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# Application Driven Petabit Optical Networking

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# Outline

- Background
- Optical Networks - State-of-the Art
  - SDH/SONET
  - Wavelength Division Multiplexing (WDM)
  - Gigabit Ethernet (GbE)
- Optical Time Division Multiplexing (OTDM)
- ADAPTNet
- Conclusions





# Background



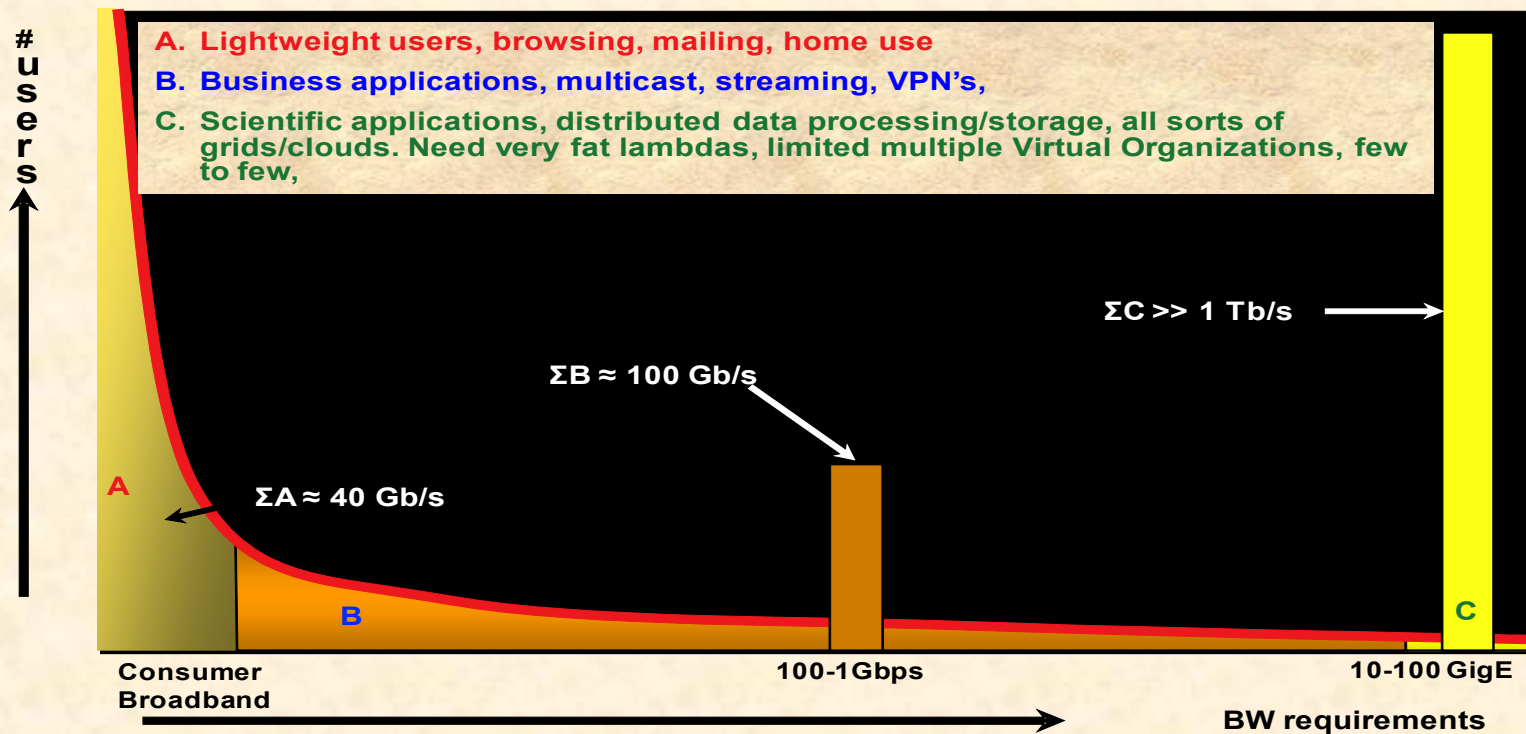


# Drivers

- network traffic will escalate dramatically to support multi-Zettabytes of data annually by 2015 (multi-million million billion bytes)
  - consumer applications
    - YouTube, IPTV, high-definition images, HDTV
    - 3D games, virtual worlds and photorealistic tele-presence
    - cloud computing
- specialized applications
  - e-Science
  - shared instrumentation infrastructures and large remote sensors
  - content distribution
  - grid computing
  - ultra-high resolution media distribution

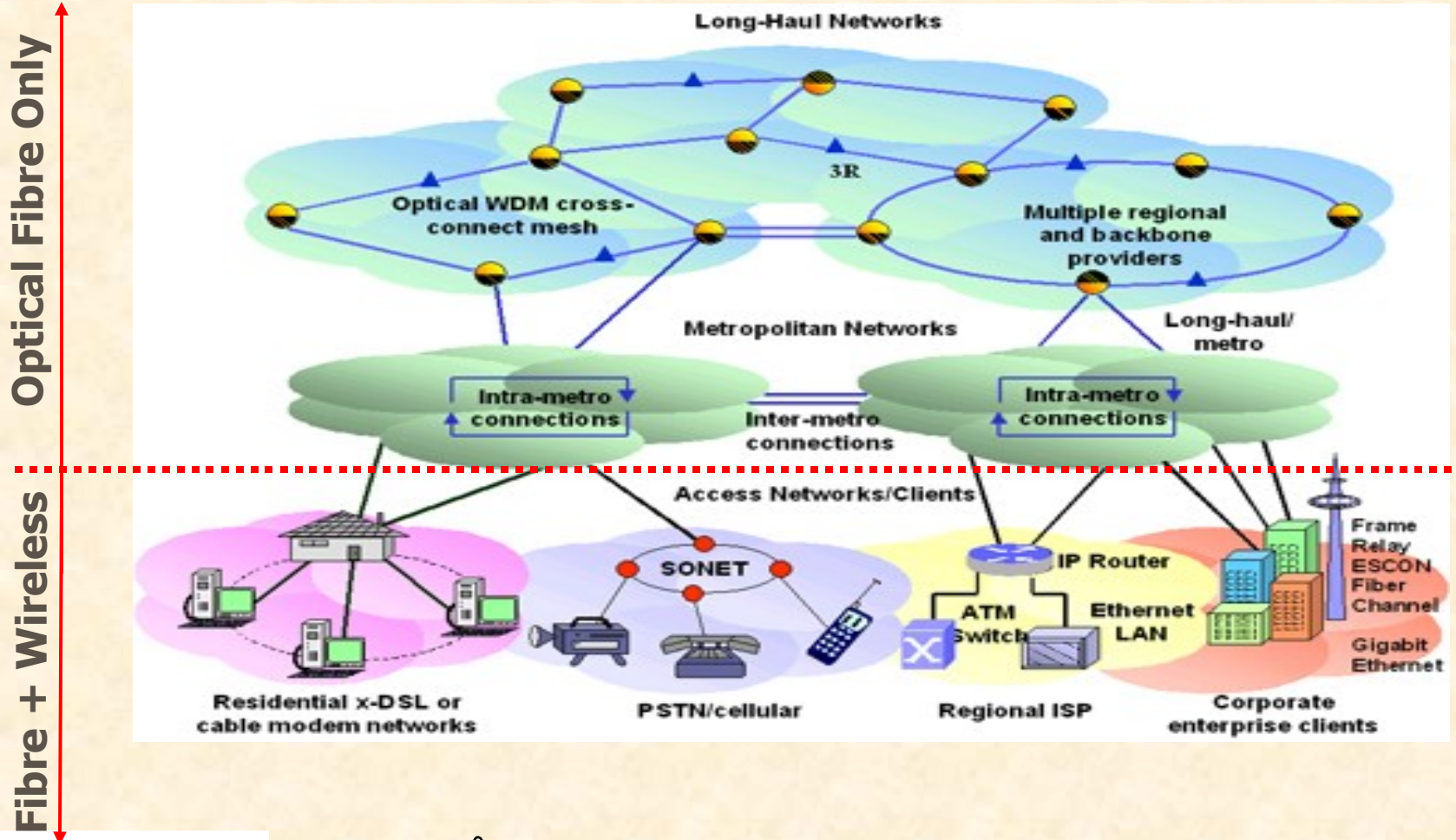


# New Wave of Applications



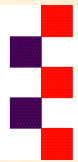
Source: de Laat, University of Amsterdam

# Network Layers



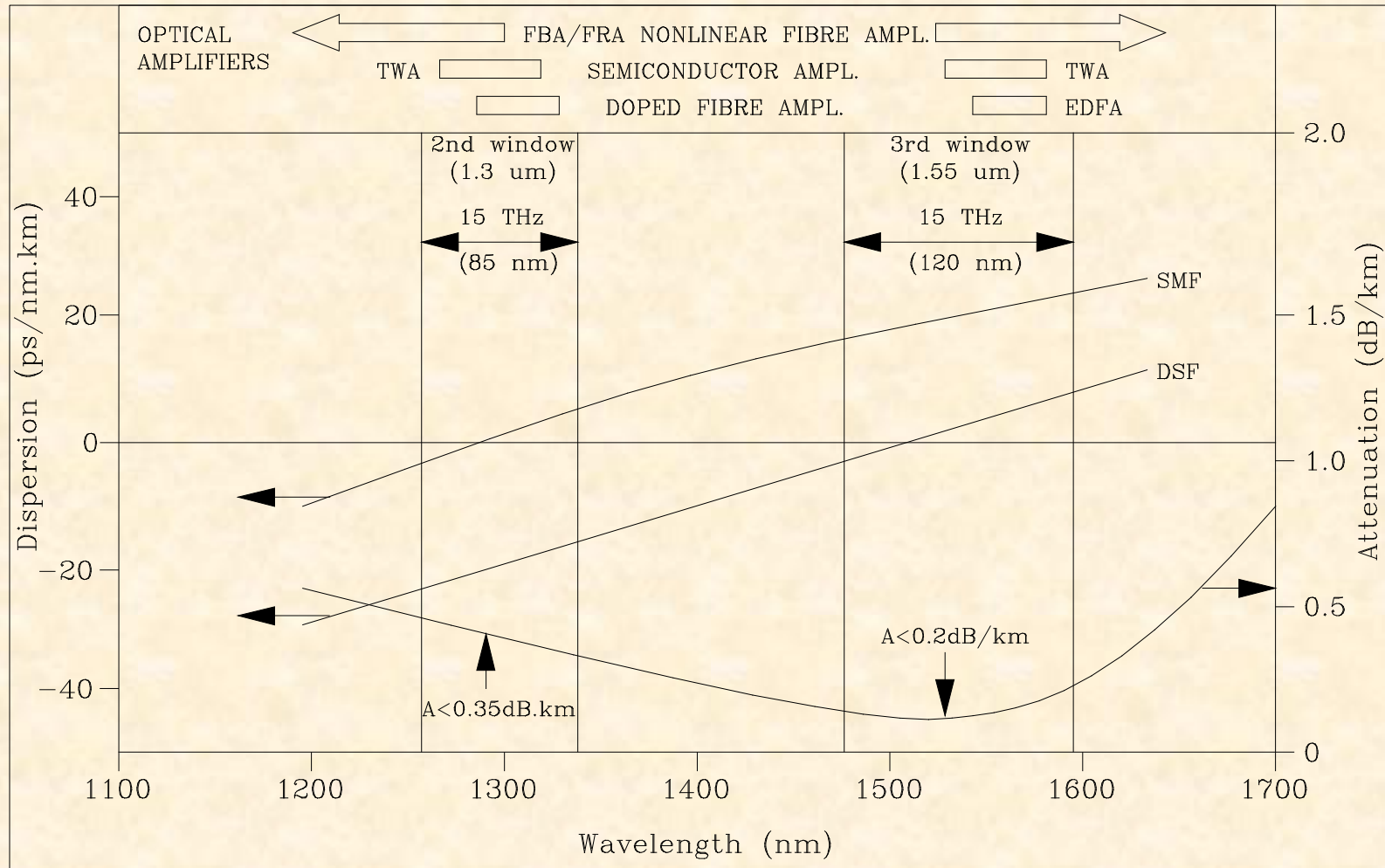


# Optical Networks: State-of-the-Art





# Transmission Medium; Optical Fibre

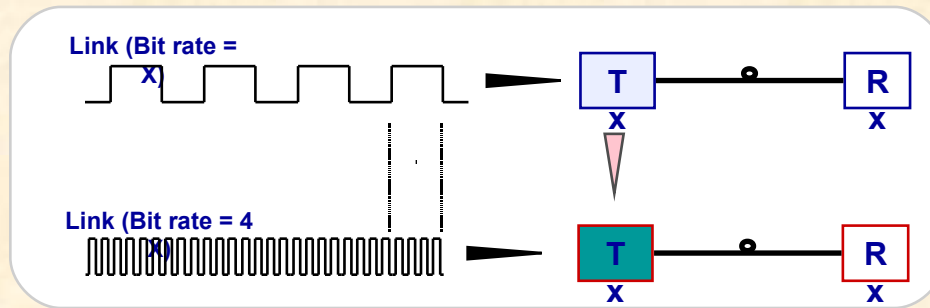


# Optical Networking: Transparency

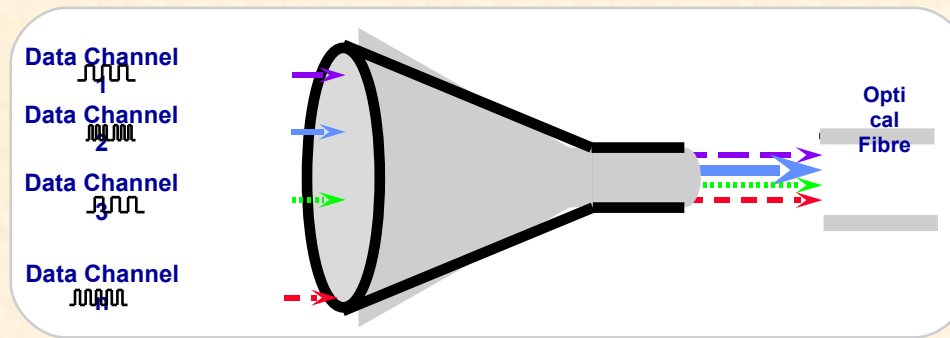
- allows format independence
  - flexibility for new traffic types
- minimizes the equipment in the signal path
  - cost advantage

# TDM/WDM

- **Time Division Multiplexing (TDM)**



- **Wavelength Division Multiplexing (WDM)**



# Capacity Upgrades

## Fibre aggregate capacity



Fibre window	1500 nm to 1600 nm
- 13THz	
Fibre window	1280 nm to 1320 nm
- 7THz	
EDFA window	1530 nm to 1560 nm
- 4THz	
Extended EDFA	1530 nm to 1600 nm - 9THz

## · Spectral Window

- Transmission Fibre 100nm
- Er3+ Doped Fibre Amplifier 32nm
- New Amplifiers



· TDM

10Gbit/s

40Gbit/s

· Higher rates

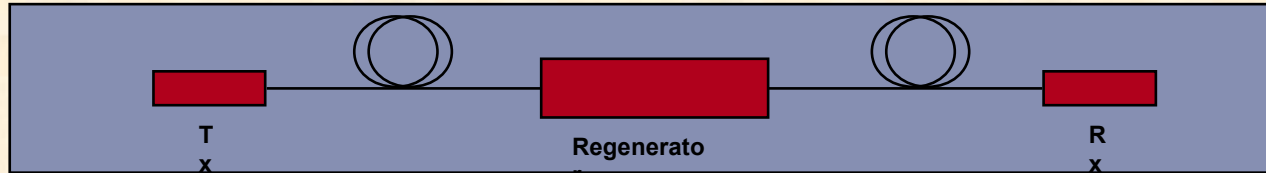
· WDM

200GHz

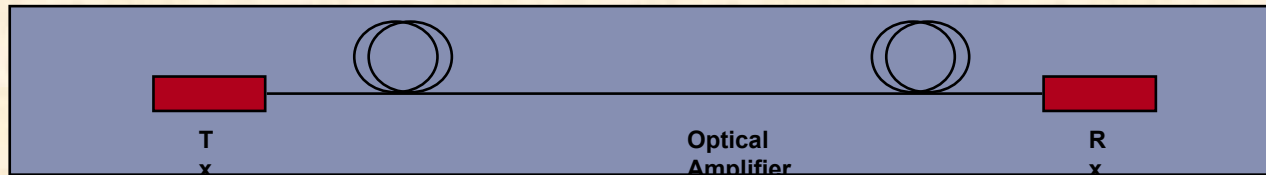
100GHz  
Denser  
grids



# History



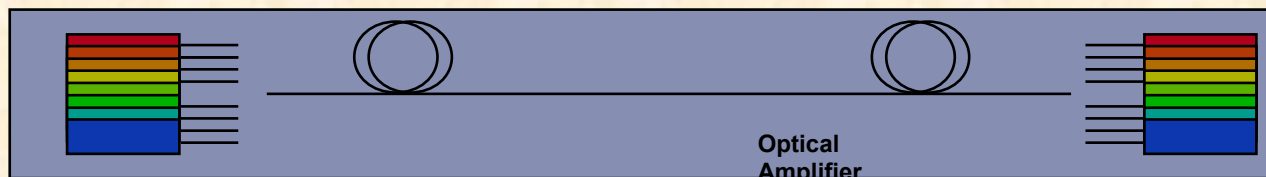
140Mbit/s - 2.5Gbit/s  
- InP Lasers /  
Detectors



2.5Gbit/s - 10Gbit/s  
- Er<sup>3+</sup> Fibre Optical  
Amplifier



Bi-directional WDM  
2-4xOC48, 2-  
4xOC192  
5Gbit/s - 20Gbit/s  
- Coarse WDM  
- Filters



Uni- and Bi-directional  
D-WDM  
16xOC48, 16xOC192  
40Gbit/s - 160Gbit/s  
- Precision Sources  
- Precision  
Mux//Demux  
- ITU grid

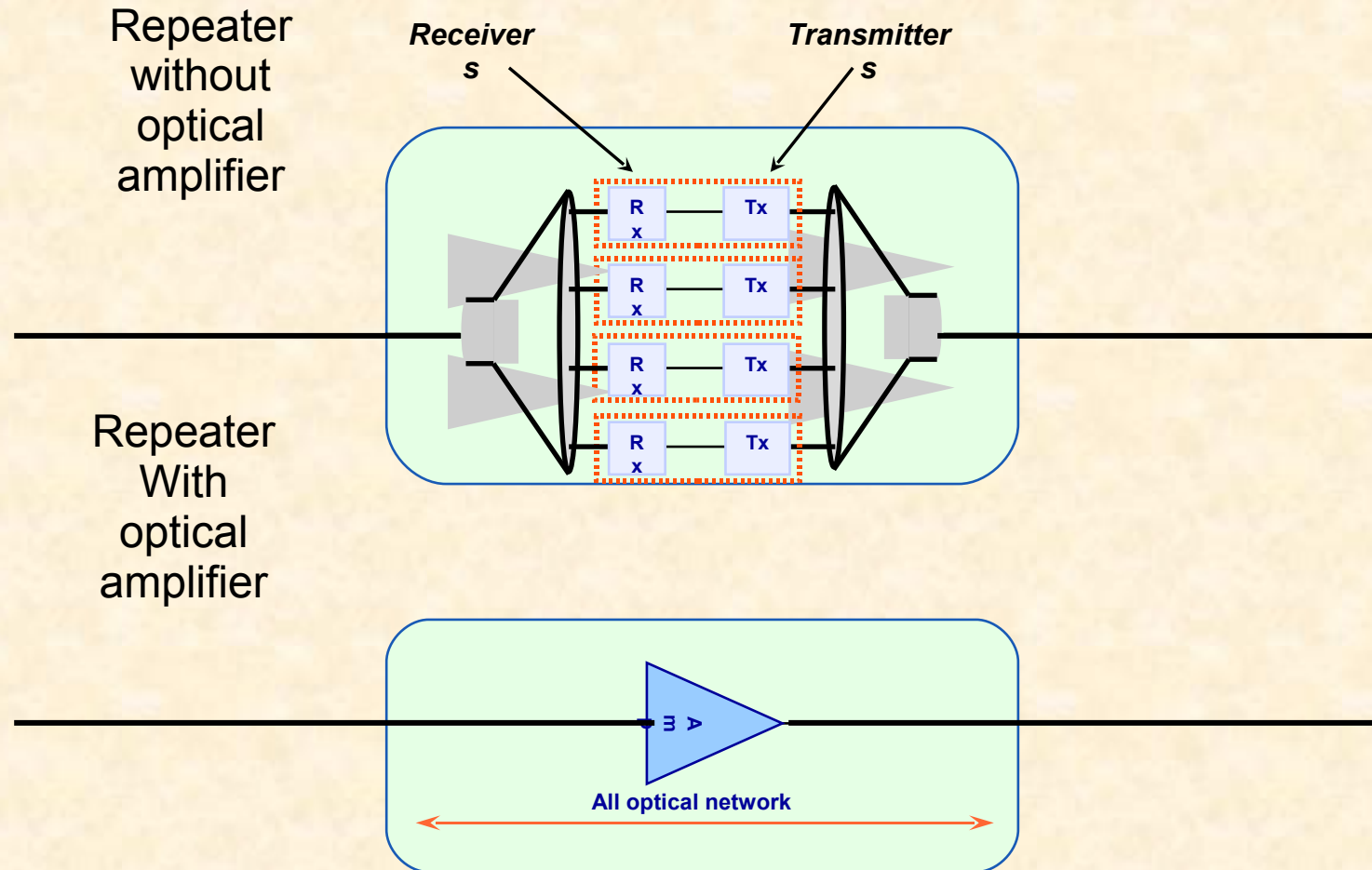


# SONET/SDH; History

- Synchronous Optical Network - SONET
  - North American Standard (ANSI)
- Synchronous Digital Hierarchy - SDH
  - International Telecommunications Union (ITU)
  - SONET, Synchronous Transport Signal, STS1 = 51.84 Mb/s
  - SDH, Synchronous Transport Module , STM1 = 155.52 Mb/s
  - Optical Carrier
    - OC3 = 3 x STS 1 = STM 1 = 155.52Mbit/s
    - OC12 = 12 x STS 1 = STM 4 = 622.08Mbit/s
    - OC48 = 48 x STS 1 = STM 16 = 2.488Gbit/s
    - OC192 = 192 x STS 1 = STM 64 = 9.953Gbit/s
    - OC768 = 768 x STS 1 = STM 256 = 39.813Gbit/s

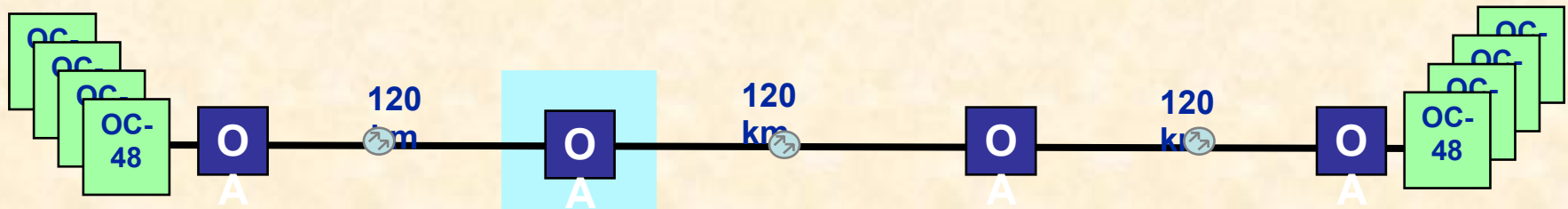
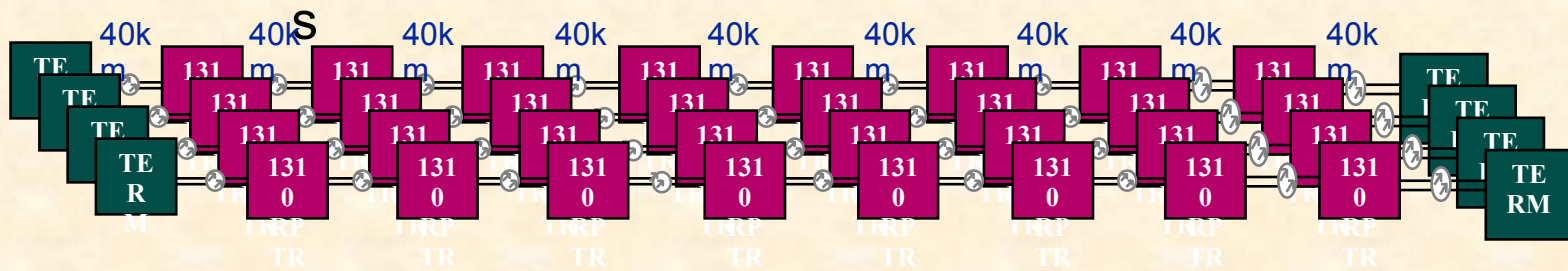


# Optical Amplifier/WDM Revolution



# Optical Amplifier/WDM Revolution

## Conventional Transmission - 10Gbit/



## Optical Amplifiers and WDM - 10 Gb/

S  
4 fibers → 1 fiber; 12 regenerators → 1 optical amplifier

**cidcom**





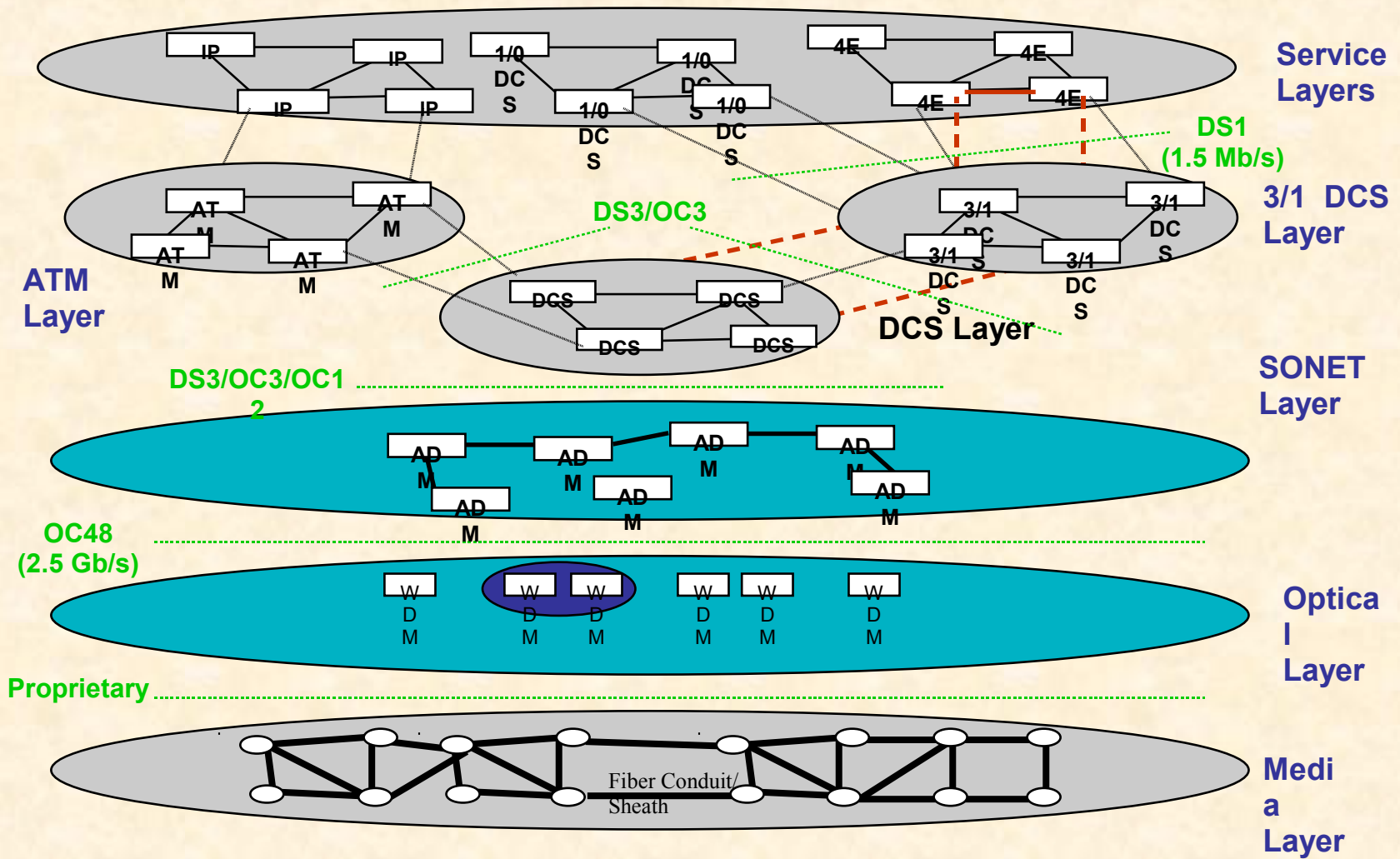
# Technology Issues: Next Generation WDM systems

- Closer channel spacing
- More channels
  - Improved optical amplifiers
    - tighter power (pump lasers)
    - wider bandwidth
- Higher speeds (40 Gb/s)
  - Dispersion compensation
    - in amplifiers?



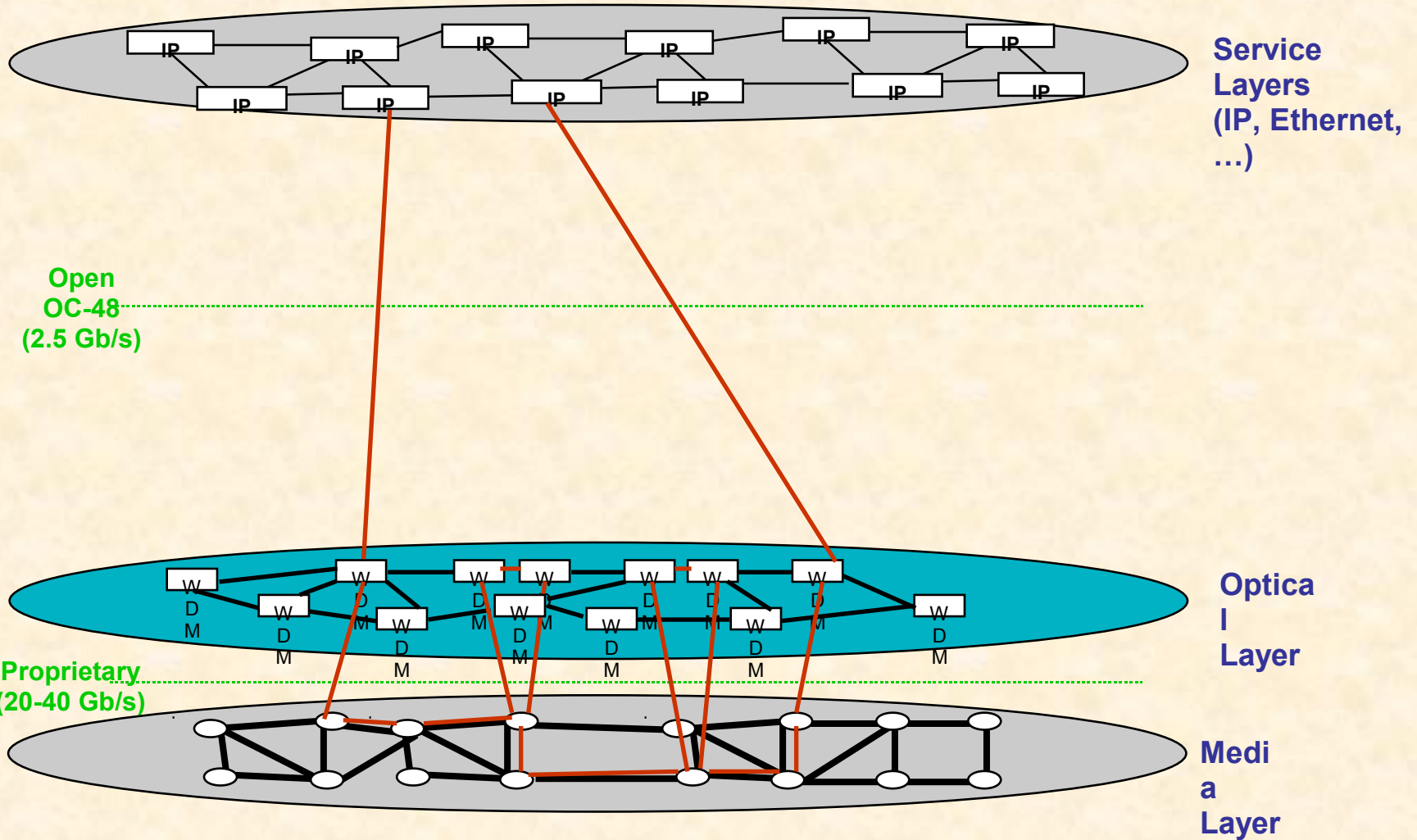


# Transport Layer Model





# Simpler Layered Model





# Optical Layer: *Format-Independent Platform*

- direct interconnection of IP or Ethernet or ...
- allow provisioning and restoration to be removed from the data networking layer
- provide a flexible infrastructure for packet-based networks while still supporting legacy e.g. SONET formats
- optical network expansion beyond WDM
  - higher bitrates per wavelength through optical time division multiplexing (OTDM)
  - optical networks supporting burst or packet based transmission





# Ethernet; History

- developed at Xerox from 1973-1975, widely used since 1980
- largely replaced other LAN standards by “leapfrogging” competing developments such as Token ring, FDDI etc.
- originally based on CSMA/CD protocol broadcasting over a shared coaxial cable at 10Mbit/s
  - uses globally unique 48bit Ethernet interface addresses
  - fits into data link layer of OSI model (layer 2)
- later versions developed using twisted-pair cable with RJ45 connectors or optical fibre
  - 100Mbit/s Ethernet (Fast Ethernet)
  - 1Gbit/s Ethernet (Gigabit Ethernet)
  - 10Gbit/s and 100Gbit/s versions do not use CSMA/CD
    - point-to-point operation only, interconnecting Ethernet switches
    - CSMA/CD is inefficient for high data rates
- all versions of Ethernet are based on the original 10Mbit/s frame format
- recently, “Carrier class” extensions to the protocol have been developed so that Ethernet can be used as a cost-effective replacement for SDH





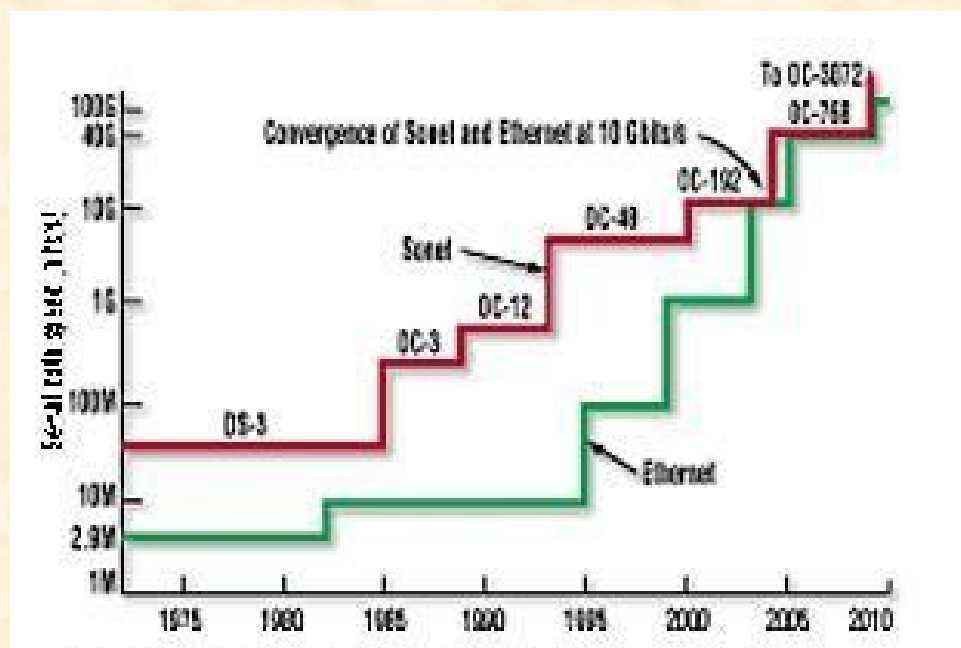
# 10G and 100G Ethernet

- 10Gbit/s Ethernet provides point-to-point connectivity between Ethernet switches, with CSMA/CD disabled
  - standardised as IEEE 802.3ae in 2002
  - LAN PHY – most common implementation, supporting existing Ethernet LAN applications; 2 × optical fibres, multimode (300 m) or single mode (10km)
  - WAN PHY – allows 10Gbit/s Ethernet terminals to be connected through 10Gbit/s SDH/SONET; 2 × single-mode optical fibres, up to 40km
  - Both LAN PHY and WAN PHY can use the same optics
  - Twisted pair operation also available over shorter distances
- 100Gbit/s Ethernet standard (IEEE 802.3ba) is due to be approved in June 2010; operation over
  - at least 40km on single-mode fibre (4 wavelengths carrying 25Gbit/s each)
  - at least 100m on multi-mode fibre
  - at least 10m on copper cable
- a 100Gbit/s prototype Ethernet switch was demonstrated by Nortel in 2008

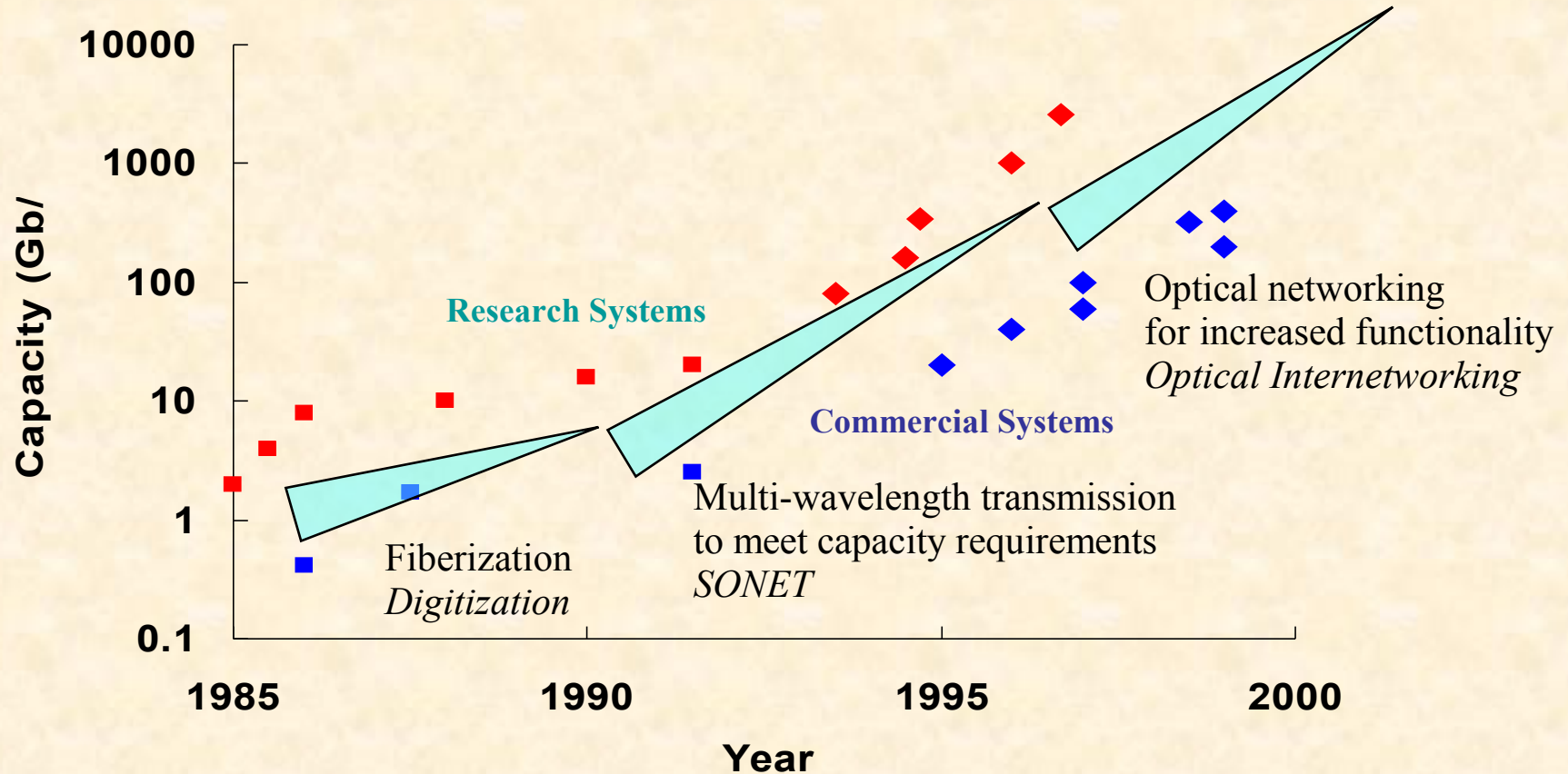




# SONET/Ethernet Converge



# Lightwave Technology Eras





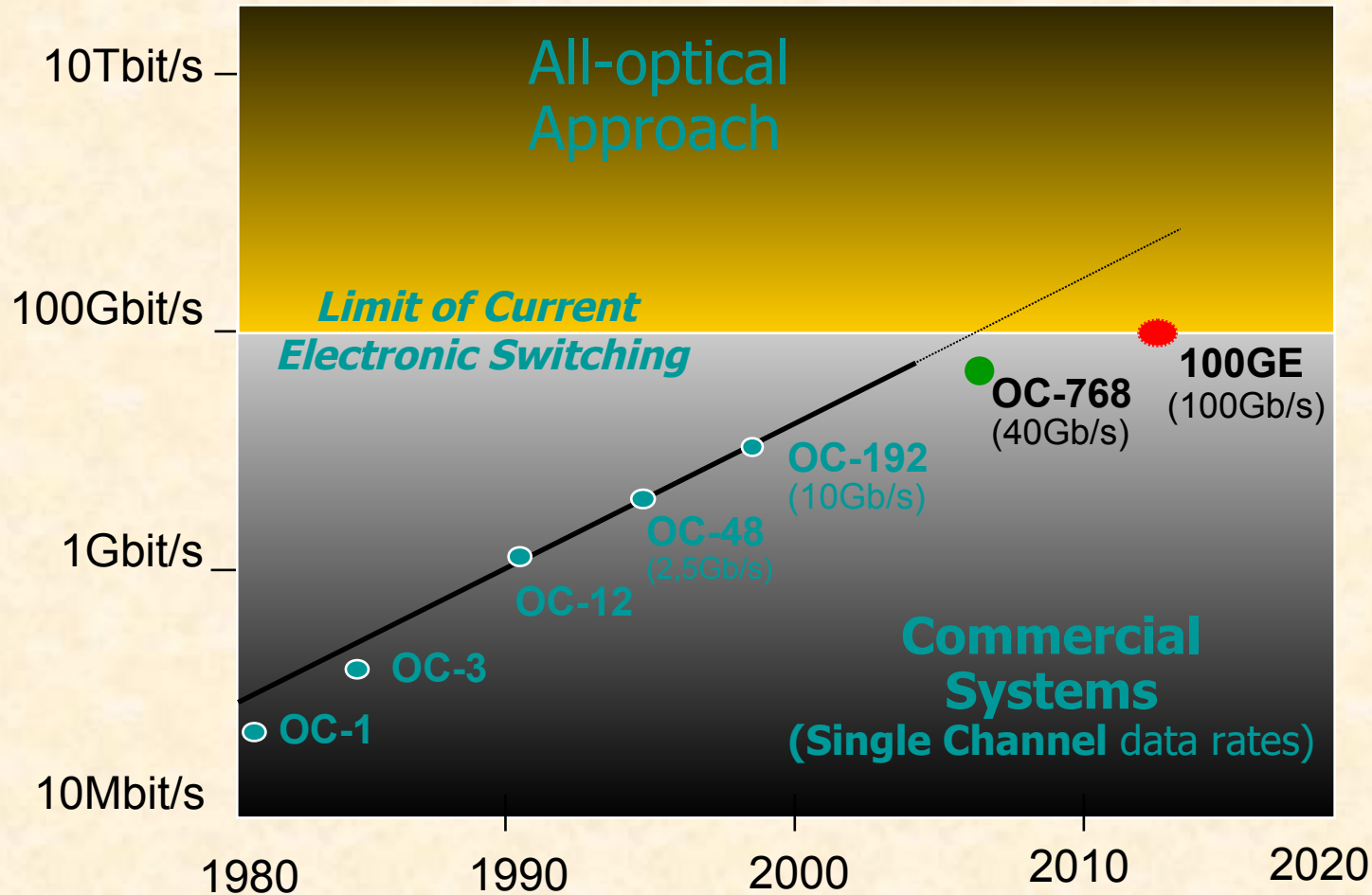


# Optical Time Division Multiplexing (OTDM)

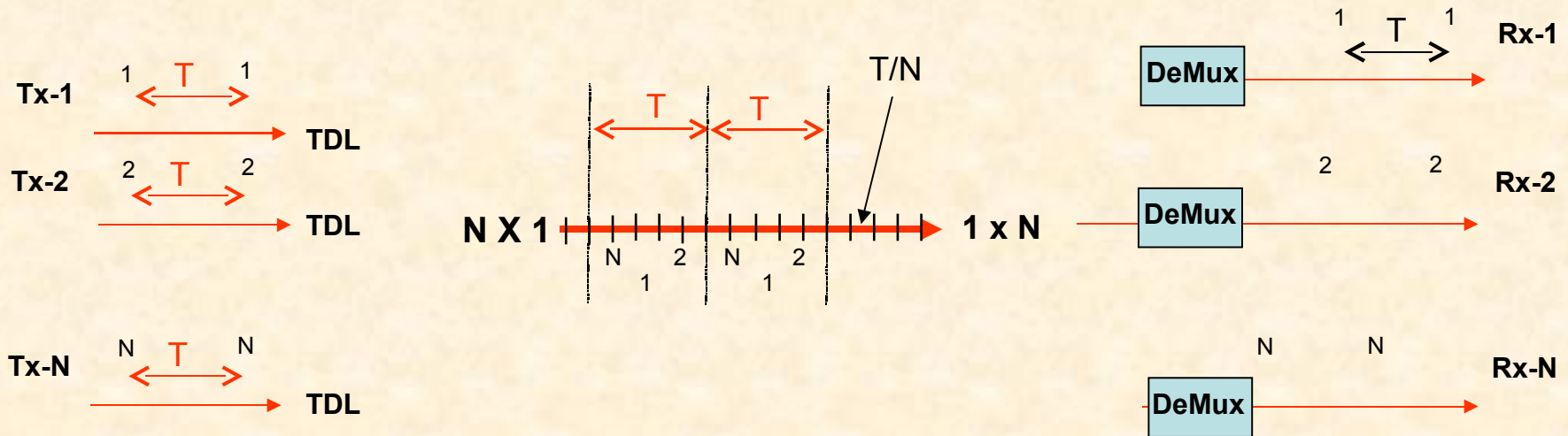




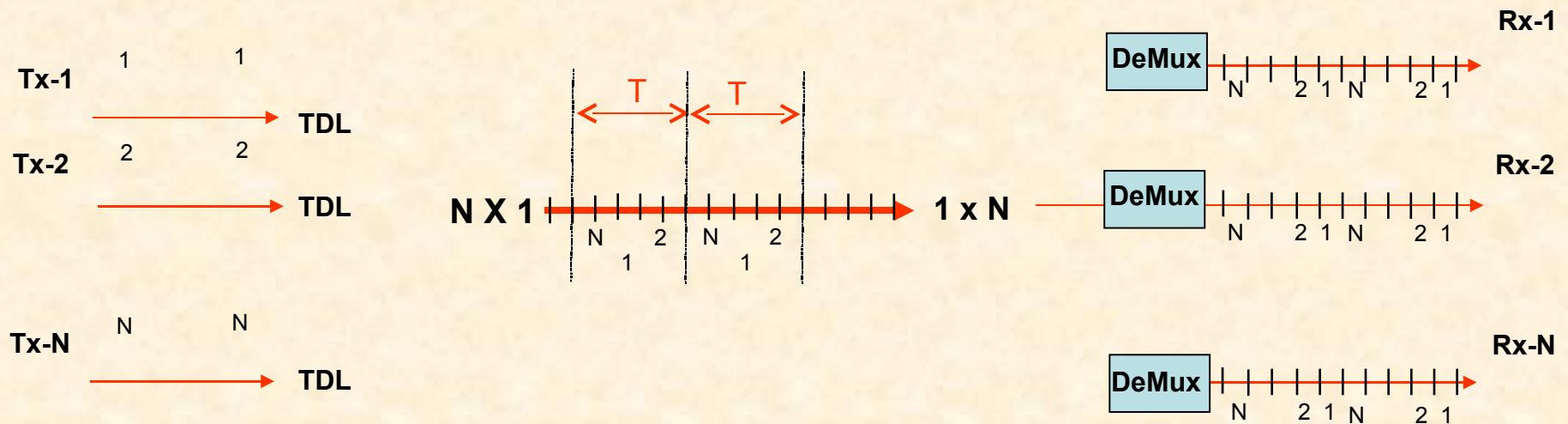
# Bandwidth Bottleneck?



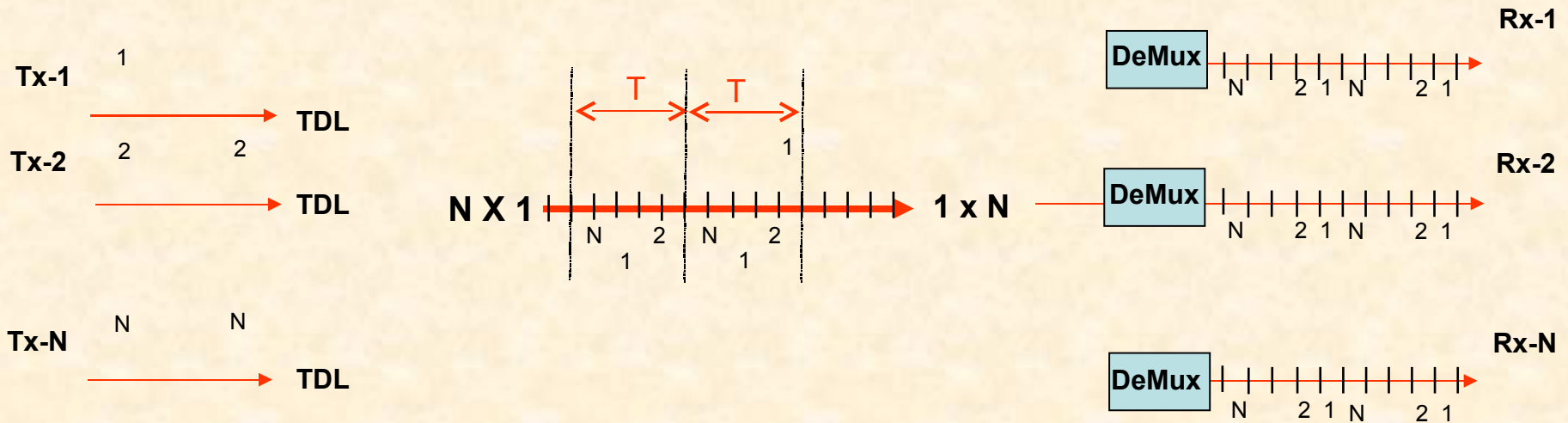
# OTDM



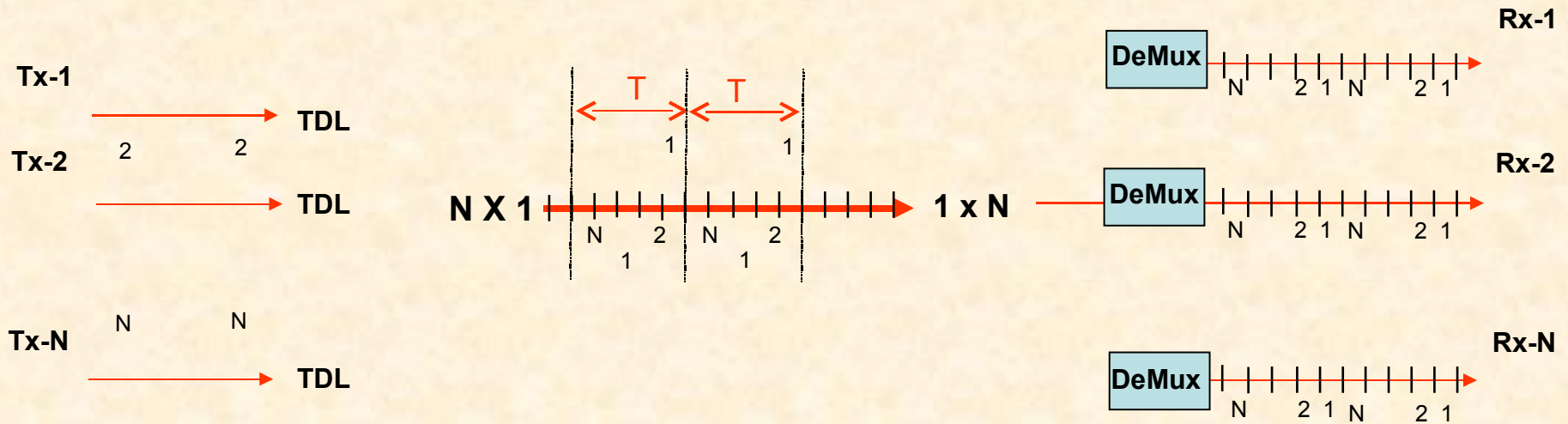
# OTDM



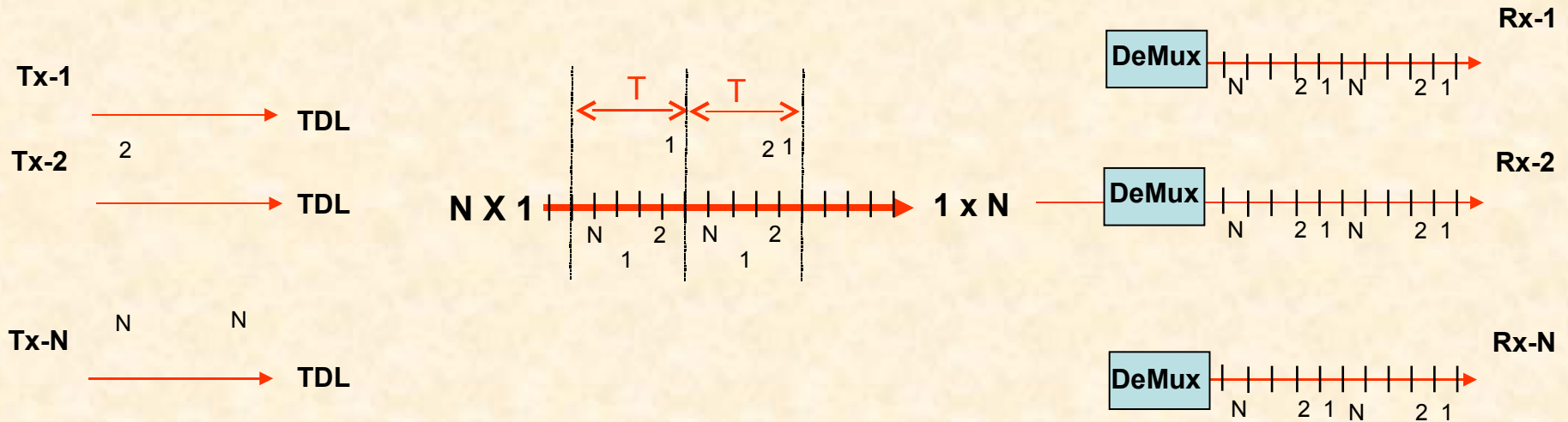
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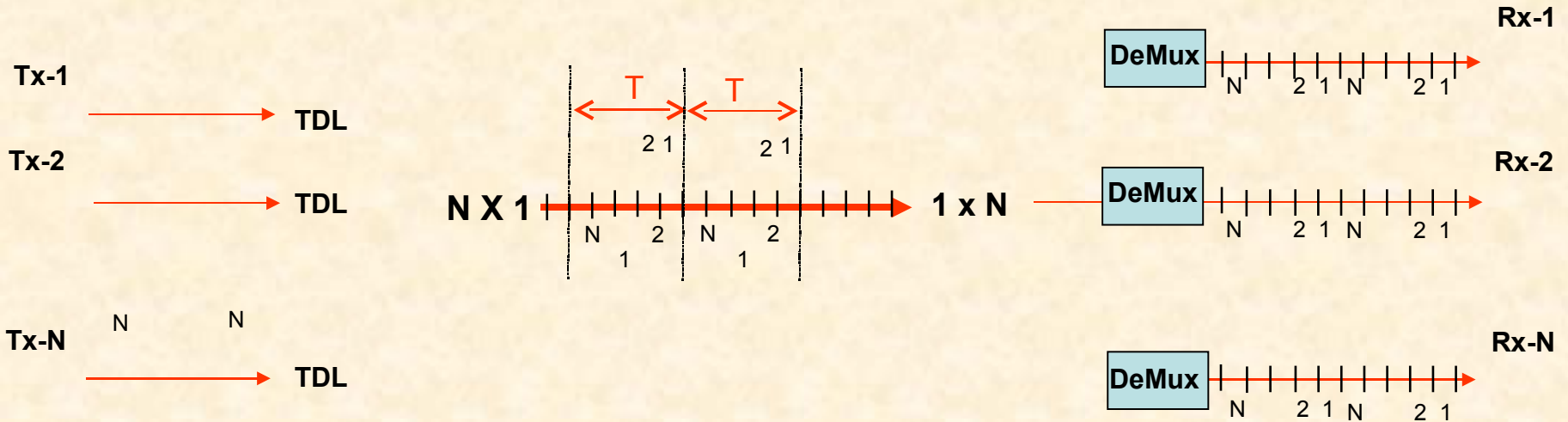


# OTDM



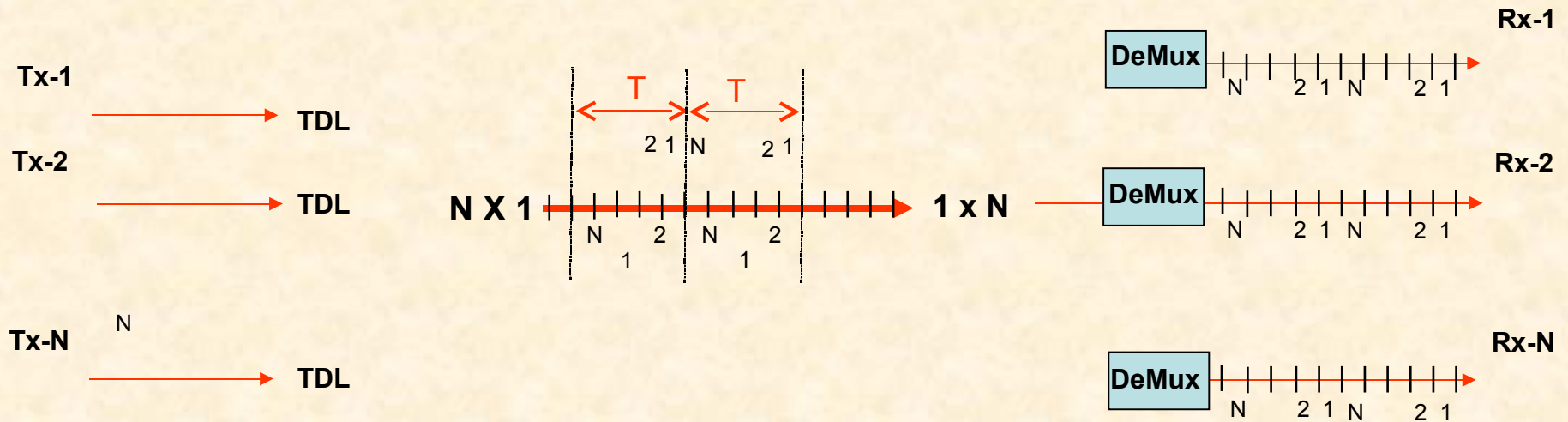
# OTDM



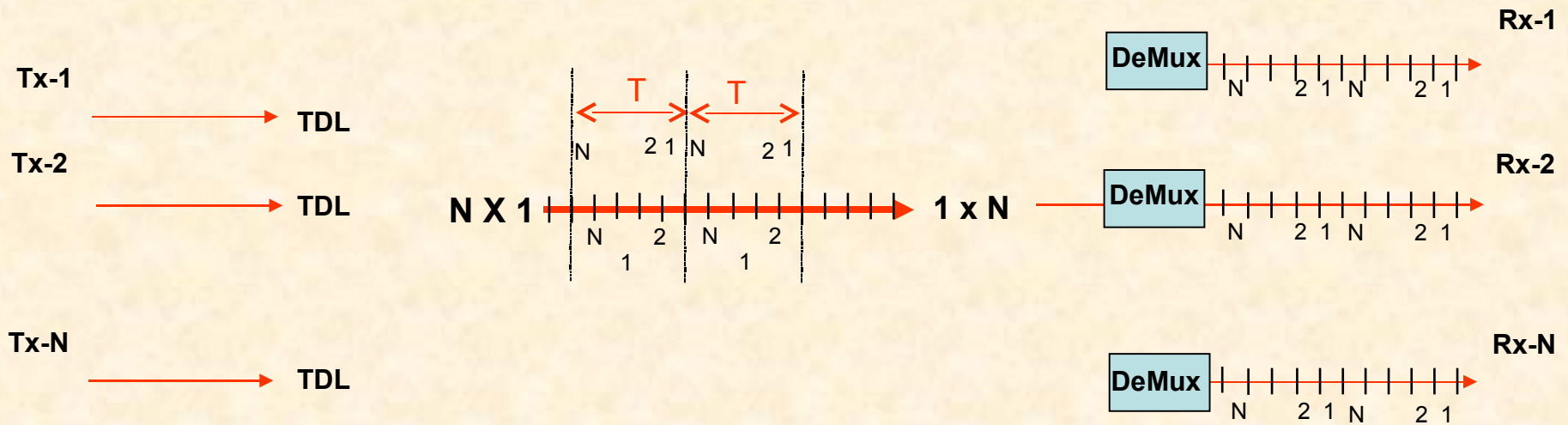




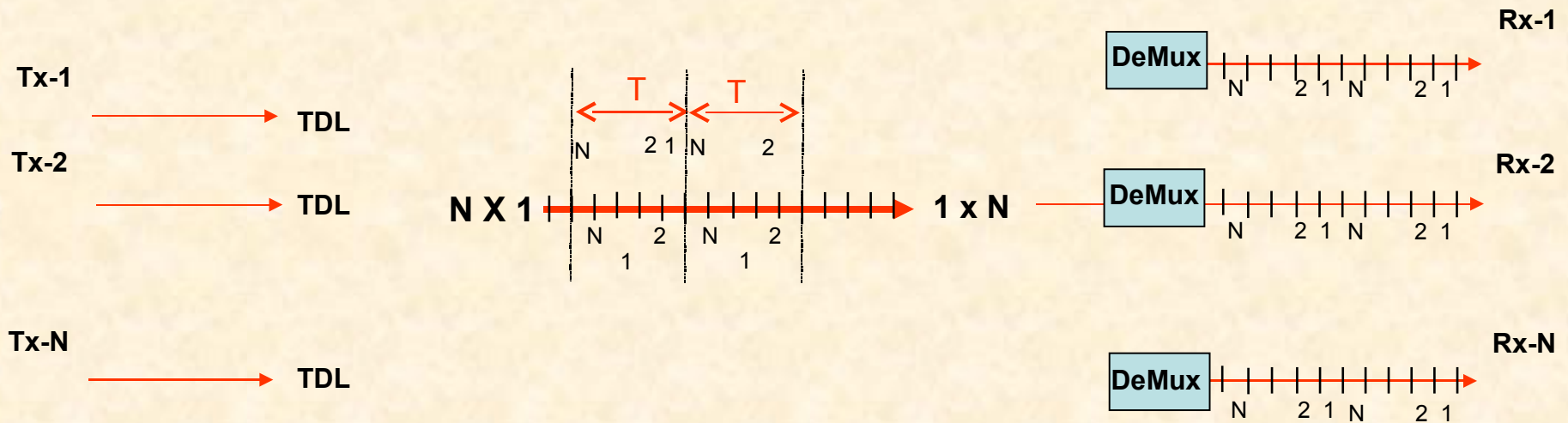
# OTDM



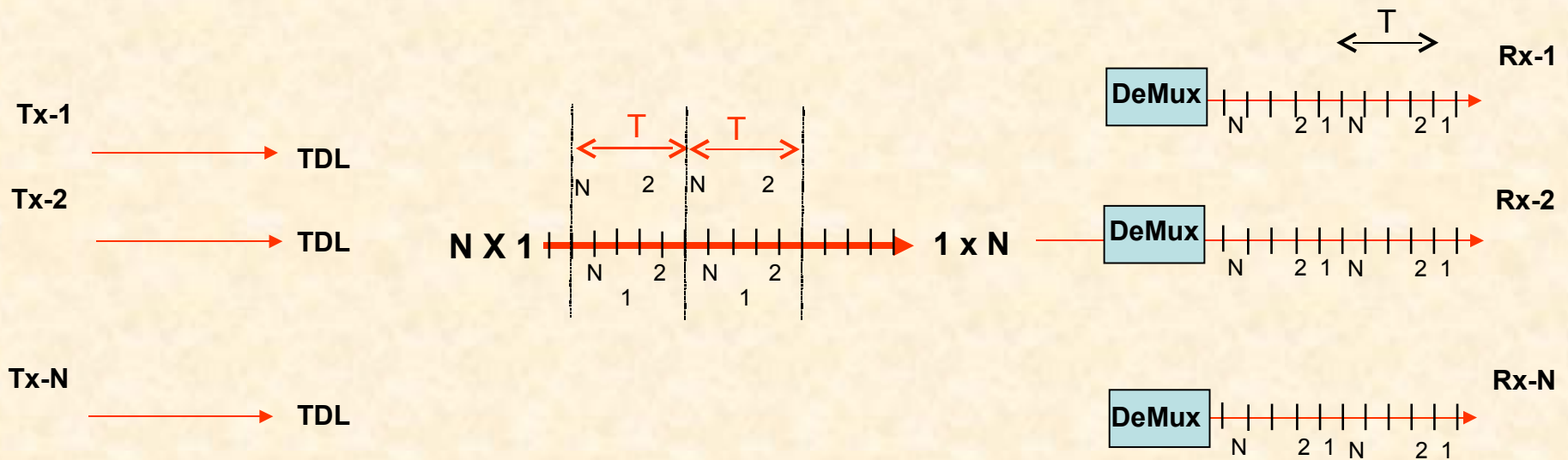
# OTDM



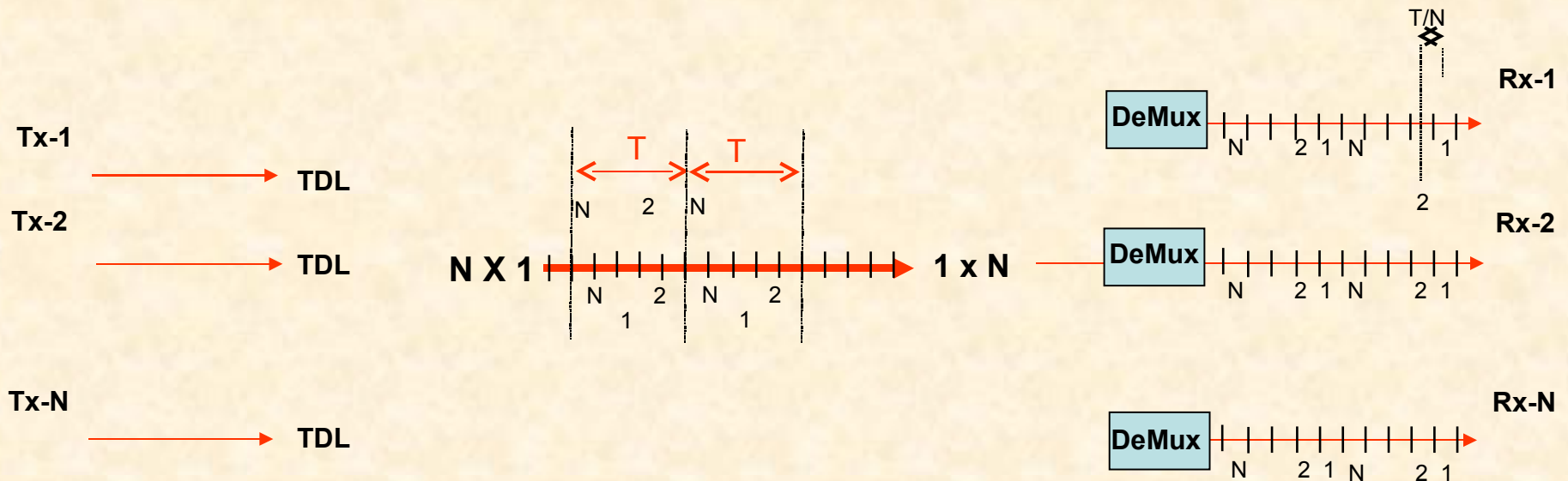
# OTDM



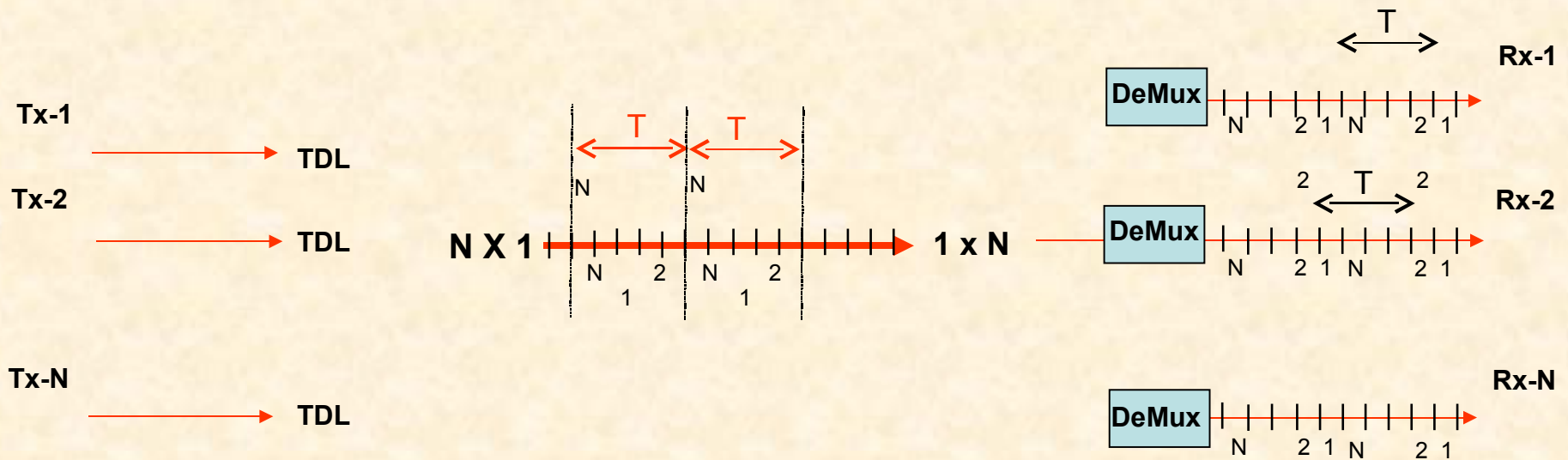
# OTDM



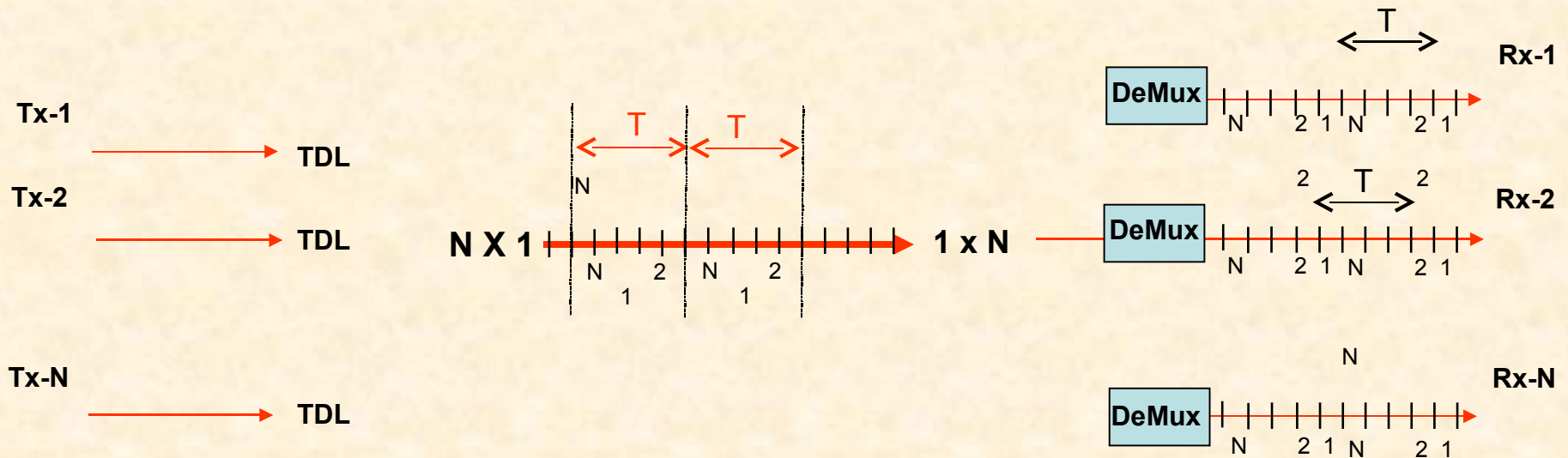
# OTDM



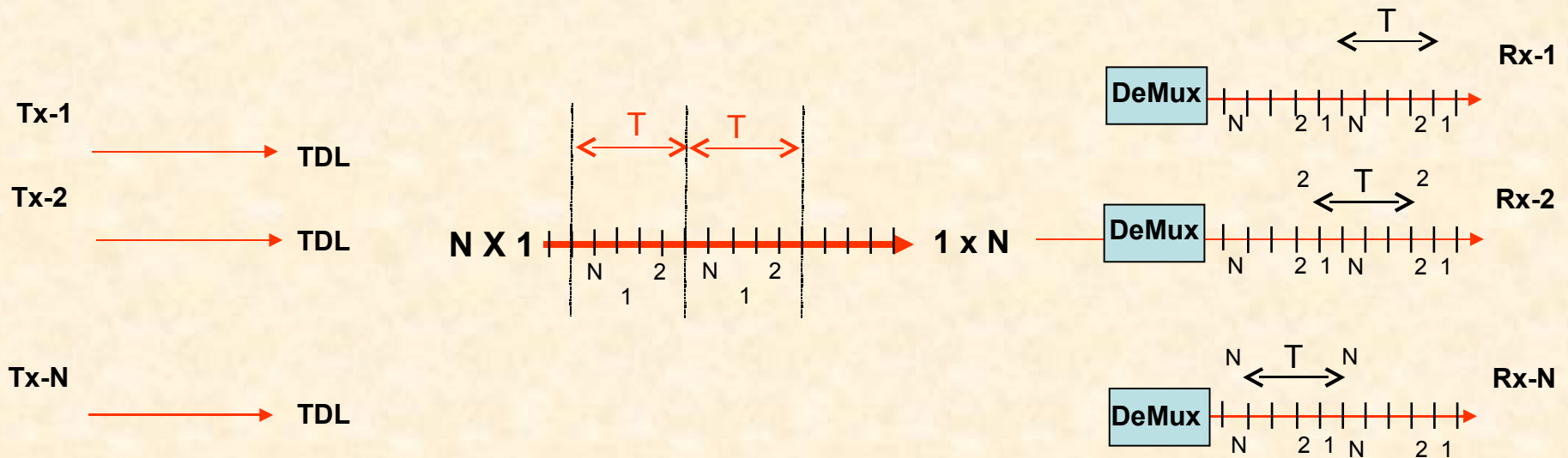
# OTDM



# OTDM



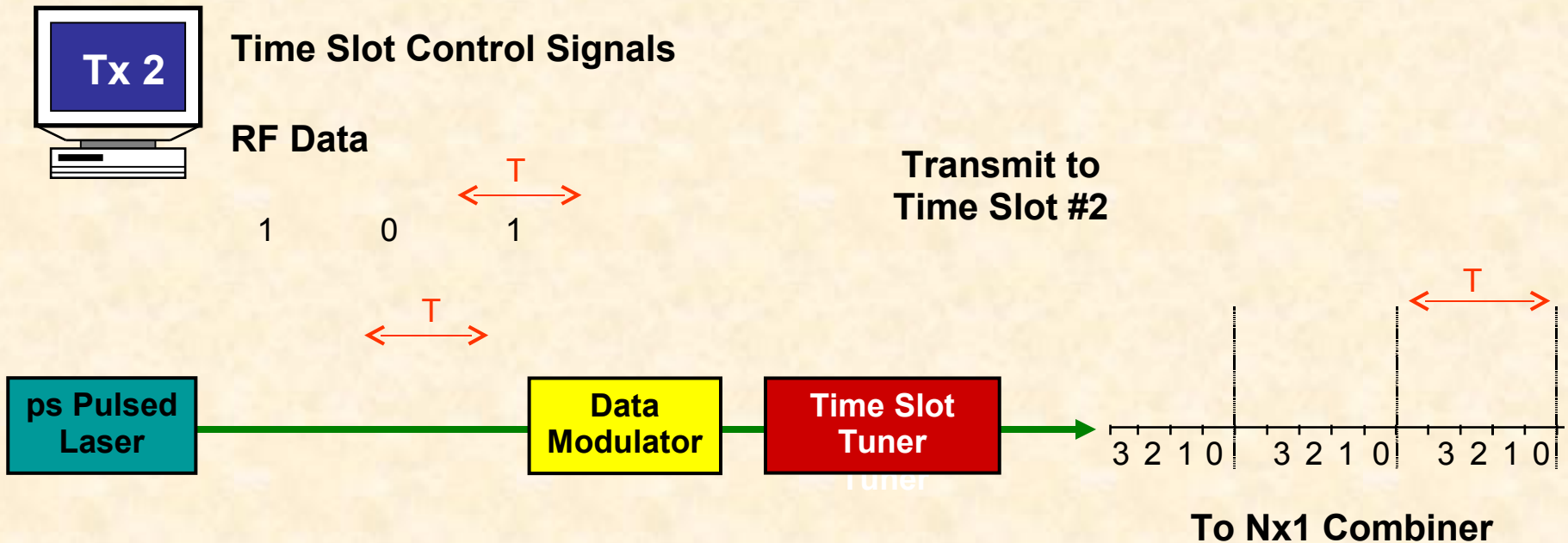
# OTDM





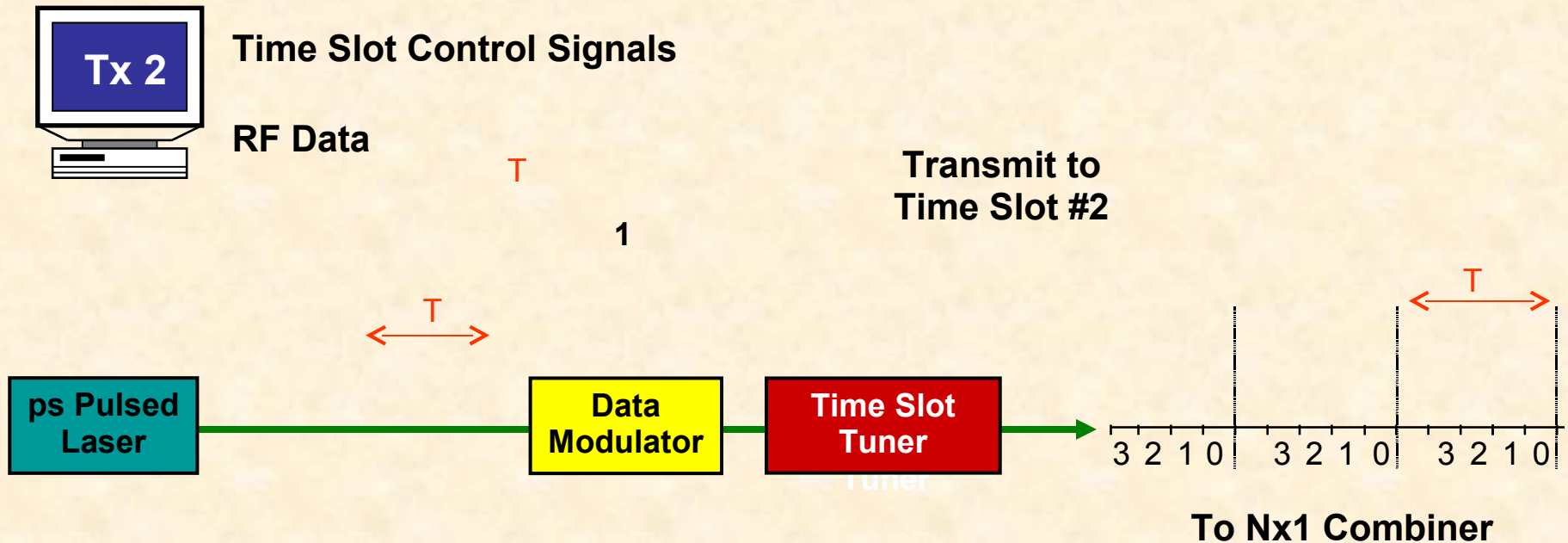
# OTDM; Transmitter

## Transmitting to Channel 2



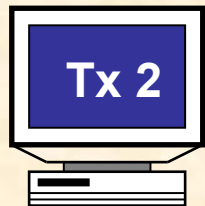
# OTDM; Transmitter

## Transmitting to Channel 2



# OTDM; Transmitter

## Transmitting to Channel 2



Time Slot Control Signals

RF Data

1

Transmit to  
Time Slot #2

*RZ*  
Format

ps Pulsed  
Laser

Data  
Modulator

Time Slot  
Tuner

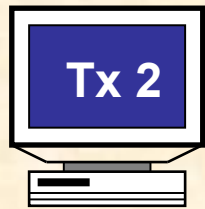
3 2 1 0 | 3 2 1 0 | 3 2 1 0

To Nx1 Combiner



# OTDM; Transmitter

## Transmitting to Channel 2



Time Slot Control Signals

RF Data

0

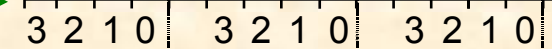
Transmit to  
Time Slot #2

*RZ*  
*Format*

ps Pulsed  
Laser

Data  
Modulator

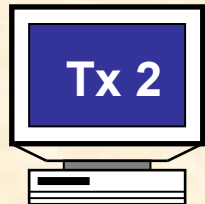
Time Slot  
Tuner



To Nx1 Combiner

# OTDM; Transmitter

## Transmitting to Channel 2



Time Slot Control Signals

RF Data

0

Transmit to  
Time Slot #2

*RZ*  
*Format*

ps Pulsed  
Laser

Data  
Modulator

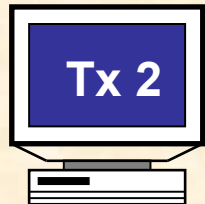
Time Slot  
Tuner

3 2 1 0 | 3 2 1 0 | 3 2 1 0

To Nx1 Combiner

# OTDM; Transmitter

## Transmitting to Channel 2



Time Slot Control Signals

RF Data

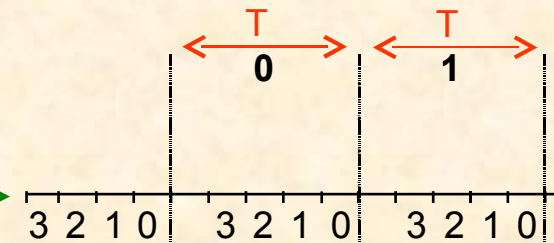
1

Transmit to  
Time Slot #2

ps Pulsed  
Laser

Data  
Modulator

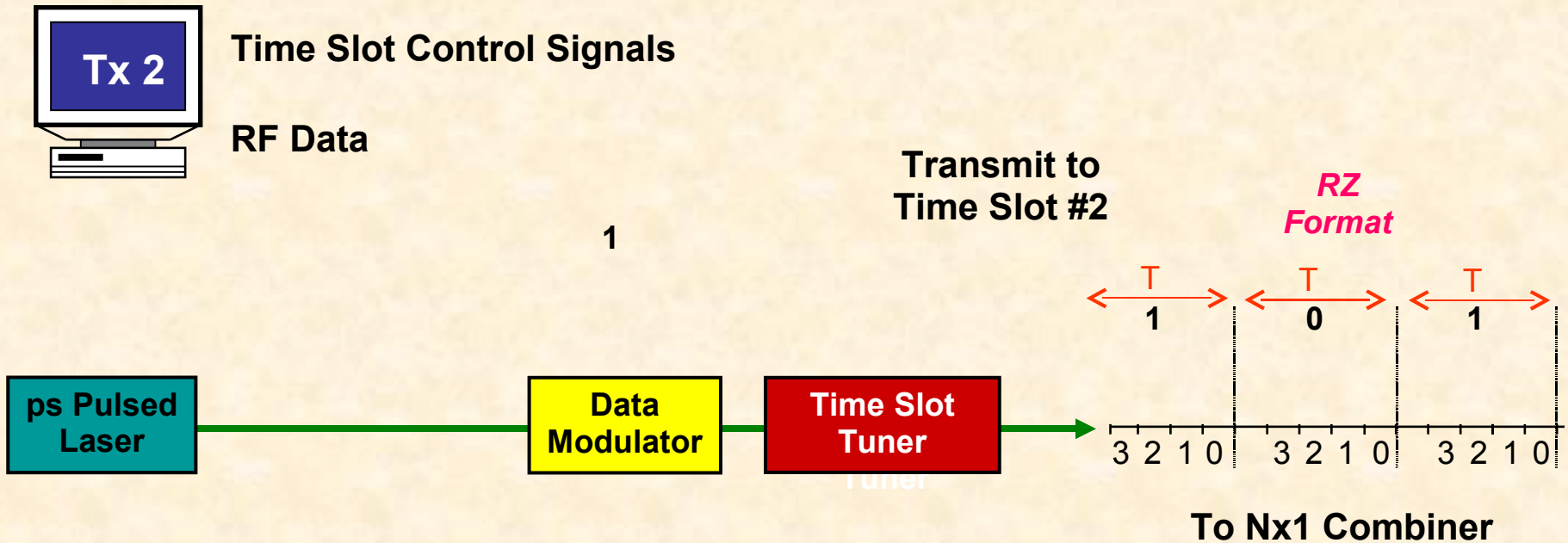
Time Slot  
Tuner



To Nx1 Combiner

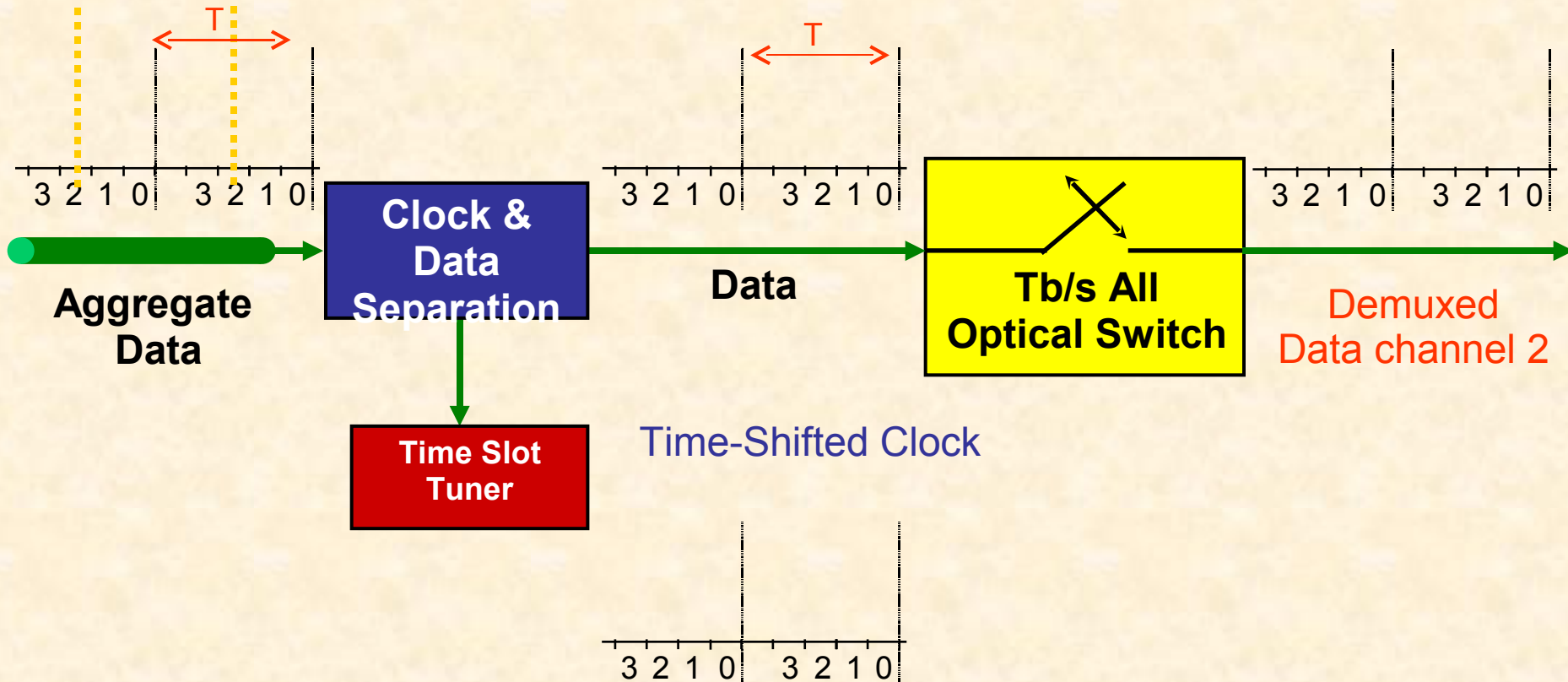
# OTDM; Transmitter

## Transmitting to Channel 2



# OTDM; Self Clocked Receiver

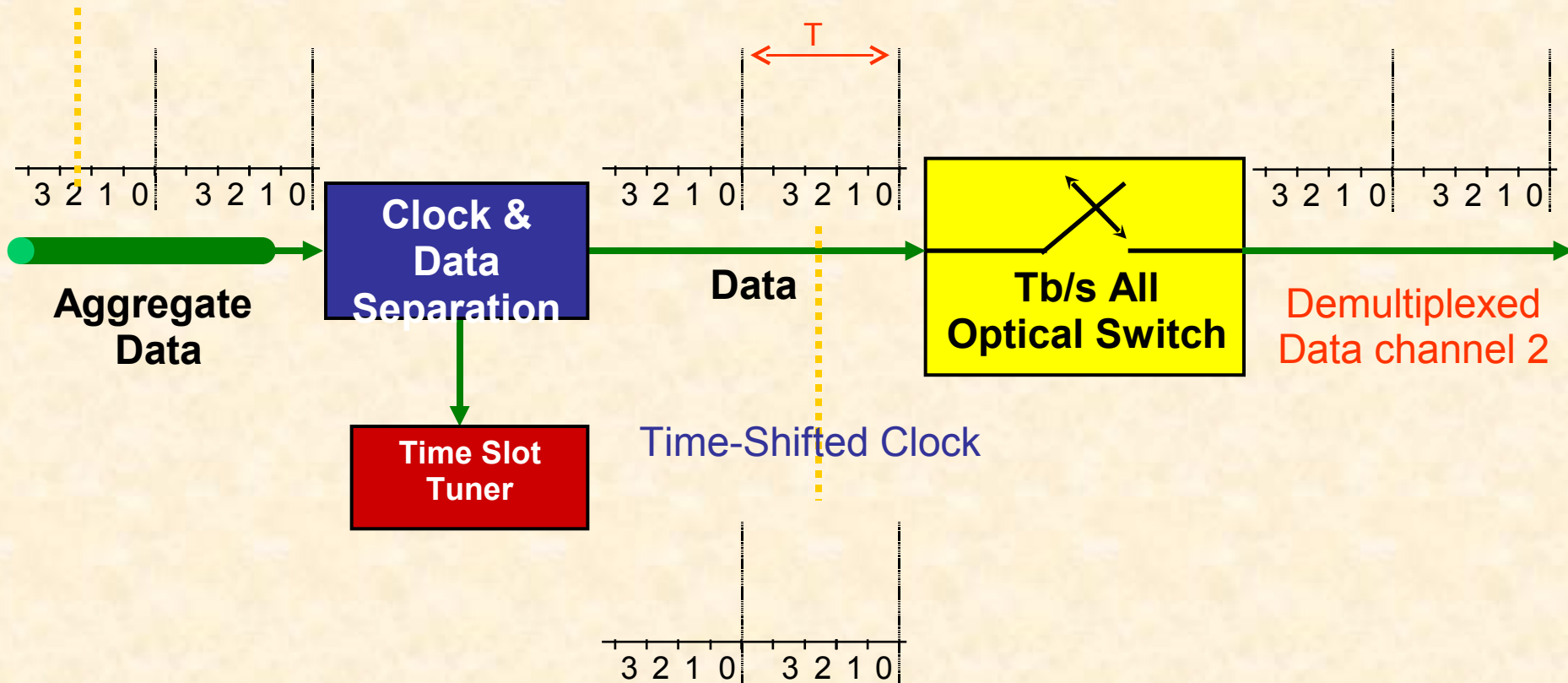
## Demultiplexing data from Channel 2





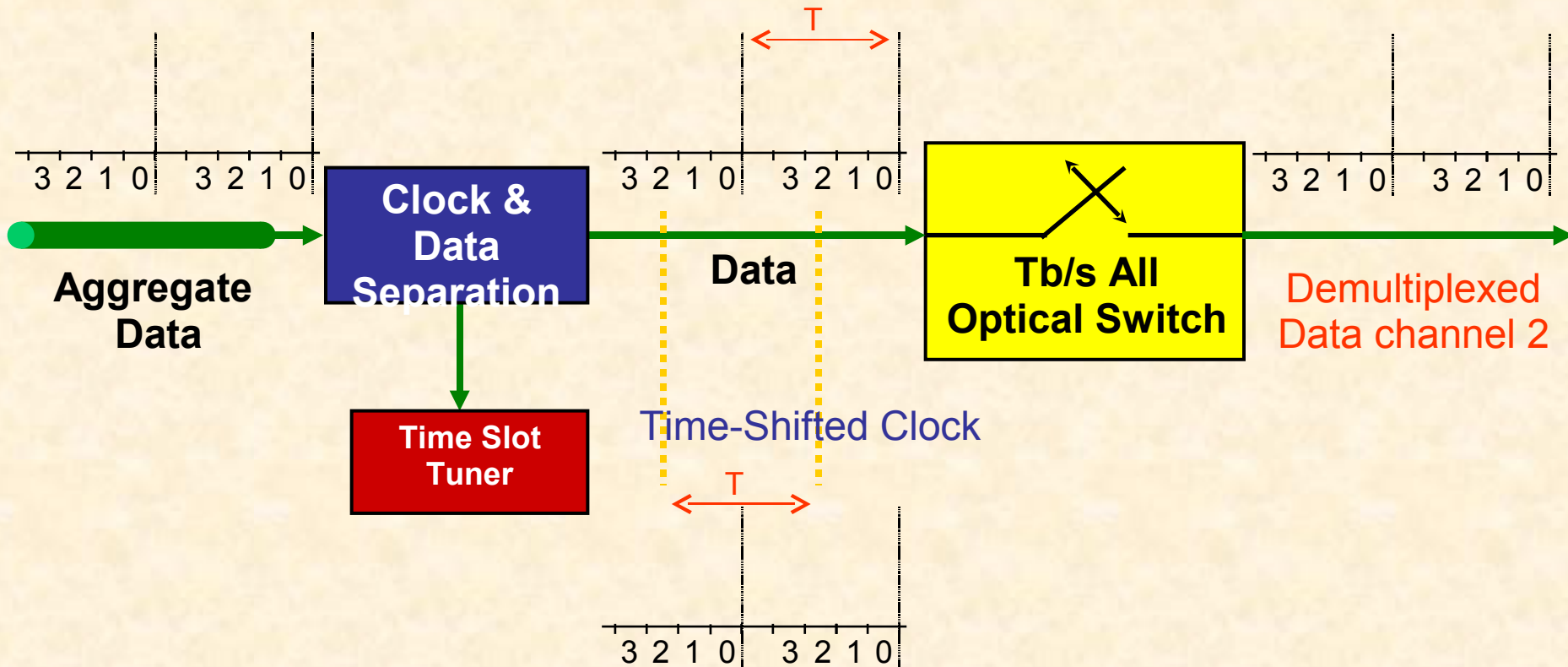
# OTDM; Self Clocked Receiver

## Demultiplexing data from Channel 2



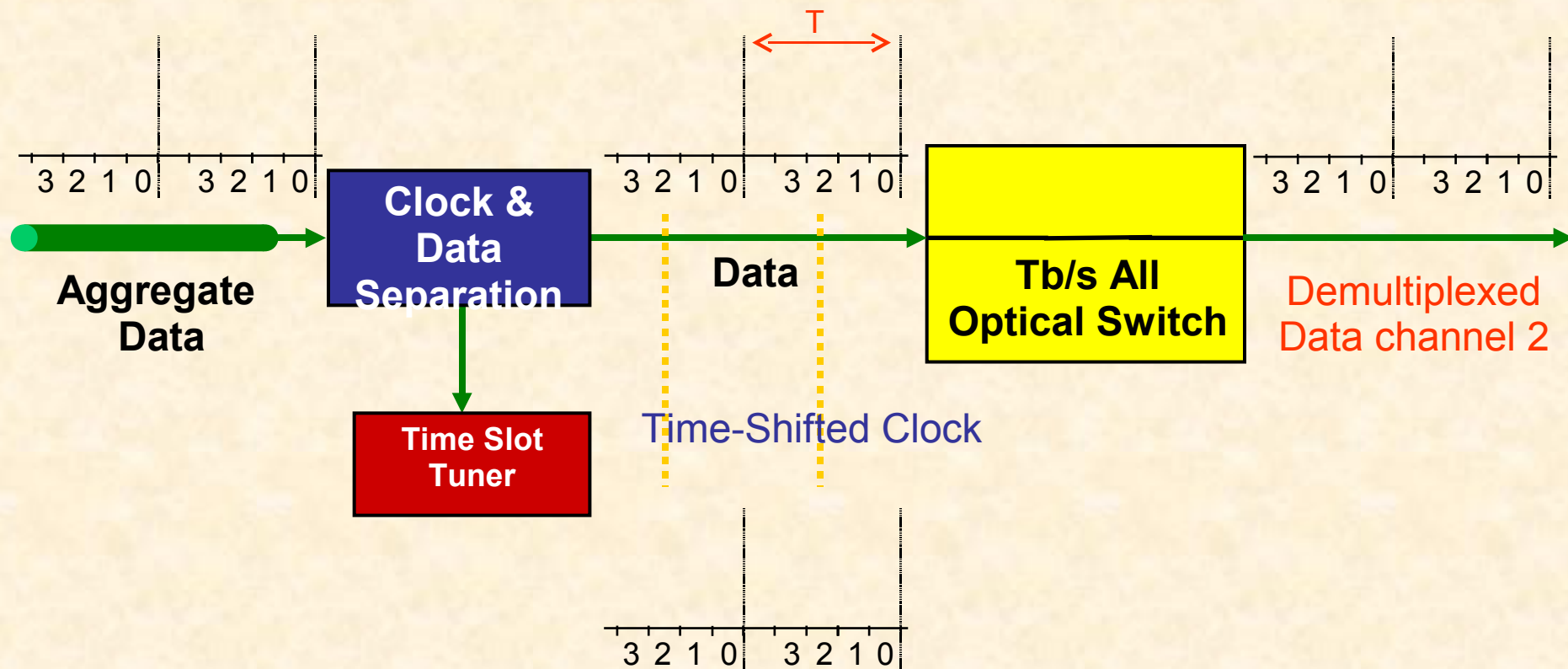
# OTDM; Self Clocked Receiver

## Demultiplexing data from Channel 2



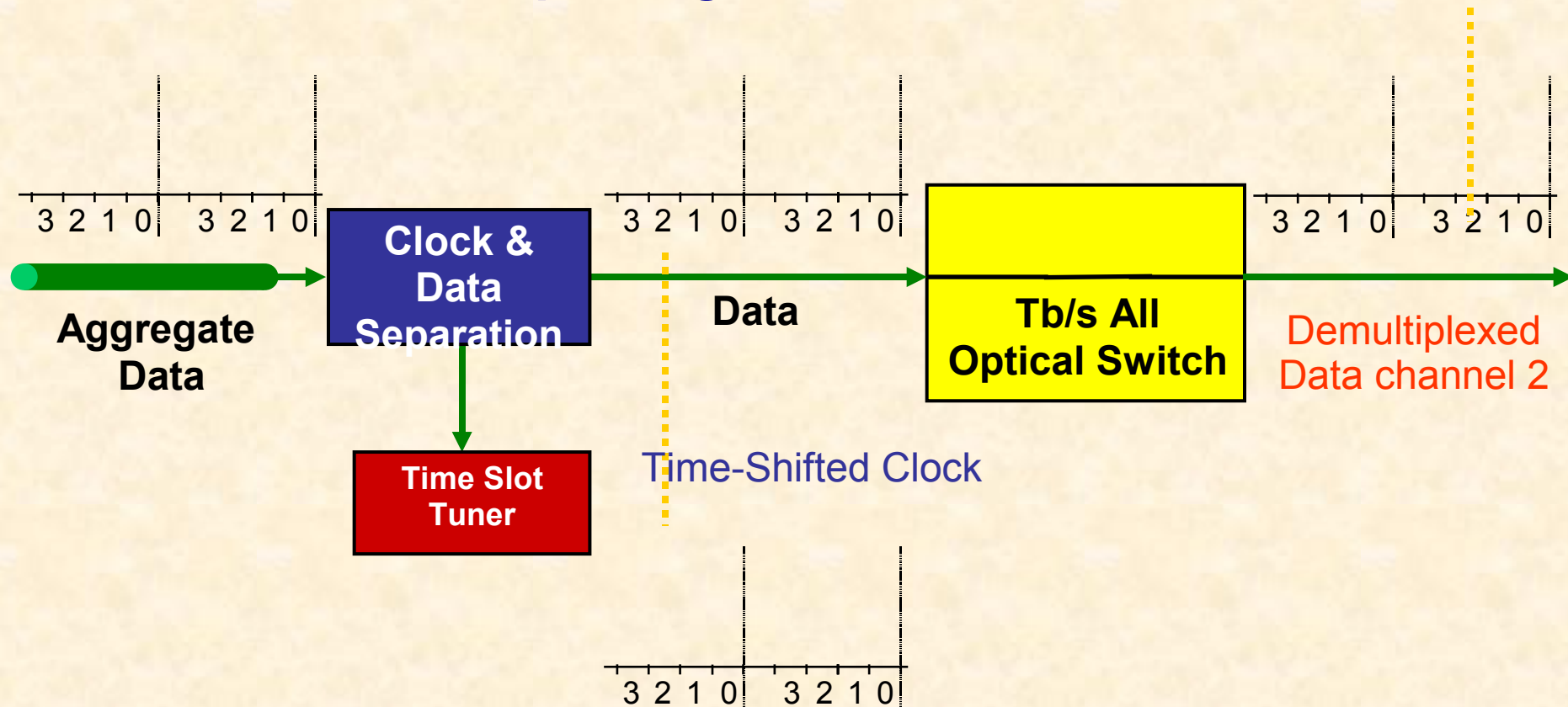
# OTDM; Self Clocked Receiver

## Demultiplexing data from Channel 2



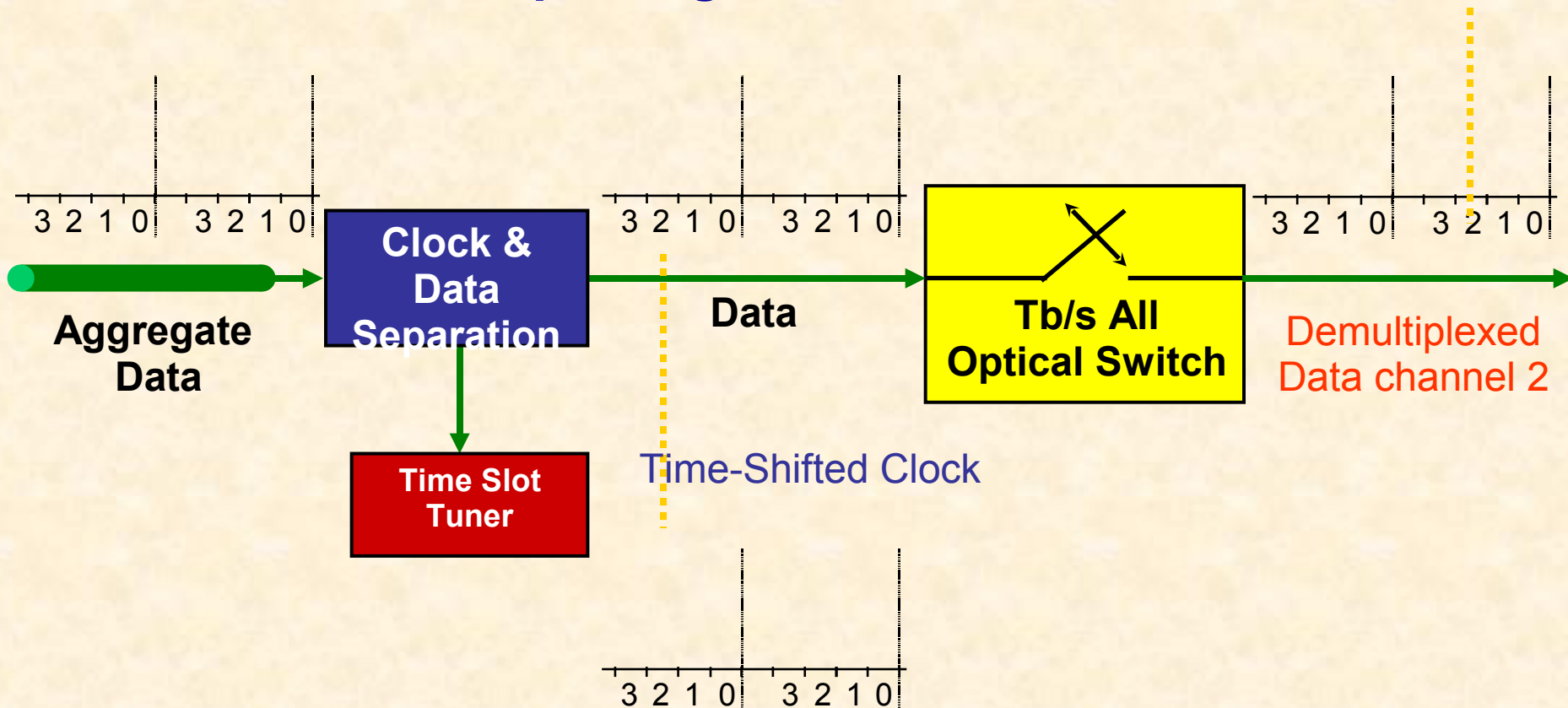
# OTDM; Self Clocked Receiver

## Demultiplexing data from Channel 2



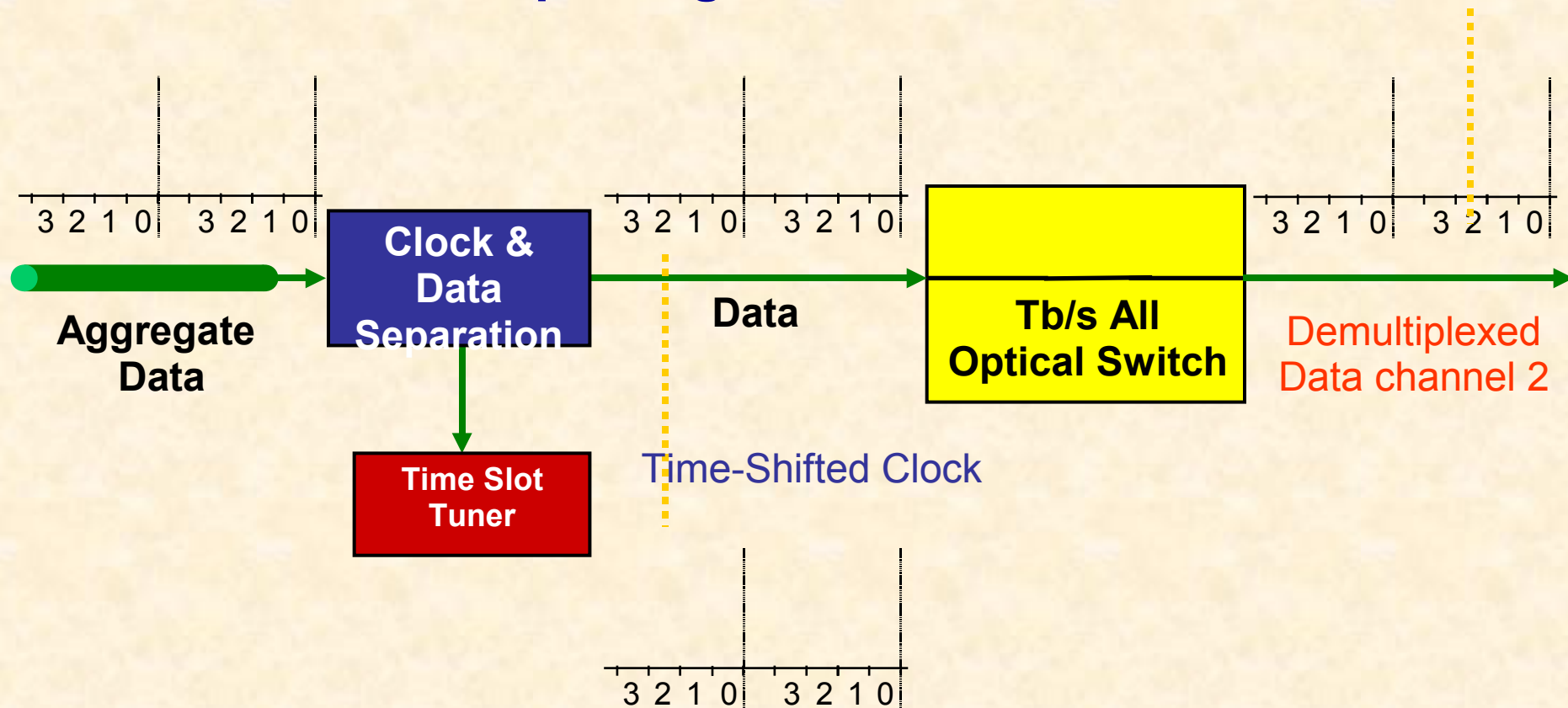
# OTDM; Self Clocked Receiver

## Demultiplexing data from Channel 2



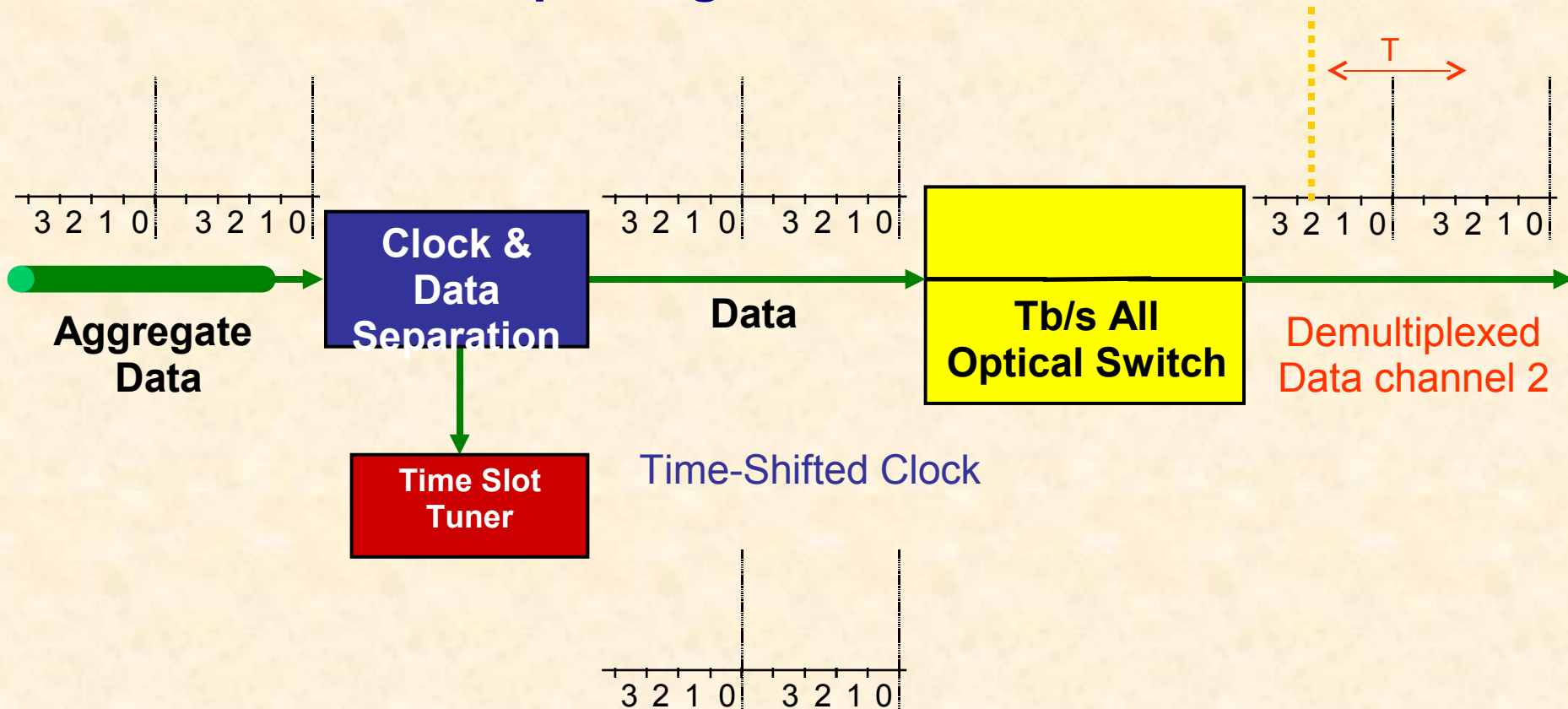
# OTDM; Self Clocked Receiver

## Demultiplexing data from Channel 2



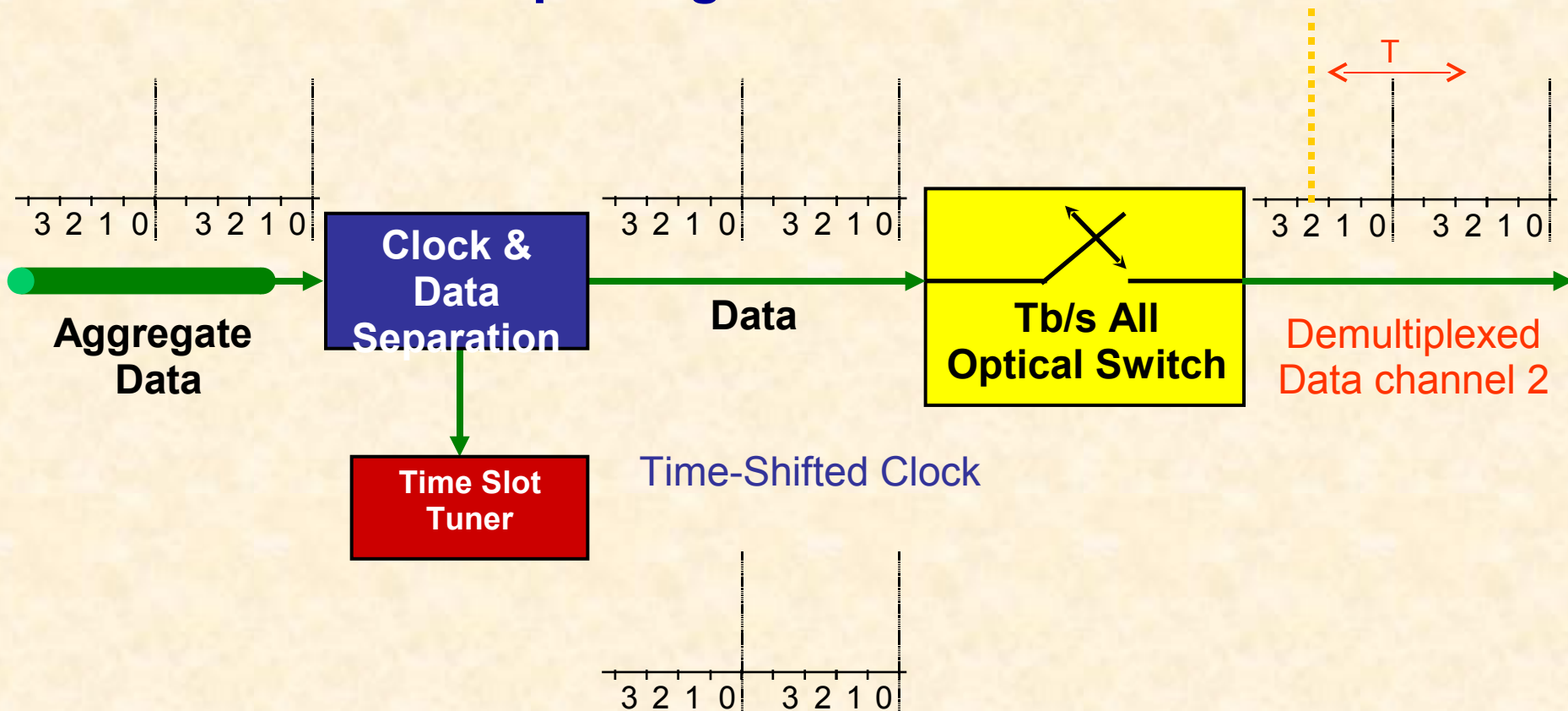
# OTDM; Self Clocked Receiver

## Demultiplexing data from Channel 2



# OTDM; Self Clocked Receiver

## Demultiplexing data from Channel 2



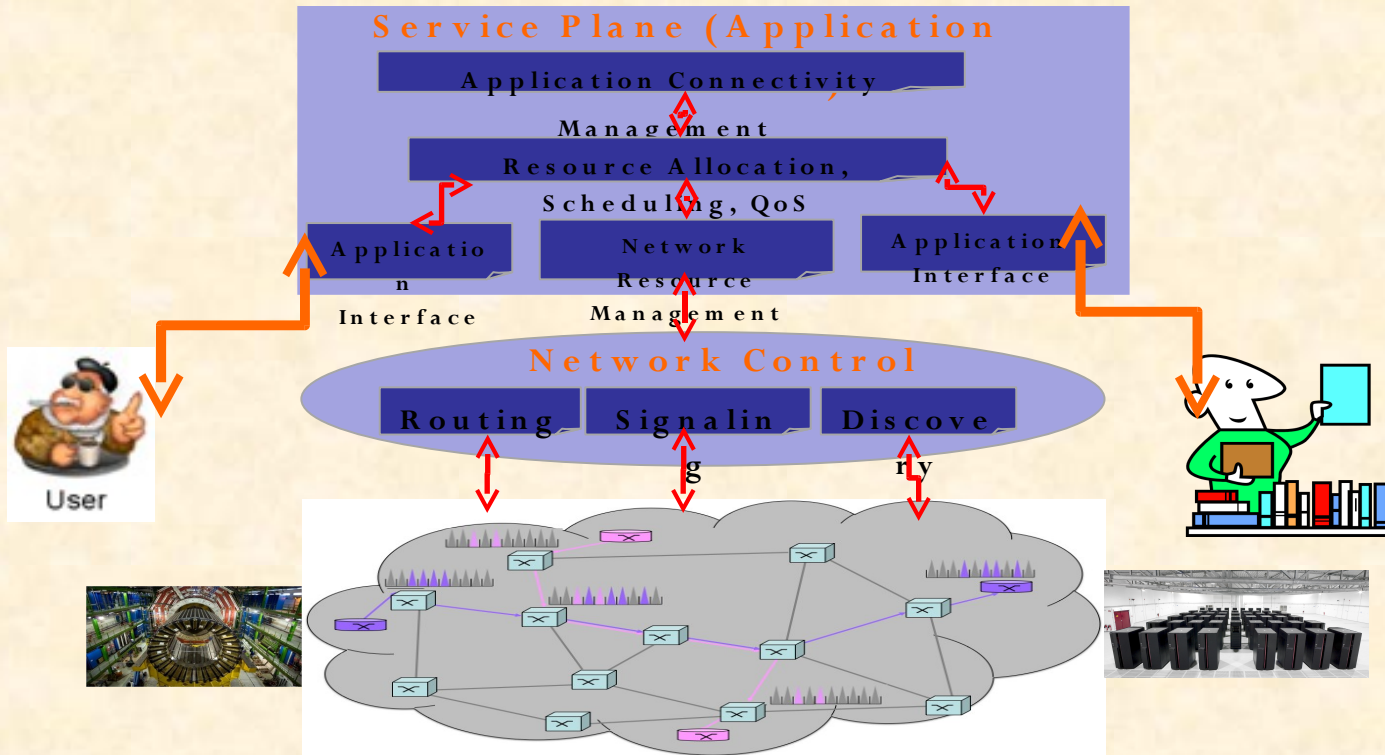




# ADAPTNet



# ADAPTNet



Physical Layer  
(Transmission)



- multi and cross-layer solution
  - physical layer
    - >100Gbit/s per channel and >1Tbit/s per fibre
  - control and management plane
    - understanding of application requirements and on-demand/dynamic
  - application to network interface
    - hide network complexity and connectivity provisioning process





# Solution

- Carrier Class Ethernet
  - Ethernet standard for data rates higher than 10Gbit/s is already the subject of intensive development
  - 40Gbit/s and 100Gbit/s Ethernet Task Force (ETF)
  - pre-standards equipment being available commercially in 2009
- 100Gbit/s Ethernet will provide an off-the-shelf solution in the future
  - consumer based i.e. HDTV,SHDTV
- Other applications require higher data rates and support demanding quality of service (QoS) levels
  - E-science e.g. radio astronomy, UHD multimedia
  - research is already under way on Ethernet operating at 640Gbit/s which will doubtless become the focus of future standardization activities
- Ethernet is inherently packet-based, while high performance applications



# OTDM

- circuit-switched OTDM approach can adapt naturally to high-end application requirements for flexible capacity and QoS
- OTDM can offer an extra dimension to capacity upgrades
  - utilising the time dimension in the optical domain for capacity upgrades reduces the transponder complexity
  - proven ability to scale to ever higher single-channel data rates for serial ultrahigh capacity transport
- main drivers for migrating to higher single channel rates are
  - better utilization of the optical fibre
  - conservation of router ports and lowering of the network management overhead
  - factors will continue to drive the bit rate per channel higher to many 100's of Gbit/s

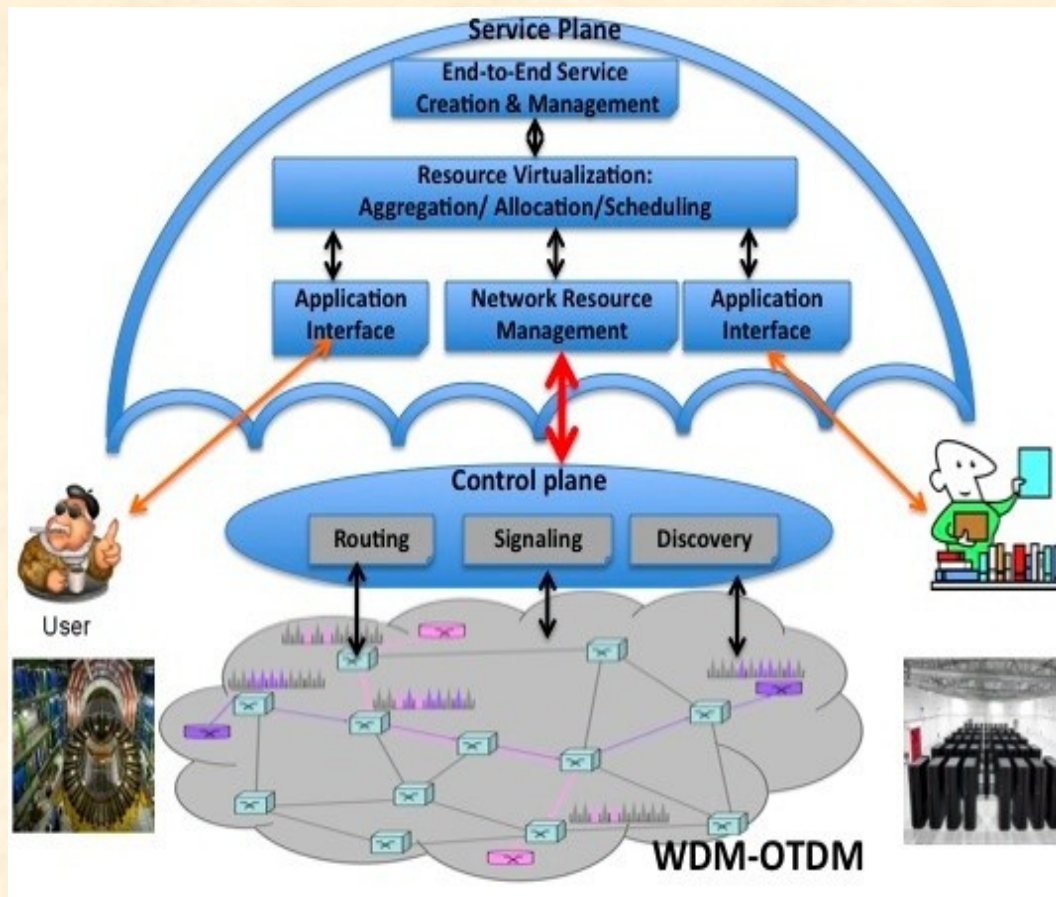


# Service Provisioning

- applications to set up their own virtual network in an on-demand manner
- efficient and on-demand bandwidth provisioning mechanism
- network resource virtualization mechanism that decouples service delivery from bandwidth and protocol engineering
- protocols for point-to-point, point-to-multipoint and multipoint-to-point operation



# New Networking Paradigm



- Application requirements
- End-user requirements
- Service Plane
- Control Plane
- Network Elements



# Conclusions; Network Requirements

- a dynamic ultra high-speed platform that serves different types of bandwidth intensive application seamlessly
- **scalability**; a solution beyond the current or emerging Ethernet and other optical transport developments
- supports the **granularity** requirements of individual applications
- supports **end-to-end quality of service performance** requirements for different types of applications
- offers **application perceived network dynamics** without necessarily requiring a fully dynamic optical layer; this function will be provided by the service plane
- maintains **compatibility** with other mainstream solutions e.g. Ethernet
- capable of **deploying new applications** quickly and efficiently, presenting minimal complexity to the user

