

# INTERNATIONAL STANDARD



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



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

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# Universal Serial Bus 3.1 Specification

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Texas Instruments

Revision 1.0

July 26, 2013

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1.0	Initial release. USB 3.1	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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**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.