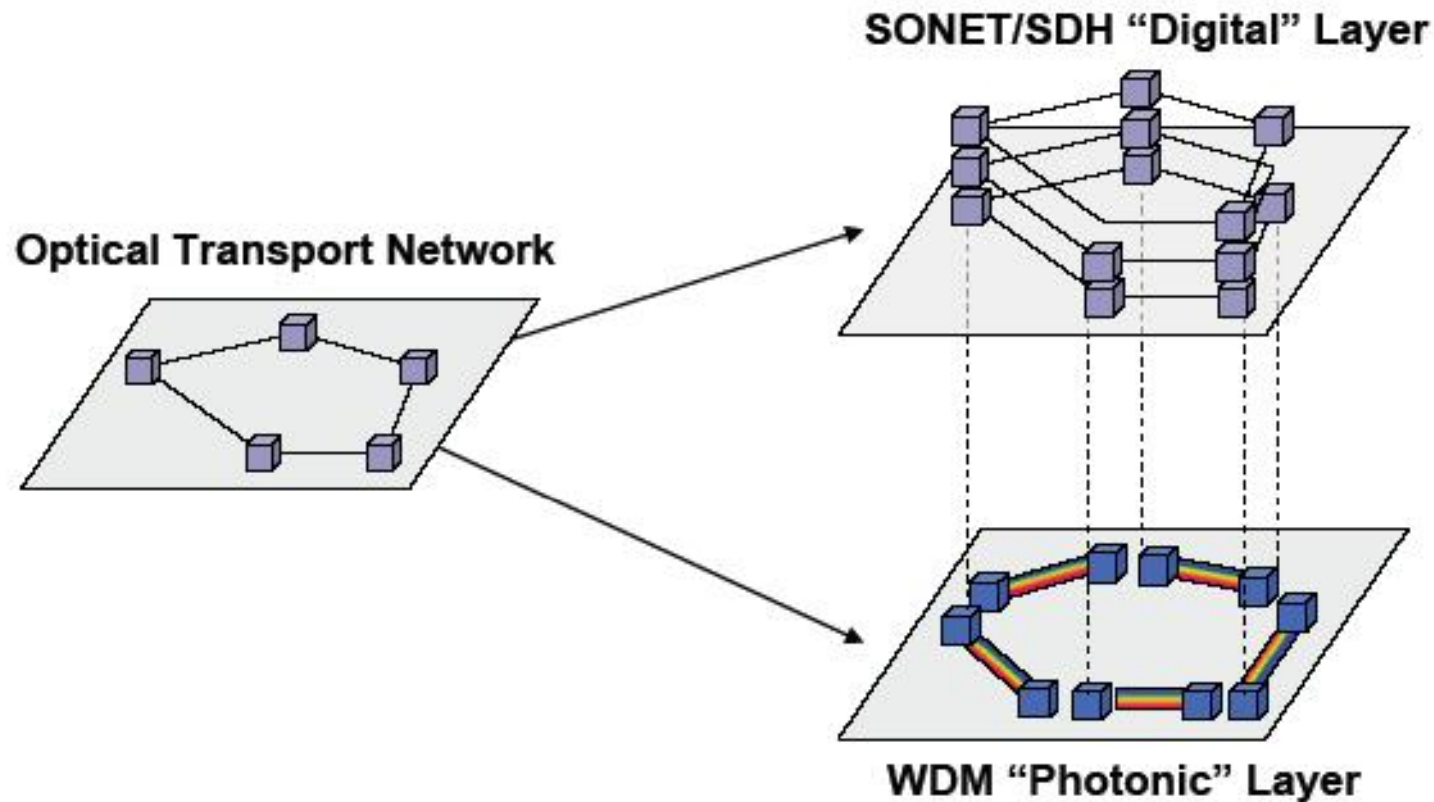




μ



Optical Transport Architecture Today-1



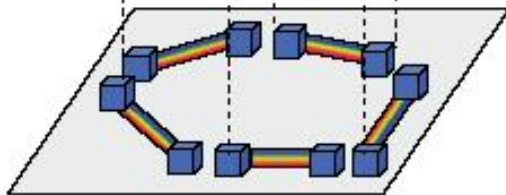
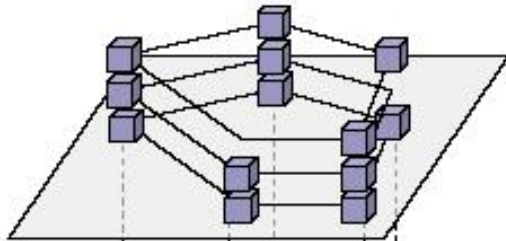
□ To Optical Transport
"digital" layer

μ SONET/SDH
"photonic" layer μ WDM



Optical Transport Architecture Today-2

SONET/SDH "Digital" Layer

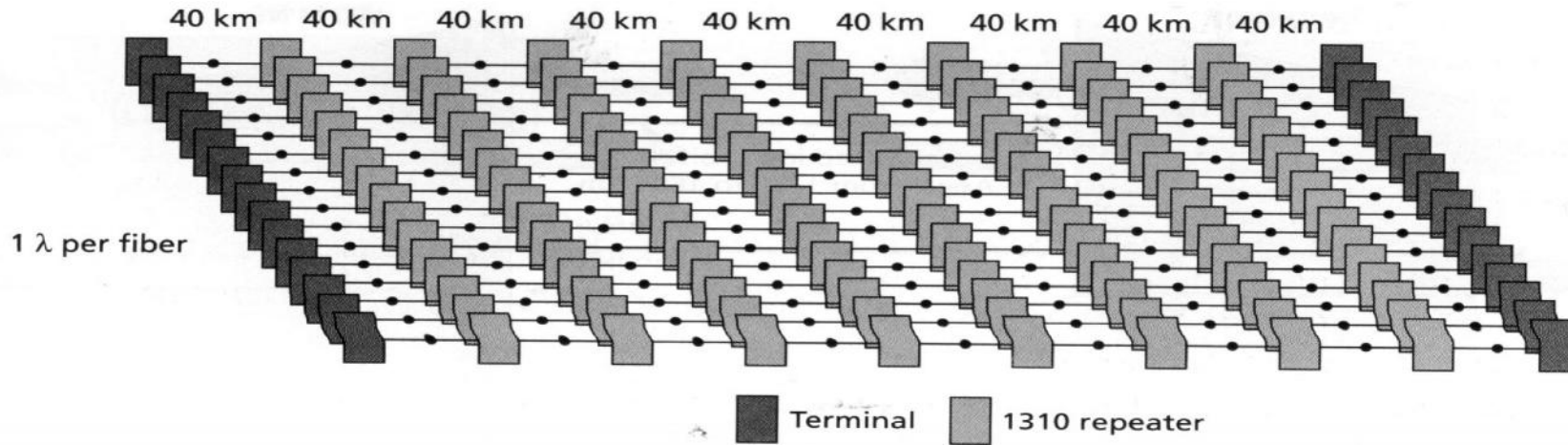


WDM "Photonic" Layer

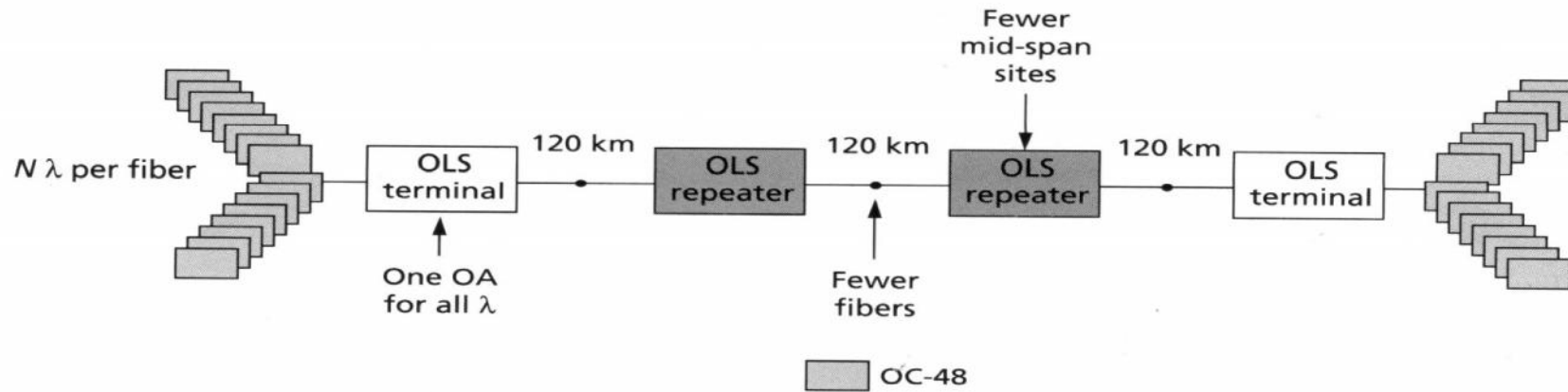
- ❑ Sub- grooming & switching (STM-1, etc...)
- ❑ Sub- muxing & add/drop
- ❑ <50ms protection
- ❑ Path Monitoring (SONET/SDH overhead)
- ❑ 10Gb/s μ μ
- ❑ μ μ “ ”
- ❑ Low transport cost (\$ per bit-km)
- ❑ Transparency for “wavelength” services



μ

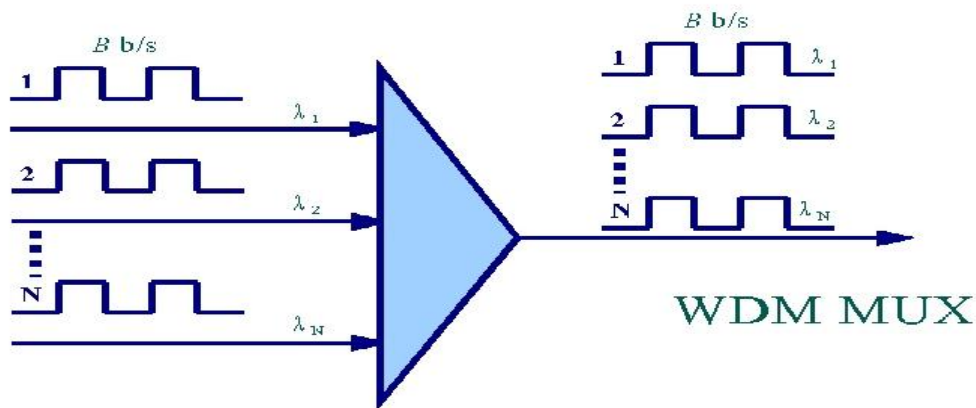
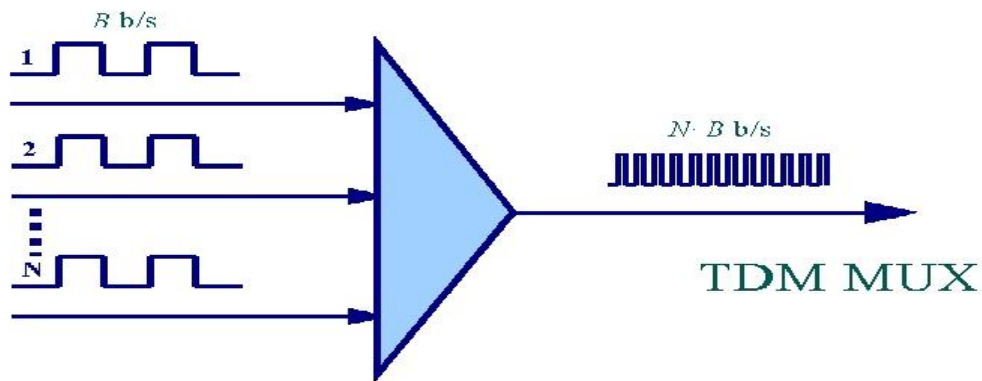


(a) Conventional high-speed transport (40 Gb/s)





TDM vs. WDM



Number of channels:

Example: 40 Gb/s at 1 Mb/s
○ 40,000 channels

160 Gb/s is on the research level.

1,000 channels reported (difficult)
e.g. 5 GHz channel separation.

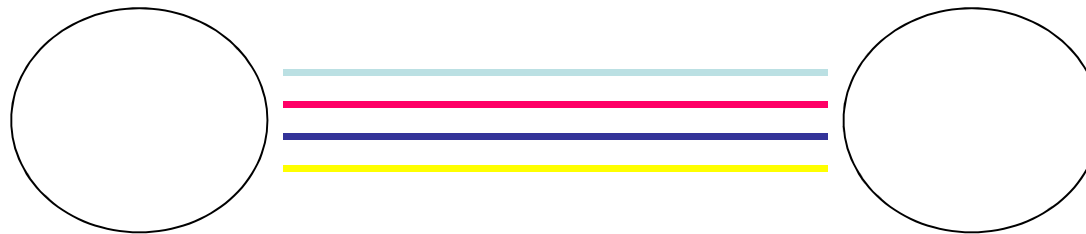
Potential still unexplored.

Maximum aggregate rate

$(N \cdot B)_{\max} = 20$ THz.



Point-to-point WDM

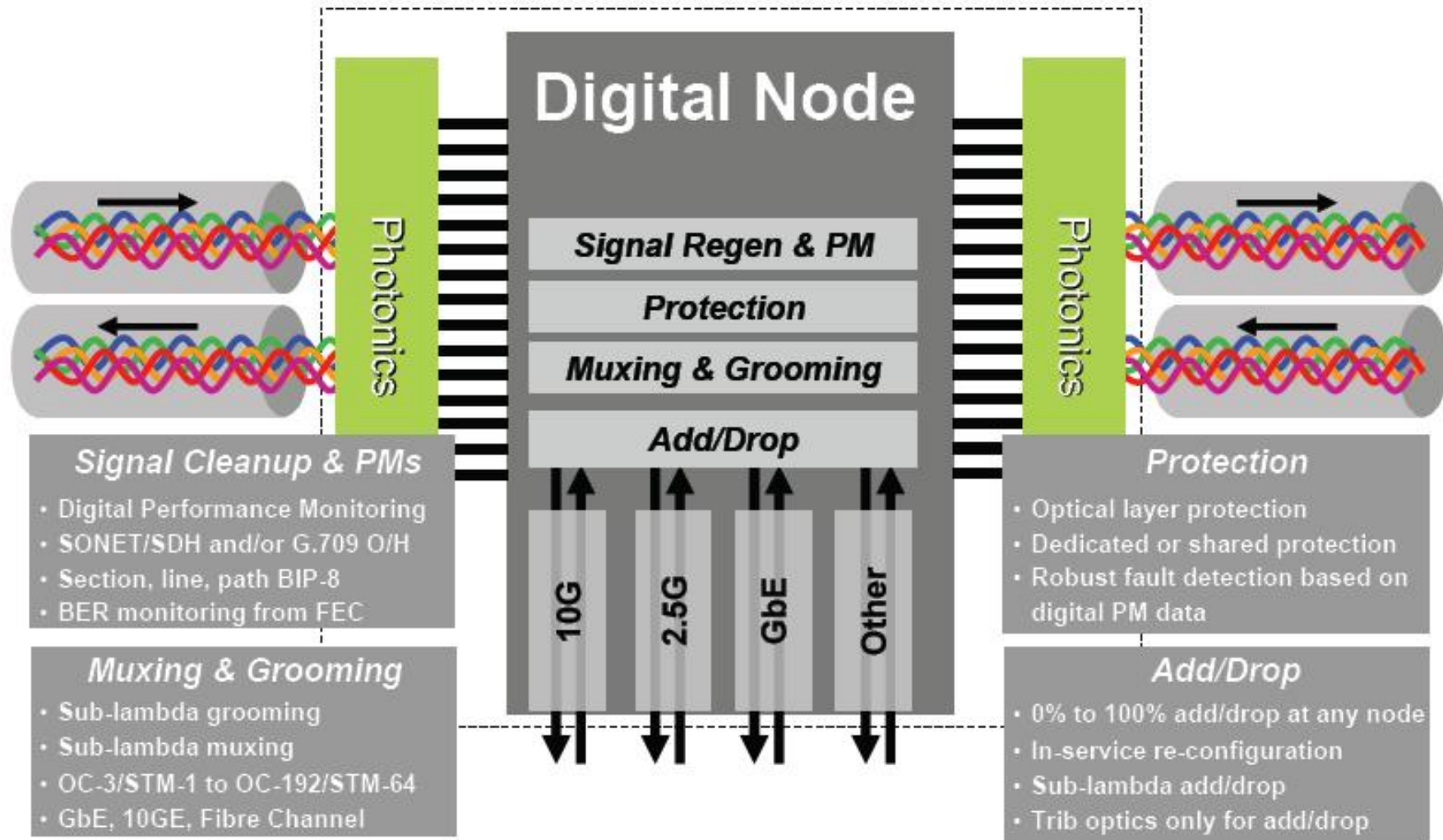


- Increase point-to-point capacity
- Single-hop. All traffic is terminated at the receiving end
- Onward progress is decided either locally via a centrally controlled mechanism



μ

μ

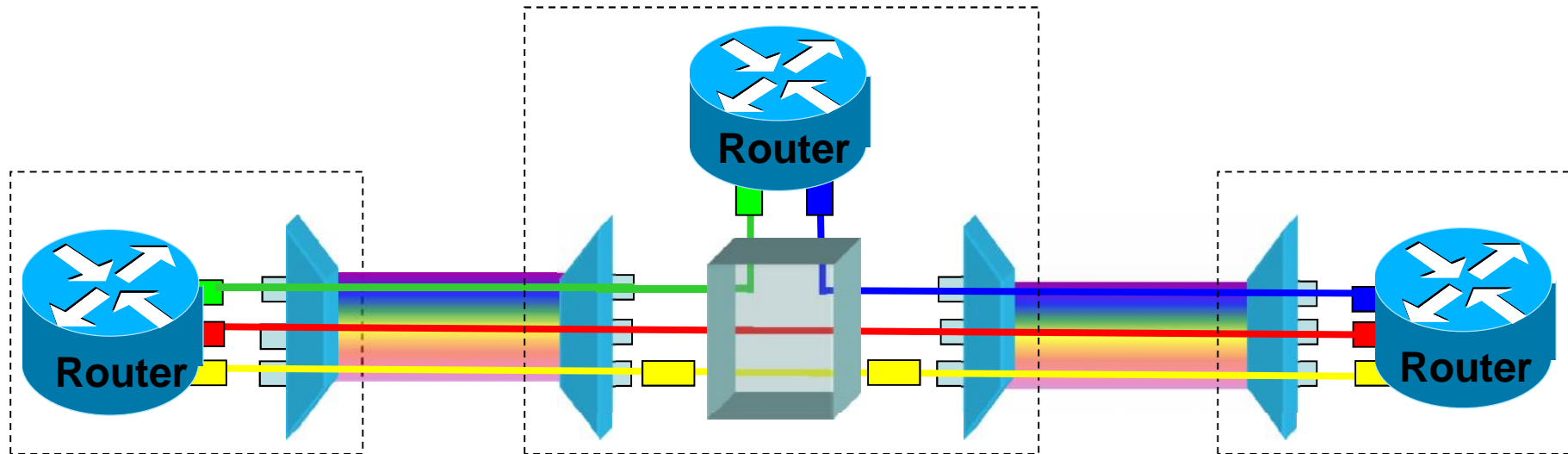


μ

?



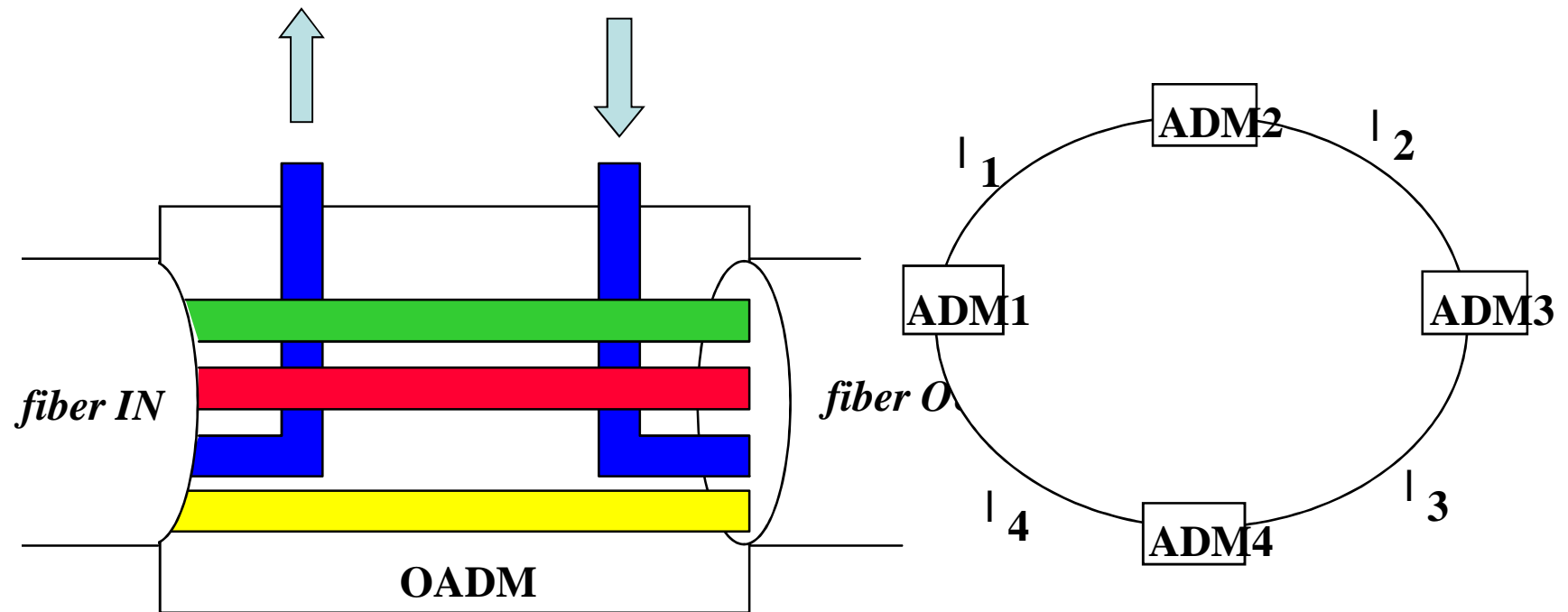
Optical Bypassing



- Reconfigurable optical WDM layer with optical bypass
O/E/O minimized--capex/opex reduction
Switching for automated connection provisioning
SDH/SONET-like look and feel
- Direct connections between routers
- Framing remains from SDH/SONET



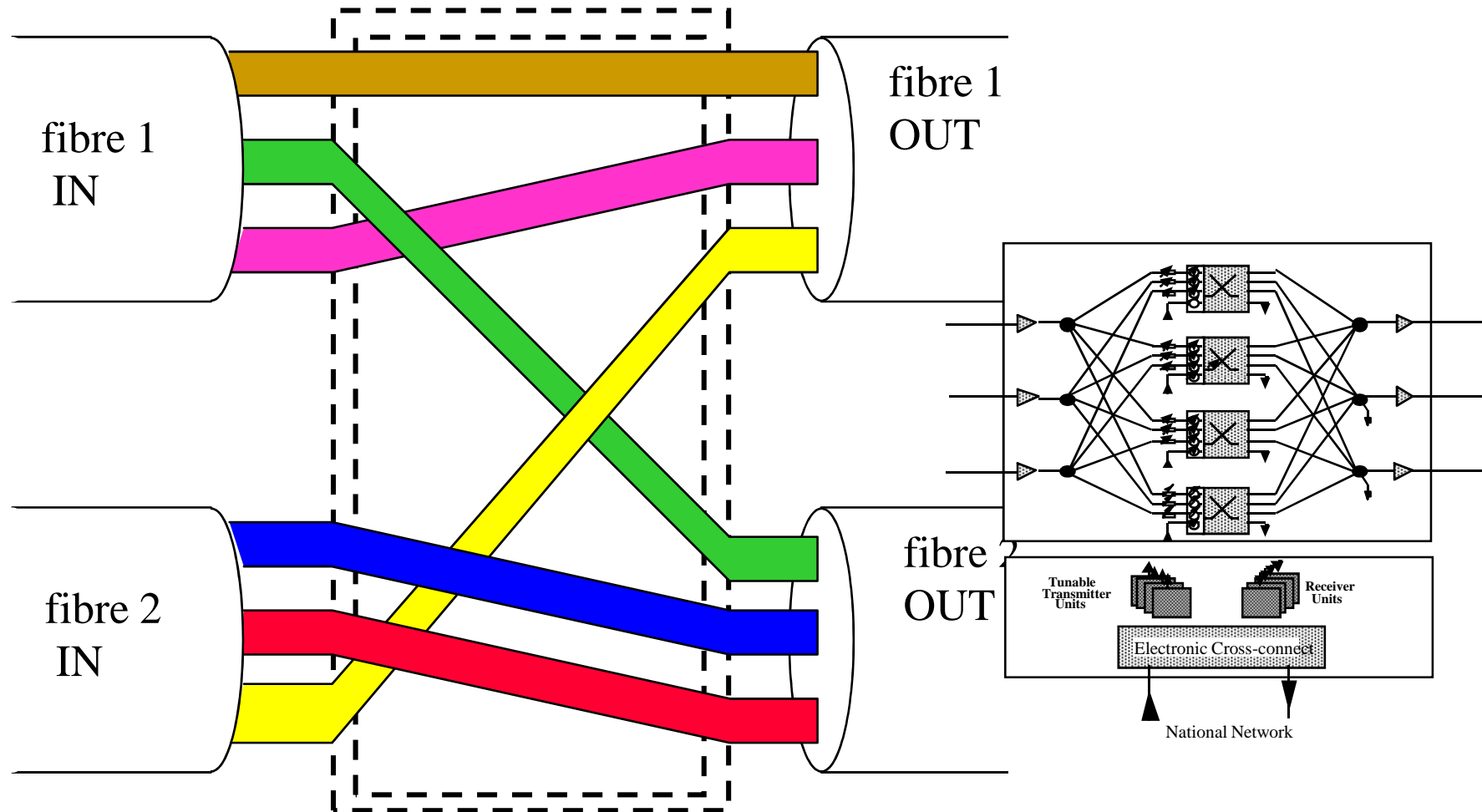
OADM



**The principle of operation is the same with SDH networks.
Rings are constructed with A/D filters**

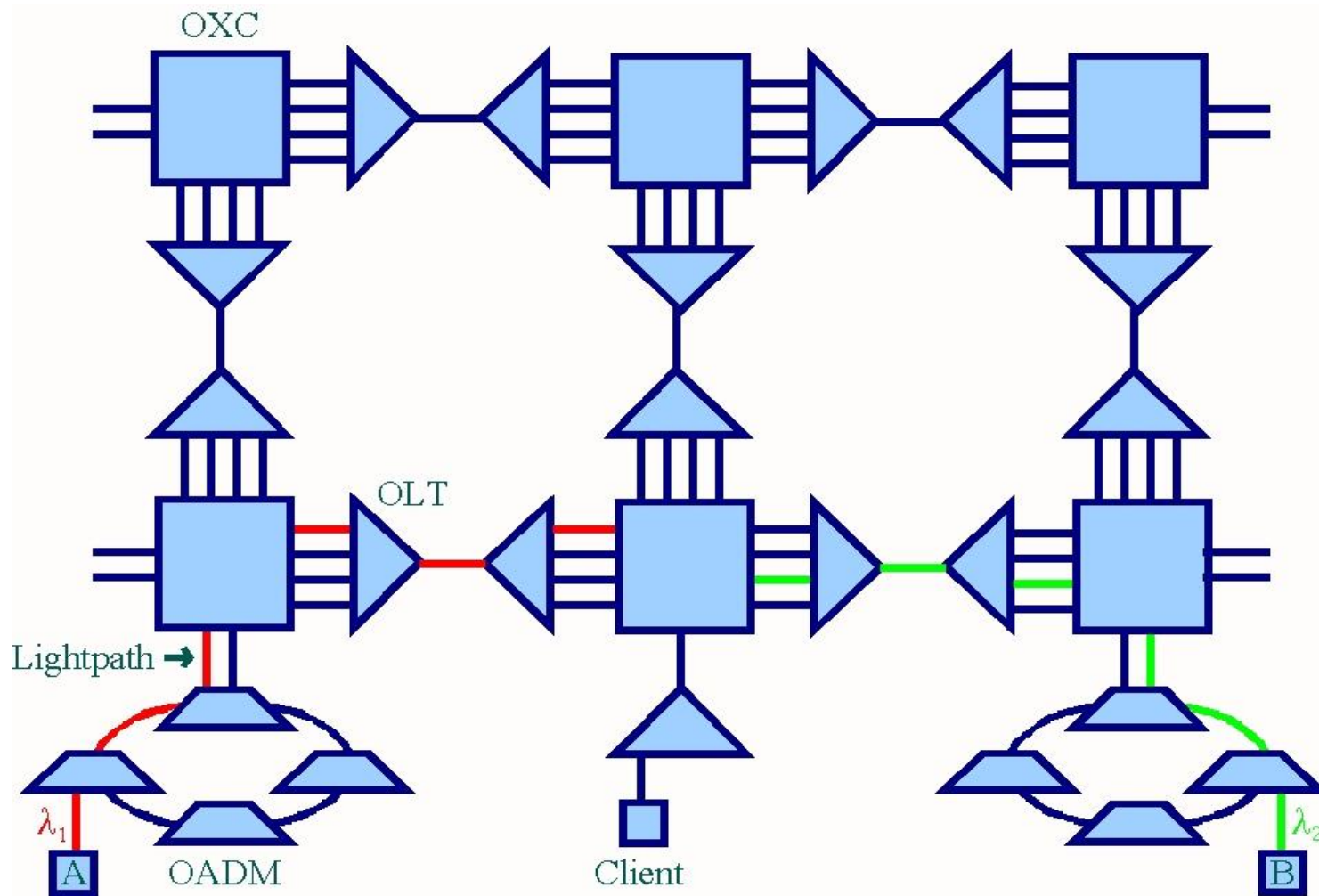


OXC



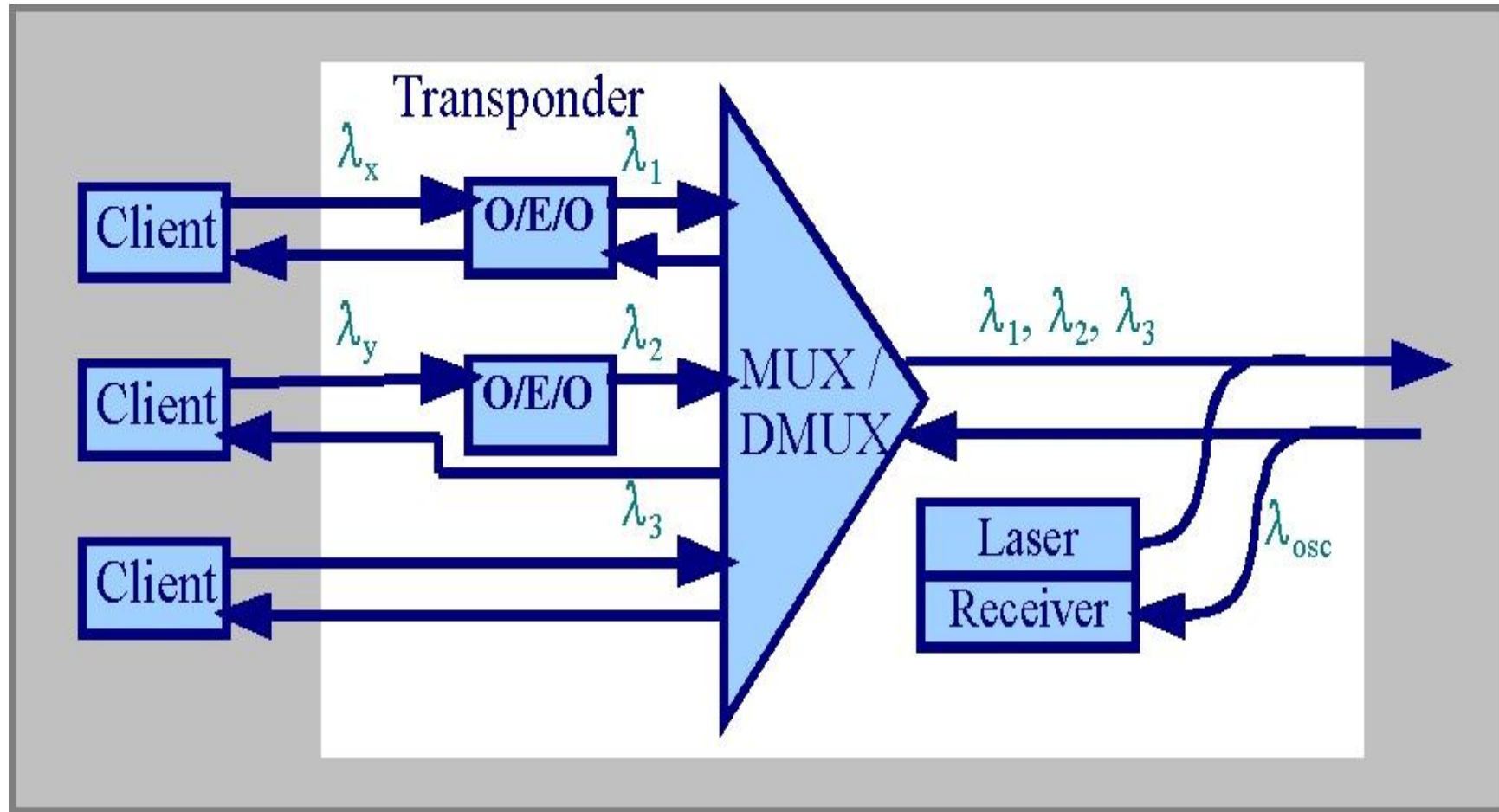


Optical network elements



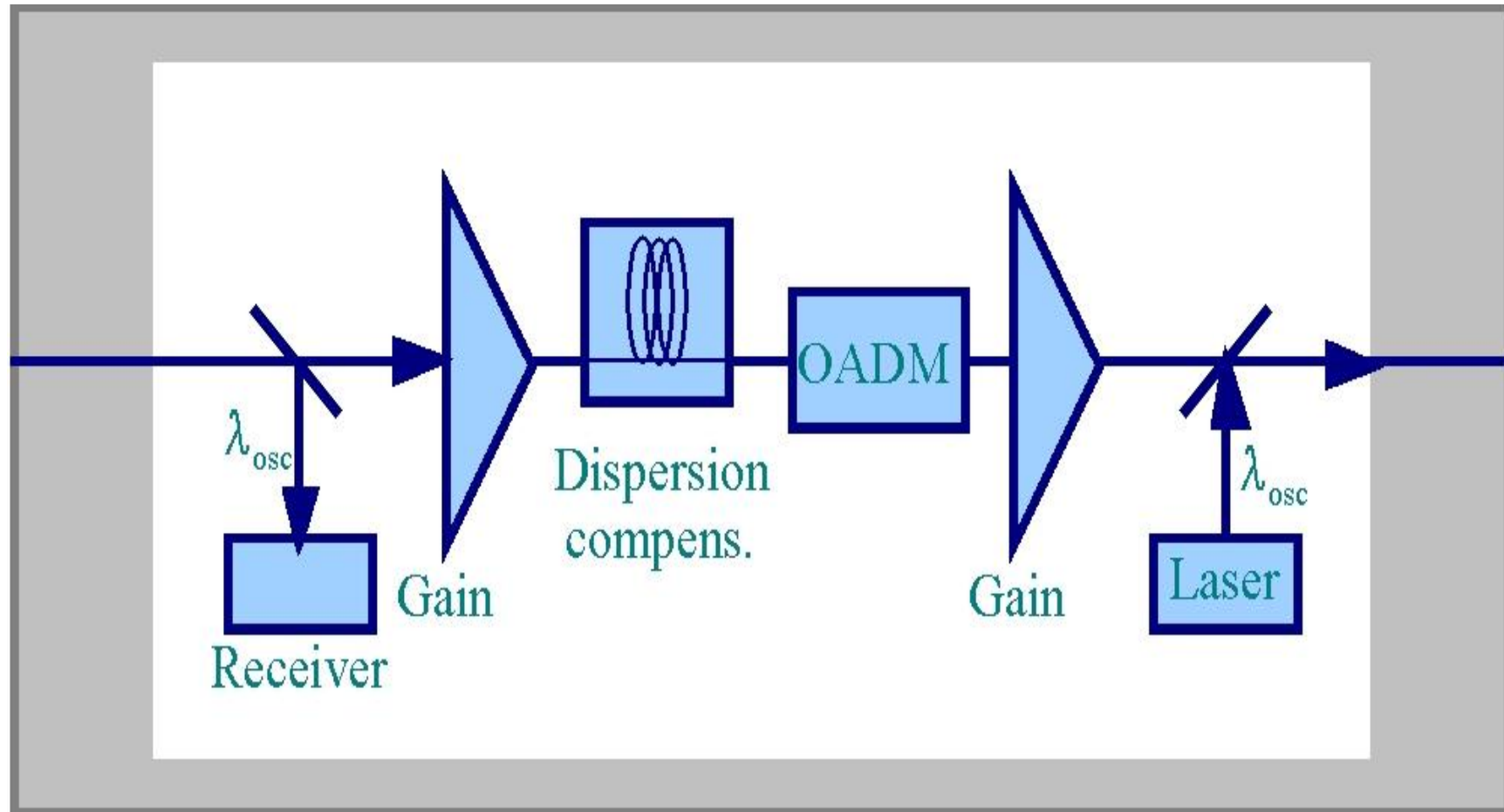


Optical Line Terminal (OLT)



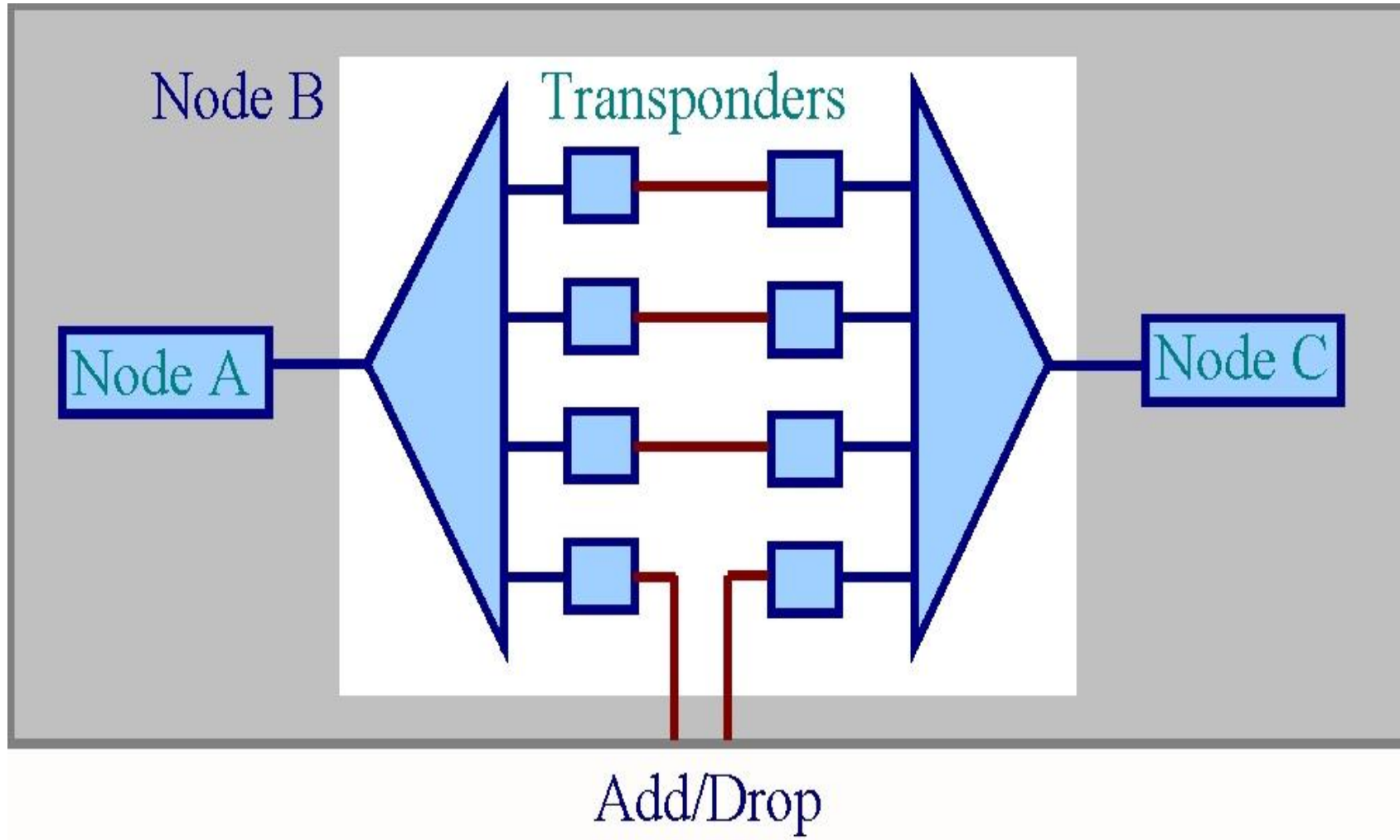


Optical Line Amplifier (OLA)



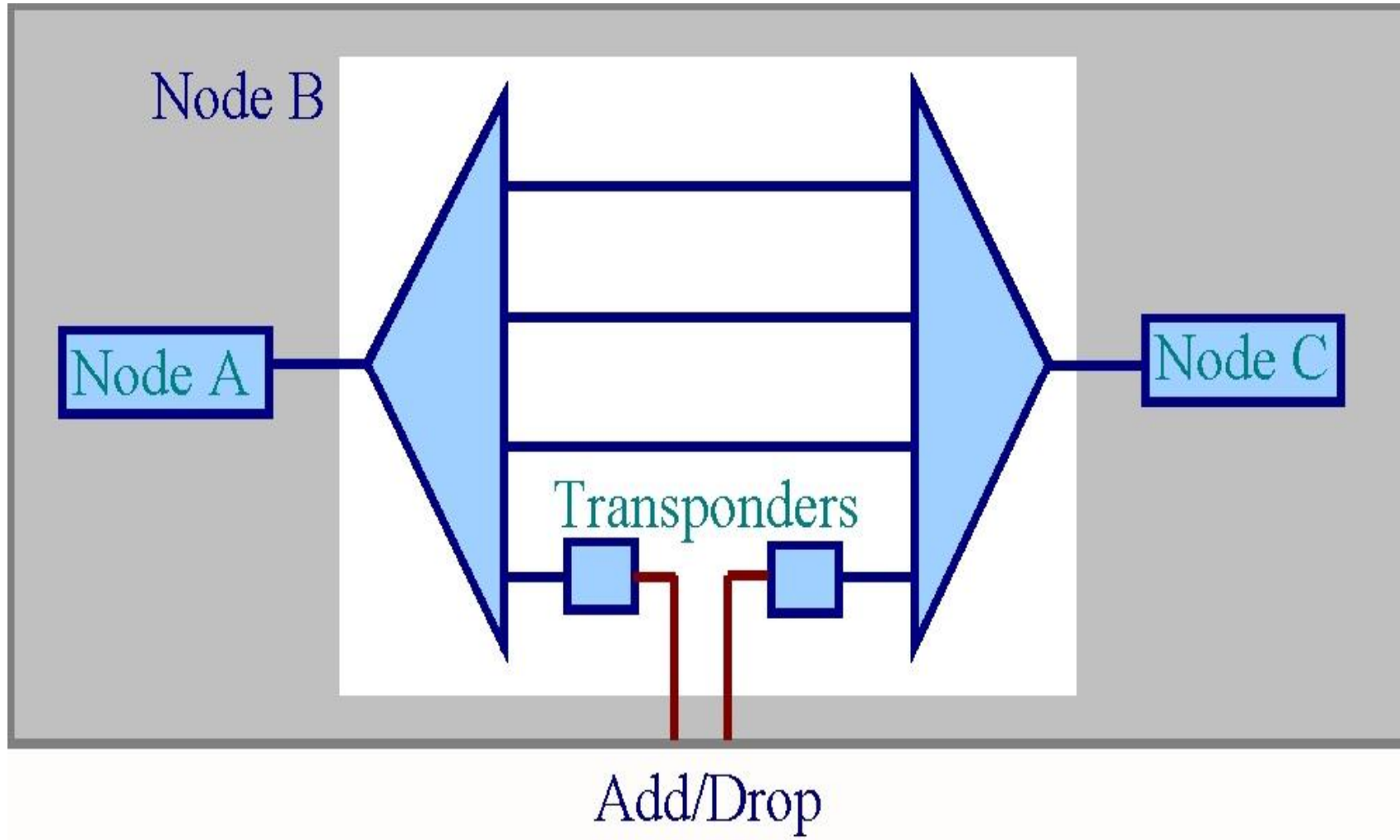


Optical Add/Drop Multiplexer



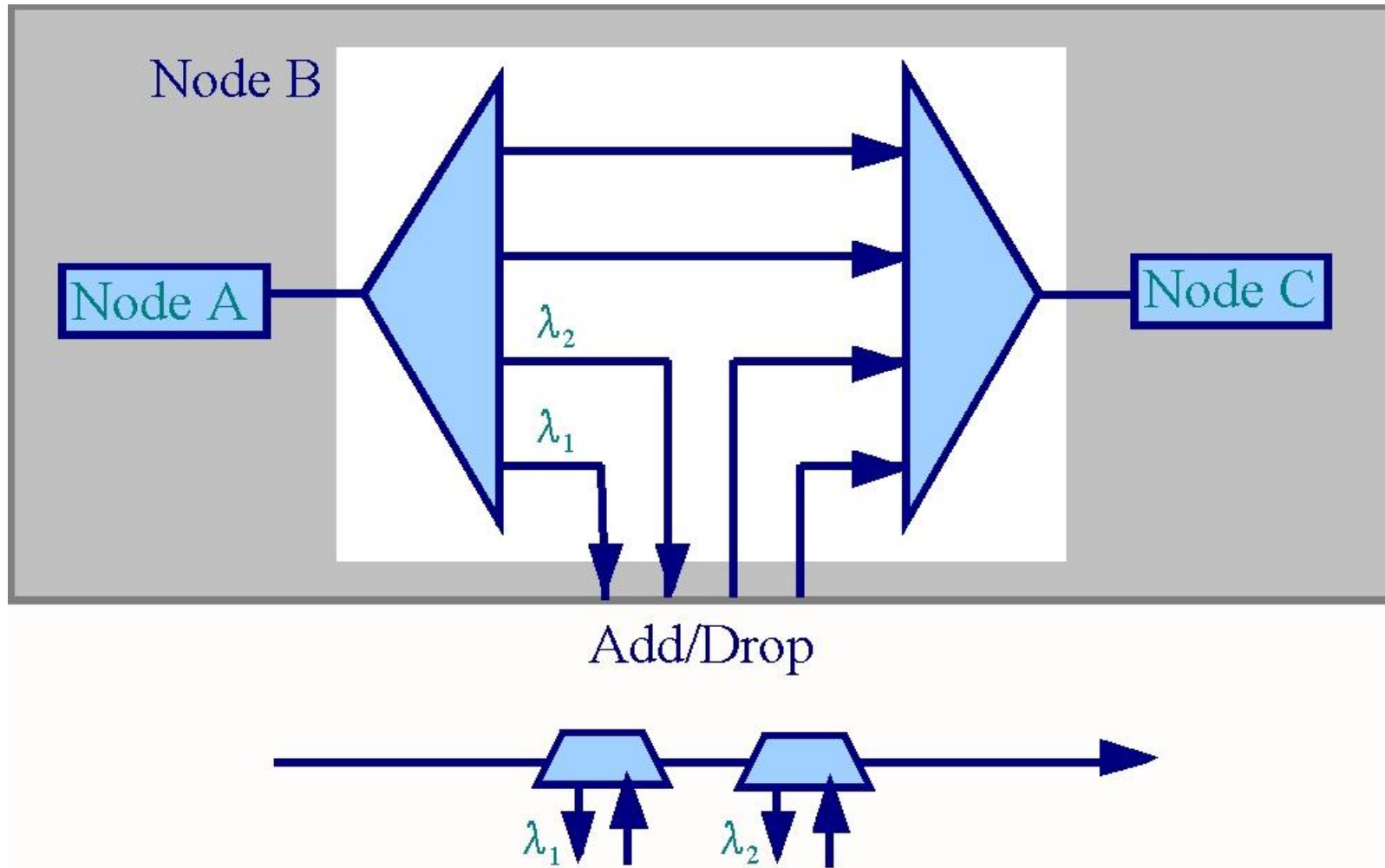


Optical Add/Drop Multiplexer



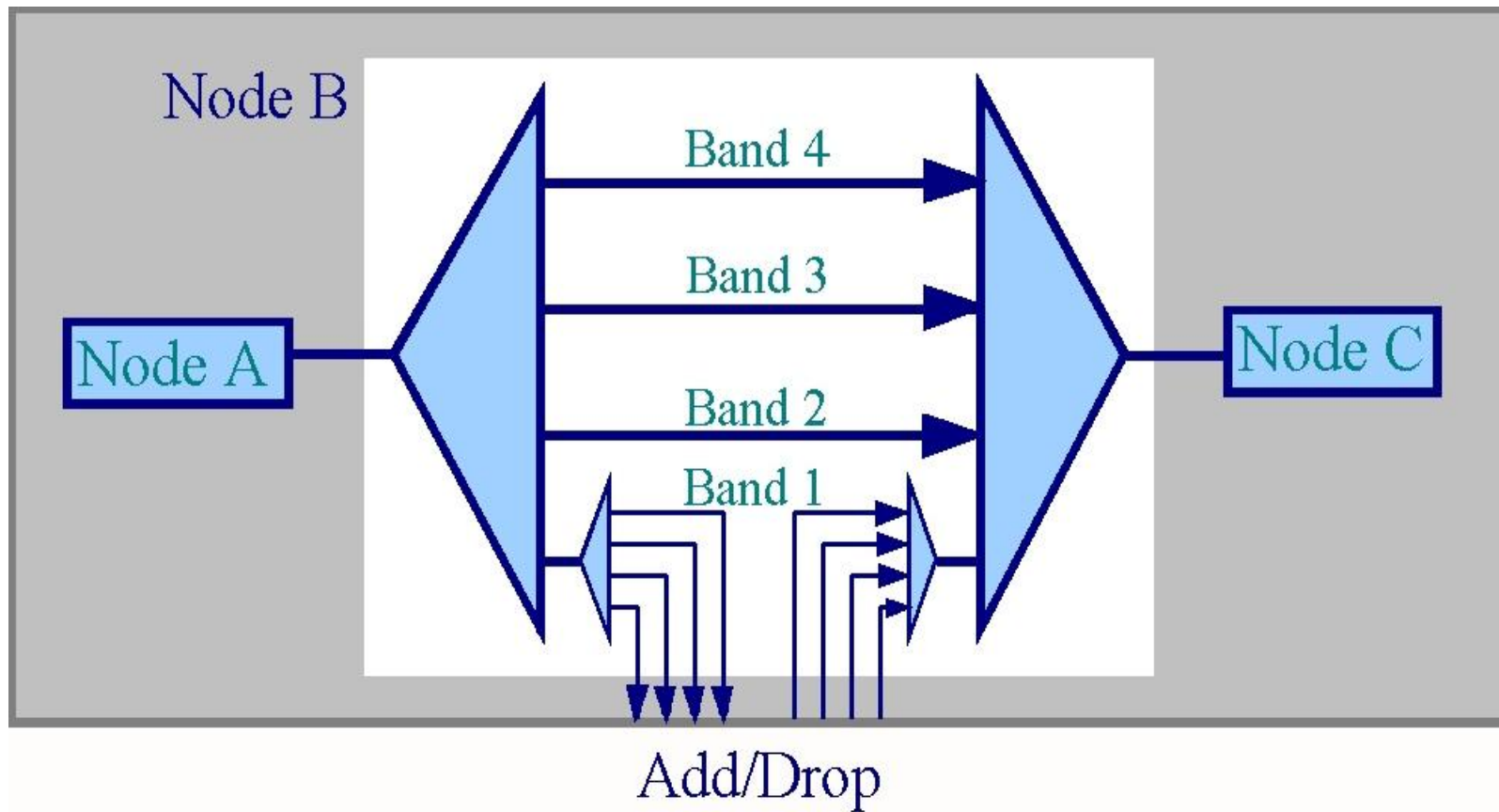


Optical Add/Drop Multiplexer



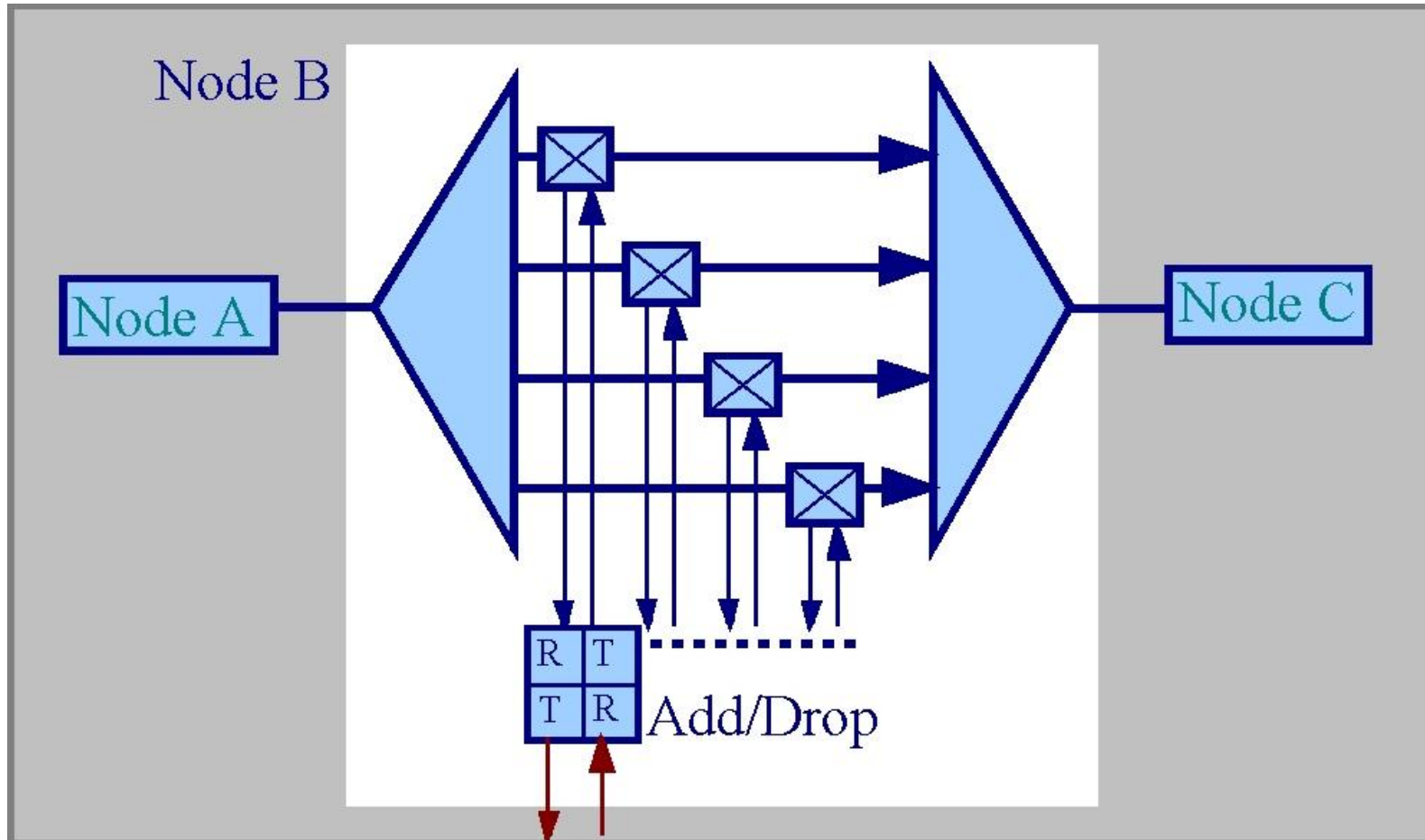


Optical Add/Drop Multiplexer



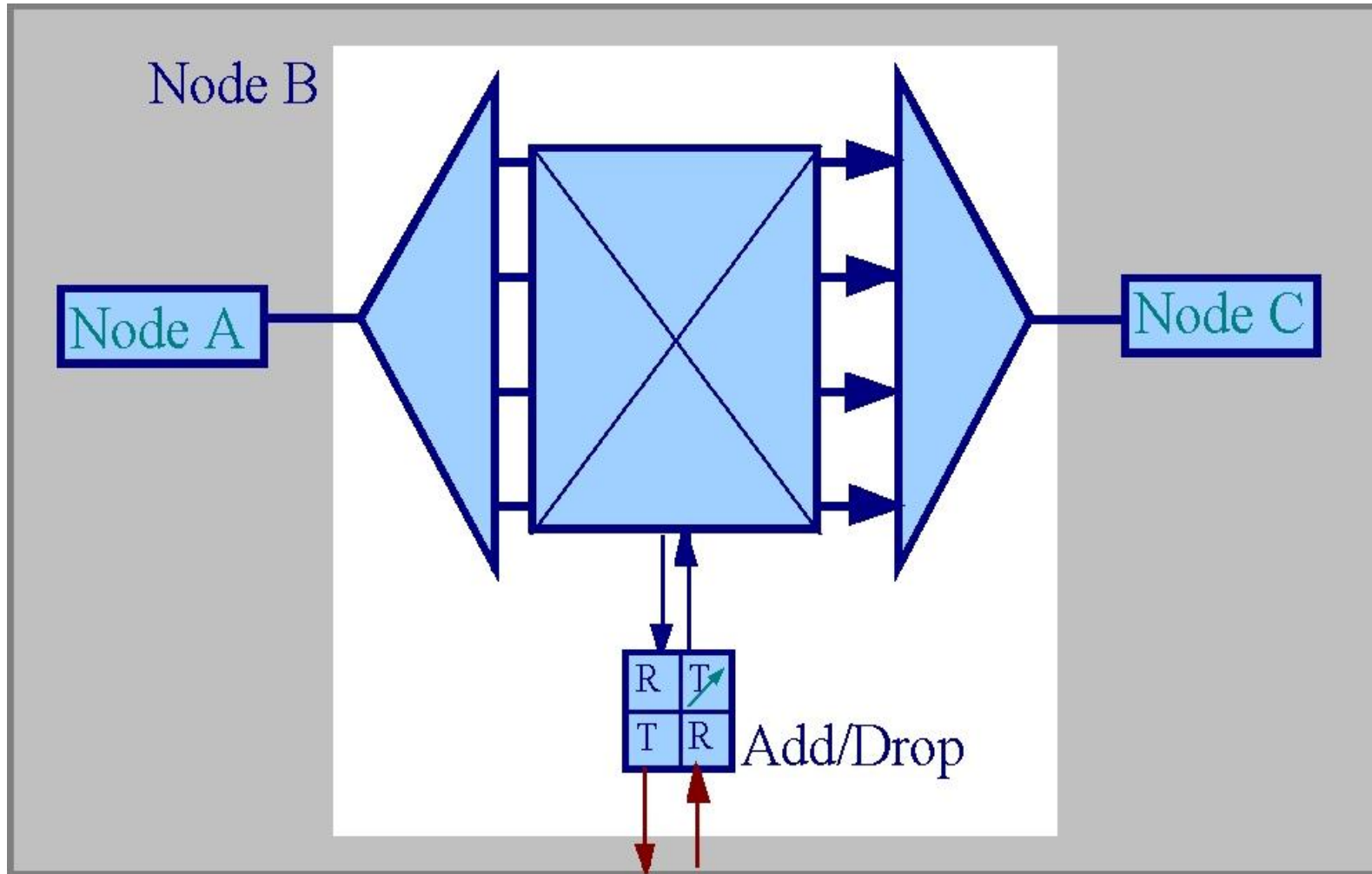


Optical Add/Drop Multiplexer



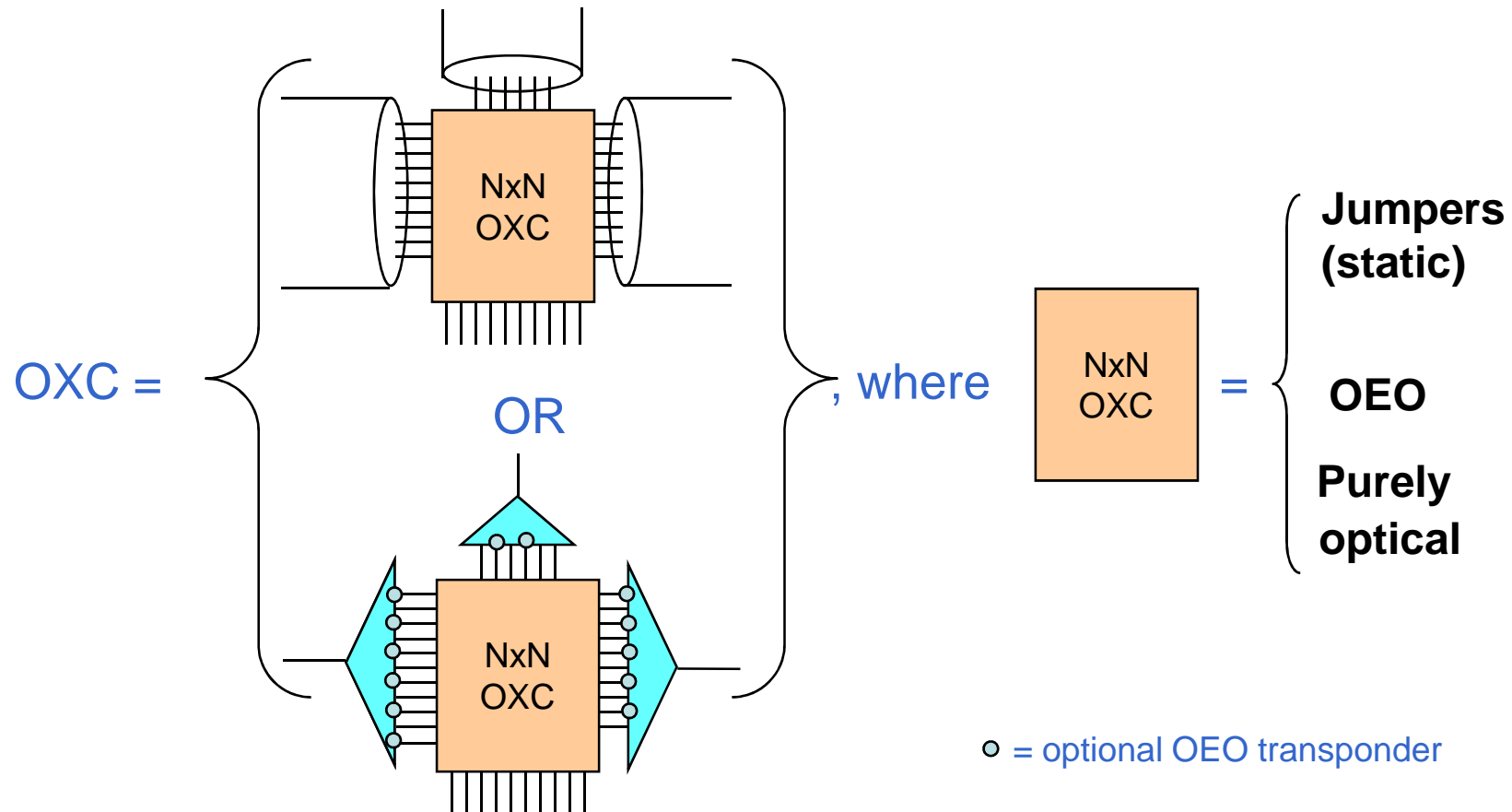


Optical Add/Drop Multiplexer



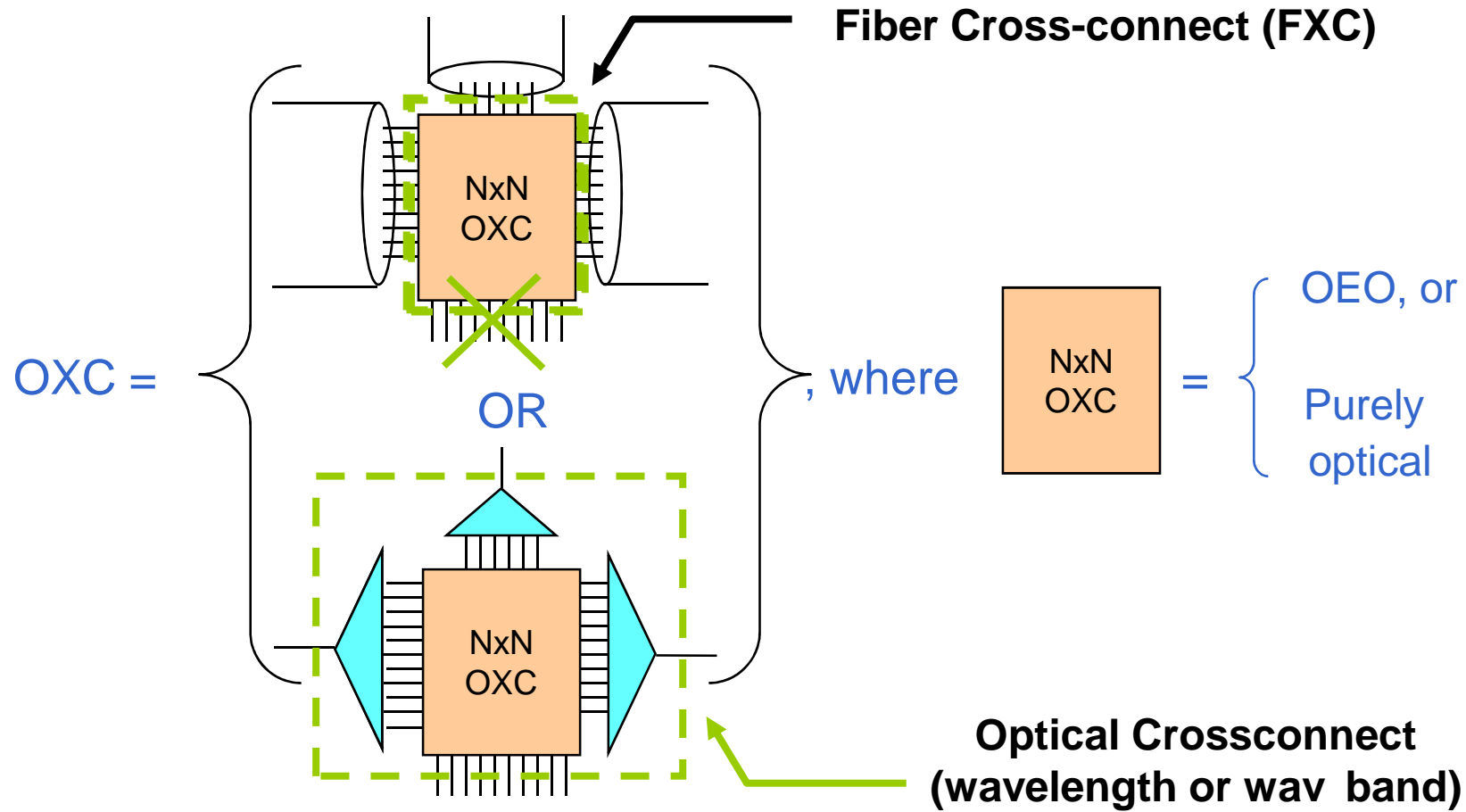


Generic OXC functionality



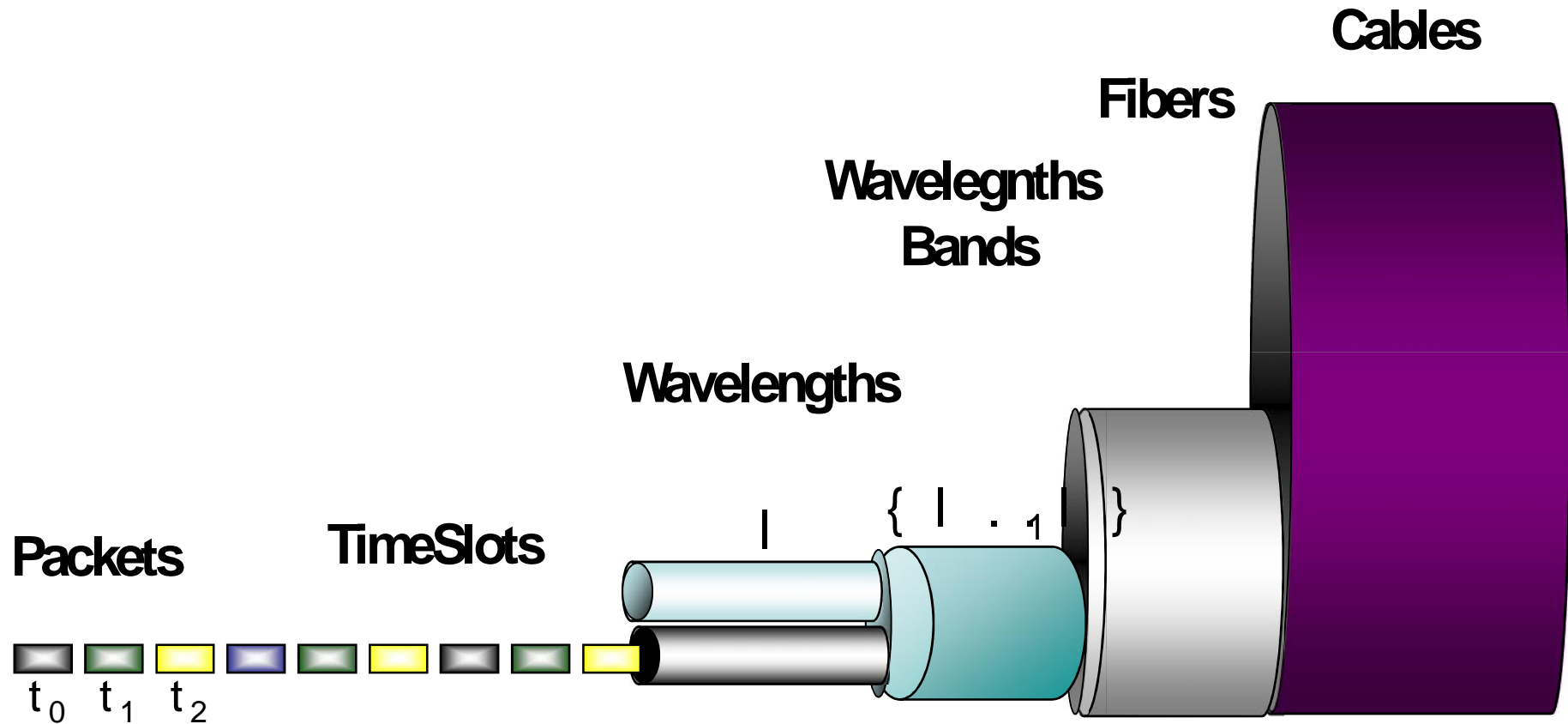


Generic OXC functionality-2



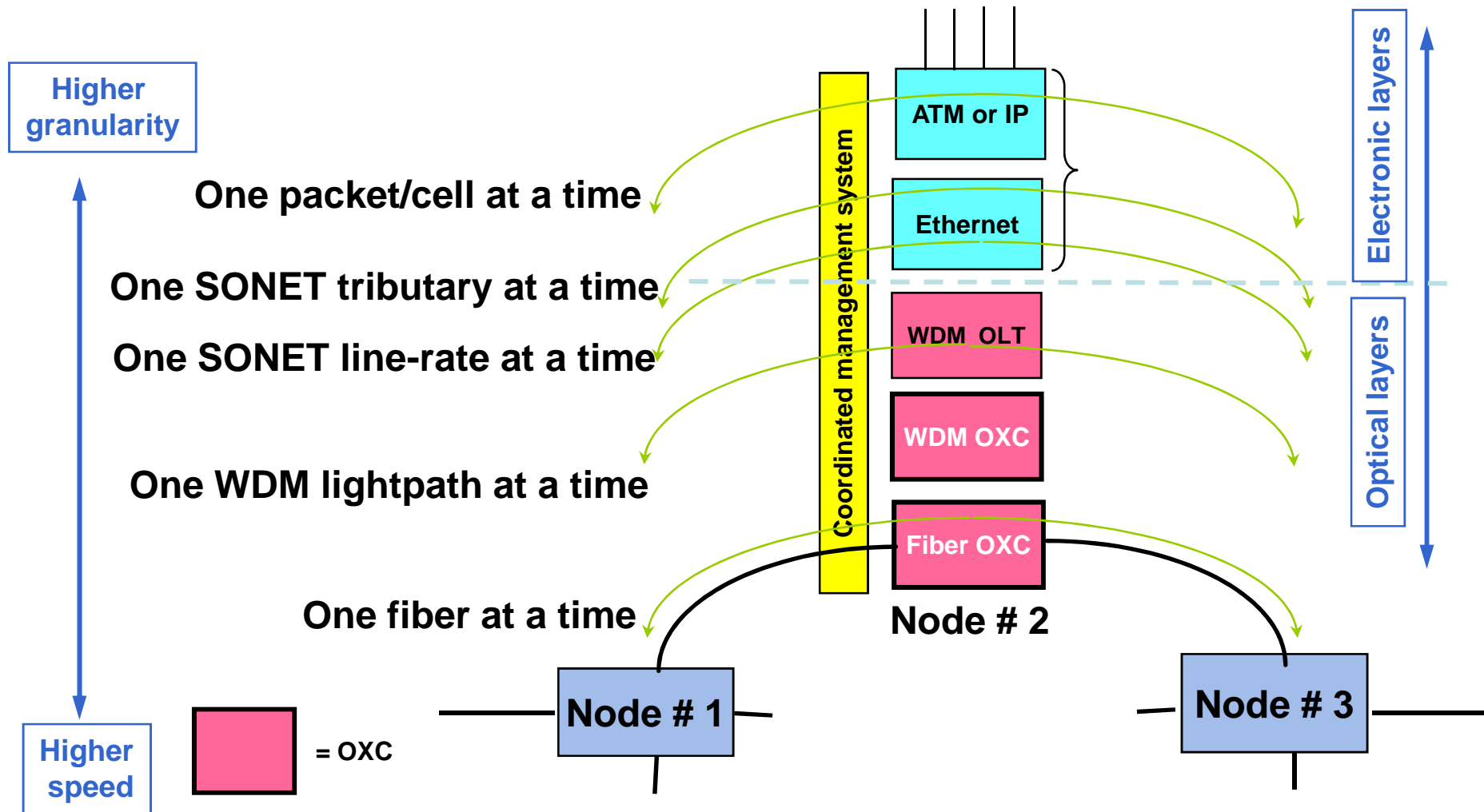


Various Bandwidth Granularities





Granularity management





SONET/SDH

Synchronous Networking
Synchronous Digital Hierarchy



SONET/SDH-1

- 1988-

- 155.52 Mb/s^μ

μ

SDH

μ

- 1990 -

- OC-1 and OC-3

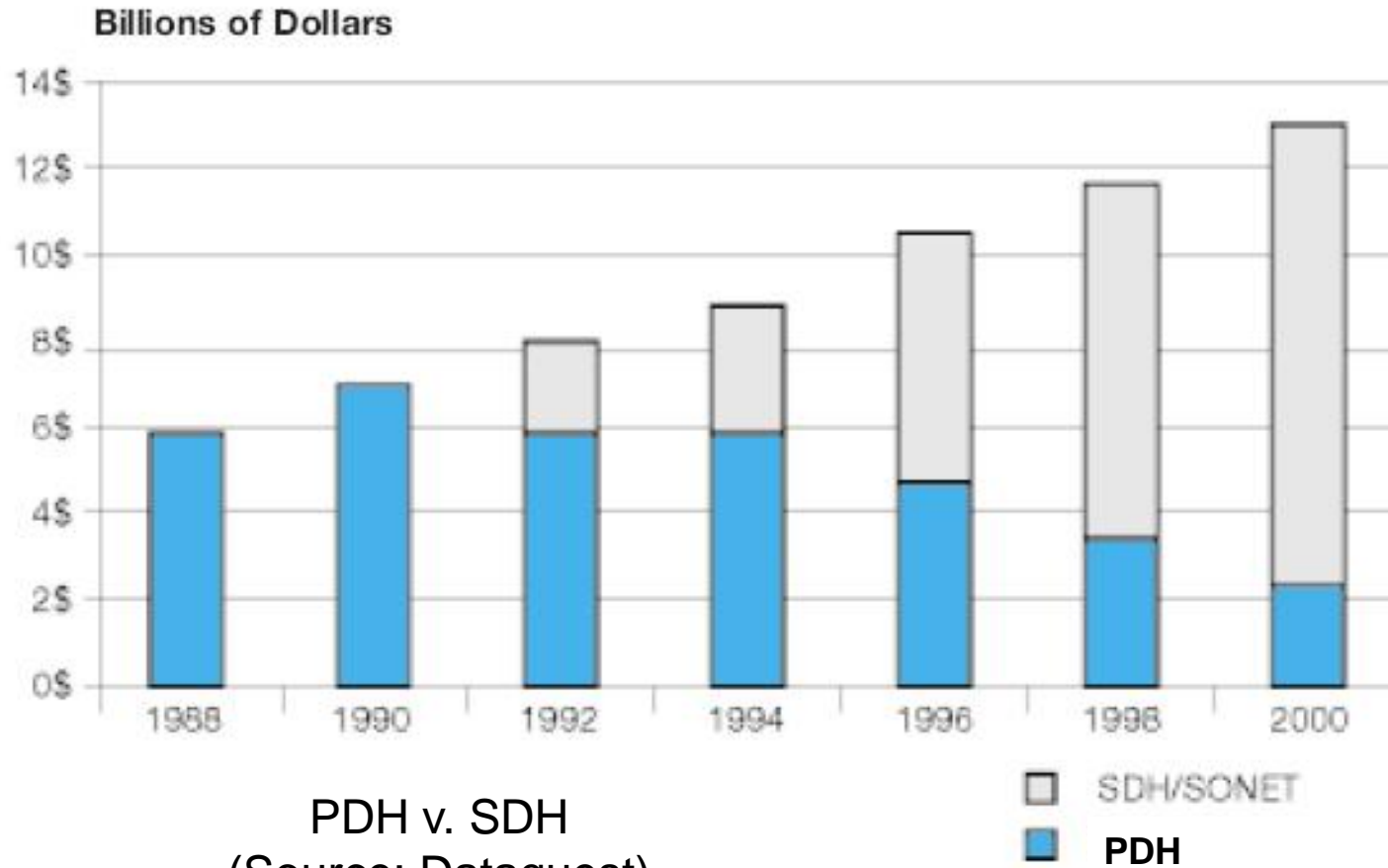
(Multi-vendor) SONET

- Three Phase process

- Phase I: Addressed issue of passing bits between two equipment (1988)
 - Phase II: Addressed issue of multivendor interoperability (1990/91)
 - Phase III: Addressed issue of OAM&P (still ongoing)



SONET/SDH-2



SDH/SONET

μ μ



SONET/SDH μ

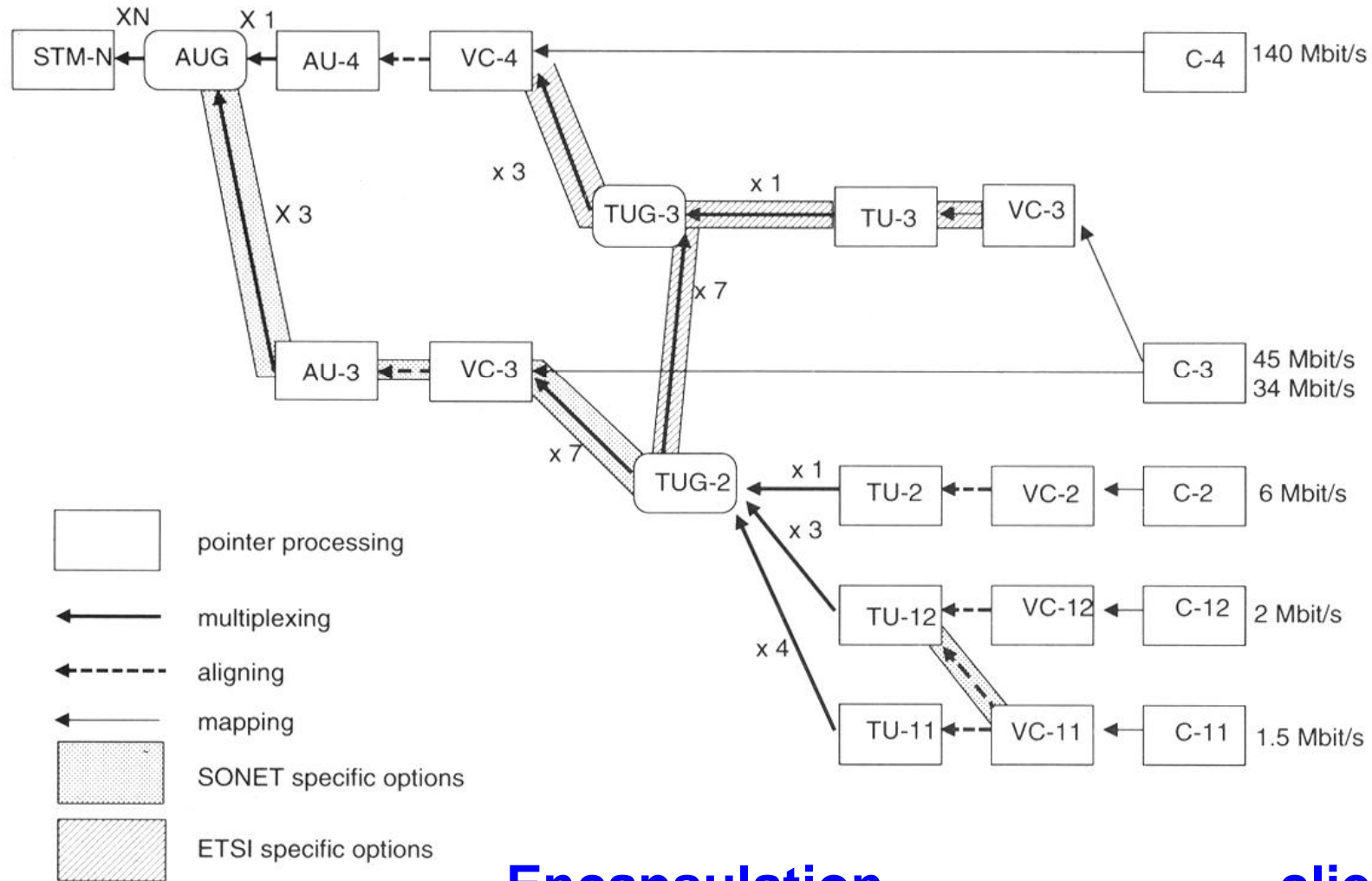
- SONET/SDH μ 95% Service Provider**
- Multiple, global equipment makers**
 - **Alcatel-Lucent, Siemens-Nokia, Cisco, Fujitsu, Ericsson, Nortel, etc.**
- μ**
 - **STM-64 = 10 Gb/s.**
 - **μ STM-256 = 40 Gb/s**



SONET/SDH



SDH - Transparency



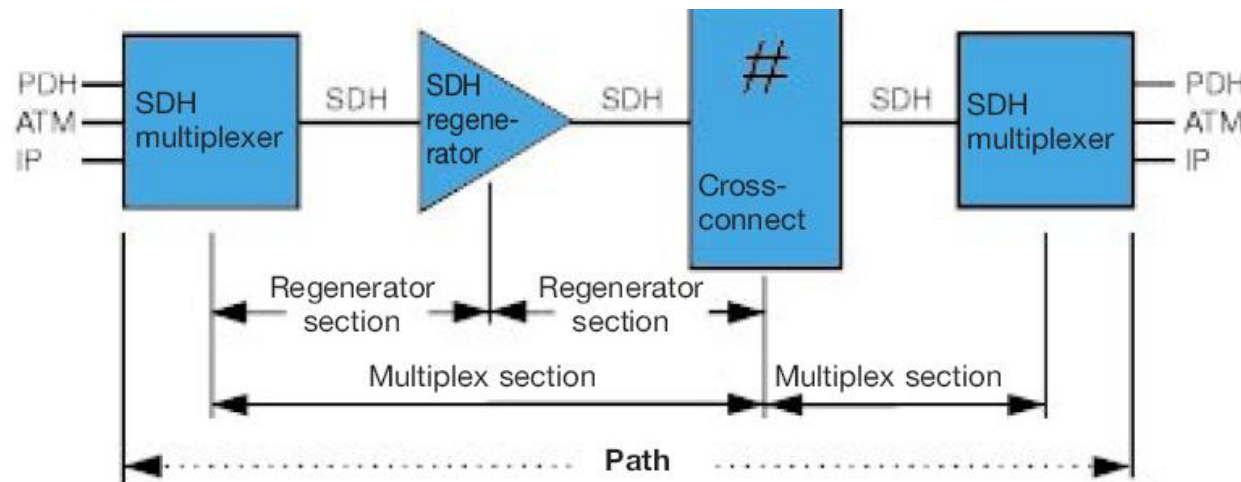
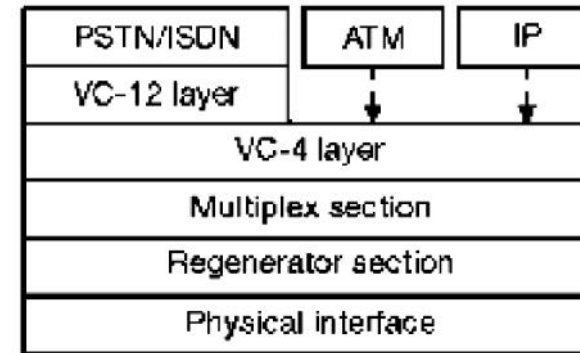
Encapsulation

clients



SDH transport network

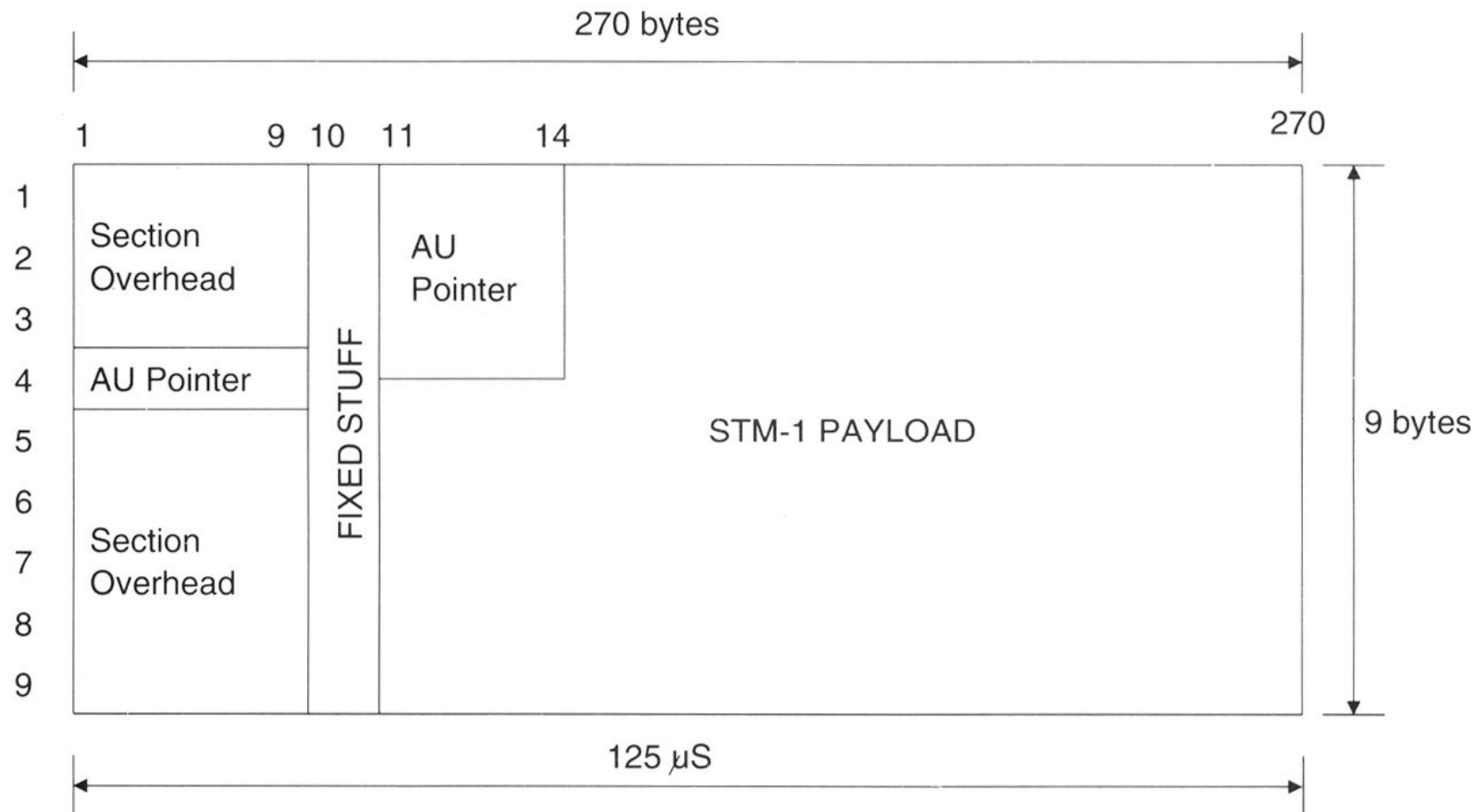
□ The SDH layer model



□ Path section designations



SDH - OA&M



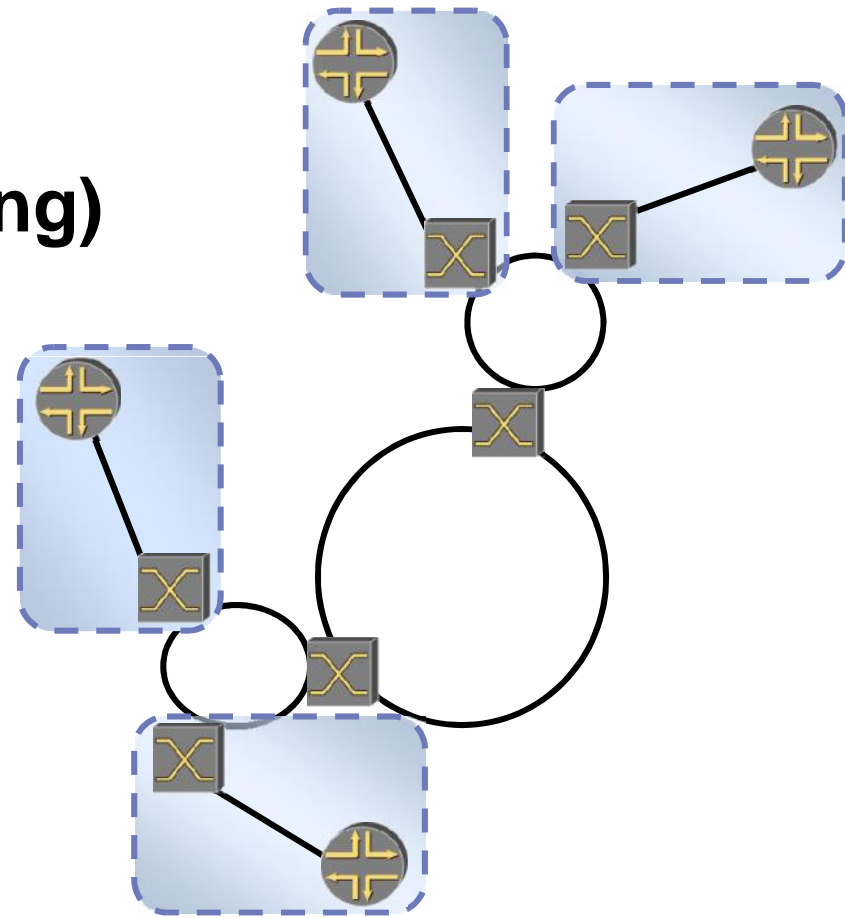
- Performance monitoring,
- Bandwidth management
- Network management



μ

SDH

- o 10s of ms protection
- o Simple restoration
- o (dual fiber ring)





μ

SDH

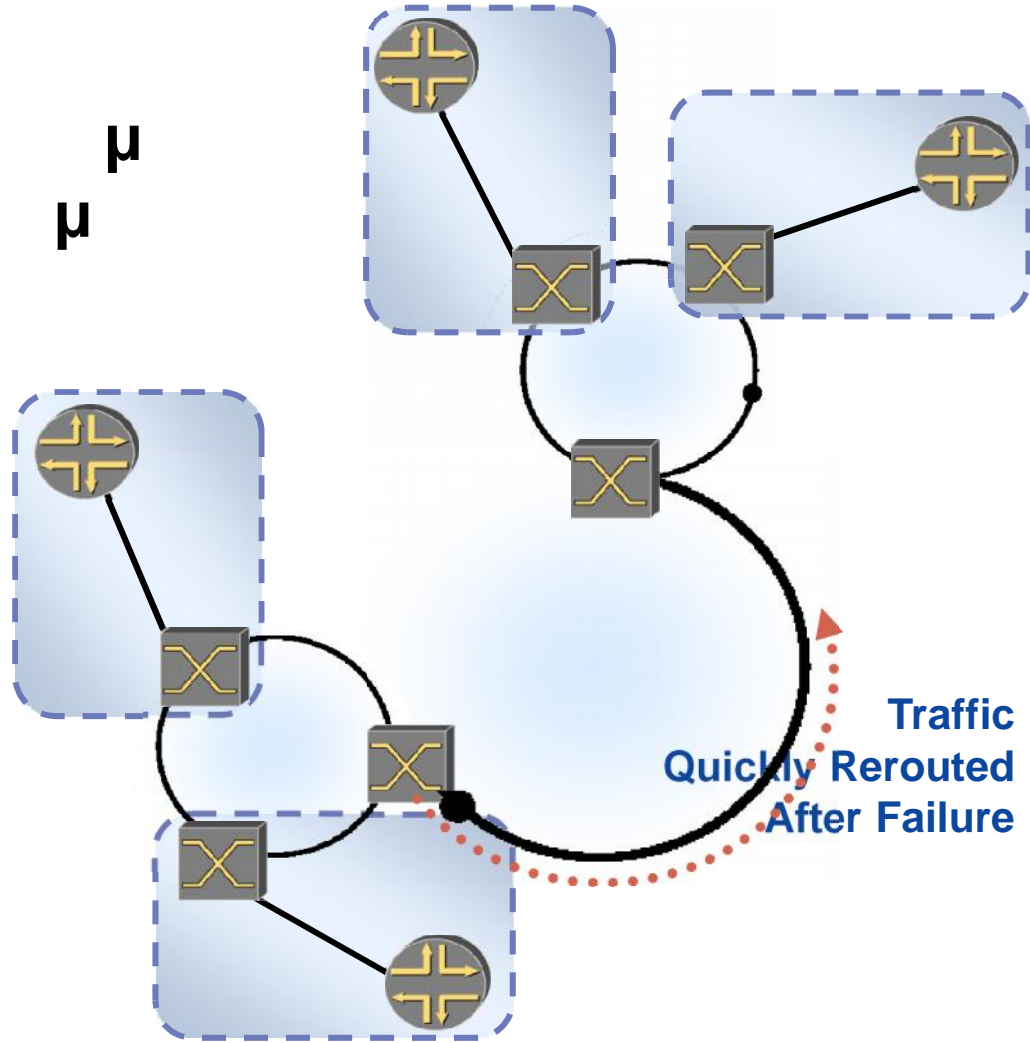
μ

μ

μ

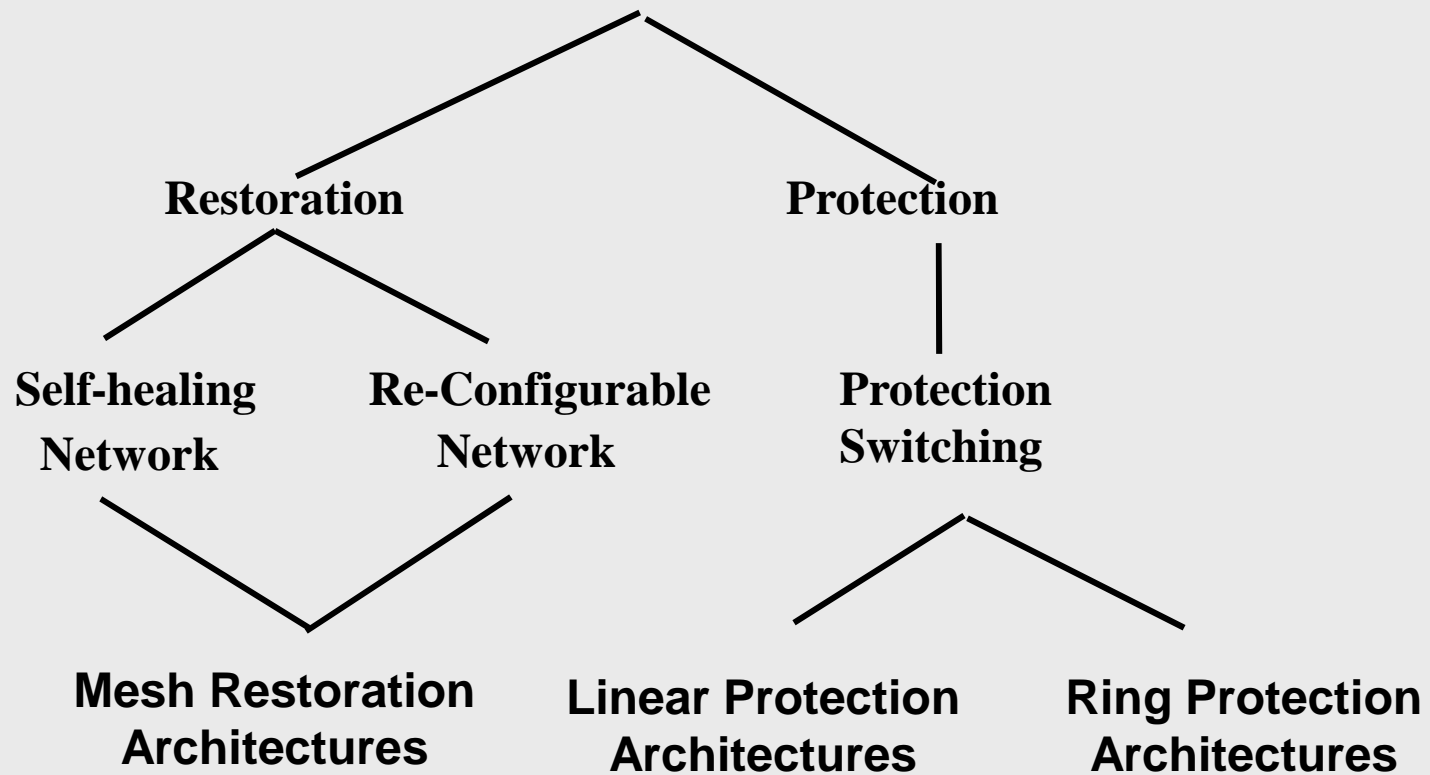
μ

μ





Network Survivability Architectures





Network Availability & Survivability

μ (availability) μ
 μ μ μ
 μ , μ
 μ
.

$$\text{Availability} = \frac{\text{Reliability}}{\text{Reliability} + \text{Recovery}}$$

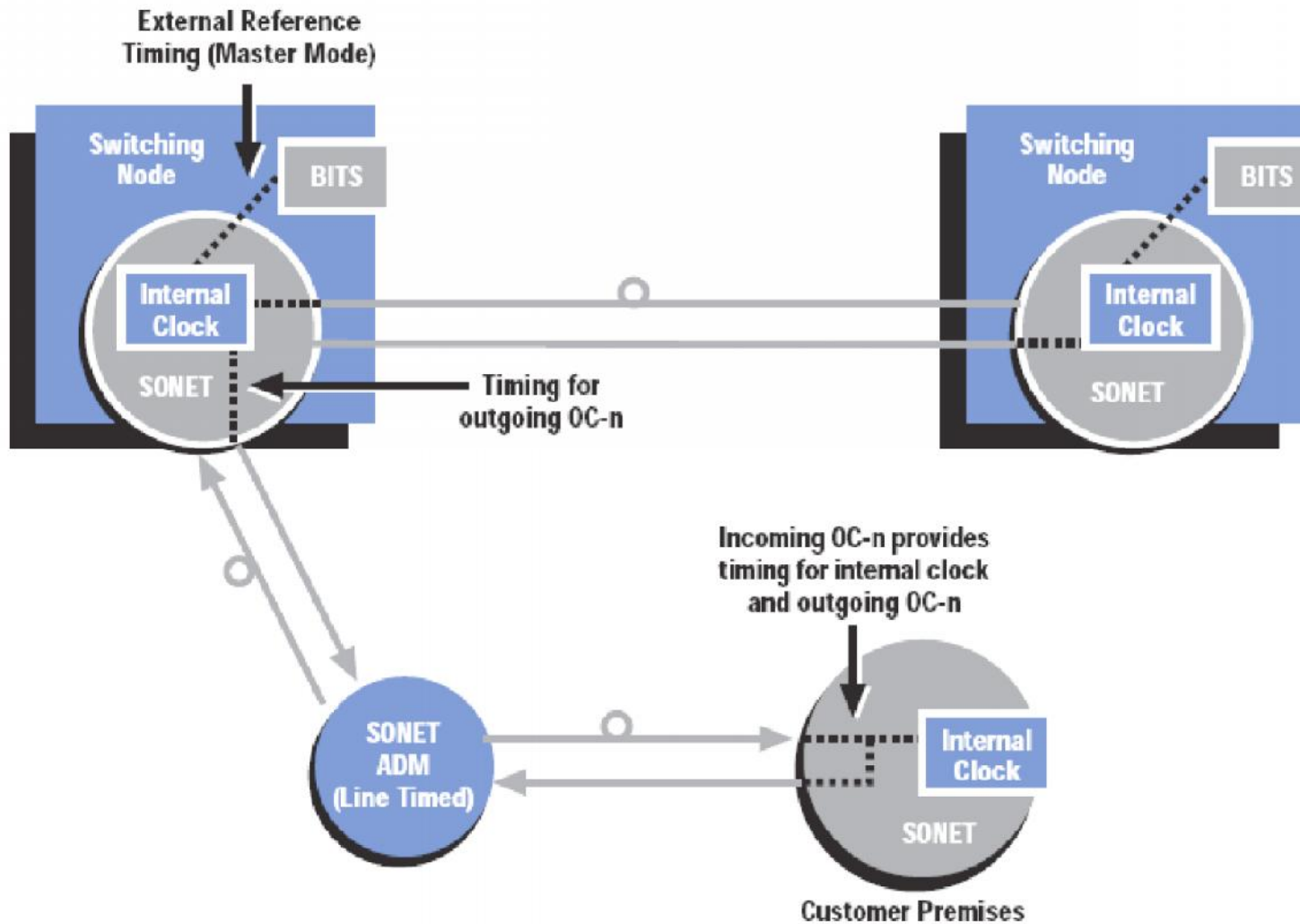


μ

Percent Availability		N-Nines	Downtime Time Minutes/Year
99%		2-Nines	5,000 Min/Yr
99.9%		3-Nines	500 Min/Yr
99.99%		4-Nines	50 Min/Yr
99.999%		5-Nines	5 Min/Yr
99.9999%		6-Nines	.5 Min/Yr



SDH - Synchronization





μ

- jitter
- Add/Drop Multiplexing
Digital Crossconnect (DCS)
- Standardization



SONET/SDH

μ .

μ μ
clients: ADM, DCS, Ethernet switch,
ATM switch, IP switch/router, DWDM transport
terminal

Carriers μ
 μ μ
synchronous networking



SONET/SDH Limitations-1

- ❑ With SDH DCS, the node has to process the aggregate capacity. Apparently, every node has to cope with both **domestic AND transit traffic**.
- ❑ Despite the fact that the transmission cost is going down, the cost of switching is very high because SDH allows granularity down eventually to 64Kb/s (more likely 45 Mb/s). **High speed electronics are used**
- ❑ Engineered for voice, **not data**. SDH needed to provide grooming for all possible clients i.e. to accommodate dissimilar types of traffic. **Planning and grooming complexity**. Delivery measured in weeks



SONET/SDH Limitations-2

- μ
 - Static not dynamic bandwidth
 - Granularity – 5.5 Gb/s ?

- Little interoperability at “control plane”(
)
 - operators μ
 - μ μ
 - - μ
 -



μ

SONET/SDH

- SONET
 - STM-256

- MAN WAN

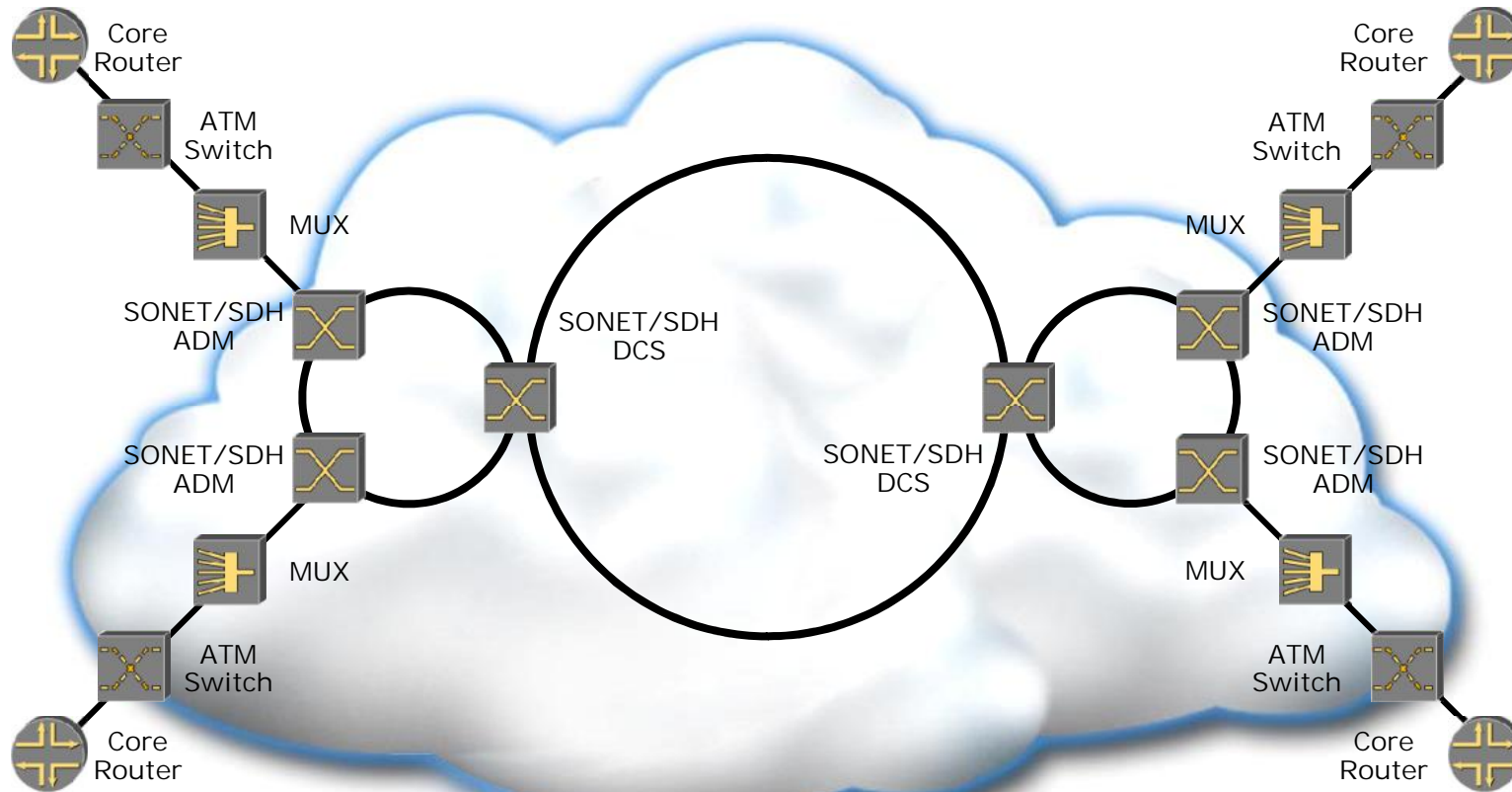
- Multi-Service Provisioning Platforms (MSPP)
 - MSPPs SONET/SDH
 - μ μ μ
 - To combine various functionalities into one chassis ADM and DCS + non-TDM functionality (IP + Layer 2 switching, DWDM). This is the “digital wrapper” called **NG-SONET**. IP + SONET/SDH Integration (RPR, GFP, VCAT). Data & SAN interfaces.



Networking



Typical IP Backbone (Late 1990's)



❑ Data packed over traditional voice/TDM transport



Why So Many Layers?

- ❑ Router
 - ❑ Packet switching
 - ❑ Mux and statistical gain
 - ❑ Any-to-any connectivity
 - ❑ Restoration (several seconds)
- ❑ ATM/Frame switches
 - ❑ forwarding
 - ❑ Traffic engineering
 - ❑ Restoration (sub-second)
- ❑ MUX
 - ❑ Speed match router/ switch interfaces to transmission network
- ❑ SONET/SDH
 - ❑ TDM oriented
 - ❑ **Aggregation**-grooming
 - ❑ Standardized Transportation
 - ❑ Restoration (50msec)
- ❑ DWDM
 - ❑ Raw bandwidth
 - ❑ Defer new construction
- ❑ Result
 - ❑ Duplication of functionalities
 - ❑ Multiple Network Management Systems
 - ❑ Increased capital and operational costs



SDH - WDM duplication

P-t-P Links

- One SDH connection between Terminals
- Many fiber or WDM lightpaths between Terminals

Rings

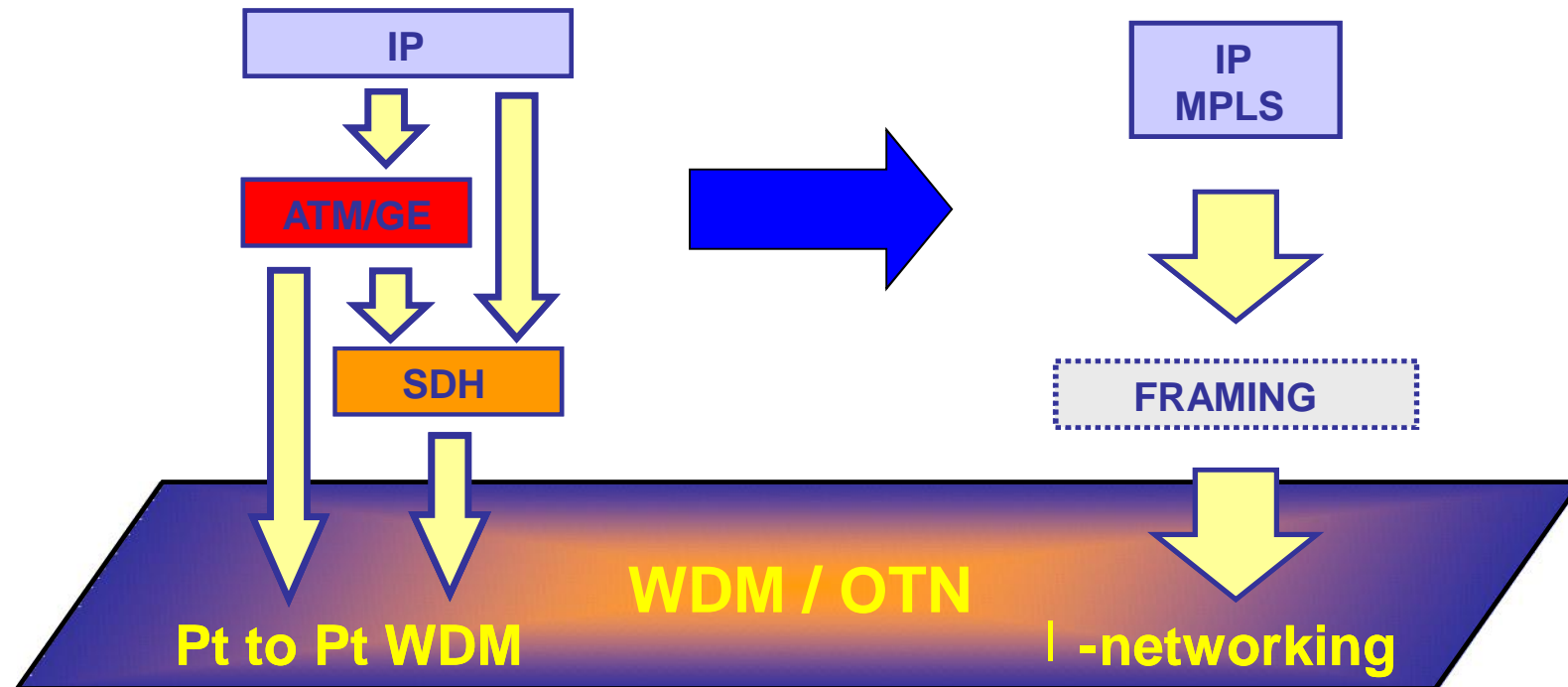
- SONET/SDH ADMs, vs. Bare fiber or WDM
- equivalents (OADNs)

Mesh, interconnected rings, etc.

- SONET/SDH DCSs
- Bare fiber or WDM OXCs

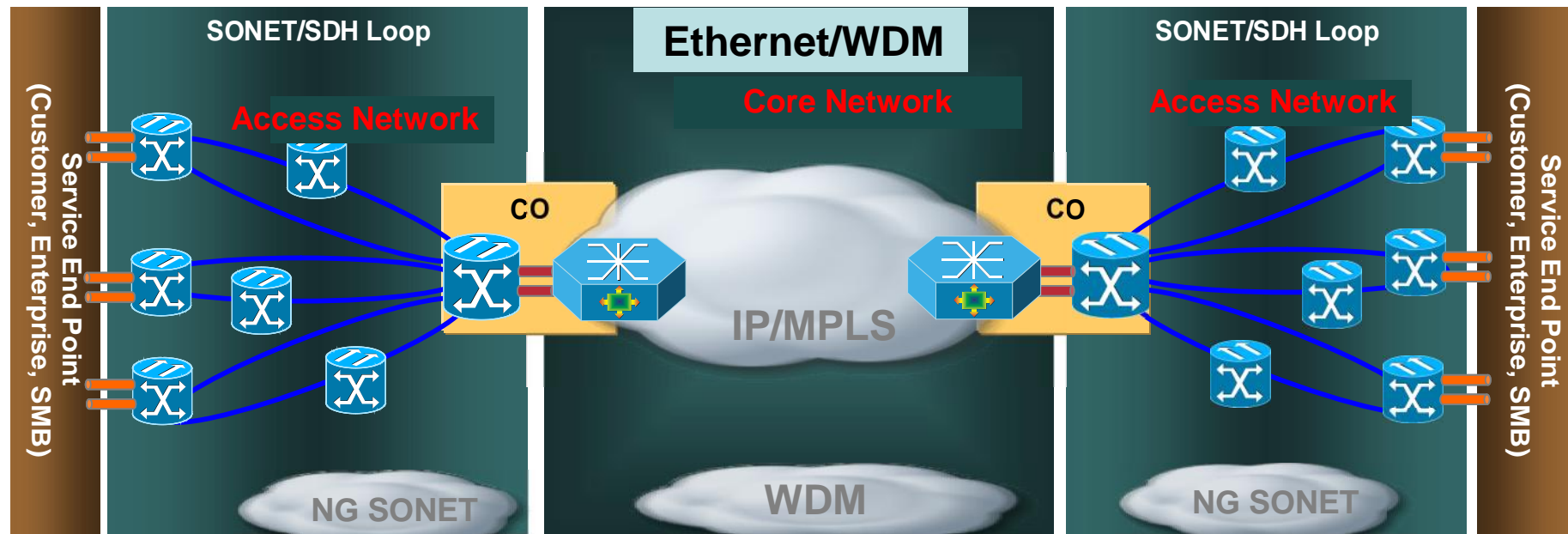


Network De-Layering





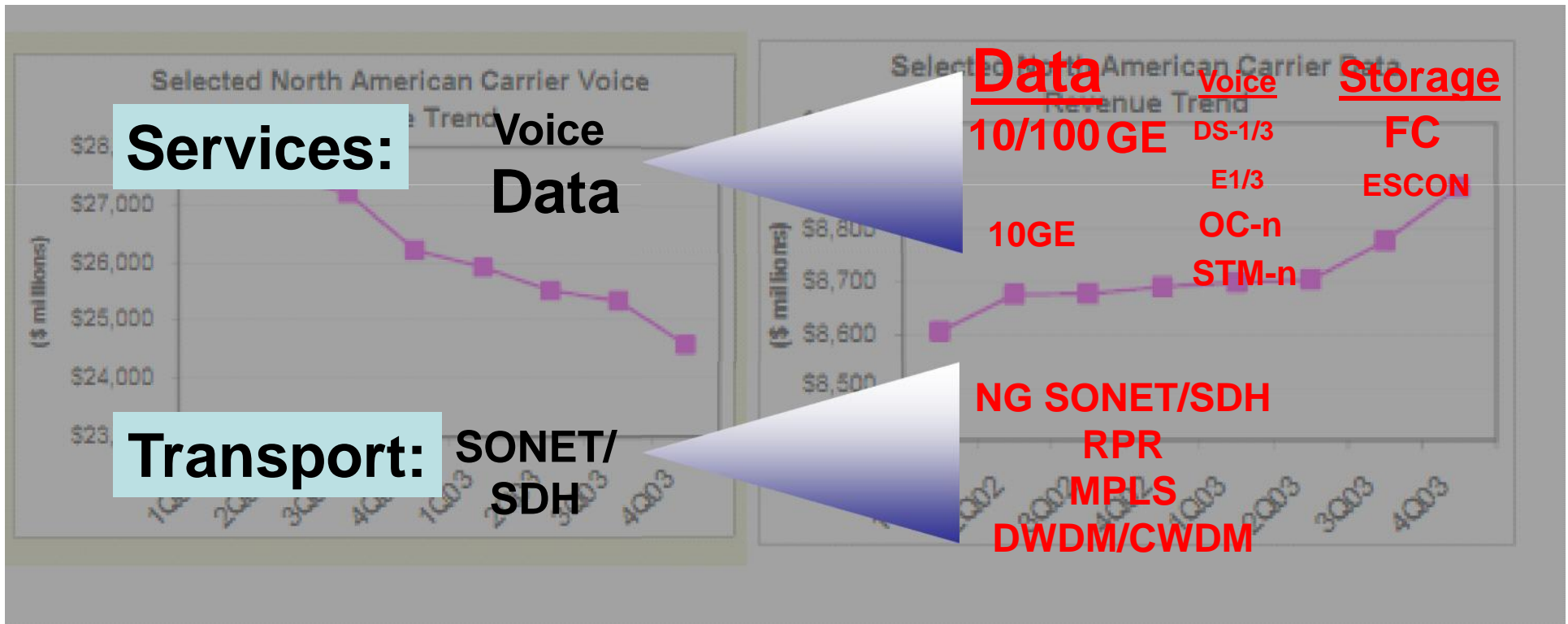
End-End Data Delivery



- Core networks: Ethernet (L2) + WDM (+ optical technology in the switch)
- Access Networks: NG SONET/SDH for PoS
- Boundaries between packet and optical networks are blurring...
- Consistent interworking across optical and packet layers



Metro/Access





Summary

Yesterday

- Optical and IP separate
- NG SONET with L1
Ethernet
- Manually intensive WDM

Tomorrow

- Ethernet into optical
- WDM into routers
- NG SONET with L2
Ethernet, SAN, RPR,
WDM
- Plug and play,
reconfigurable WDM