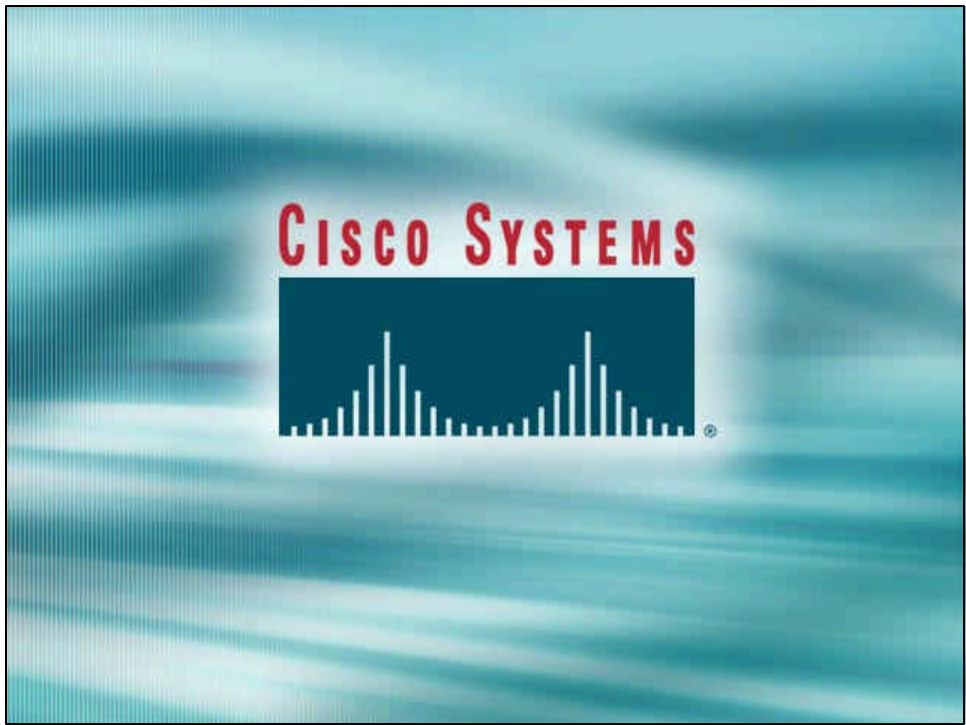


• NETWORKERS

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# Designing Optical Infrastructures for IP Networks

Session OPT-231

## Market Trends

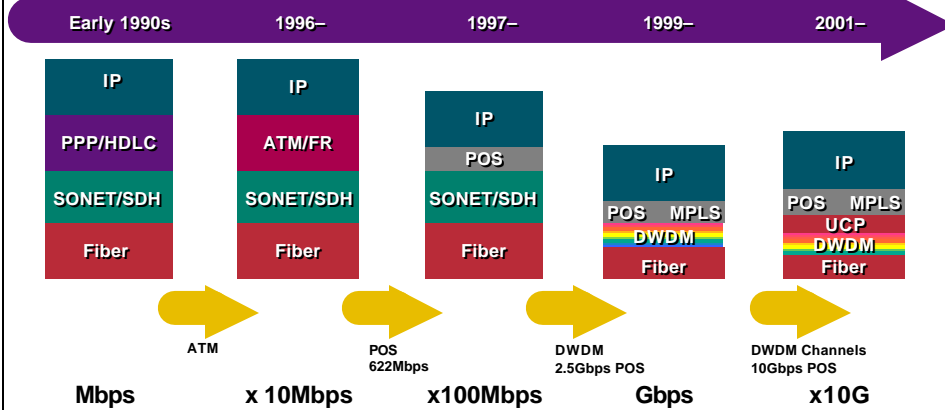
- **Fiber everywhere**
- **Decreasing costs of bandwidth**
- **Optical infrastructure**
- **New services**



# Evolution of Internet Backbone Architecture

Cisco.com

**Multiplexing, Protection, and Management at Every Layer**



PPP	Point to Point Protocol
POS	Packet Over SONET/SDH
DWDM	Dense Wave Division Multiplexing
MPLS	Multi-Protocol Label Switching
UCP	Unified Control Plane

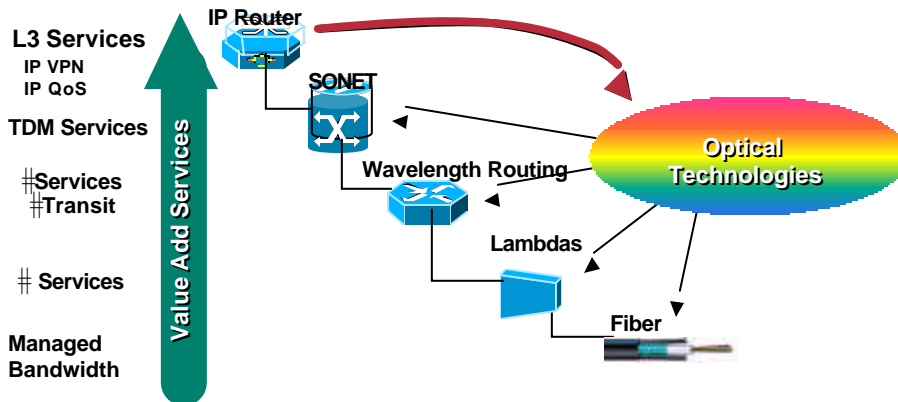
**Architecture Has Been Evolved at Every Two Years to Increase the Capacity by Ten(10)**

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# Moving up the Services Value Chain

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## Complex Core Network Management

Cisco.com

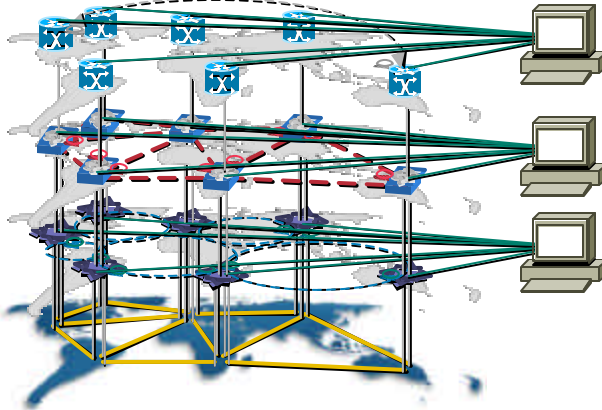
- Many EMS layers, and technologies
- Service introductions synchronized with each layer
- Service topology dependent

IP Router Mesh

ATM Mesh

SONET Rings:  
Add/Drop Multiplexers,  
Digital Cross Connects

Point-to-Point  
DWDM



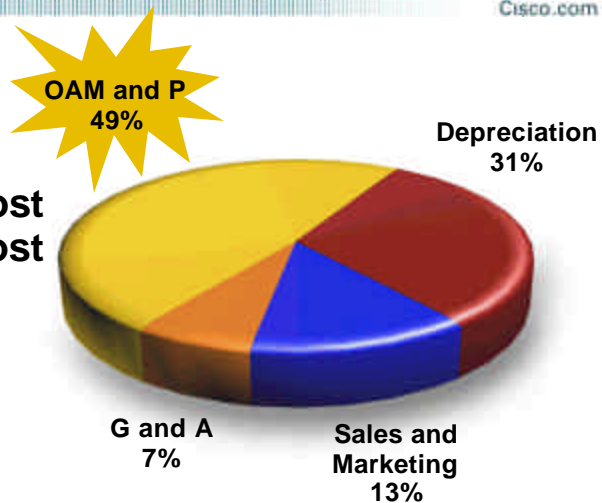
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## How to Build Better and Cheaper Optical Internet?

Cisco.com

- OAM and P cost dominates most Service Provider's budgets



Source: ARMIS 43-01 Reports and Probe Research, Inc.

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# Service Velocity

Cisco.com

- Create **service velocity**:

Intelligent network elements, and simplified OSS

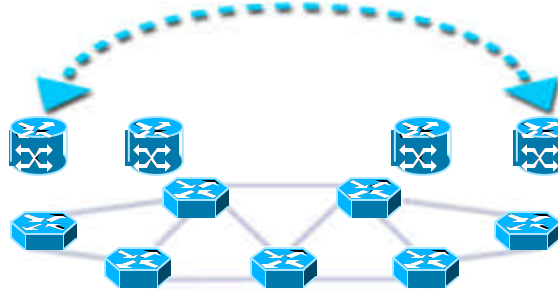
Distributed network database

Circuit-routed, Ethernet-like

Inherent scaling

Service-driven topology

IP Routers Requiring Connectivity



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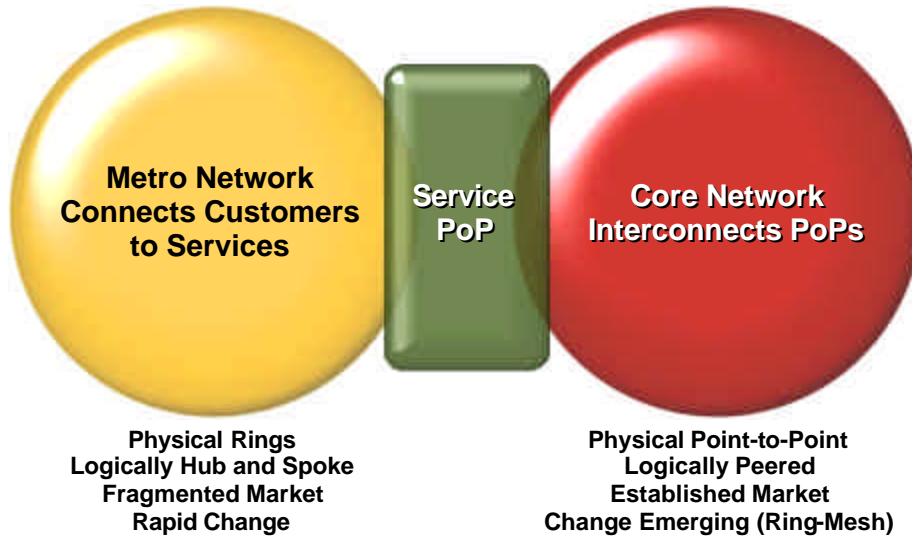
# Optical Technologies

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## IP+Optical Metro/Core Architecture

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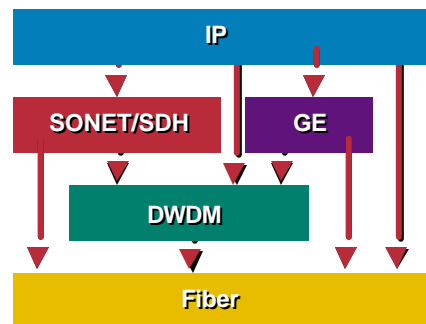
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## Optical Transport Options

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- Dark fiber
- SONET/SDH
- DWDM



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## Dark Fiber

Cisco.com

- Effective alternative if fiber plant capacity is not limited or there is no need for bandwidth multiplication
- Modest distance (80 Km or less)
- No statistical gain
- Considerations when deploying IP infrastructures over dark fiber

Fiber plant—capacity and topology

Power budgets—optics reach

Signal loss (due to attenuation and dispersion)—optics reach

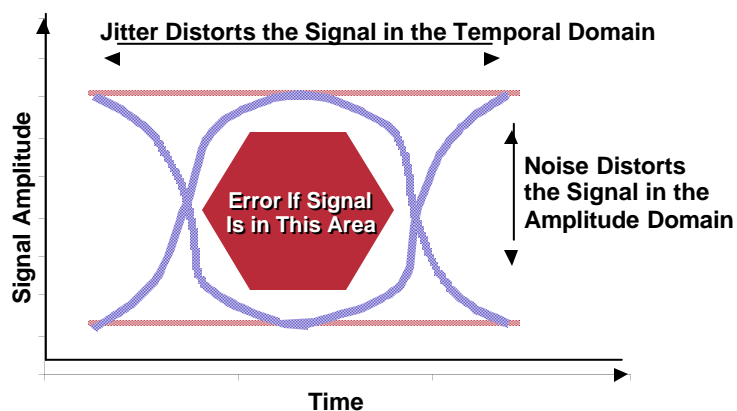
Network design must address protection

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## Effects of Jitter and Noise

Cisco.com



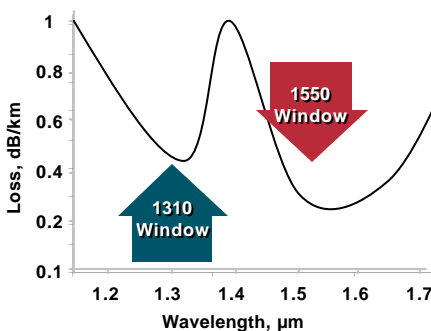
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## Optical Attenuation

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- Specified in loss per kilometer (dB/km)
  - 0.40 dB/km @ 1310 nm
  - 0.25 dB/km @ 1550 nm
- Loss due to absorption by impurities
  - 1400 nm peak due to hydroxyl (OH) ion absorption



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## Calculating Link Loss Budget

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**Link Loss Budget = Optical Power Budget—  
Design Margin—  
Power Penalties**

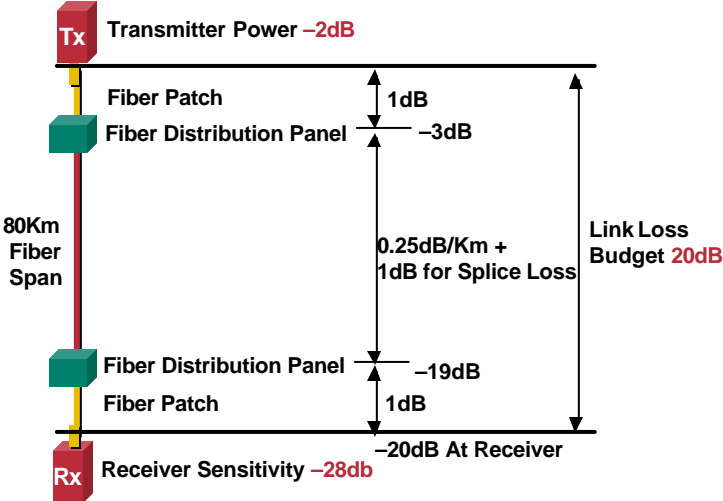
Optical Power Budget	26dB (OC-48c POS [1550nm])
Design Margin (EOL)	-1dB
Power Penalties	-2dB (OC-48c POS [1550nm])
Connector and Splice	-3dB
<b>Link Loss Budget</b>	<b>20dB</b>

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# Link Loss Budget Example

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# SONET/SDH

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# SONET

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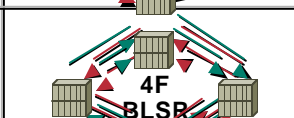
- Widely deployed optical transport technology
- TDM transmission
- Optimized for voice traffic
- Proactive fault and performance monitoring capability
- Fast restoration  
? 50 msecs

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## SONET/SDH Network Configurations

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Point-to-Point		Two Nodes, Terminal Mode
Linear		Up to 16 Nodes, ADM
Unidirectional Path Switched Ring		All Traffic Homing to a Central Location
Two Fiber Bi-directional Ring		Traffic with Neighboring Pattern, Reusable Bandwidth
Four Fiber Bi-directional Ring		Traffic with Neighboring Pattern, Reusable Bandwidth

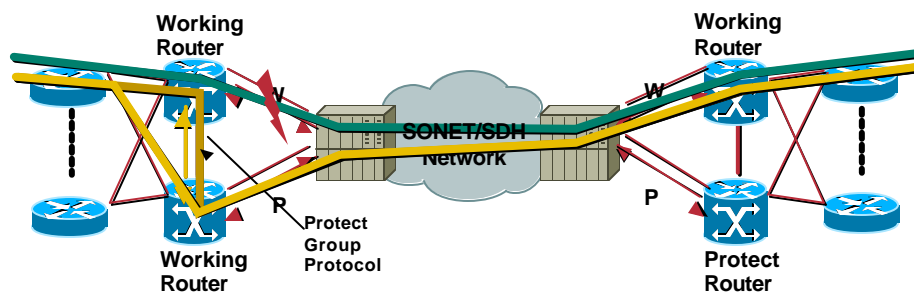
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# Packet Over SONET (POS)

## POS APS/MSP

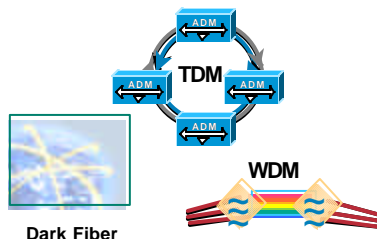
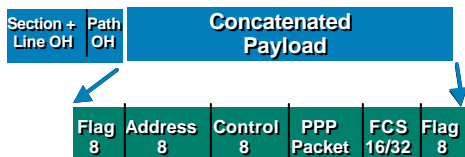
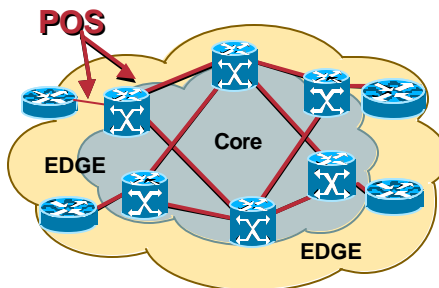
- APS—Automatic Protection Switching (APS)
- SDH—Multiplex Switching Protection (MSP)
- Uses K1 and K2 byte; 1 + 1 Protection



# POS Applications

Cisco.com

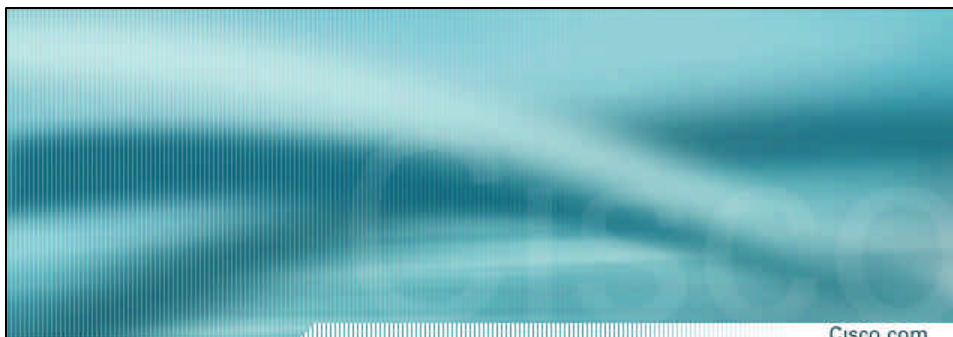
- **PoS Packet-over-SONET/SDH**
- Runs over dark fiber, SONET, or WDM
- Enables transport “mix and match”
- Provides efficient evolution path for incumbents
- Provides optimized transport for greenfield builds
- Standards based



Dark Fiber

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# Dynamic Packet Transport DPT

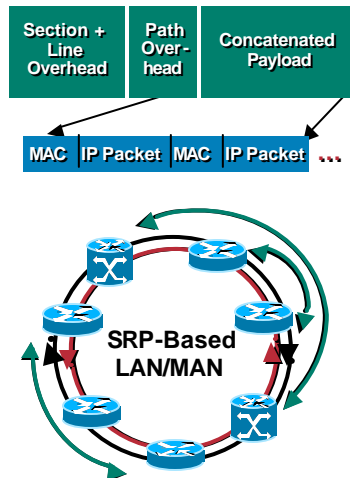
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## DPT Overview

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- New Layer 2 MAC protocol
- Uses SONET/SDH framing
- Bandwidth efficient
- Fairness (SRP-fa)
- Scalable
- Fast protection switching and service restoration
- Multicasting and priority



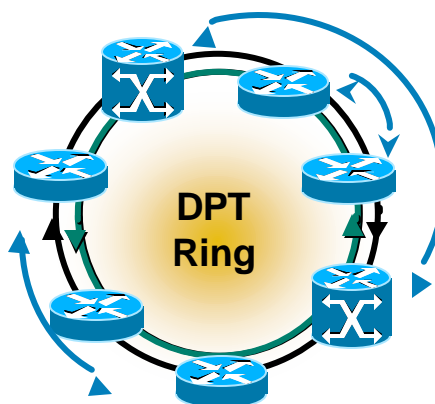
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## Dynamic Packet Transport

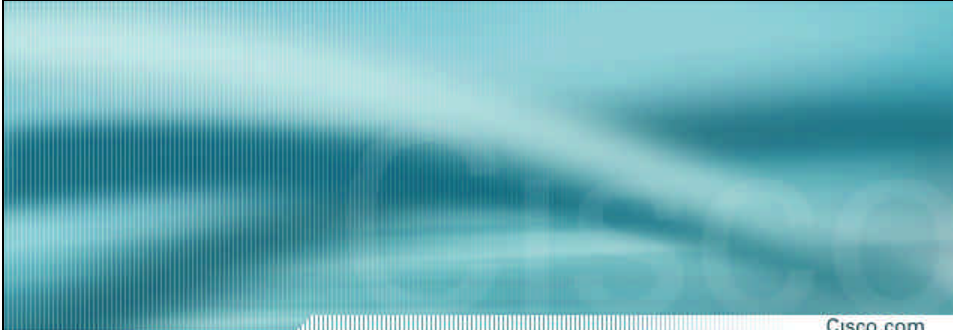
Cisco.com

- Maximize bandwidth efficiency
- Bandwidth consumed only on traversed segment
- Multiple nodes transmit concurrently
- Fairness via SRP-fa
- Self-healing through IPS
- Minimize provisioning and configuration



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# Dense Wave Division Multiplexing DWDM

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## DWDM



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- **Used to provide bandwidth multiplication where fiber plant capacity is scarce**
- **No protection on tributary side**
- **Network design must address protection**

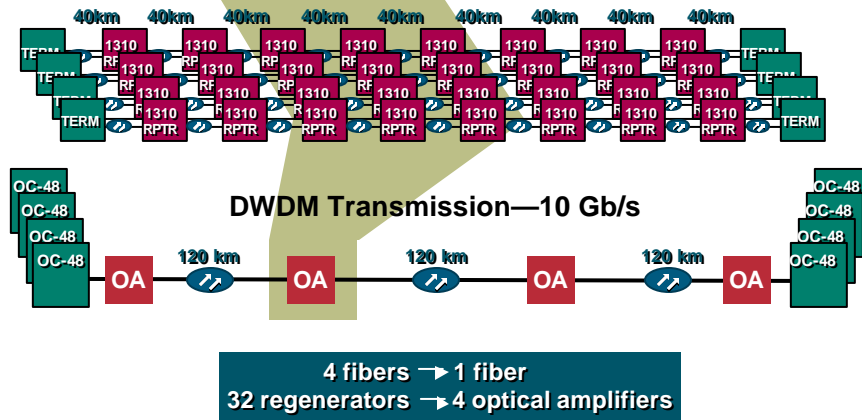
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# DWDM for Fiber Gain

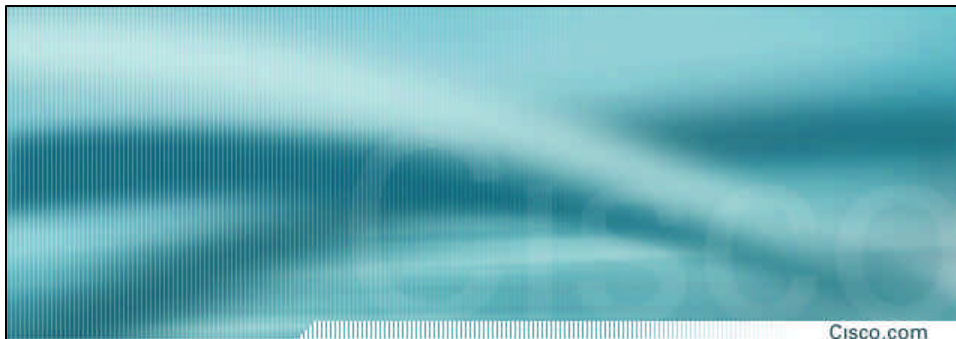
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## DWDM Offers Compelling Economics



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# Optical Networks

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## Design Considerations (Backbone)

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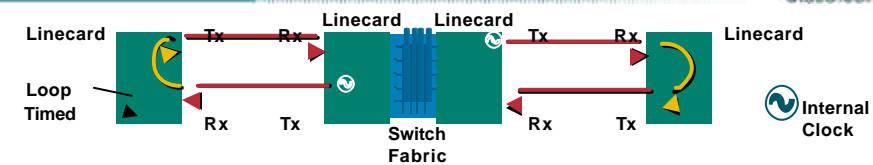
- **Infrastructure redundancy**
  - Routers
  - Links
  - No single point of failure
- **Path redundancy**
  - Load sharing
  - Protection
- **Capacity planning and traffic engineering**
- **Topology**

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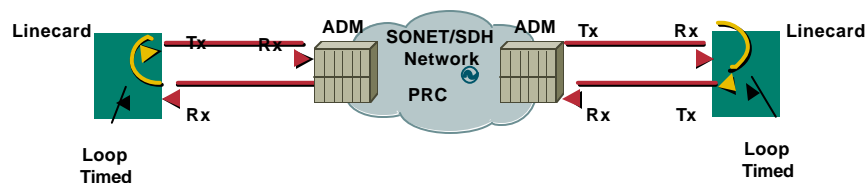
31

## Clocking and Synchronization

Cisco.com



- **Set clock source internal for back to back connections, dark fiber and DWDM**



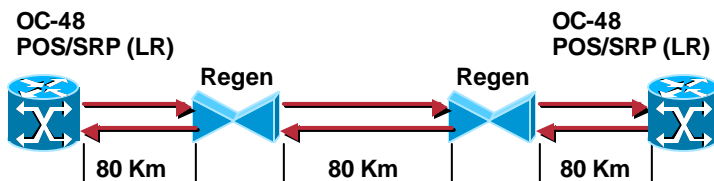
- **SDH ADM or term—clocking derives from the Stratum 1 source in the SDH network**
- **Applies to both POS and SRP**
- **Clock the router from Line Always!**

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## Extending the Distance

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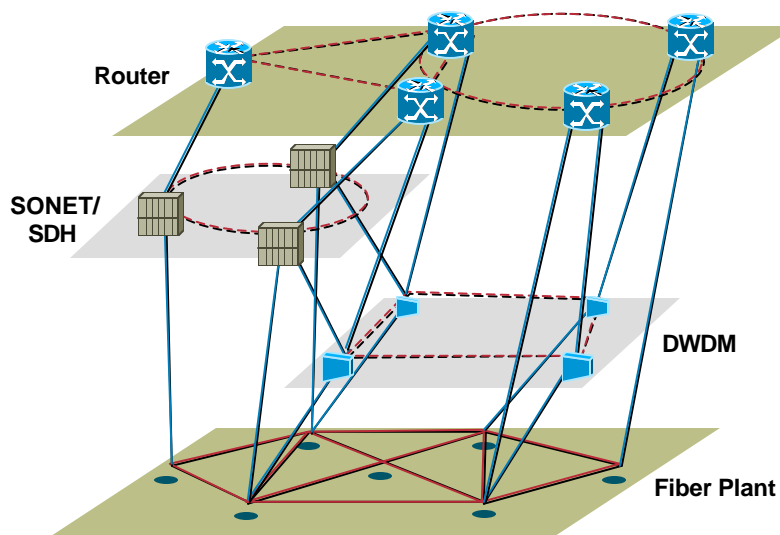
- Use regenerator  
3R—Re-amp, Re-shape and Re-time
- Can be used for both POS and SRP
- Cisco regen supports IP over DCC for management
- 30 regens can be cascaded to get a distance of 2400 Km  
(? 1500 miles)

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## Optical Network Infrastructure

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## Topology Options (Backbone)

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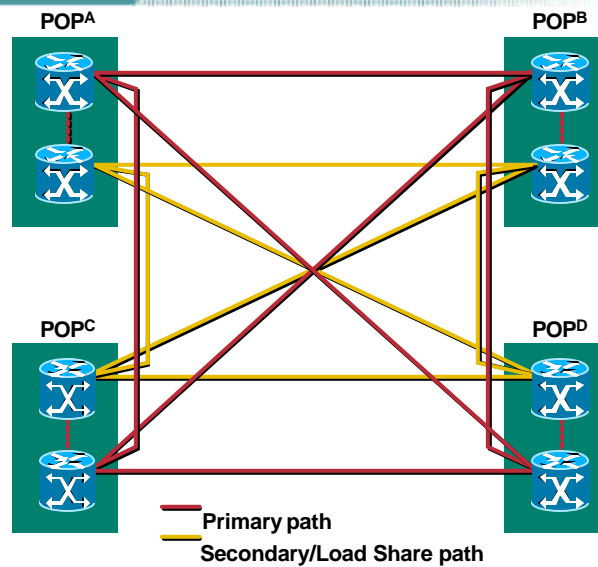
- **Mesh**  
Full or partial
- **Point-to-point**  
POS
- **Ring**  
POS or SRP

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## Full Mesh

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## Full Mesh

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- All the backbone routers are connected to each other
- Single hop from any backbone router to the other
- Depending on the number of routers in the backbone, may require a lot of slots/ports

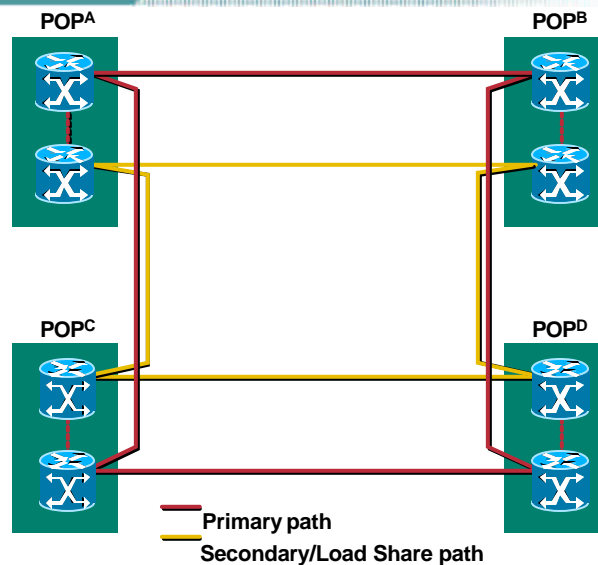
$$n(n-1)/2 \text{ ports}$$

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## Partial Mesh (1)

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## Partial Mesh

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- **Each backbone router is connected to two or more backbone routers**
- **Multi-hop to some backbone router**
- **Uses less slot/port and fiber compared to full mesh topology**
- **Cost effective**

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## Point to Point—POS

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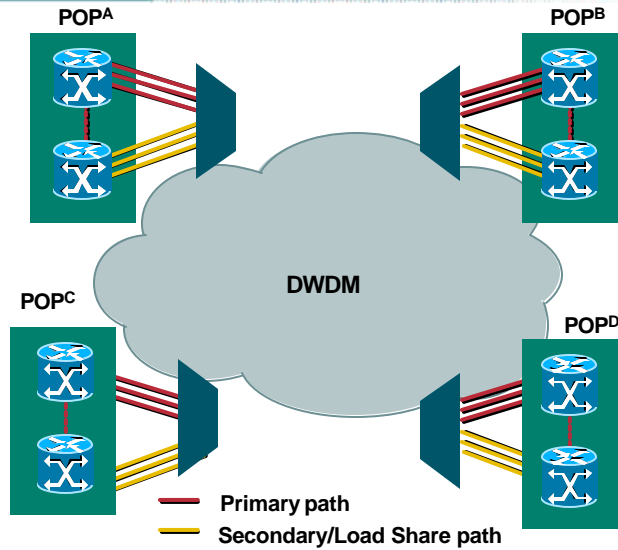
- **Point to point connection using POS**  
OC-3/STM-1—OC-192/STM-64c
- **Encapsulation—HDLC/PPP**
- **Connecting to SONET/SDH**  
APS/MSP for protection
- **Connecting to DWDM or Dark fiber**  
Multiple links for load sharing and protection

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## Connecting to DWDM

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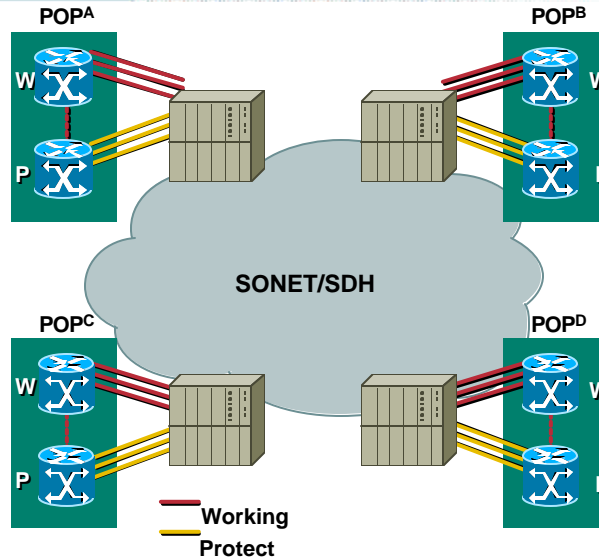


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## Connecting to SONET/SDH

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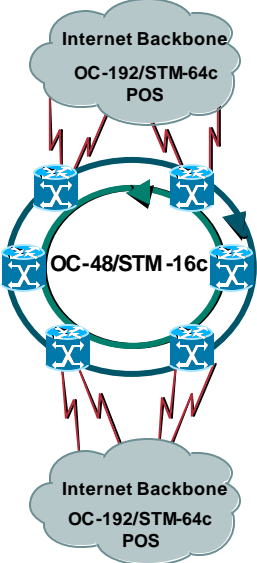


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# DPT PoP Design

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# MPLS

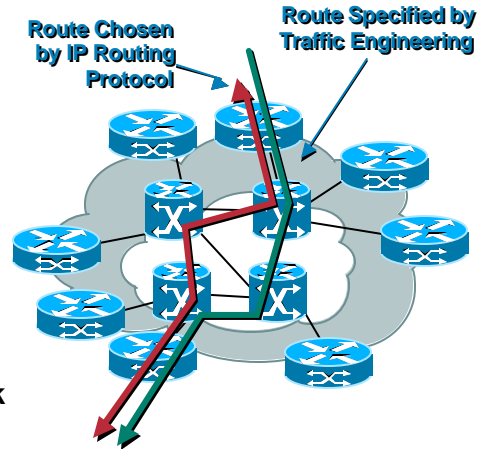
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## Traffic Engineering with MPLS

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- **Why traffic engineer?**
  - Optimize link utilization
  - Specific paths by customer or class
  - Balance traffic load
- **Traffic follows pre-specified path**
- **Path differs from normally routed path**
- **Controls packet flows across a L2 or L3 network infrastructure**



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## Unified (Optical) Control Plane Overview

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## Existing Control Planes

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Network Element	Standard Body	Routing	Signaling	Available
Optical Cross Connect	None	Proprietary	Proprietary	Future
Optical Cross Connect	ATM Forum	PNNI	PNNI	Deployed
MPLS IP-LSR	IETF	Constraint Based	LDP/RSVP	Deployed

- Separate control planes exist for L1/2/3
- Limited communication creates isolation
- Results in an overlay network model

Source: John Drake—MPLS Conference 1999

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## UCP Protocols Standards Summary

Cisco.com

Function	MP # S/GMPLS	O-UNI	G.ASON
Routing Protocol	IGP TE Extensions	N/A	N/A
Signaling	RSVP/CR-LDP Extensions	RSVP/CR-LDP Extensions	Out-of-band Client UNI
Link Management, Verification, Neighbor Discovery, Etc.	LMP	LMP	Central Control, IP/ATM/SONET Clients
Model	Peer/Overlay	Overlay to Peer	Overlay
Standards Body	Peer/IETF	OIF	ITU-T

Peer ←  Overlay  
 Overlay Is a Subset of the Peer Model

Drafts as of January 2001

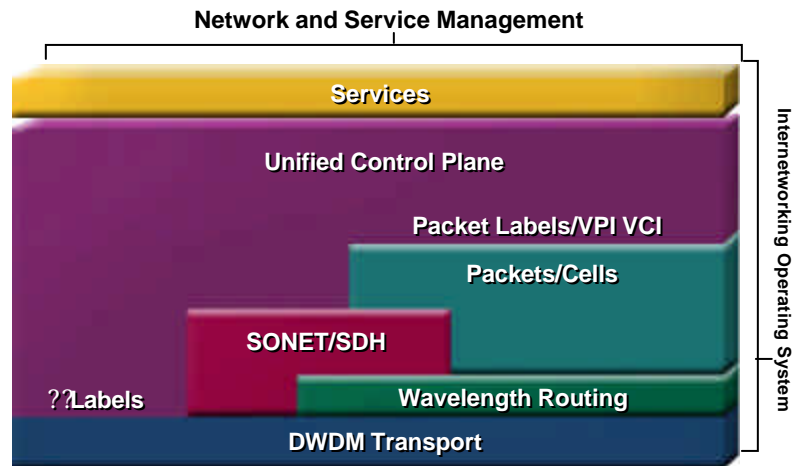
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# Unified Control Plane

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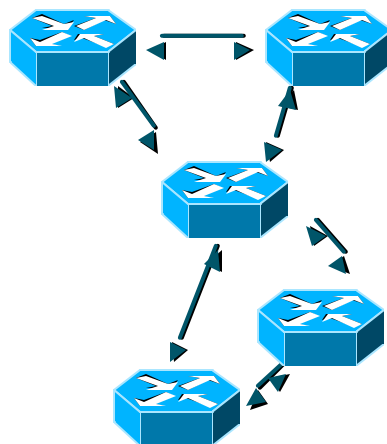
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# Control Plane Functions

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- Resource discovery
- Connection management
  - Path set-up/tear down
  - Maintenance and monitoring
- Topology/state dissemination
  - Reliable broadcast/Flooding
- Path Selection
  - Constraint-based routing



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## OCP/UCP Technology Scenarios

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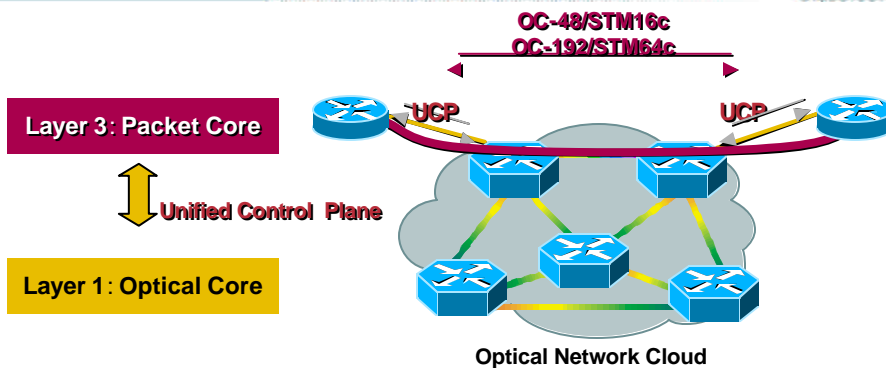
- **UNI**
  - Used to build point-to-point 'SVC-Like' circuit set-up mechanism
  - Used to accelerate service delivery of IP or other service definitions across an optical overlay network topology
- **GMPLS**
  - Used to enable standard protocol based circuit provisioning and restoration technique node by node within the interior of an optical transport network
  - Used to construct a multi-vendor optical transport network
  - Enables scalable node to node peering and full-mesh topologies
  - Allows for the administrative boundary of a UNI
  - Leverages existing IP network layer service definitions
- **Miscellaneous others**
  - Pure IP Control Plane, Central Server Provisioning, GSMP (VSI)

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## Evolution of Optical Core (IP over ? ) with Unified Control Plane

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### Benefits:

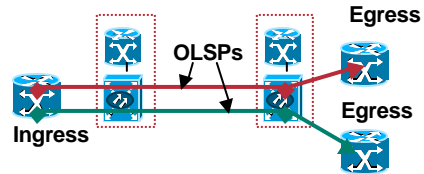
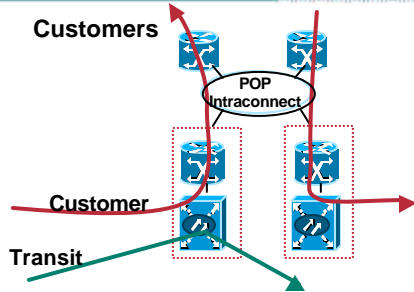
- Network simplification: common framework for packets and wavelengths
- Reduced provisioning costs
- Increased service velocity
- Fast path restoration

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# Router + OXC: Optical Pass-through for IP Traffic

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- **Transit Traffic forwarded thru OXCs**  
Offloads core routers of per-packet transit processing  
Frees up IP router resources for handling customer traffic

- **One-hop O-LSPs across core network**  
No intermediate per-packet processing lower latency and jitter

**Improved Network Performance**

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# Deploying IP Services

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## What's the Problem?

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- API to API service creation
- Requirement for mobility
- Full IP network services

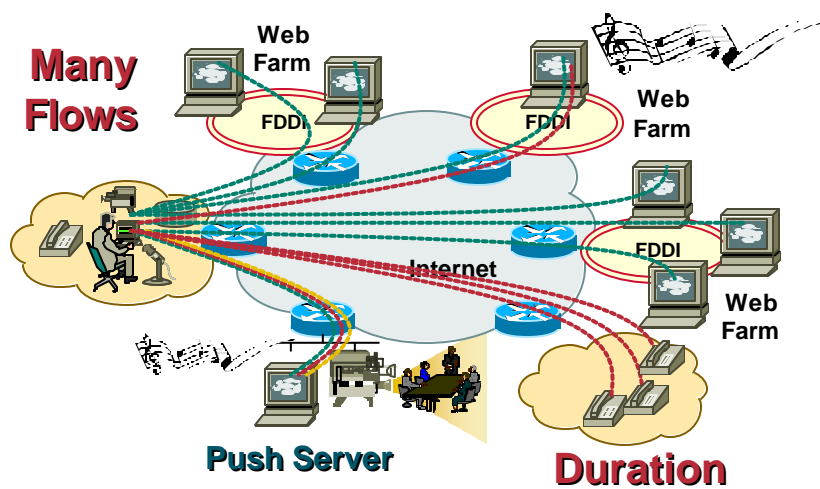


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## Complexity's an Issue

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## IP Services: Essentials

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- Open standards
- Scalability
- Reliability
- Manageability
- Low latency
- **Network services**  
DNS, DHCP, hosting, caching, AAA, number translation, SCP, firewall, NAT, etc...

- IP QoS
- IP traffic Eng
- IP VPN
- IP any-2-any
- IP multicast
- IP security

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## Services: The Challenge

Cisco.com

- **The optical IP network needs to meet the requirements of the applications**
- **Different services have different requirements:**
  - Voice, videoconferencing, distance learning-low latency, low jitter**
  - Bulk data transfer-high bandwidth**
  - Email-no demanding requirements**

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## Services: The Challenge

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- To ensure service quality, each application or flow, needs to be differentiated from one another
- Non time critical applications, e.g. www, could impact time sensitive applications, such as voice or video

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## The Need for QoS in IP Networks

Consider Voice...

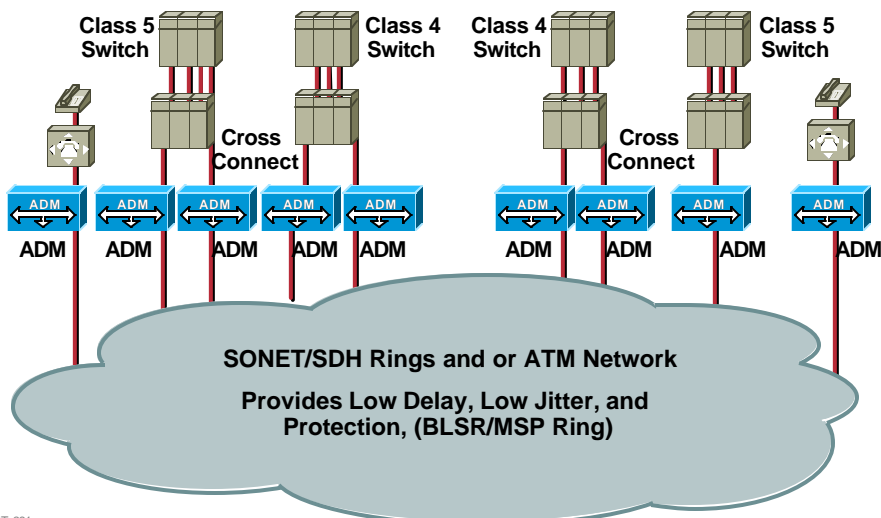
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# Traditional Voice Networks

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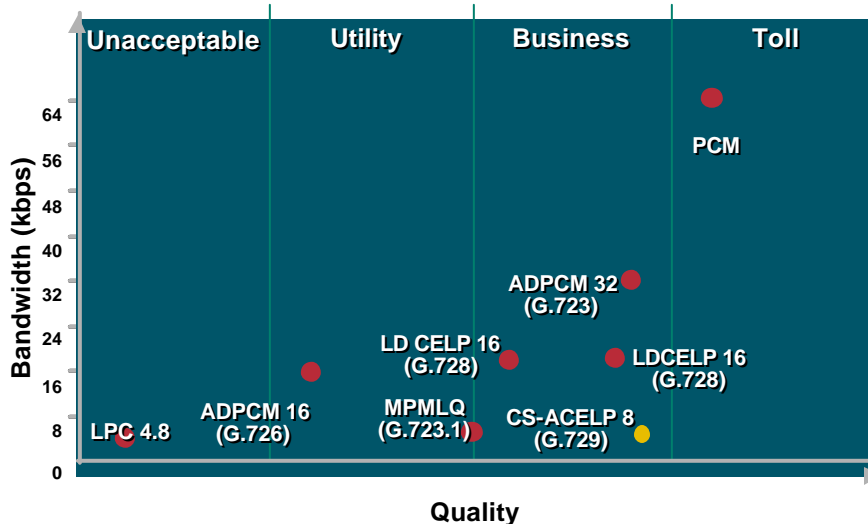


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# Voice Quality: Compression Standards

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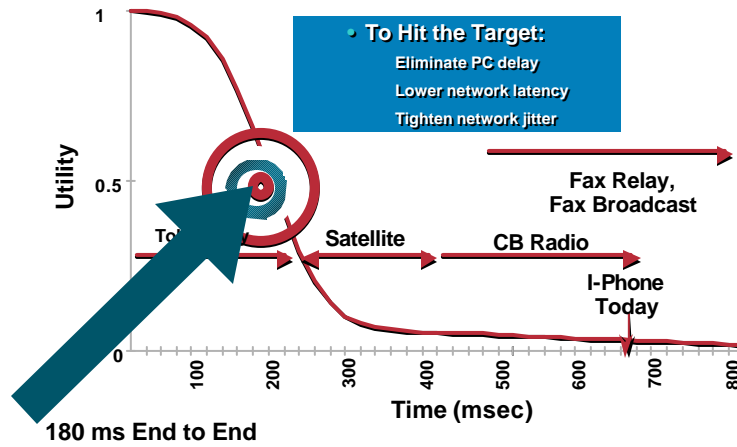
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# Why Is It So Important to Minimise Delay?

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## Usability of Voice Circuit As a Function of End-to-end Delay



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# Delay Considerations in IP Networks

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- Codec
- Packetization
- Output Queuing
- Access (Up) Link Transmission
- Backbone Network Transmission
- Access (Down) Link Transmission
- Input Queuing
- Jitter Buffer
- Codec

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## Calculating a Delay Budget (G.729)

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Encoder/decoder Delay (Algorithmic Plus Processing and VAD)	30 ms
Waiting and Framing (10 ms Frames)	10 ms
Move to Output Queue	Negligible
Wait in Queue (Depends on Queuing and Congestion)	0–8 ms
Access up Link -Backbone-down Link (1 ms Per 100 Miles)	Variable
Move From Input Queue to DSP	Negligible
Jitter Buffer	4 Ms–40 ms
Coder Process Delay	
<b>Total: (Excluding up Link, Backbone, and Down Link)</b>	<b>45 ms</b>

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## What Is Referred to as QoS?

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- The following parameters are usually equated with QoS:
  - Bandwidth guarantees
  - Admission control
  - Delay
  - Jitter

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## QoS with IP Class of Service

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- **Implemented at network Layer 3**
- **Media independent**
- **Efficient use of available bandwidth through statistical multiplex**
- **Bandwidth guarantees, delay, and jitter limits via advanced queuing mechanisms**
- **Admission control only for applications that need certain guarantees (gatekeeper)**
- **Connectionless—no TDM**

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## Changing QoS Requirements

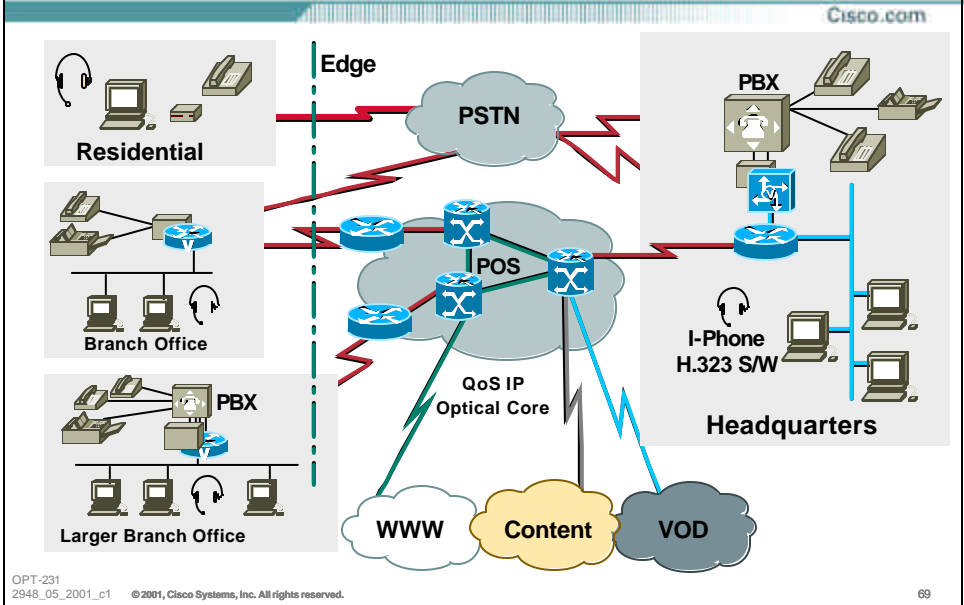
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- **Changing applications change requirements**
- **Classic voice requires dedicated 64k channel in TDM network**
- **Voice over IP designed to work on IP transport networks, can tolerate delay and jitter within limits**
- **IP transport is inherently statistically multiplexed, but can limit delay and jitter to suit VoIP applications**

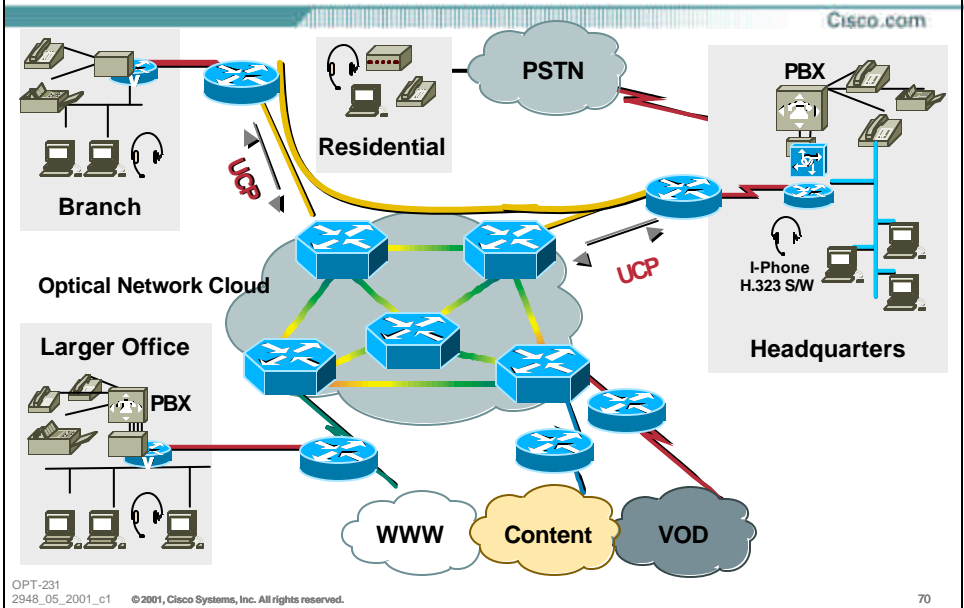
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# VoIP in the Intranet today...



# VoIP Futures....



## Network Wide IP QoS

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- **Packets are marked at the ingress or by the application and carry their classification throughout the network**
- **Core devices use this information to provide required services**
- **Easier to manage**

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## Congestion Issues

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- **Routers by design can have congested links when an interface is offered more load than it can support for an extended period of time**
- **This can cause three things:**
  - Packet loss due to output queue overflow—some traffic might be sensitive to it**
  - Added and varying delay-real time applications impacted**
  - Bandwidth for some important data is insufficient**

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## Dealing with IP Congestion

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- **Impact can be minimized the following way:**

**Drop less important traffic before high priority traffic**

**Handle delay sensitive traffic different than bulk data**

**Ensure bandwidth for specific traffic is managed**

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## Edge Functions

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- **Packet classification**  
Precedence setting with CAR
- **Bandwidth management**  
Rate limiting with CAR  
Traffic shaping
- **L3 metering**  
NetFlow data export

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## Backbone Functions

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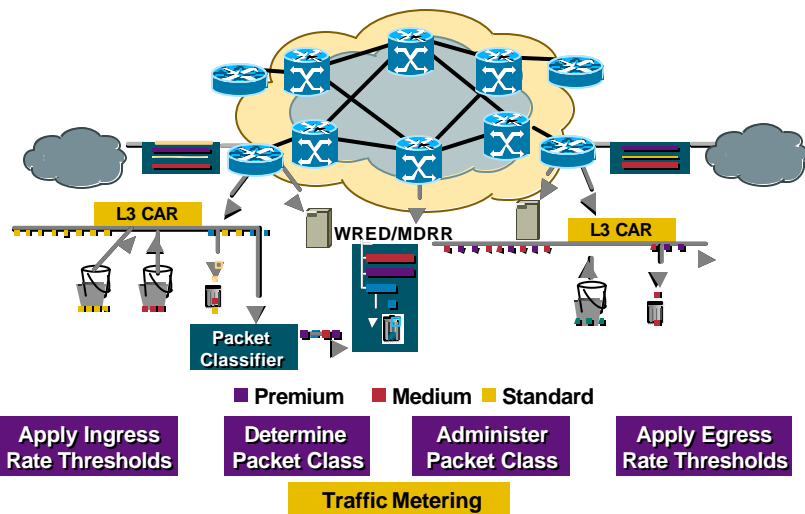
- **High-speed switching and transport**  
Distributed switching (CEF)
- **QoS enforcement**  
Congestion avoidance (WRED)  
Congestion management (MDRR)
- **QoS interworking**  
IP-ATM QoS interworking (VC per CoS)

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## Summary of Network IP QoS

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## Summary

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- **We have seen that it is very feasible with careful design to deliver differentiated IP services over an optical infrastructure**
- **Different service requirements; (Delay, Jitter Etc.) can be accommodated using the tools available, CAR,WRED,MDRR**
- **Different traffic flows can be effectively marked, and differentiated from each other, enabling, Service providers to Offer billable, robust, IP services to their customers**
- **In the future the unified control plane will allow for service velocity**

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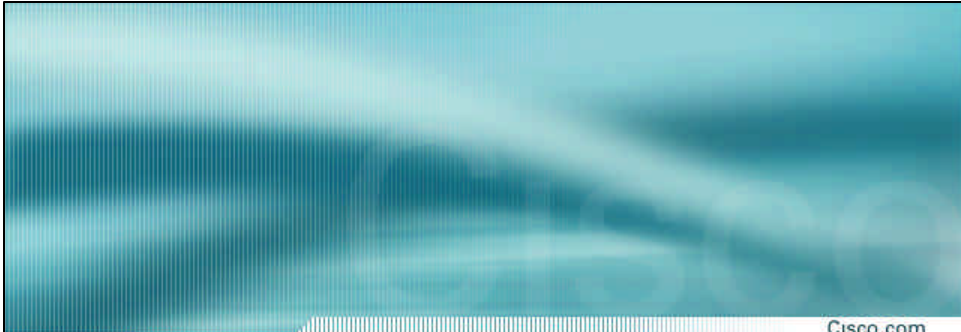
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## Questions ?

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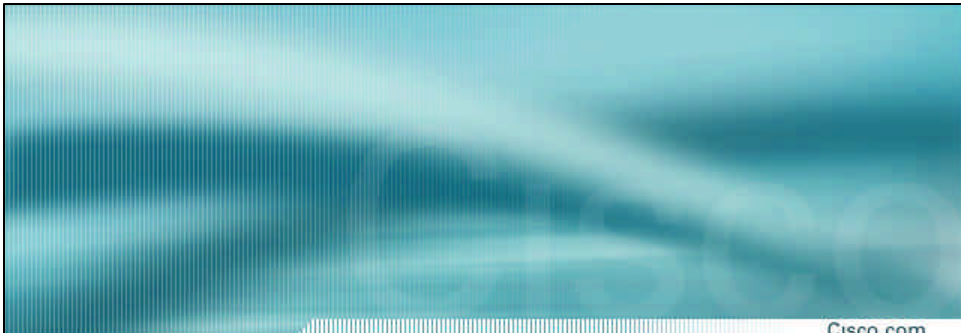
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# Designing Optical Infrastructures for IP Networks

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# Please Complete Your Evaluation Form

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