.3.1.1.	Polling.SpeedDetect Requirements.....	554
E.3.3.1.2.	Exit from Polling.SpeedDetect .....	555
E.3.3.2.	Polling.PortConfig.....	555

- E.3.3.2.1. Polling.PortConfig Requirements ..... 555
- E.3.3.2.2. Exit from Polling.PortConfig ..... 556
- E.3.3.3. Polling.RxEQ ..... 556
- E.3.3.3.1. Polling.RxEQ Requirements ..... 556
- E.3.3.3.2. Exit from Polling.RxEQ ..... 556
- E.3.3.4. Polling.TSx ..... 556
- E.3.3.4.1. Polling.TSx Requirements ..... 556
- E.3.3.4.2. Exit from Polling.TSx ..... 557
- E.3.3.5. The tPollingConfigurationTimeout timer has expired.Polling.Idle ..... 557
- E.3.3.5.1. Polling.Idle Requirements ..... 557
- E.3.3.5.2. Exit from Polling.Idle ..... 557
- E.3.4. Compliance Mode ..... 558
- E.3.5. U0 ..... 558
- E.3.5.1. U0 Requirements ..... 558
- E.3.5.2. Exit from U0 ..... 558
- E.3.6. U1 ..... 558
- E.3.6.1. U1 Requirements ..... 559
- E.3.6.2. Exit from U1 ..... 559
- E.3.7. U2 ..... 559
- E.3.7.1. U2 Requirements ..... 560
- E.3.7.2. Exit from U2 ..... 560
- E.3.8. U3 ..... 560
- E.3.8.1. U3 Requirements ..... 560
- E.3.8.2. Exit from U3 ..... 561
- E.3.9. Recovery ..... 561
- E.3.10. PassThrough Loopback ..... 562
- E.3.10.1. PassThrough Loopback Requirements ..... 562
- E.3.10.2. Exit from PassThrough Loopback ..... 562
- E.3.11. Local Loopback ..... 562
- E.3.11.1. Local Loopback Requirements ..... 563
- E.3.11.2. Exit from Local Loopback.Active ..... 563
- E.3.11.3. Exit from Local Loopback.Exit ..... 563
- E.3.12. Hot Reset ..... 563
- E.3.12.1. Hot Reset Requirements ..... 563
- E.3.12.2. Exit from Hot Reset ..... 563
- E.4. Clock Offset Compensation ..... 564
- E.4.1. Gen 1 Operation ..... 564
- E.4.1.1. Underflow Clock Offset Compensation ..... 564
- E.4.1.2. Overflow Clock Offset Compensation ..... 564
- E.4.2. Gen 2 Operation ..... 565
- E.5. Compliance ..... 565
- E.5.1. Host and Device Product Compliance ..... 565
- E.5.2. Component-Level Retimer Compliance ..... 565



Title: USB 3.1 CTLE .....	567
Applied to: USB_3_1r1.0_07_31_2013.....	567
Actual Change .....	568
(a) Section 6.4.4, Table 6-13, page 159 .....	568
6.7.1 Transmitter Electrical Parameters.....	570
6.7.1 Transmitter Electrical Parameters.....	571
(c) Section 6.7.5, page 168 .....	572
6.7.5 Informative Transmitter De-emphasis .....	572
6.7.5.1 Gen 1 (5GT/s) .....	572
6.7.5.2 Gen 2 (10GT/s) .....	572
6.7.5 Informative Transmitter De-emphasis .....	575
6.7.5.1 Gen 1 (5GT/s) .....	575
6.7.5.2 Gen 2 (10GT/s) .....	575
(d) Section 6.8.2.2.1, Figure 6-25, page 173 .....	579
(e) Section 6.8.2.2.1, Figure 6-27, page 177 .....	581
Title: HSEQ .....	583
Applied to: USB_3_1r1.0_07_31_2013.....	583
Actual Change .....	584
Title: USB 3.1 wHubDelay.....	591
Applied to: USB_3_1r1.0_07_31_2013.....	591
Actual Change .....	592
Table 10-19. Hub Parameters.....	592
Title: USB 3.1 LTM .....	593
Applied to: USB_3_1r1.0_07_31_2013.....	593
Actual Change .....	594
Title: Polling LFPS .....	597
Applied to: USB_3_1r1.0_07_31_2013.....	597
Actual Change .....	598
Title: USB 3.1 PTM Value .....	603
Applied to: USB_3_1r1.0_07_31_2013.....	603
Actual Change .....	604
Title: SKP OS Bytes During Compliance Clarification.....	605
Applied to: USB_3_1r1.0_07_31_2013.....	605
Actual Change .....	606
(a) From Text (and location): Table 6-12, Section 6.4.2, page 158 .....	606
(a) To Text (and location): Table 6-12, Section 6.4.2, page 158 .....	606
(b) From Text (and location): Section 6.4.2, page 156 .....	606
(c) From Text (and location): Section 6.4.2, page 156 .....	606
Title: USB3.1 SKP Ordered Set Definition .....	607
Applied to: USB_3_1r1.0_07_31_2013.....	607
Actual Change .....	608
Section 6.3.2.2 Normative 128b/132b Decode Rules .....	608
Section 6.4.3 Elasticity Buffer and SKP Ordered Set.....	609
Section 6.4.3.2 SKP Rules (Host/Device/Hub) for Gen 2 Operation.....	610
6.8.4 Receiver Loopback.....	613

Title: SLC IS SDS ..... 614

Applied to: USB\_3\_1r1.0\_07\_31\_2013..... 614

Actual Change ..... 615

    Section 6.3.3..... 615

    Section 6.4.1.2.2 ..... 616

Title: SSP ping.LFPS tRepeat Requirement ..... 618

Applied to: USB\_3\_1r1.0\_07\_31\_2013..... 618

Actual Change ..... 619

Title: SSP System Jitter Budget ..... 620

Applied to: USB\_3\_1r1.0\_07\_31\_2013..... 620

Actual Change ..... 621

    (b) From, in Section 6.7.3, Table 6-19, page 168..... 622

    (b) To, in Section 6.7.3, Table 6-19, page 168..... 622

    (c) From, in Section 6.8.5, Table 6-27, page 178..... 623

    (c) To, in Section 6.8.5, Table 6-27, page 178..... 624

Title: USB3.1 tHubDriveResume ..... 625

Applied to: USB\_3\_1r1.0\_07\_31\_2013..... 625

Actual Change ..... 626

    Table 10-19, Hub Parameters..... 626

    10.10Suspend and Resume..... 626

Title: TSEQ Gen2 Clarification ..... 627

Applied to: USB\_3\_1r1.0\_07\_31\_2013..... 627

Actual Change ..... 628

    (a) From Text (and location): Section 6.4.1.2.2, Page 154 ..... 628

    6.4.1.2.2Training Sequence Values for Gen 2 Operation ..... 628

    (a) To Text (and location): Section 6.4.1.2.2, Page 154 ..... 628

    6.4.1.2.2Training Sequence Values for Gen 2 Operation ..... 628

    (b) From Text (and location): Section 7.5.4.7.1, Page 242 ..... 629

    7.5.4.7.1Polling.RxEQ Requirements..... 629

    (b) To Text (and location): Section 7.5.4.7.1, Page 242 ..... 629

    7.5.4.7.1Polling.RxEQ Requirements..... 629

    (c) From Text (and location): Section 7.5.4.7.2, Page 242 ..... 630

    7.5.4.7.2Exit from Polling.RxEQ ..... 630

    (c) To Text (and location): Section 7.5.4.7.2, Page 242 ..... 630

    7.5.4.7.2Exit from Polling.RxEQ ..... 630

    (d) From Text (and location): Section 6.8.1, Page 170..... 631

    (d) To Text (and location): Section 6.8.1, Page 170..... 631

Title: USB 3.1 VBUS Max Limit ..... 632

Applied to: USB\_3\_1r1.0\_07\_31\_2013..... 632

Actual Change ..... 633

    (a) Section 11.4.2 Steady State Voltage Drop Budget ..... 633

    (b) Section 11.4.5 VBUS Electical Characteristics..... 634

Title: USB 3.1 VBUS Max Limit ..... 637

Applied to: USB\_3\_1r1.0\_07\_31\_2013..... 637

Actual Change Requested ..... 638

    (a) Section 11.4.2 Steady State Voltage Drop Budget ..... 638

(b) Section 11.4.5 VBUS Electrical Characteristics .....	639
Figure 2-1 – Port and Link Pictorial .....	48
Figure 3-1 – USB 3.1 Dual Bus System Architecture .....	49
Figure 3-2 – USB 3.1 Cable .....	50
Figure 3-3 – USB 3.1 Terminology Reference Model.....	52
Figure 3-4 – Enhanced SuperSpeed Bus Communications Layers and Power Management Elements .....	53
Figure 3-5 – Examples of Supported USB 3.1 USB Physical Device Topologies.....	59
Figure 3-6 – SuperSpeed Only Enhanced SuperSpeed Peripheral Device Configuration .....	60
Figure 3-7 – Enhanced SuperSpeed Device Configuration .....	60
Figure 3-8 – Multiple SuperSpeed Bus Instances in an Enhanced SuperSpeed System .....	62
Figure 4-1 – Enhanced SuperSpeed IN Transaction Protocol .....	68
Figure 4-2 – Enhanced SuperSpeed OUT Transaction Protocol .....	69
Figure 4-3 – Enhanced SuperSpeed IN Stream Example .....	72
Figure 5-1 – USB 3.1 Standard-A Receptacle Interface Dimensions.....	85
Figure 5-2 – Example USB 3.1 Standard-A Receptacle with Grounding Springs and Required contact zones on the Standard-A Plug .....	87
Figure 5-3 – Example USB 3.1 Standard-A Mid-Mount Receptacles with Insertion Detect.....	88
Figure 5-4 – USB 3.1 Standard-A Plug Interface Dimensions .....	91
Figure 5-5 – Example Footprint for the USB 3.1 Standard-A Receptacle – Through-Hole with Back-Shield .....	94
Figure 5-6 – Example Footprint for the USB 3.1 Standard-A Receptacle – Mid-Mount Standard Mount Through-Hole with Insertion Detect .....	95
Figure 5-7 – Example Footprint for the USB 3.1 Standard-A Receptacle – Mid-Mount Reverse Mount Through-Hole with Insertion Detect .....	96
Figure 5-8 – Illustration of Color Coding Recommendation for USB 3.1 Standard-A Connector .....	98
Figure 5-9 – USB 3.1 Standard-B Receptacle Interface Dimensions.....	100
Figure 5-10 – USB 3.1 Standard-B Plug Interface Dimensions .....	101
Figure 5-11 – Reference Footprint for the USB 3.1 Standard-B Receptacle.....	102
Figure 5-12 – USB 3.1 Micro-B and -AB Receptacles Interface Dimensions .....	105
Figure 5-13 – USB 3.1 Micro-B and Micro-A Plug Interface Dimensions .....	108
Figure 5-14 – Reference Footprint for the USB 3.1 Micro-B or Micro-AB Receptacle.....	110
Figure 5-15 – Illustration of a USB 3.1 Cable Cross-Section .....	112
Figure 5-16 – USB 3.1 Standard-A to USB 3.1 Standard-B Cable Assembly .....	114
Figure 5-17 – USB 3.1 Micro-B Plug Cable Overmold Dimensions .....	116
Figure 5-18 – USB 3.1 Micro-A Cable Overmold Dimensions .....	118
Figure 5-19 – Typical Plug Orientation .....	120
Figure 5-20 – Recommended Ground Void Dimension for USB Standard-A Receptacle .....	122
Figure 5-21 – Impedance Limits of a Mated Connector for Gen 2 Speed .....	123
Figure 5-22 – Illustration of Cable Assembly Mounted on Test Fixture .....	124
Figure 5-23 – Illustration of Cable Assembly with Reference Host and Device .....	124
Figure 5-24 – Illustration of Insertion Loss Fit at Nyquist Frequency .....	125

Figure 5-25 – Example of Insertion Loss Deviation ..... 126

Figure 5-26 – Pass/Fail Examples..... 128

Figure 5-27 – Illustration of Peak-to-Peak Crosstalk ..... 129

Figure 5-28 – Differential-to-Common-Mode Conversion Requirement for Gen 2 ..... 129

Figure 5-29 – Set Up For Cable SE Measurement (subject to change)..... 130

Figure 5-30 – 4-Axes Continuity Test ..... 133

Figure 5-31 – Mated USB 3.1 Standard-A Connector ..... 136

Figure 5-32 – Mated USB 3.1 Standard-B Connector ..... 136

Figure 5-33 – Mated USB 3.1 Micro-B Connector..... 137

Figure 5-34 – Examples of Connector Apertures ..... 138

Figure 6-1 – SuperSpeed Physical Layer ..... 139

Figure 6-2 – Transmitter Block Diagram ..... 140

Figure 6-3 – Gen 1 Receiver Block Diagram ..... 141

Figure 6-4 – Gen 2 Receiver Block Diagram ..... 142

Figure 6-5 – Channel Models ..... 143

Figure 6-6 – Character to Symbol Mapping ..... 144

Figure 6-7 – Bit Transmission Order ..... 144

Figure 6-8 – LFSR with Scrambling Polynomial..... 145

Figure 6-9 – Gen 2 Serialization and Deserialization Order ..... 146

Figure 6-10 – Gen 2 Bit Transmission Order and Framing..... 147

Figure 6-11 – LFSR for use in Gen 2 operation ..... 149

Figure 6-12 – Jitter Filtering – “Golden PLL” and Jitter Transfer Functions..... 160

Figure 6-13 – “Golden PLL” and Jitter Transfer Functions for Gen 1 Operation ..... 161

Figure 6-14 – “Golden PLL” and Jitter Transfer Functions for Gen 2 Operation ..... 161

Figure 6-15 – Example of Period Modulation from Triangular SSC ..... 162

Figure 6-16 – Eye Masks ..... 164

Figure 6-17 – Single-ended and Differential Voltage Levels ..... 165

Figure 6-18 – Device Termination Schematic ..... 165

Figure 6-19 – Tx Normative Setup with Reference Channel ..... 168

Figure 6-20 – De-Emphasis Waveform..... 169

Figure 6-21 – 3-tap Transmit Equalizer Structure ..... 169

Figure 6-22 – Example Output Waveform for 3-tap Transmit Equalizer ..... 170

Figure 6-23 – Frequency Spectrum of TSEQ..... 171

Figure 6-24 – Gen 1 Tx Compliance Rx EQ Transfer Function ..... 172

Figure 6-25 – Gen 2 Compliance Rx EQ Transfer Function ..... 173

Figure 6-26 – Gen 2 reference DFE Function..... 174

Figure 6-27 – Rx Tolerance Setup ..... 177

Figure 6-28 – Jitter Tolerance Curve..... 177

Figure 6-29 – LFPS Signaling ..... 179

Figure 6-30 – U1 Exit, U2 Exit, and U3 Wakeup LFPS Handshake Timing Diagram ..... 181

Figure 6-31 – Example of Warm Reset Out of U3..... 183

Figure 6-32 – Example of Binary Representation based on Polling.LFPS ..... 183

Figure 6-33 – SCD1/SCD2 transmission ..... 184

Figure 6-34 – Logic Representation of LBPS .....	185
Figure 6-35 – LBPM Transmission Examples .....	186
Figure 6-36 – Rx Detect Schematic.....	187
Figure 7-1 – Link Layer .....	188
Figure 7-2 – Byte Ordering.....	189
Figure 7-3 – Enhanced SuperSpeed Header Packet with HPSTART, Packet Header, and Link Control Word .....	190
Figure 7-4 – SuperSpeedPlus DPH Format .....	191
Figure 7-5 – Packet Header .....	191
Figure 7-6 – CRC-16 Remainder Generation.....	192
Figure 7-7 – Link Control Word .....	193
Figure 7-8 – CRC-5 Remainder Generation .....	193
Figure 7-9 – Data Packet Payload with CRC-32 and Framing.....	194
Figure 7-10 – CRC-32 Remainder Generation.....	195
Figure 7-11 – Data Packet with Data Packet Header Followed by Data Packet Payload. (a) SuperSpeed DP; (b). SuperSpeedPlus DP.....	197
Figure 7-12 – Link Command Structure.....	198
Figure 7-13 – Link Command Word Structure.....	198
Figure 7-14 – State Diagram of the Link Training and Status State Machine .....	230
Figure 7-15 – eSS.Disabled Substate Machine .....	232
Figure 7-16 – eSS.Inactive Substate Machine.....	233
Figure 7-17 – Rx.Detect Substate Machine .....	236
Figure 7-18 – Polling Substate Machine.....	247
Figure 7-19 – U1.....	250
Figure 7-20 – U2.....	251
Figure 7-21 – U3.....	252
Figure 7-22 – Recovery Substate Machine.....	256
Figure 7-23 – Loopback Substate Machine .....	258
Figure 7-24 – Hot Reset Substate Machine .....	260
Figure 8-1 – Protocol Layer Highlighted .....	261
Figure 8-2 – Example Transaction Packet.....	263
Figure 8-3 – Link Control Word Detail .....	264
Figure 8-4 – Link Management Packet Structure.....	265
Figure 8-5 – Set Link Function LMP .....	266
Figure 8-6 – U2 Inactivity Timeout LMP .....	267
Figure 8-7 – Vendor Device Test LMP.....	267
Figure 8-8 – Port Capability LMP .....	268
Figure 8-9 – Port Configuration LMP .....	270
Figure 8-10 – Port Configuration Response LMP .....	271
Figure 8-11 – Link Delay Measurement Protocol .....	272
Figure 8-12 – PTM ITP Protocol.....	273
Figure 8-13 – LDM State Machine Notation.....	274
Figure 8-14 – LDM Requester State Machine.....	275
Figure 8-15 – LDM Responder State Machine .....	277

Figure 8-16 – PTM Path Performance Contributors ..... 281

Figure 8-17 – LDM LMP ..... 283

Figure 8-18 – ACK Transaction Packet ..... 285

Figure 8-19 – NRDY Transaction Packet..... 288

Figure 8-20 – ERDY Transaction Packet..... 288

Figure 8-21 – STATUS Transaction Packet..... 289

Figure 8-22 – STALL Transaction Packet..... 289

Figure 8-23 – Device Notification Transaction Packet ..... 290

Figure 8-24 – Function Wake Device Notification ..... 290

Figure 8-25 – Latency Tolerance Message Device Notification..... 291

Figure 8-26 – Bus Interval Adjustment Message Device Notification ..... 292

Figure 8-27 – Sublink Speed Device Notification..... 295

Figure 8-28 – PING Transaction Packet..... 296

Figure 8-29 – PING\_RESPONSE Transaction Packet ..... 297

Figure 8-30 – Example Data Packet..... 297

Figure 8-31 – Isochronous Timestamp Packet..... 299

Figure 8-32 – Route String Detail..... 300

Figure 8-33 – Sample Concurrent BULK IN Transactions ..... 304

Figure 8-34 – Sample Concurrent BULK and Isochronous IN Transactions ..... 305

Figure 8-35 – Legend for State Machines..... 310

Figure 8-36 – Sample BULK IN Sequence..... 312

Figure 8-37 – Sample BULK OUT Sequence..... 313

Figure 8-38 – General Stream Protocol State Machine (SPSM)..... 314

Figure 8-39 – Device IN Stream Protocol State Machine (DISPSM) ..... 317

Figure 8-40 – Device IN Move Data State Machine (DIMDSM) ..... 320

Figure 8-41 – Device OUT Stream Protocol State Machine (DOSPSM) ..... 322

Figure 8-42 – Device OUT Move Data State Machine (DOMDSM)..... 325

Figure 8-43 – Host IN Stream Protocol State Machine (HISPSM)..... 328

Figure 8-44 – Host IN Move Data State Machine (HIMDSM) ..... 330

Figure 8-45 – Host OUT Stream Protocol State Machine (HOSPSM)..... 333

Figure 8-46 – Host OUT Move Data State Machine (HOMDSM) ..... 336

Figure 8-47 – Control Read Sequence ..... 339

Figure 8-48 – Control Write Sequence ..... 340

Figure 8-49 – Host Sends Interrupt IN Transaction in Each Service Interval..... 343

Figure 8-50 – Host Stops Servicing Interrupt IN Transaction Once NRDY is Received ..... 343

Figure 8-51 – Host Resumes IN Transaction after Device Sent ERDY..... 344

Figure 8-52 – Endpoint Sends STALL TP ..... 344

Figure 8-53 – Host Detects Error in Data and Device Resends Data ..... 344

Figure 8-54 – Host Sends Interrupt OUT Transaction in Each Service Interval ..... 346

Figure 8-55 – Host Stops Servicing Interrupt OUT Transaction Once NRDY is Received .... 346

Figure 8-56 – Host Resumes Sending Interrupt OUT Transaction After Device Sent ERDY ..... 346

Figure 8-57 – Device Detects Error in Data and Host Resends Data ..... 347

Figure 8-58 – Endpoint Sends STALL TP.....	347
Figure 8-59 – Multiple Active Isochronous Endpoints with Aligned Service Interval Boundaries .....	348
Figure 8-60 – Enhanced SuperSpeed Isochronous IN Transaction Format .....	349
Figure 8-61 – Enhanced SuperSpeed Isochronous OUT Transaction Format .....	349
Figure 8-62 – Sample Enhanced SuperSpeed Isochronous IN Transaction .....	350
Figure 8-63 – Sample Enhanced SuperSpeed Isochronous OUT Transaction.....	351
Figure 8-64 – Sample Enhanced SuperSpeed Isochronous IN Transaction .....	352
Figure 8-65 – Sample Enhanced SuperSpeed Isochronous OUT Transaction.....	353
Figure 8-66 – Sample Smart Enhanced SuperSpeed Isochronous IN Transaction .....	355
Figure 8-67 – Sample Smart Enhanced SuperSpeed Isochronous OUT Transaction .....	356
Figure 8-68 – Sample Pipeline Isochronous IN Transactions.....	358
Figure 9-1 – Peripheral State Diagram and Hub State Diagram (Enhanced SuperSpeed Portion Only) .....	364
Figure 9-2 – wIndex Format when Specifying an Endpoint .....	375
Figure 9-3 – wIndex Format when Specifying an Interface .....	375
Figure 9-4 – Information Returned by a Standard GetStatus() Request to a Device .....	382
Figure 9-5 – Information Returned by a Standard GetStatus() Request to an Interface.....	383
Figure 9-6 – Information Returned by a Standard GetStatus() Request to an Endpoint .....	383
Figure 9-7 – Information Returned by a PTM GetStatus() Request to an Endpoint .....	384
Figure 9-8 – Example of Feedback Endpoint Relationships .....	409
Figure 10-1 – USB Hub Architecture .....	414
Figure 10-2 – SuperSpeed Portion of the USB Hub Architecture .....	415
Figure 10-3 – SuperSpeedPlus Portion of the Hub Architecture .....	416
Figure 10-4 – Simple USB Topology .....	417
Figure 10-5 – Route String Example .....	419
Figure 10-6 – SuperSpeed Hub Signaling Connectivity .....	420
Figure 10-7 – Resume Connectivity .....	421
Figure 10-8 – Typical SuperSpeed Hub Header Packet Buffer Architecture.....	422
Figure 10-9 – SuperSpeed Hub Data Buffer Traffic (Header Packet Buffer Only Shown for DS Port 1) .....	422
Figure 10-10 – Downstream Facing Hub Port State Machine.....	425
Figure 10-11 – Downstream Facing Hub Port Power Management State Machine.....	433
Figure 10-12 – Upstream Facing Hub Port State Machine .....	437
Figure 10-13 – Hub Connect (HCONNECT) State Machine .....	439
Figure 10-14 – Upstream Facing Hub Port Power Management State Machine .....	441
Figure 10-15 – Example SS Hub Header Packet Buffer Architecture – Downstream Traffic.....	445
Figure 10-16 – Example SS Hub Header Packet Buffer Architecture – Upstream Traffic .....	446
Figure 10-17 – Logical Representation of Upstream Flowing Buffers.....	448
Figure 10-18 – Logical Representation of Downstream Flowing Buffers .....	448
Figure 10-19 – Port Transmit State Machine .....	453
Figure 10-20 – Upstream Facing Port Rx State Machine .....	455
Figure 10-21 – Example Hub Controller Organization.....	462

Figure 10-22 – Relationship of Status, Status Change, and Control Information to Device States ..... 463

Figure 10-23 – Port Status Handling Method..... 464

Figure 10-24 – Hub and Port Status Change Bitmap ..... 465

Figure 10-25 – Example Hub and Port Change Bit Sampling..... 465

Figure 10-26 – Peripheral Upstream Device Port State Machine ..... 494

Figure 11-1 – Compound Self-powered Hub..... 501

Figure 11-2 – Low-power Bus-powered Function..... 502

Figure 11-3 – High-power Bus-powered Function..... 502

Figure 11-4 – Self-powered Function ..... 503

Figure 11-5 – Worst-case Voltage Drop Topology (Steady State)..... 503

Figure 11-6 – Worst-case Voltage Drop Analysis Using Equivalent Resistance ..... 504

Figure 11-7 – Typical Suspend Current Averaging Profile ..... 505

Figure C.1 – Flow Diagram for Host Initiated Wakeup ..... 531

Figure C.2 – Device Total Intrinsic Latency Tolerance ..... 532

Figure C.3 – Host to Device Path Exit Latency Calculation Examples ..... 534

Figure C.4 – Device Connected Directly to a Host..... 535

Figure C.5 – Device Connected Through a Hub ..... 536

Figure C.6 – Downstream Host to Device Path Exit Latency with Hub ..... 537

Figure C.7 – Upstream Device to Host Path Exit Latency with Hub ..... 538

Figure C.8 – LT State Diagram ..... 541

Figure C.9 – System Power during SuperSpeed and High Speed Device Data Transfers ..... 544

Figure D.1 – Sample ERDY Transaction Packet..... 545

Figure D.2 – Sample Data Packet ..... 545

Figure D.3 – Example placement of Gen 2 SKP Block, Idle Symbols, Link Command and Header Packet ..... 545

Figure D.4 – Example placement of Gen 2 Data Packets and Idle Symbols..... 546

Figure E.1 – Link segment definition ..... 547

Figure E.2 – Retimer implementation examples ..... 548

Figure E.3 – Example high level retimer architecture in Gen 2 operation..... 549

Figure E.4 – Retimer Training and Status State Machine ..... 552

Figure E.5 – Polling Substate Machine..... 554

Figure E.6 – Recovery Substate Machine ..... 562

Figure E.7 – Example block diagram of a retimer operating at SuperSpeed ..... 565

Figure 6-20 – De-Emphasis Waveform..... 572

Figure 6-21 – 3-tap Transmit Equalizer Structure ..... 573

Figure 6-22 – Example Output Waveform for 3-tap Transmit Equalizer ..... 573

Figure 6-20 – De-Emphasis Waveform..... 575

Figure 6-21 – 3-tap Transmit Equalizer Structure ..... 576

Figure 6-22 – Example Output Waveform for 3-tap Transmit Equalizer ..... 576

Figure 6-23 – Example waveforms for measuring transmitter equalization ..... 578

Figure 6-25 – Gen 2 Compliance Rx EQ Transfer Function ..... 579

Figure 6-25 – Gen 2 Compliance Rx EQ Transfer Function ..... 580



Table 3-1 – Comparing Enhanced SuperSpeed Bus to USB 2.0 Bus .....	51
Table 5-1 – Plugs Accepted By Receptacles .....	81
Table 5-2 – USB 3.1 Standard-A Connector Pin Assignments .....	97
Table 5-3 – USB 3.1 Standard-B Connector Pin Assignments .....	103
Table 5-4 – USB 3.1 Micro-B Connector Pin Assignments.....	111
Table 5-5 – USB 3.1 Micro-AB/-A Connector Pin Assignments .....	111
Table 5-6 – Cable Wire Assignments .....	113
Table 5-7 – Reference Wire Gauges .....	113
Table 5-8 – USB 3.1 Standard-A to USB 3.1 Standard-B Cable Assembly Wiring.....	115
Table 5-9 – USB 3.1 Standard-A to USB 3.1 Standard-A Cable Assembly Wiring.....	115
Table 5-10 – USB 3.1 Standard-A to USB 3.1 Micro-B Cable Assembly Wiring .....	117
Table 5-11 – USB 3.1 Micro-A to USB 3.1 Micro-B Cable Assembly Wiring .....	119
Table 5-12 – USB 3.1 Micro-A to USB 3.1 Standard-B Cable Assembly Wiring .....	119
Table 5-13 – SDP Differential Insertion Loss Examples for Gen 2 speed.....	122
Table 5-14 – SDP Differential Insertion Loss Examples for Gen 2 speed with Coaxial Construction .....	122
Table 5-15 – Design Targets.....	124
Table 5-16 – Durability Ratings.....	131
Table 5-17 – Environmental Test Conditions .....	134
Table 5-18 – Reference Materials .....	135
Table 6-1 – Special Symbols.....	150
Table 6-2 – Gen 1 TSEQ Ordered Set.....	152
Table 6-3 – Gen 1 TS1 Ordered Set.....	152
Table 6-4 – Gen 1 TS2 Ordered Set.....	152
Table 6-5 – Gen 1/Gen 2 Link Configuration .....	153
Table 6-6 – Gen 2 TS1 Ordered Set.....	154
Table 6-7 – Gen 2 TS2 Ordered Set.....	155
Table 6-8 – Gen 2 TSEQ Ordered Set.....	155
Table 6-9 – Gen 2 SYNC Ordered Set .....	155
Table 6-10 – SDS Ordered Set .....	155
Table 6-11 – Gen 1 SKP Ordered Set Structure .....	157
Table 6-12 – Gen 2 SKP Ordered Set .....	158
Table 6-13 – Compliance Pattern Sequences.....	159
Table 6-14 – Gen 2 Compliance Pattern .....	159
Table 6-15 – Informative Jitter Budgeting at the Silicon Pads.....	160
Table 6-16 – SSC Parameters .....	162
Table 6-17 – Transmitter Normative Electrical Parameters.....	166
Table 6-18 – Transmitter Informative Electrical Parameters at Silicon Pads .....	167
Table 6-19 – Normative Transmitter Eye Mask at Test Point TP1 .....	168
Table 6-20 – Informative Gen 2 Transmitter Equalization Settings .....	170
Table 6-21 – Receiver Normative Electrical Parameters.....	174
Table 6-22 – Receiver Informative Electrical Parameters .....	175

Table 6-23 – BRST .....	176
Table 6-24 – BDAT .....	176
Table 6-25 – BERC .....	176
Table 6-26 – BCNT .....	176
Table 6-27 – Input Jitter Requirements for Rx Tolerance Testing .....	178
Table 6-28 – Normative LFPS Electrical Specification .....	179
Table 6-29 – LFPS Transmitter Timing for SuperSpeed Designs <sup>1</sup> .....	180
Table 6-30 – LFPS Handshake Timing for U1/U2 Exit, Loopback Exit, and U3 Wakeup .....	182
Table 6-31 – Binary Representation of Polling.LFPS .....	183
Table 6-32 – LBPS Transmit and Receive Specification .....	185
Table 7-1 – CRC-16 Mapping .....	192
Table 7-2 – CRC-32 Mapping .....	196
Table 7-3 – Link Command Ordered Set Structure .....	198
Table 7-4 – Link Command Bit Definitions .....	199
Table 7-5 – Link Command Definitions .....	201
Table 7-6 – Logical Idle Definition .....	202
Table 7-7 – Transmitter Timers Summary .....	213
Table 7-8 – Link Flow Control Timers Summary .....	214
Table 7-9 – Valid Packet Framing Symbol Order (Sx is One of SHP, DPHP, SDP, END or EDB) .....	220
Table 7-10 – Valid Link Command Symbol Order .....	221
Table 7-11 – Error Types and Recovery .....	225
Table 7-12 – LTSSM State Transition Timeouts .....	229
Table 7-13 – PHY Capability LBPM .....	240
Table 8-1 – Type Field Description .....	264
Table 8-2 – Link Control Word Format .....	265
Table 8-3 – Link Management Packet Subtype Field .....	266
Table 8-4 – Set Link Function .....	267
Table 8-5 – U2 Inactivity Timer Functionality .....	267
Table 8-6 – Vendor-specific Device Test Function .....	268
Table 8-7 – Port Capability LMP Format .....	269
Table 8-8 – Port Type Selection Matrix .....	269
Table 8-9 – Port Configuration LMP Format (Differences with Port Capability LMP) .....	270
Table 8-10 – Port Configuration Response LMP Format (Differences with Port Capability LMP) .....	271
Table 8-11 – LDM LMP .....	284
Table 8-12 – Transaction Packet Subtype Field .....	284
Table 8-13 – ACK TP Format .....	286
Table 8-14 – NRDY TP Format (Differences with ACK TP) .....	288
Table 8-15 – ERDY TP Format (Differences with ACK TP) .....	288
Table 8-16 – STATUS TP Format (Differences with ACK TP) .....	289
Table 8-17 – STALL TP Format (Differences with ACK TP) .....	289
Table 8-18 – Device Notification TP Format (Differences with ACK TP) .....	290
Table 8-19 – Function Wake Device Notification .....	291

Table 8-20 – Latency Tolerance Message Device Notification .....	291
Table 8-21 – Bus Interval Adjustment Message Device Notification.....	292
Table 8-22 – Sublink Speed Device Notification .....	295
Table 8-23 – PING TP Format (differences with ACK TP) .....	296
Table 8-24 – PING_RESPONSE TP Format (Differences with ACK TP) .....	297
Table 8-25 – Data Packet Format (Differences with ACK TP).....	298
Table 8-26 – Isochronous Timestamp Packet Format.....	299
Table 8-27 – Device Responses to TP Requesting Data (Bulk, Control, and Interrupt Endpoints) .....	306
Table 8-28 – Host Responses to Data Received from a Device (Bulk, Control, and Interrupt Endpoints) .....	307
Table 8-29 – Device Responses to OUT Transactions (Bulk, Control, and Interrupt Endpoints) .....	308
Table 8-30 – Device Responses to SETUP Transactions (Only for Control Endpoints).....	309
Table 8-31 – Status Stage Responses .....	341
Table 8-32 – ACK TP and DPs for Pipelined Isochronous IN Transactions .....	357
Table 8-33 – Device Responses to Isochronous IN Transactions .....	359
Table 8-34 – Host Responses to IN Transactions.....	360
Table 8-35 – Device Responses to OUT Data Packets.....	360
Table 8-36 – Timing Parameters .....	361
Table 9-1 – Visible Enhanced SuperSpeed Device States.....	365
Table 9-2 – Preserved USB Suspend State Parameters .....	371
Table 9-3 – Format of Setup Data .....	374
Table 9-4 – Standard Device Requests .....	376
Table 9-5 – Standard Request Codes .....	377
Table 9-6 – Descriptor Types .....	378
Table 9-7 – Standard Feature Selectors.....	378
Table 9-8 – Standard Status Type Codes.....	382
Table 9-9 – Suspend Options.....	387
Table 9-10 – Device Parameters and Events .....	390
Table 9-11 – Standard Device Descriptor.....	393
Table 9-12 – BOS Descriptor .....	394
Table 9-13 – Format of a Device Capability Descriptor.....	394
Table 9-14 – Device Capability Type Codes.....	395
Table 9-15 – USB 2.0 Extension Descriptor .....	395
Table 9-16 – SuperSpeed Device Capability Descriptor .....	397
Table 9-17 – Container ID Descriptor .....	398
Table 9-18 – Platform Descriptor .....	399
Table 9-19 – SuperSpeedPlus Descriptor .....	400
Table 9-20 – PTM Capability Descriptor .....	402
Table 9-21 – Standard Configuration Descriptor.....	403
Table 9-22 – Standard Interface Association Descriptor .....	404
Table 9-23 – Standard Interface Descriptor.....	406
Table 9-24 – Standard Endpoint Descriptor.....	407

Table 9-25 – Example of Feedback Endpoint Numbers .....	408
Table 9-26 – SuperSpeed Endpoint Companion Descriptor .....	410
Table 9-27 – SuperSpeedPlus Isochronous Endpoint Companion Descriptor .....	411
Table 9-28 – String Descriptor Zero, Specifying Languages Supported by the Device .....	412
Table 9-29 – UNICODE String Descriptor .....	412
Table 10-1 – Downstream Facing Hub Port State Machine Diagram Legend .....	426
Table 10-2 – Downstream Port VBUS Requirements .....	428
Table 10-3 – Downstream Flowing Header Packet Processing Actions.....	456
Table 10-4 – Hub Power Operating Mode Summary .....	467
Table 10-5 – Enhanced SuperSpeed Hub Descriptor .....	474
Table 10-6 – Hub Responses to Standard Device Requests.....	476
Table 10-7 – Hub Class Requests.....	477
Table 10-8 – Hub Class Request Codes.....	477
Table 10-9 – Hub Class Feature Selectors.....	478
Table 10-10 – Hub Status Field, <i>wHubStatus</i> .....	480
Table 10-11 – Hub Change Field, <i>wHubChange</i> .....	481
Table 10-12 – Port Status Type Codes .....	482
Table 10-13 – Port Status Field, <i>wPortStatus</i> .....	483
Table 10-14 – Port Change Field, <i>wPortChange</i> .....	486
Table 10-15 – Extended Port Status Field, <i>dwExtPortStatus</i> .....	488
Table 10-16 – U1 Timeout Value Encoding .....	490
Table 10-17 – U2 Timeout Value Encoding .....	490
Table 10-18 – Downstream Port Remote Wake Mask Encoding .....	492
Table 10-19 – Hub Parameters .....	497
Table 11-1 – USB 3.0 and USB 2.0 Interoperability.....	499
Table 11-2 – DC Electrical Characteristics .....	506
Table 11-3 – VBUS/Gnd Wire Gauge vs. Maximum Length.....	507
Table A.1 – 8b/10b Data Symbol Codes.....	508
Table A.2 – 8b/10b Special Character Symbol Codes .....	514
Table C.1 – Link States and Characteristics Summary .....	522
Table 6-13 – Compliance Pattern Sequences.....	568
Table 6-13 – Compliance Pattern Sequences.....	569
Table 6-17 – Transmitter Normative Electrical Parameters.....	570
Table 6-17 – Transmitter Normative Electrical Parameters.....	571
Table 6-20 – Informative Gen 2 Transmitter Equalization Settings .....	574
Table 6-20 – Informative Gen 2 Transmitter Equalization Settings .....	577
Table 6-27 – Input Jitter Requirements for Rx Tolerance Testing .....	581
Table 6-27 – Input Jitter Requirements for Rx Tolerance Testing .....	582
Table 11-4 – Link Command Bit Definitions.....	587
Table 11-5 – Link Command Bit Definitions.....	588
Table 11-6 – Gen 2 SKP Ordered Set .....	610
Table 11-7 – Gen 2 SKP Ordered Set .....	611
Table 11-8 – SDS Ordered Set .....	616

Table 11-9 – SDS Ordered Set ..... 617  
Table 6-29 – LFPS Transmitter Timing for SuperSpeed Designs<sup>1</sup> ..... 619  
Table 6-29 – LFPS Transmitter Timing for SuperSpeed Designs<sup>1</sup> ..... 619  
Table 6-15 – Informative Jitter Budgeting at the Silicon Pads ..... 621  
Table 6-15 – Informative Jitter Budgeting at the Silicon Pads ..... 621  
Table 6-19 – Normative Transmitter Eye Mask at Test Point TP1 ..... 622  
Table 6-19 – Normative Transmitter Eye Mask at Test Point TP1 ..... 622  
Table 6-27 – Input Jitter Requirements for Rx Tolerance Testing ..... 623  
Table 6-27 – Input Jitter Requirements for Rx Tolerance Testing ..... 624

**NOTE** All Engineering Change Notices (ECN) and Errata documents as of May 01, 2015 that pertain to this core specification follow the last page of the specification, starting on page 567.

## 1 Introduction

### 1.1 Background

The original Universal Serial Bus (USB) was driven by the need to provide a user-friendly plug-and-play way to attach external peripherals to a Personal Computer (PC). USB has gone beyond just being a way to connect peripherals to PCs. Printers use USB to interface directly to cameras. Mobile devices use USB connected keyboards and mice. USB technology commonly finds itself in automobiles, televisions, and set-top boxes. USB, as a protocol, is also being picked up and used in many nontraditional applications, such as industrial automation. And USB as a source of power has become the mobile device charging solution endorsed by international communities across the globe.

Initially, USB provided two speeds (12 Mbps and 1,5 Mbps) that peripherals could use. As PCs became increasingly powerful and able to process larger amounts of data, users needed to get more and more data into and out of their PCs. This led to the definition of the USB 2.0 specification in 2000 to provide a third transfer rate of 480 Mbps while retaining backward compatibility. By 2006, two things in the environment happened: the transfer rates of HDDs exceeded 100 MB/s, far outstripping USB 2.0's ~32 MB/s bandwidth and the amount of digital content users were creating was an ever increasing pace. USB 3.0 was the USB community's response and provided users with the ability to move data at rates up to 450 MB/s while retaining backward compatibility with USB 2.0.

Now, with the continued trend for more bandwidth driven by larger and faster storage solutions, higher resolution video, and broader use of USB as an external expansion/docking solution, USB 3.1 extends the performance range of USB up to 1 GB/s by doubling the SuperSpeed USB clock rate to 10 Gbps and enhancing data encoding efficiency.

### 1.2 Objective of the Specification

This document defines the latest generation USB industry standard, USB 3.1. The specification describes the protocol definition, types of transactions, bus management, and the programming interface required to design and build systems and peripherals that are compliant with this specification. USB 3.1 is primarily a performance enhancement to SuperSpeed USB 3.0 resulting in providing more than double the bandwidth for devices such as Solid State Drives and High Definition displays.

This specification refers to Enhanced SuperSpeed as a collection of features or requirements that apply to both USB 3.0 and USB 3.1 bus operation. Additionally, where specific differences exist with regard to the USB 3.0 definition of SuperSpeed features or requirements, those differences will be uniquely identified as SuperSpeedPlus (or SSP) features or requirements – generally, “SuperSpeed” is in reference to 5 Gbps operation and “SuperSpeedPlus” is in reference to 10 Gbps operation.

USB 3.1's goal remains to enable devices from different vendors to interoperate in an open architecture, while maintaining and leveraging the existing USB infrastructure (device drivers, software interfaces, etc.). The specification is intended as an enhancement to the PC architecture, spanning portable, business desktop, and home environments, as well as simple device-to-device communications. It is intended that the specification allow system OEMs and peripheral developers adequate room for product versatility and market differentiation without the burden of carrying obsolete interfaces or losing compatibility.

### 1.3 Scope of the Document

The specification is primarily targeted at peripheral developers and platform/adapter developers, but provides valuable information for platform operating system/BIOS/device driver, adapter IHVs/ISVs, and system OEMs. This specification can be used for developing new products and associated software.

Product developers using this specification are expected to know and understand the USB 2.0 Specification. Specifically, USB 3.1 devices must implement device framework commands and descriptors as defined in the USB 2.0 Specification. Devices operating at the new 10 Gbps (Gen 2) speed must implement the SuperSpeedPlus enhancements defined in this version of the specification.

#### **1.4 USB Product Compliance**

Adopters of the USB 3.1 specification have signed the USB 3.0 Adopters Agreement, which provides them access to a reasonable and nondiscriminatory (RANDZ) license from the Promoters and other Adopters to certain intellectual property contained in products that are compliant with the USB 3.1 specification. Adopters can demonstrate compliance with the specification through the testing program as defined by the USB Implementers Forum (USB-IF). Products that demonstrate compliance with the specification will be granted certain rights to use the USB-IF logos as defined in the logo license.

Starting with USB 3.1, product compliance requirements are being tightened up to prohibit non-certified cables and connectors. Use of any registered icons or logos on products, documentation or packaging will require a license and license requirements will include passing specific product certification.

#### **1.5 Document Organization**

Chapters 1 through 4 provide an overview for all readers, while Chapters 5 through 11 contain detailed technical information defining USB 3.1.

Readers should contact operating system vendors for operating system bindings specific to USB 3.1.

#### **1.6 Design Goals**

USB 3.0 was a revolutionary step for USB. USB 3.1 is the next evolutionary step to increase the bandwidth. The goal remains the same; end users view it as the same as they viewed USB 2.0 and USB 3.0, just faster. Several key design areas to meet this goal are listed below:

Preserve the USB model of smart host and simple device.

- Leverage the existing USB infrastructure. There are a vast number of USB products in use today. A large part of their success can be traced to the existence of stable software interfaces, easily developed software device drivers, and a number of generic standard device class drivers (HID, mass storage, audio, etc.). Enhanced SuperSpeed USB devices are designed to keep this software infrastructure intact so that developers of peripherals can continue to use the same interfaces and leverage all of their existing development work.
- Significantly improve power management. Reduce the active power when sending data and reduce idle power by providing a richer set of power management mechanisms to allow devices to drive the bus into lower power states.
- Ease of use has always been and remains a key design goal for all varieties of USB.
- Preserve the investment. There are a large number of PCs in use that support only USB 2.0. There are a larger number of USB 2.0 peripherals in use. Retaining backward compatibility at the Type-A connector to allow Enhanced SuperSpeed devices to be used, albeit at a lower speed, with USB 2.0 PCs and allow high speed devices with their existing cables to be connected to the USB 3.1 SuperSpeed Type-A connectors.
- Features that allow the host controller to take advantage of the USB 3.1 speed without any change to the OS.

#### **1.7 Related Documents**

Universal Serial Bus Specification, Revision 2.0

USB On-the-Go Supplement to the USB 2.0 Specification, Revision 1.3

USB On-the-Go and Embedded Host Supplement to the USB 3.0 Specification, Revision 1.0

Universal Serial Bus Micro-USB Cables and Connectors Specification, Revision 1.01

EIA-364-1000.01: Environmental Test Methodology for Assessing the Performance of Electrical Connectors and Sockets Used in Business Office Applications

USB 3.0 Connectors and Cable Assemblies Compliance Document

USB SuperSpeed Electrical Test Methodology white paper

USB 3.0 Jitter Budgeting white paper

INCITS TR-35-2004, INCITS Technical Report for Information Technology – Fibre Channel – Methodologies for Jitter and Signal Quality Specification (FC-MJSQ)

Universal Serial Bus 3.0 Specification (including errata and ECNs through May 1, 2011)

Universal Serial Bus Power Delivery Specification, Revision 1.0 Including Errata through 31-October-2012