

100G Solution for Liquid Immersion Cooling System

Liquid cooling has been an accepted method of conditioning electronics for more than half a century. Immersion Cooling is at the foundation of Immersed Computing. It means the complete immersion of electronic components in a dielectric liquid. By doing so, all the heat generated by the IT is captured in the liquid. Suitable dielectric liquids can absorb approximately 1500 times more heat energy than air with the same volumes and temperatures.

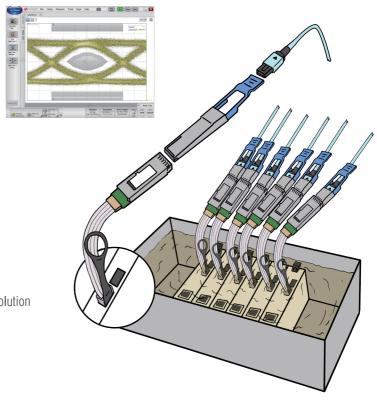
Concerning the device temperature control, the application of immersed computing design is a trend. However, the performance of fiber lens degrades in liquids, which means that the I/O link can't support the deployment of transceivers and active optical cables. 10Gtek CVT-Q/Q-Cage-XXX, QSFP28 Extender, is designed to be applied for immersion solution. It extends the 100G interfaces to surface, aiming to realize the interconnection of 100G transceivers and AOC cables.

Features

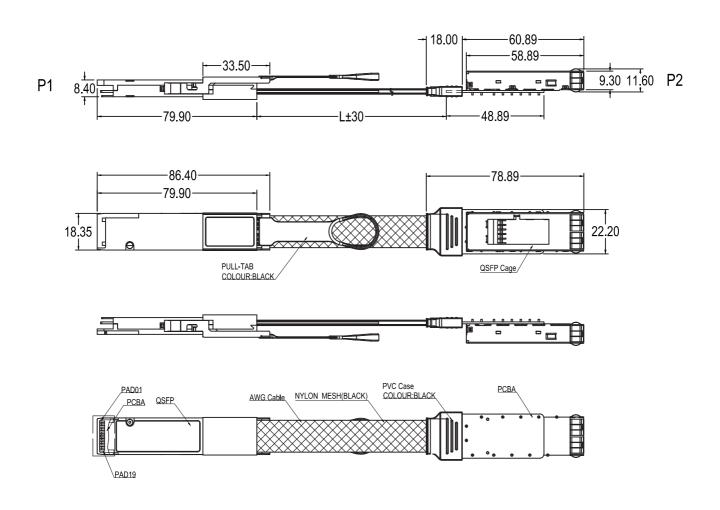
- Compliant QSFP28 MSA specifications and SFF-8665
- Low EMI radiation
- Insertion Loss -4.5dB at 100G Application
- · Oil-resistance, dust-proof and anti-corrosion
- 100 ohm differential impedance system
- Low Near-End Crosstalk (NEXT)
- Customizable EEPROM mapping for cable signature
- RoHS compliant

Applications

- Extend the 100Gb/s high speed interconnection for liquid immersion solution
- Extend the link of 100G AOCs
- Extend the link of 100G transceivers



Mechanical Specifications



Ordering Information

	Part Number	AWG	Length	Description
	CVT-Q/Q-Cage-010	30	10cm	QSFP28 extender with 3M flat cable 10cm, with nylon jacket, length include connector and cage
	CVT-Q/Q-Cage-020	30	20cm	QSFP28 extender with 3M flat cable 20cm, with nylon jacket, length include connector and cage
	CVT-Q/Q-Cage-030	30	30cm	QSFP28 extender with 3M flat cable 30cm, with nylon jacket, length include connector and cage

© 2010-2019 10GTEK TRANSCEIVERS CO., LTD or its affiliates. Specifications may change without notice.

