

# Asynchronous Transfer Mode Synchronous Optical Networks

2012, Part 1, Lecture 3

Kaan Bür, Jens Andersson

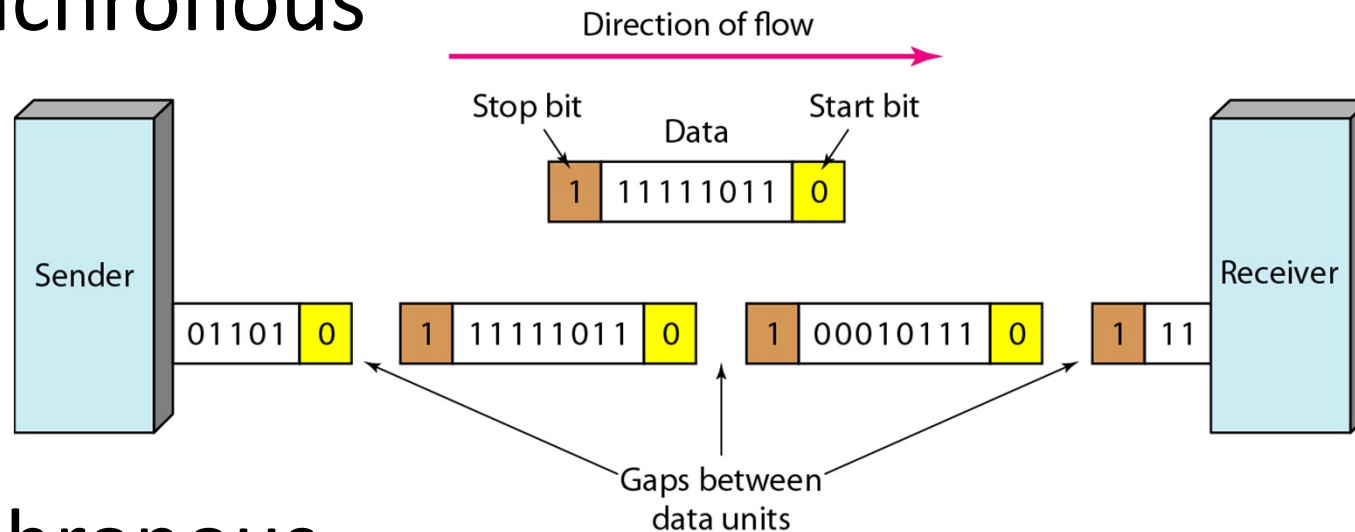


# Today's lecture

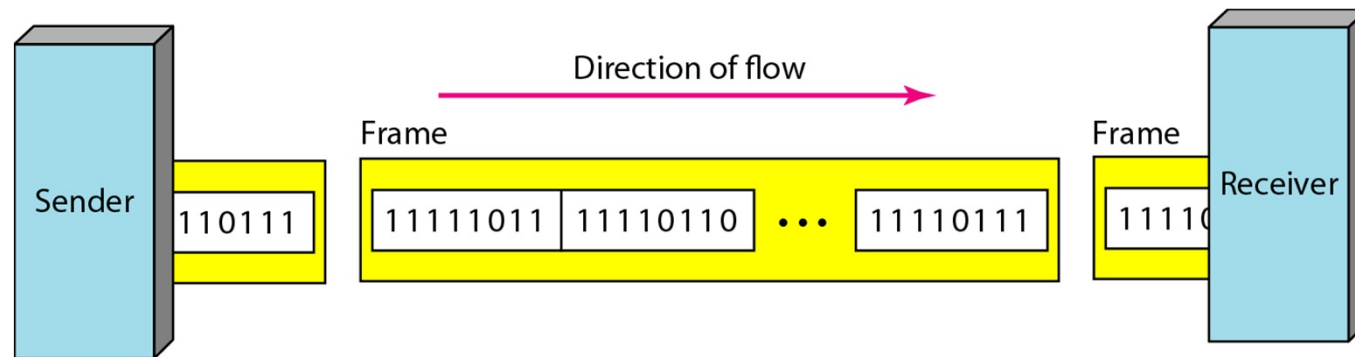
- Time division multiplexing  
*[ed.4 ch.6.1] [ed.5 ch.6.1]*
- Asynchronous transfer mode, ATM  
*[ed.4 ch.18.2] [ed.5 ch.14.4]*
- Virtual circuit networks  
*[ed.4 ch.8.3] [ed.5 ch.8.3.2]*
- Synchronous optical networks, SONET/SDH  
*[ed.4 ch.17] [ed.5 ch.14.3]*

# Transmission modes

- Asynchronous

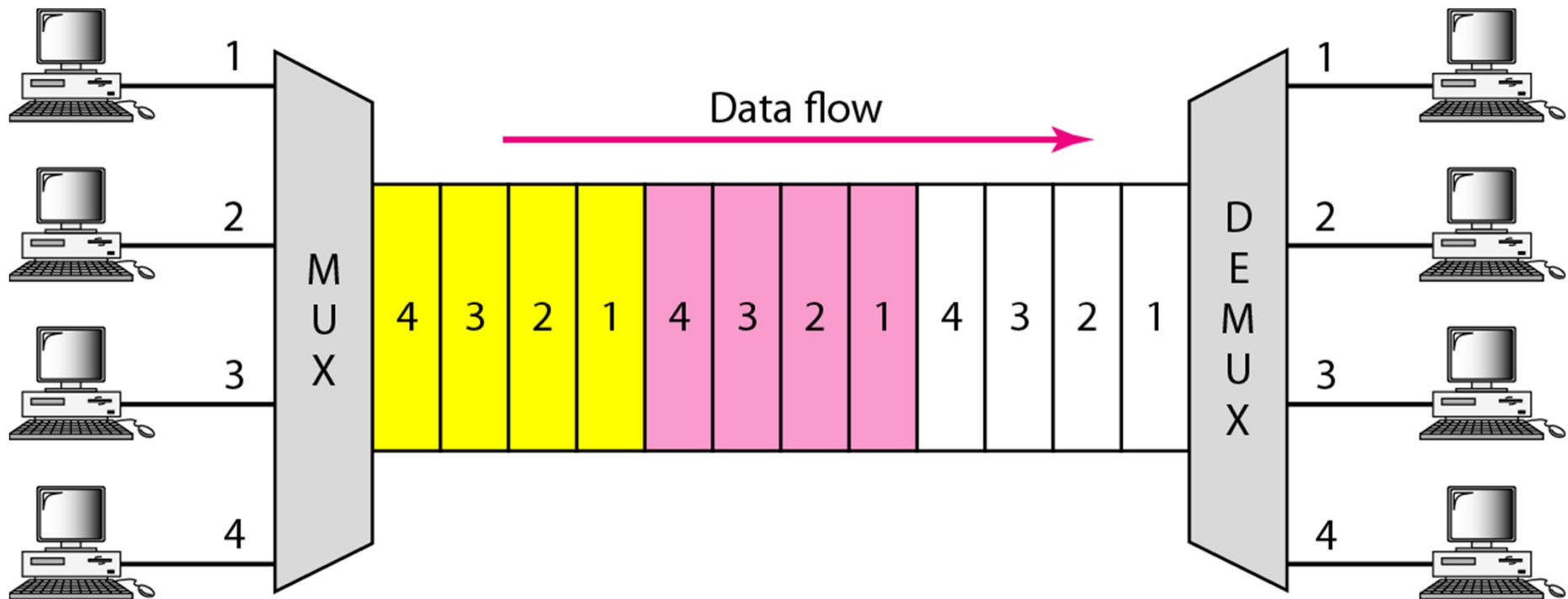


- Synchronous



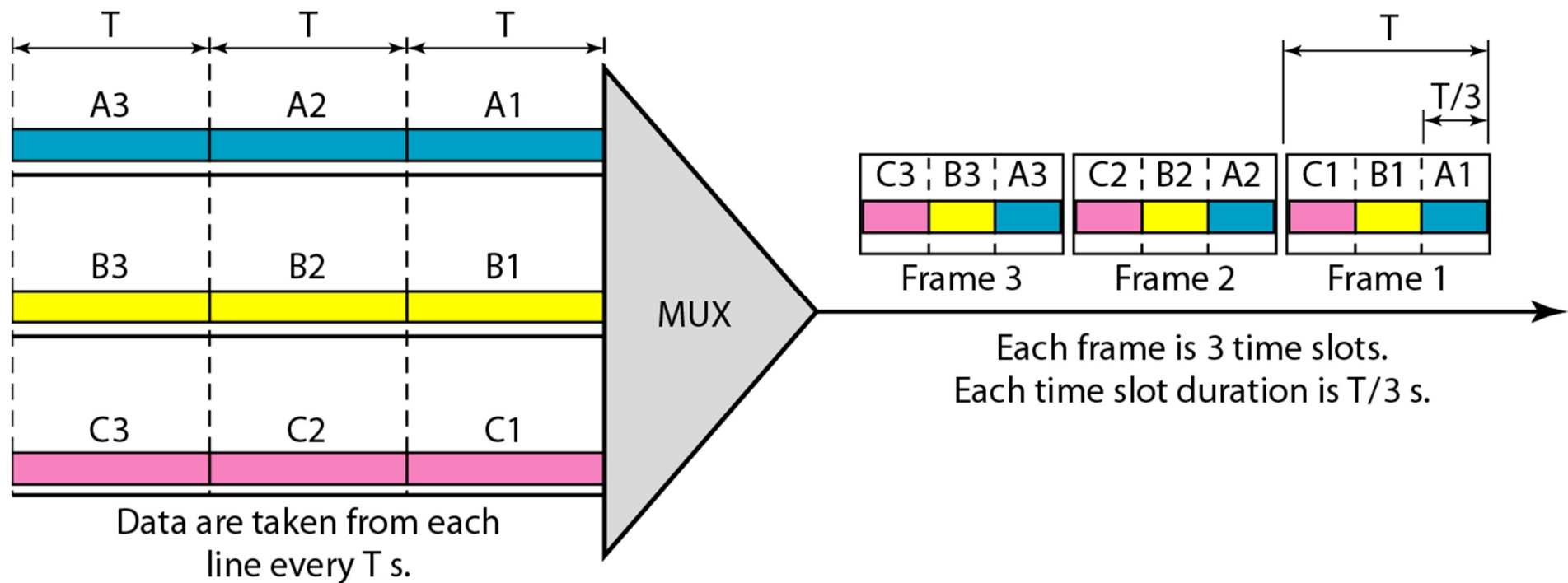
# Time-division multiplexing (TDM)

- Sharing available bandwidth
  - Actually, time-sharing available bit rate

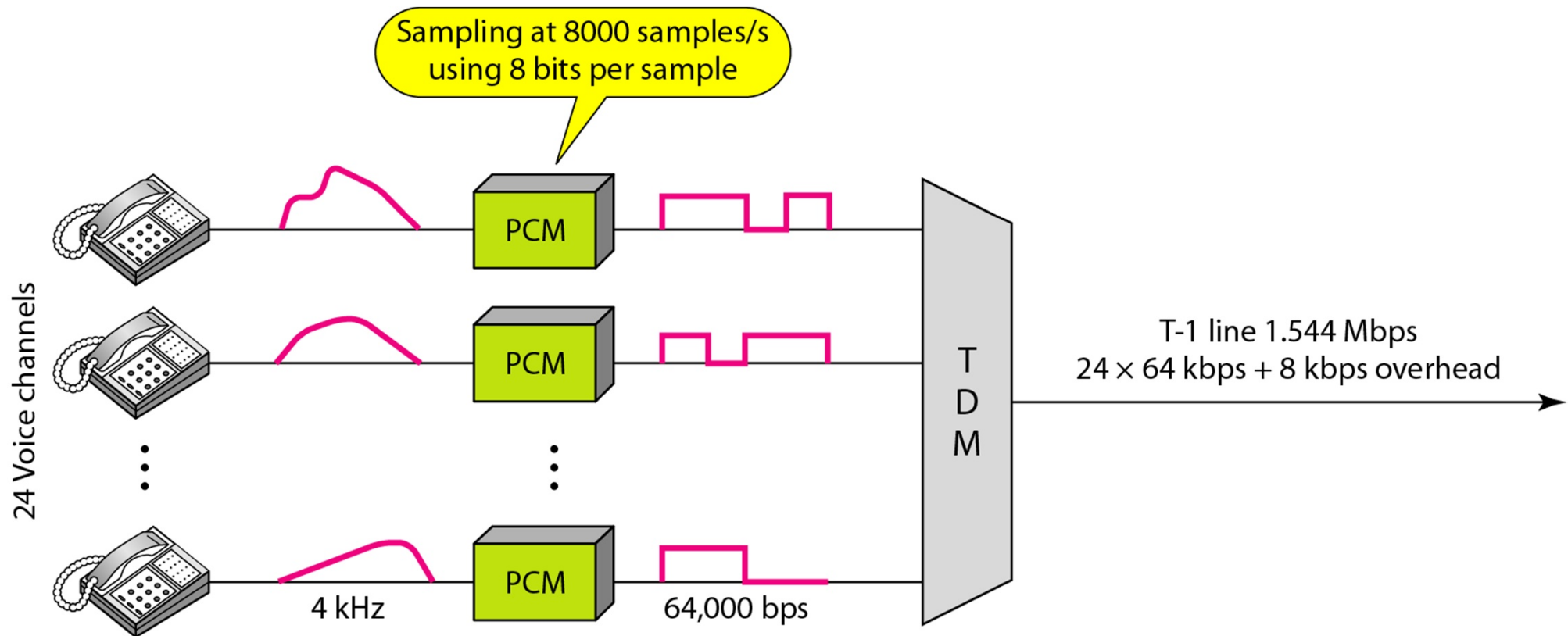


# Synchronous TDM

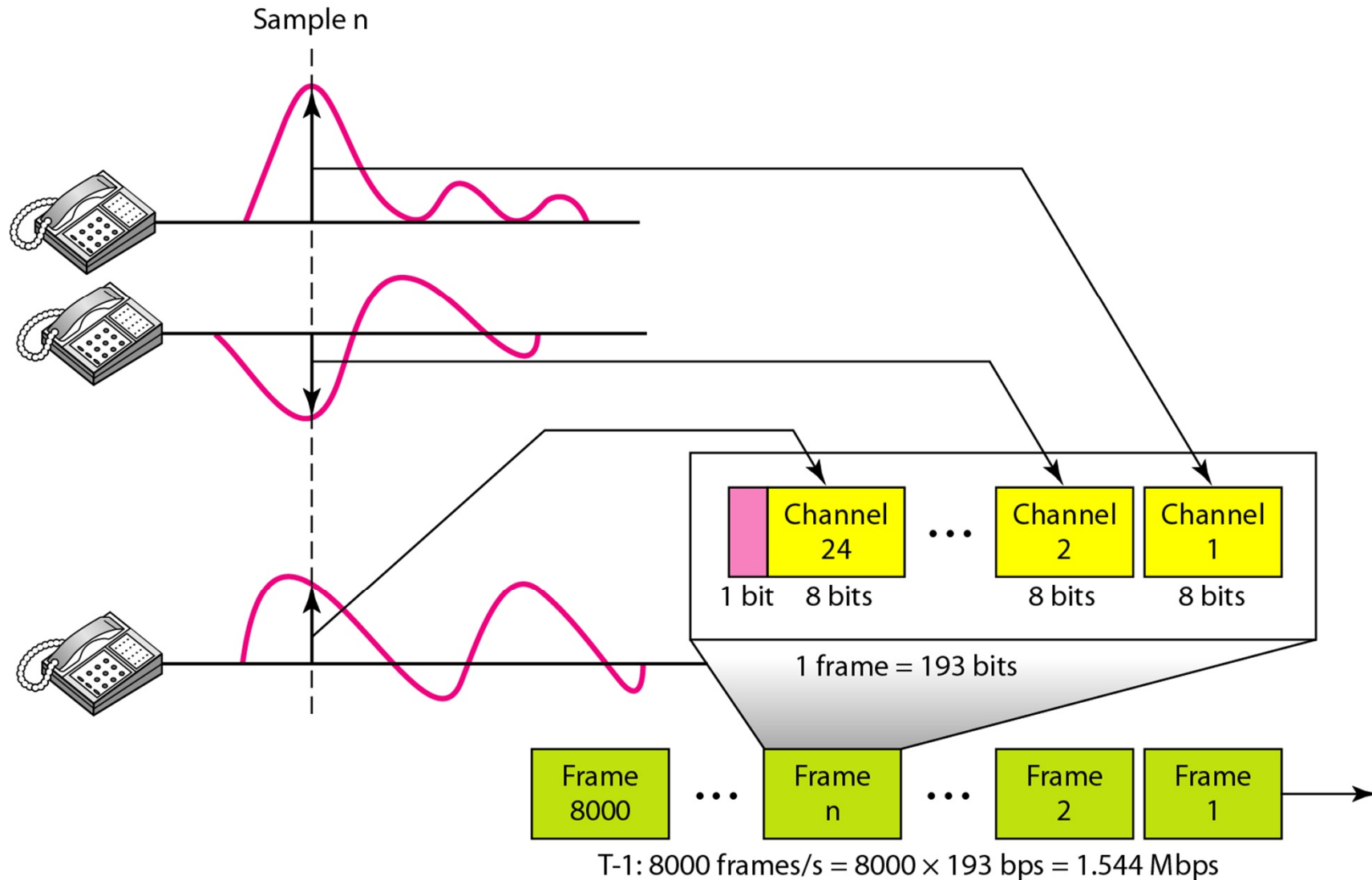
- Outgoing link faster than incoming links
  - At least  $n$  times



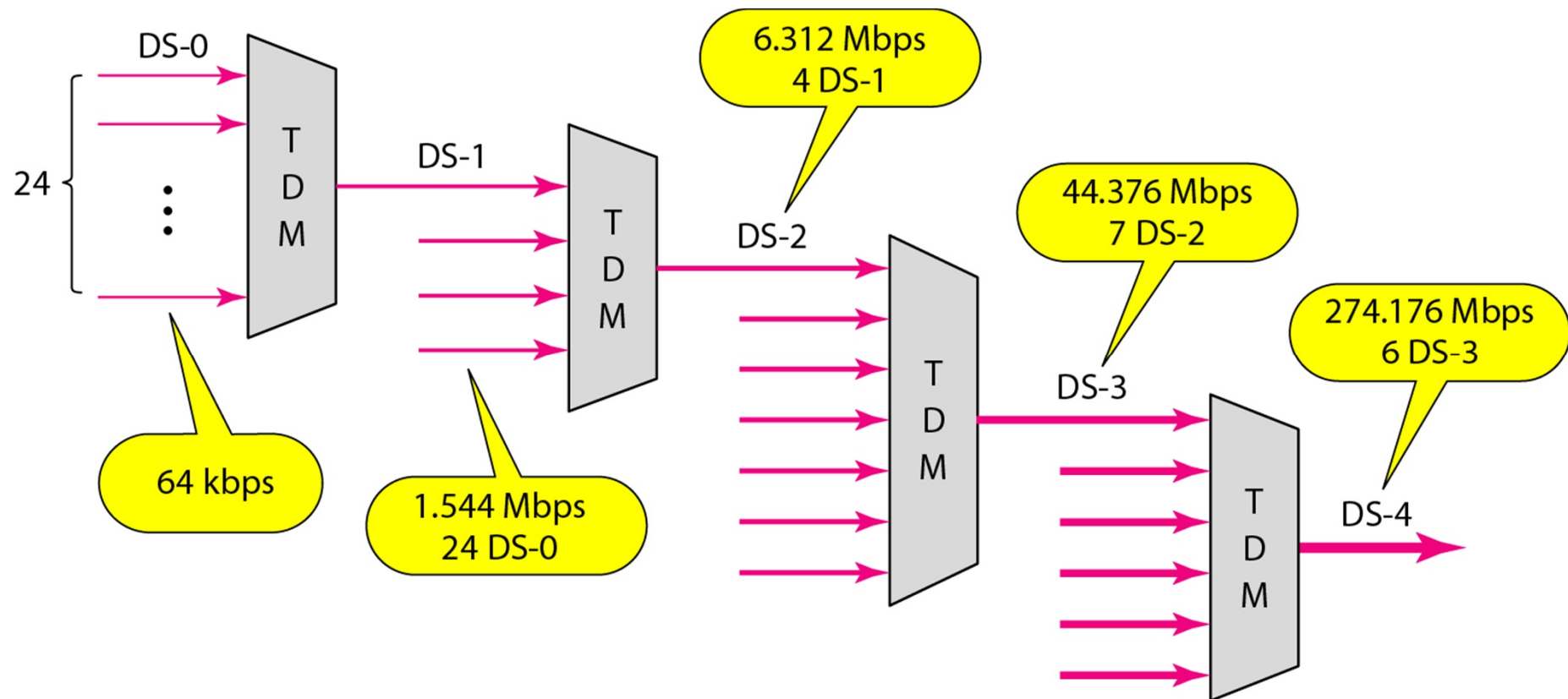
# STDM for digital telephony (T-1)



# STDM frame structure (T-1)

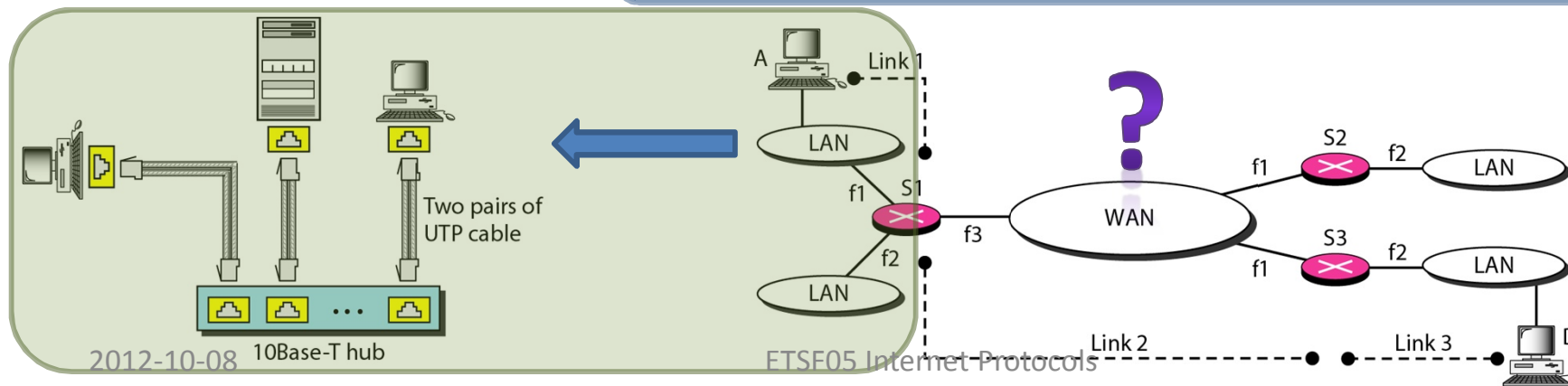
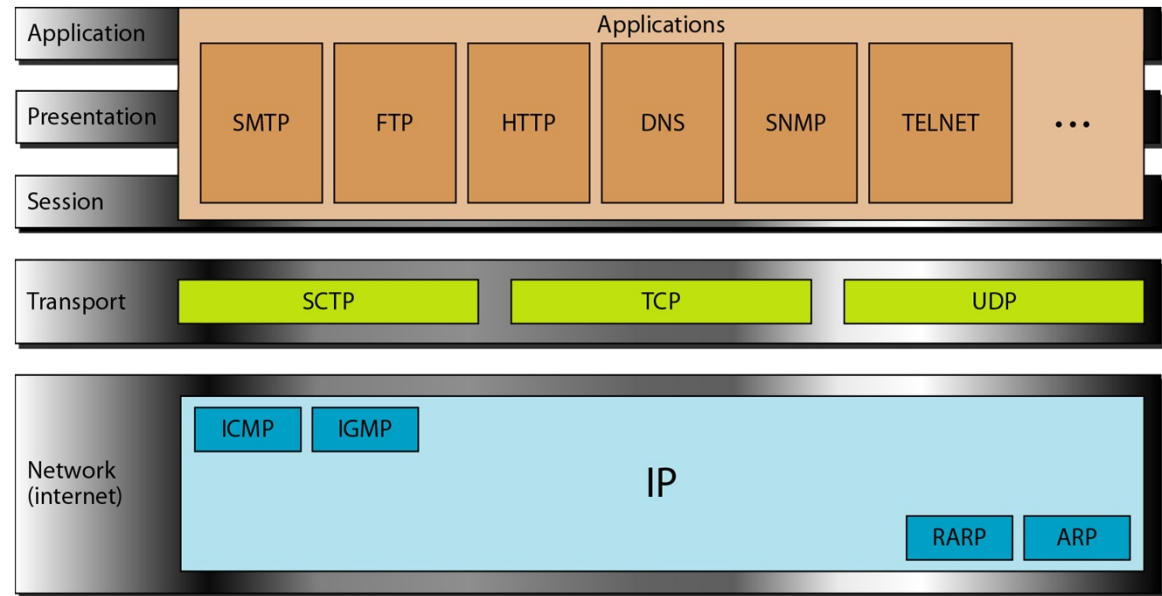


# Digital hierarchy



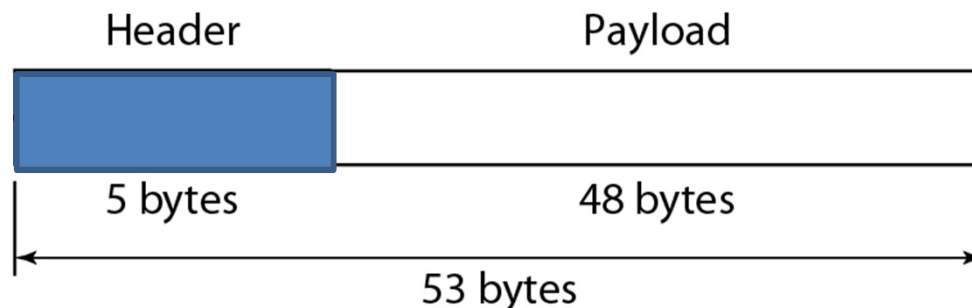
| <i>Service</i> | <i>Line</i> | <i>Rate (Mbps)</i> | <i>Voice Channels</i> |
|----------------|-------------|--------------------|-----------------------|
| DS-1           | T-1         | 1.544              | 24                    |
| DS-2           | T-2         | 6.312              | 96                    |
| DS-3           | T-3         | 44.736             | 672                   |
| DS-4           | T-4         | 274.176            | 4032                  |

# Wide area networks (WAN)



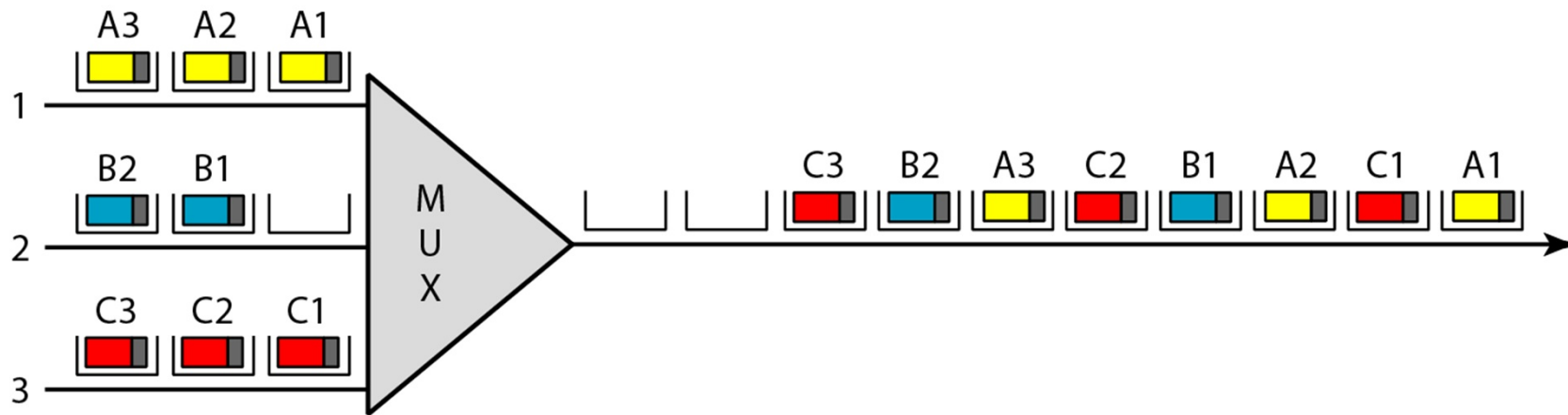
# Asynchronous Transfer Mode (ATM)

- Developed by ATM Forum, adopted by ITU-T
  - Wide area interconnectivity
  - Connection-oriented
- Uses fixed-size "cells" as data unit
  - Hardware implementation
  - High-data rates

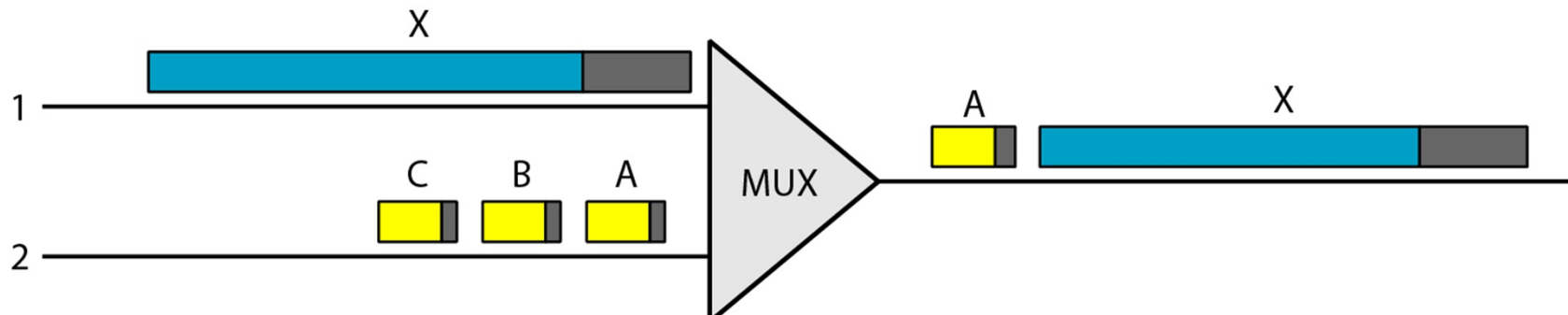


# Asynchronous TDM

- Statistical multiplexing

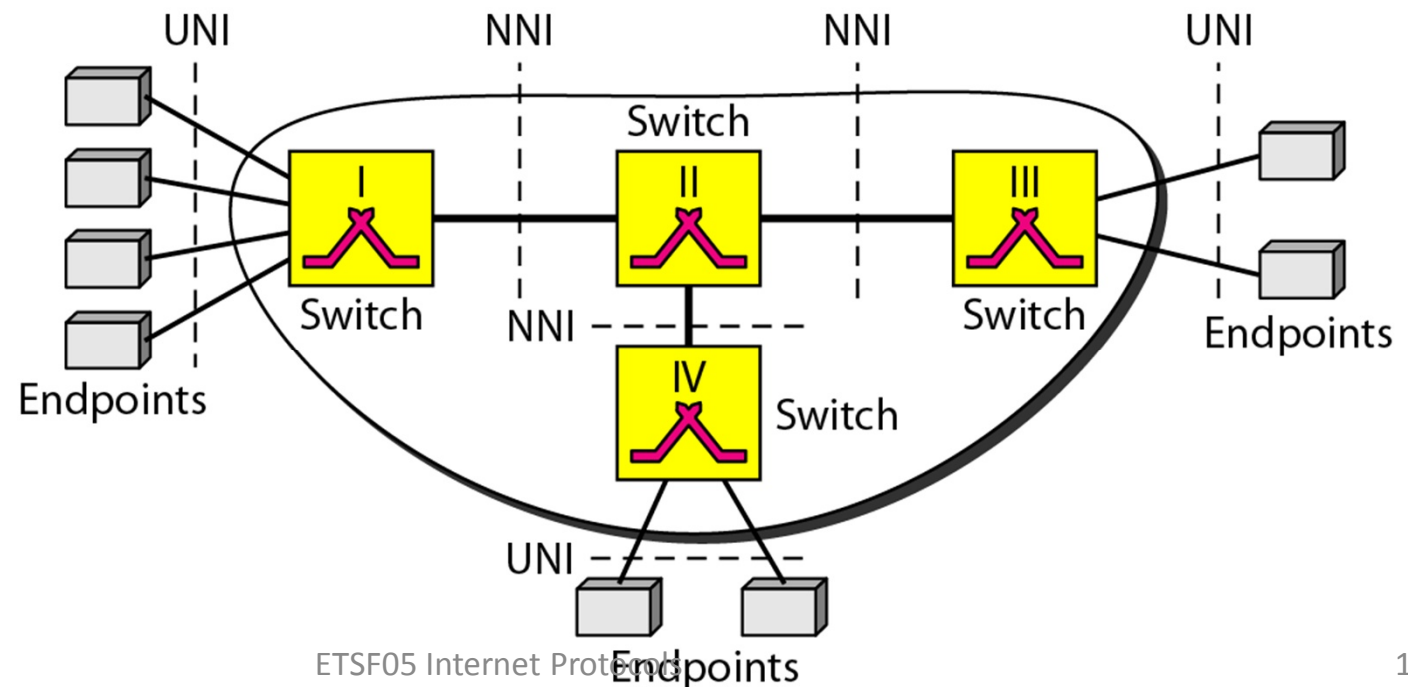


- Solves problem with variable frame size



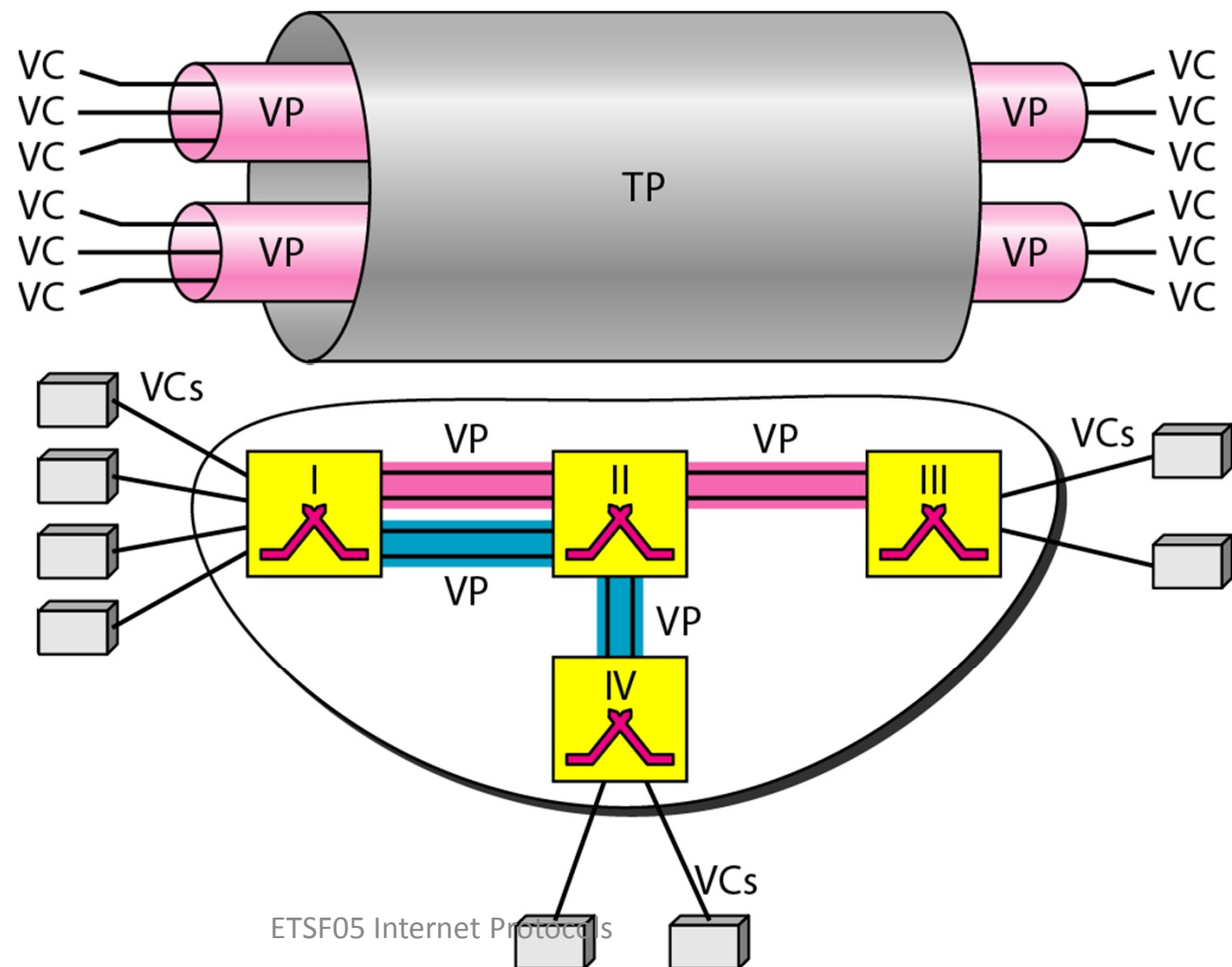
# ATM network architecture

- User-to-network interface (UNI)
  - Endpoint  $\leftrightarrow$  switch
- Network-to-network interface (NNI)
  - Switch  $\leftrightarrow$  switch



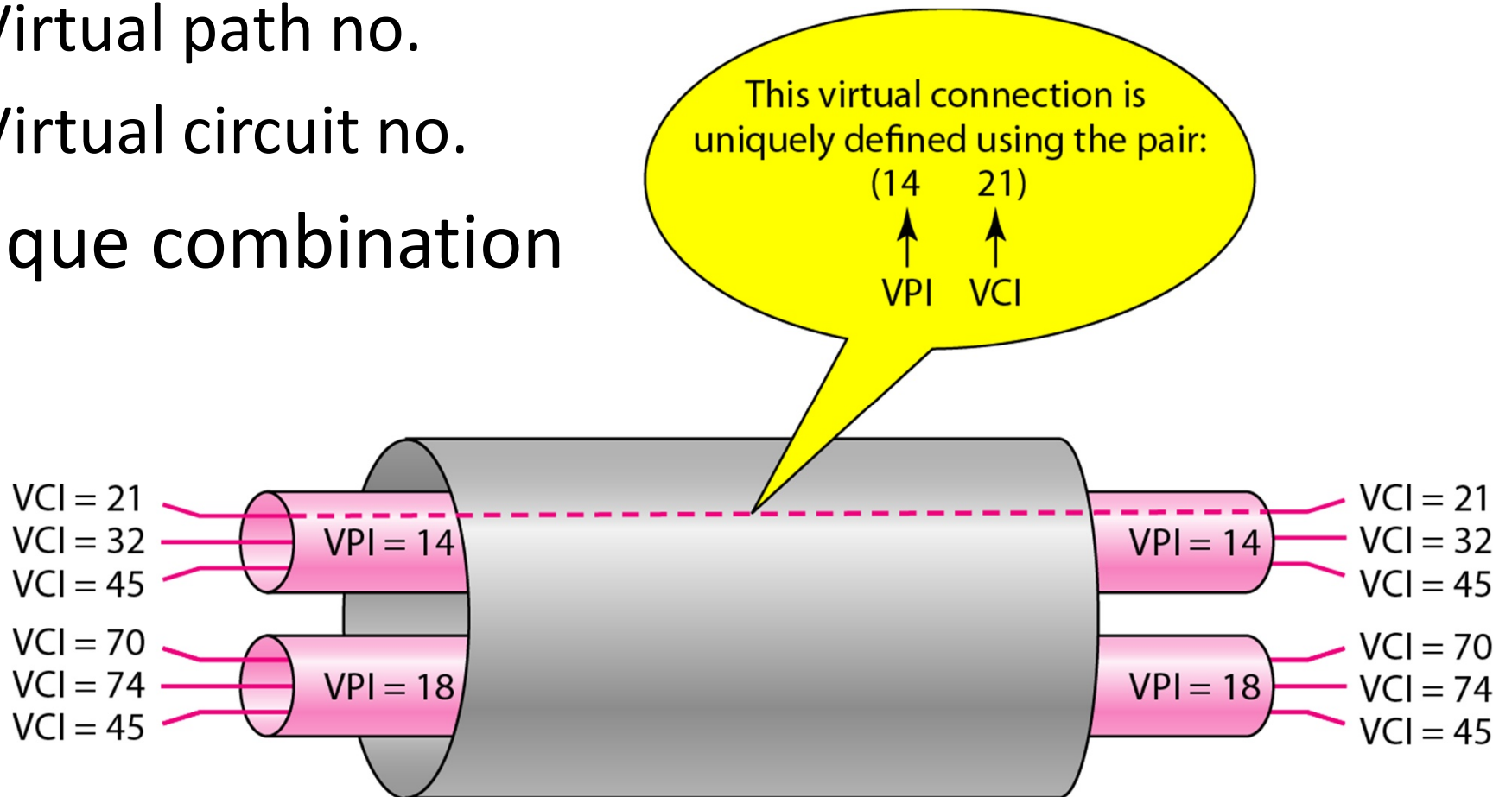
# Virtual paths, virtual circuits

- Logical subunits of a physical transmission path

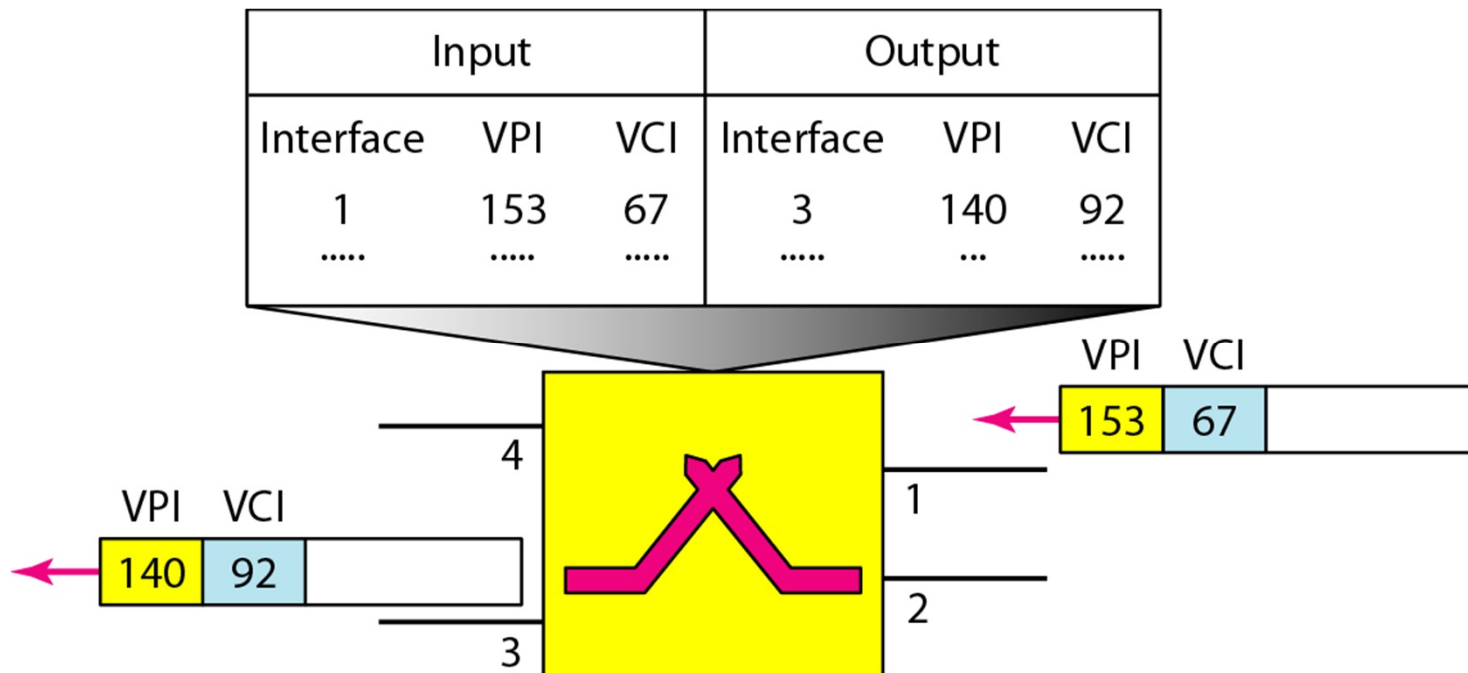
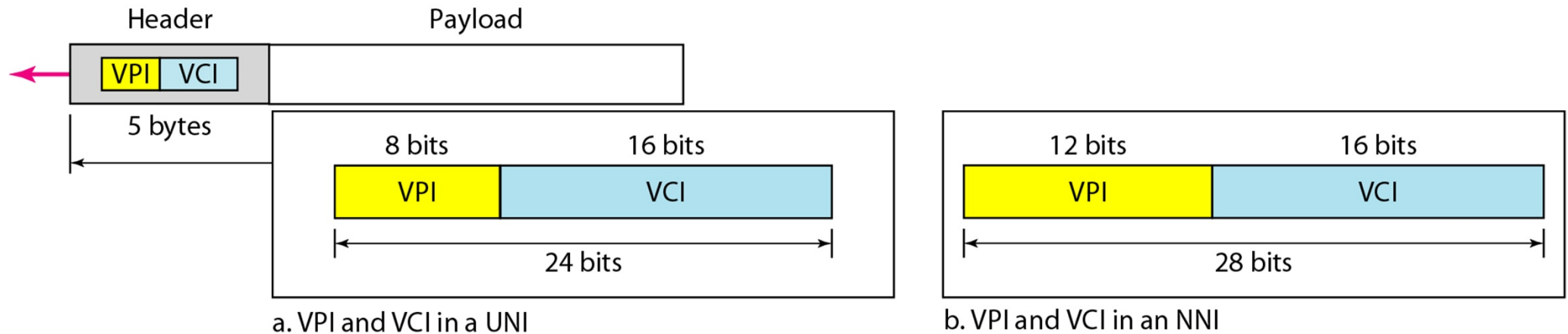


# Virtual connections

- Identified by
  - Virtual path no.
  - Virtual circuit no.
- Unique combination

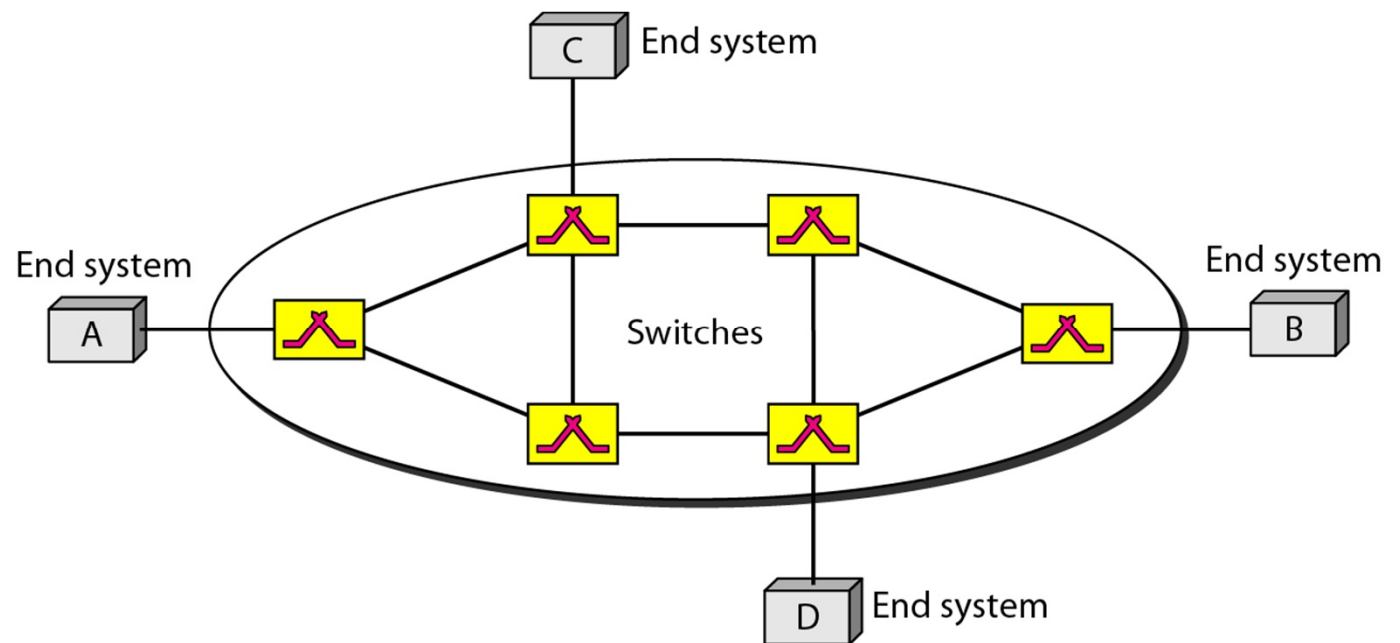


# Routing with VPI, VCI at ATM switch

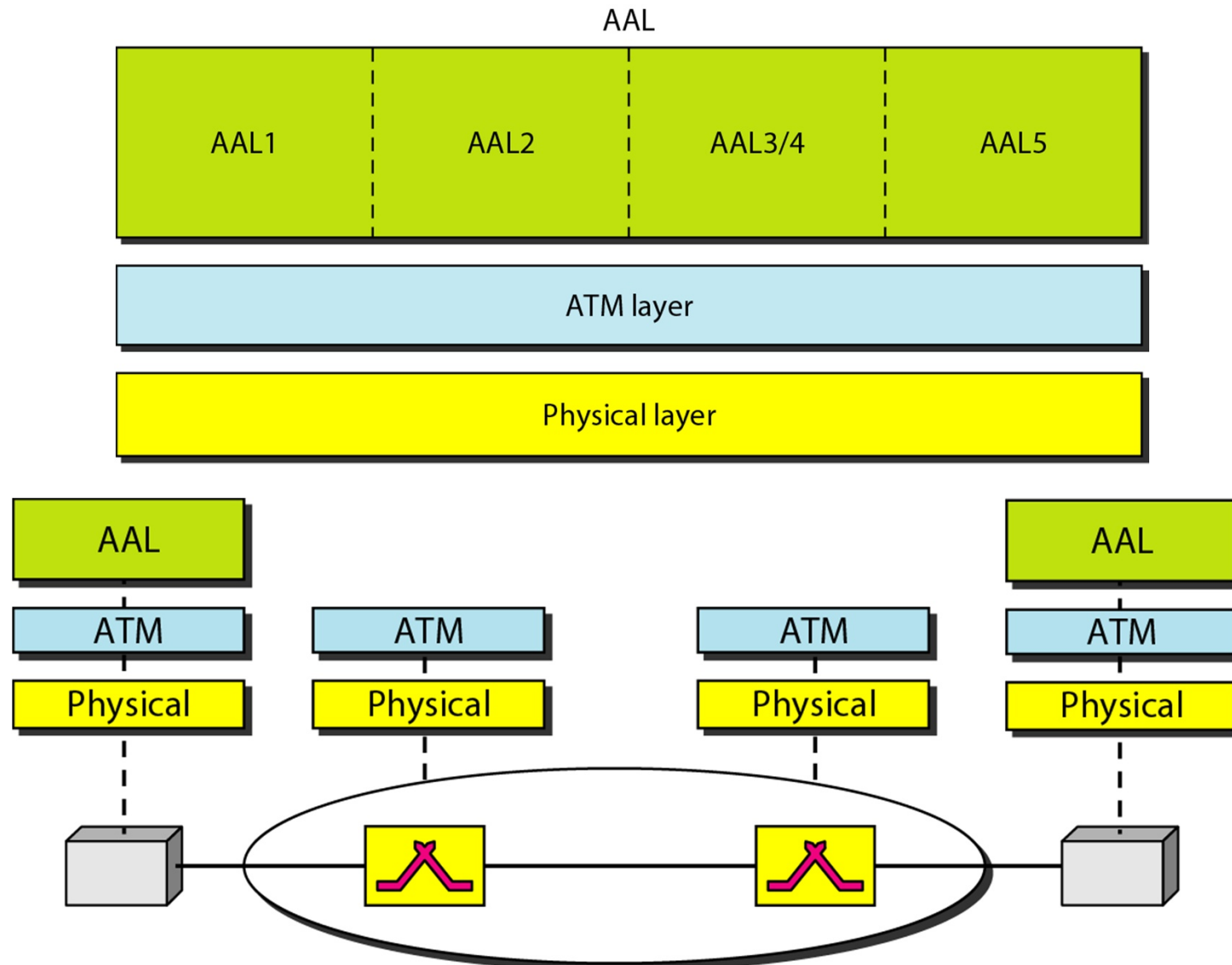


# Virtual Circuit Networks

- Packet switching infrastructure
- Circuit switching logic

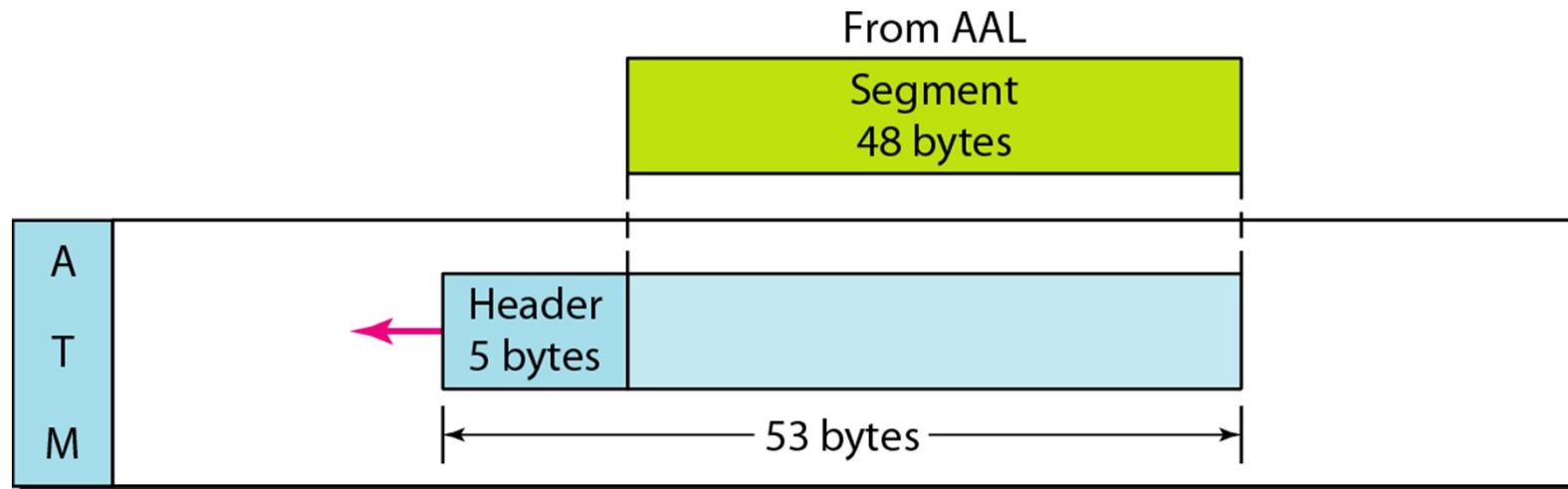


# ATM layers



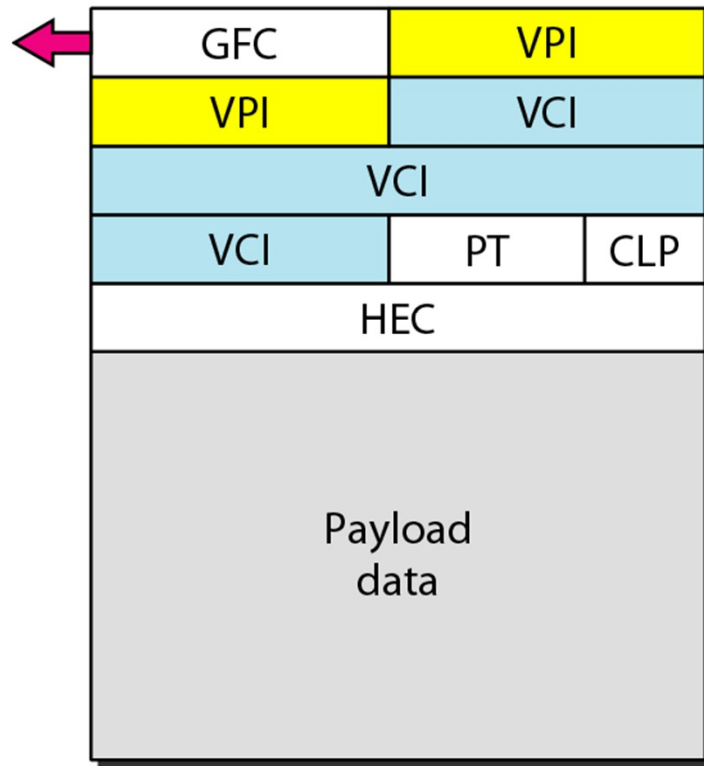
# ATM layer

- Routing
- Traffic management
- Switching
- Multiplexing



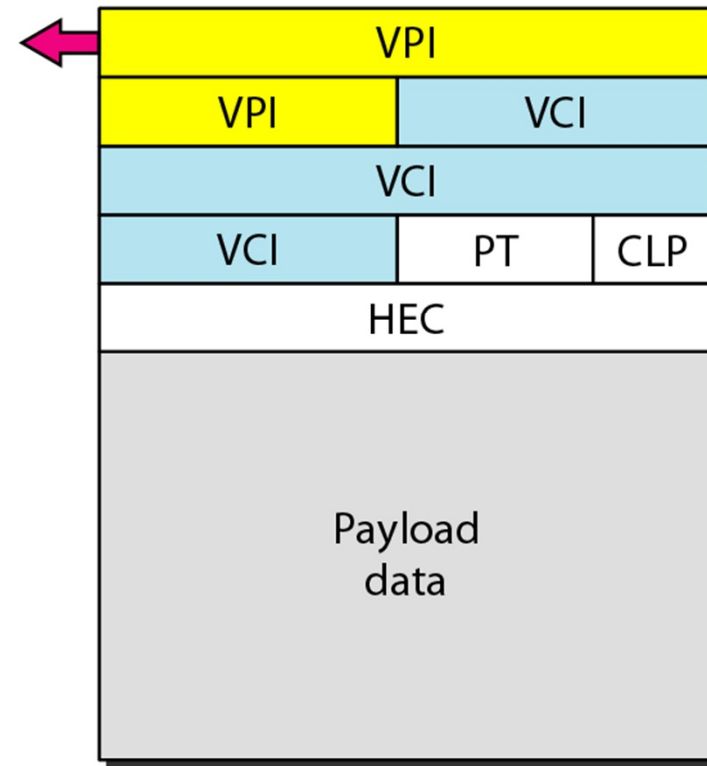
# ATM headers

GFC: Generic flow control  
VPI: Virtual path identifier  
VCI: Virtual circuit identifier



UNI cell

PT: Payload type  
CLP: Cell loss priority  
HEC: Header error control



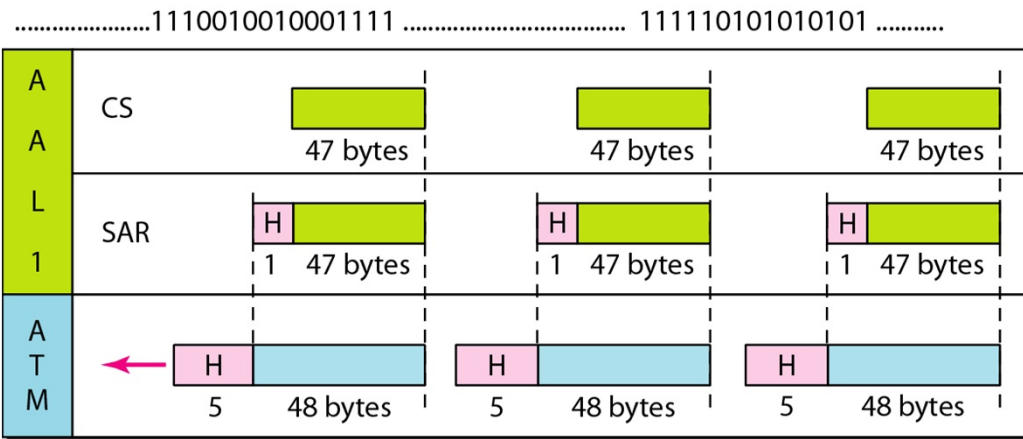
NNI cell

# Application adaptation layer (AAL)

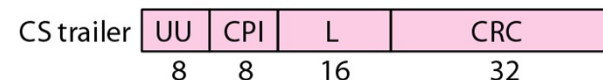
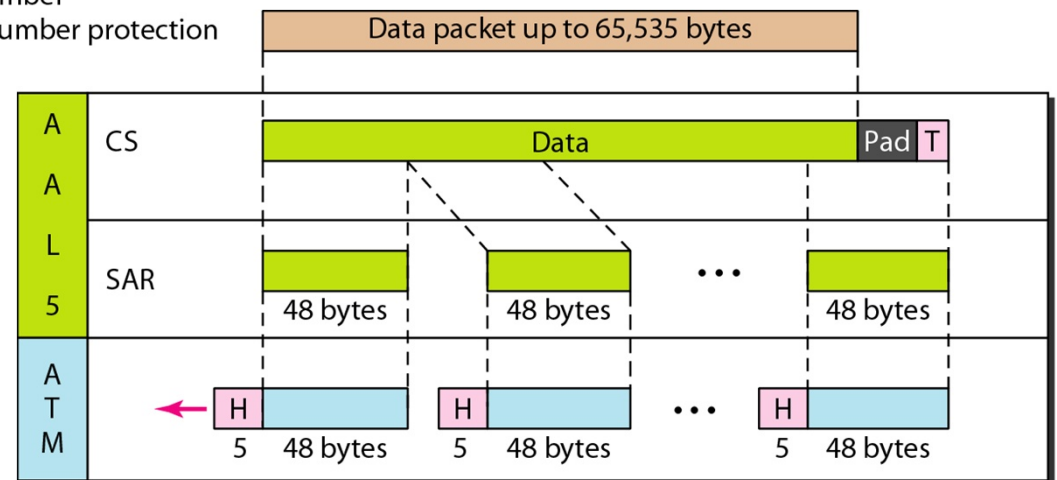
- Support for any type of payload
  - Convergence sublayer (CS)
  - Segmentation and reassembly (SAR)
- AAL1 for constant bit rate
- AAL2 for low bit rate
- AAL3/4 for data services
- AAL5 when error control not needed

# AAL1 and AAL5

Constant-bit-rate data from upper layer



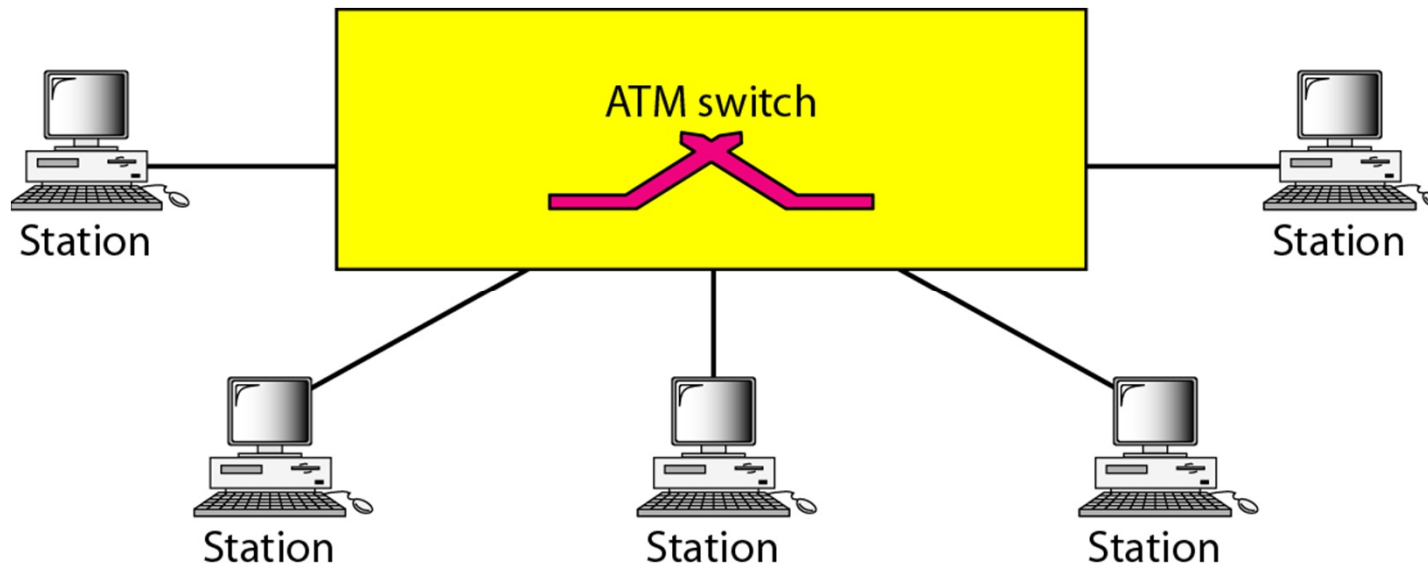
SN: Sequence number  
 SNP: Sequence number protection



UU: Channel identifier  
 CPI: Common part identifier  
 L: Length  
 CRC: Error detector

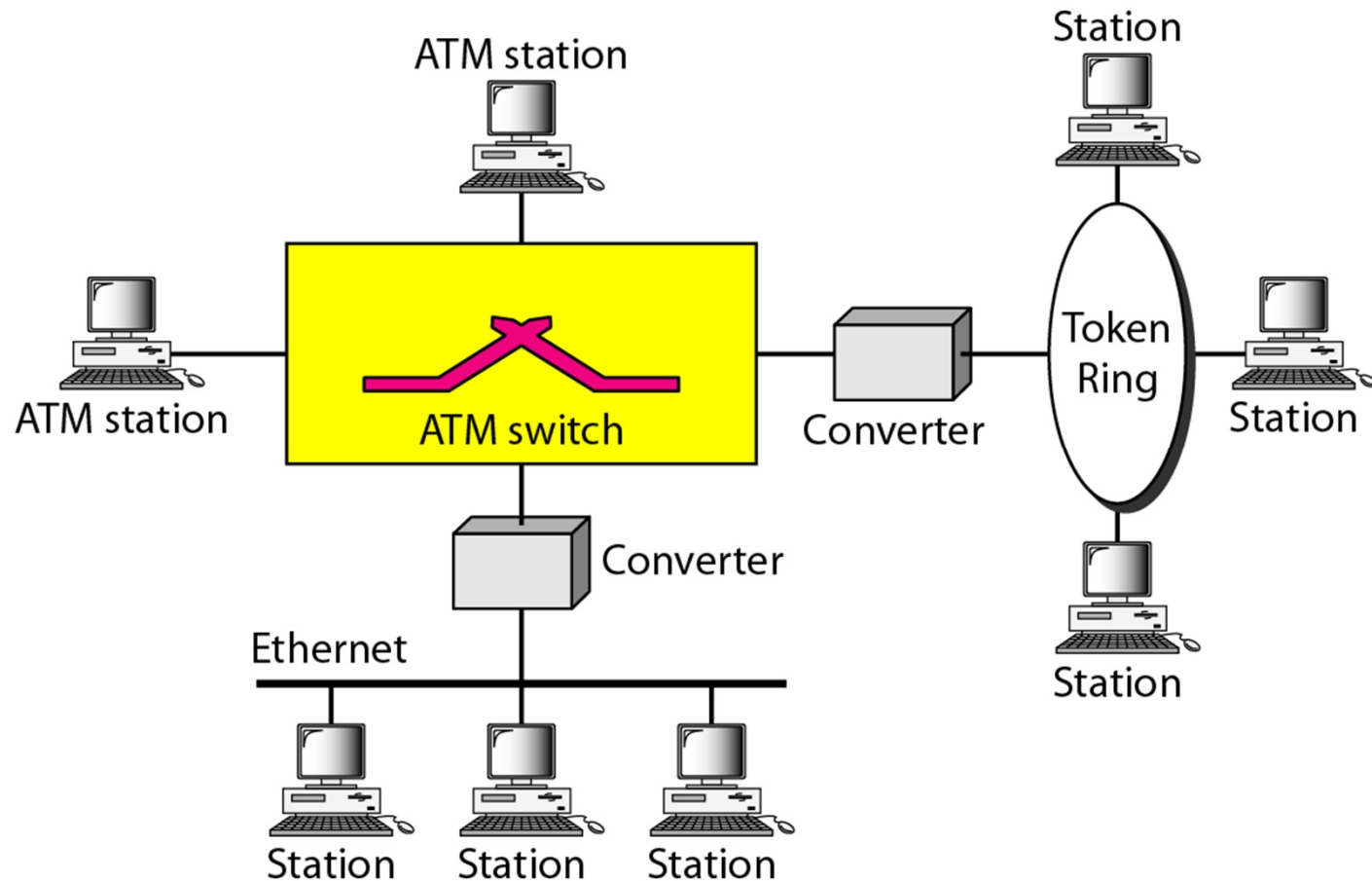
# ATM LAN

- Attractive
  - High data rates
  - Multimedia services
  - Scalability



# Hybrid ATM LAN solutions

- Cost-effective alternative



# See you in 15' :)



- After the break
  - SONET/SDH

# Announcements

- Some subjects moved to Part 2
  - Wireless local area networks (WLAN)  
*[ed.4 §14.1][ed.5 §15.1]*
- Exercise sessions this week
  - Routing (Tuesday)
  - SONET/SDH, ATM (Thursday)

# Synchronous Optical Networks

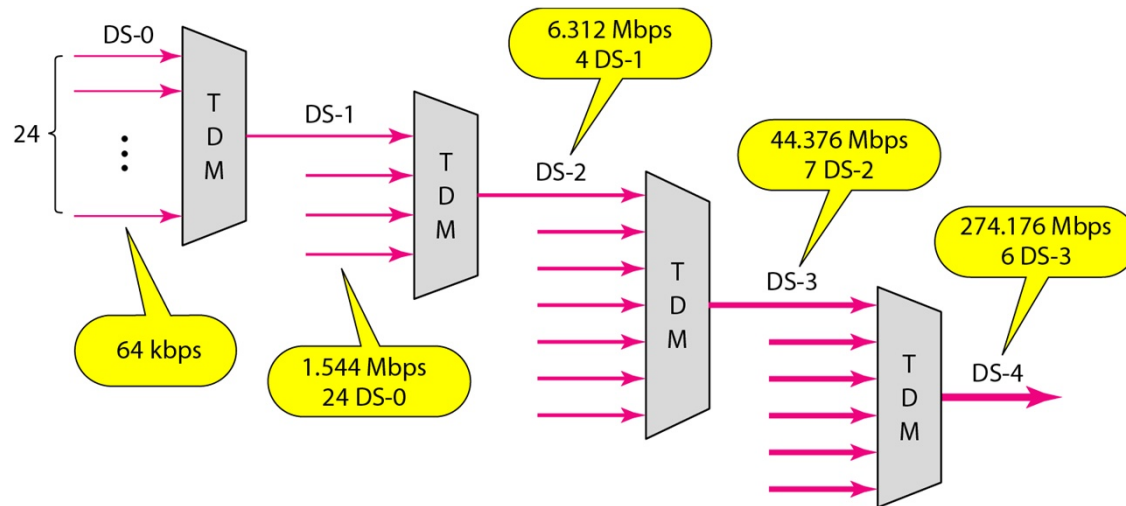
- SONET, developed by ANSI



# Synchronous Digital Hierarchy

- SDH, developed by ITU-T

# Digital hierarchy on optical links



| <i>STS</i> | <i>OC</i> | <i>Rate (Mbps)</i> | <i>STM</i>    |
|------------|-----------|--------------------|---------------|
| STS-1      | OC-1      | 51.840             |               |
| STS-3      | OC-3      | 155.520            | <b>STM-1</b>  |
| STS-9      | OC-9      | 466.560            | <b>STM-3</b>  |
| STS-12     | OC-12     | 622.080            | <b>STM-4</b>  |
| STS-18     | OC-18     | 933.120            | <b>STM-6</b>  |
| STS-24     | OC-24     | 1244.160           | <b>STM-8</b>  |
| STS-36     | OC-36     | 1866.230           | <b>STM-12</b> |
| STS-48     | OC-48     | 2488.320           | <b>STM-16</b> |
| STS-96     | OC-96     | 4976.640           | <b>STM-32</b> |
| STS-192    | OC-192    | 9953.280           | <b>STM-64</b> |

# Network architecture

- Devices and connections

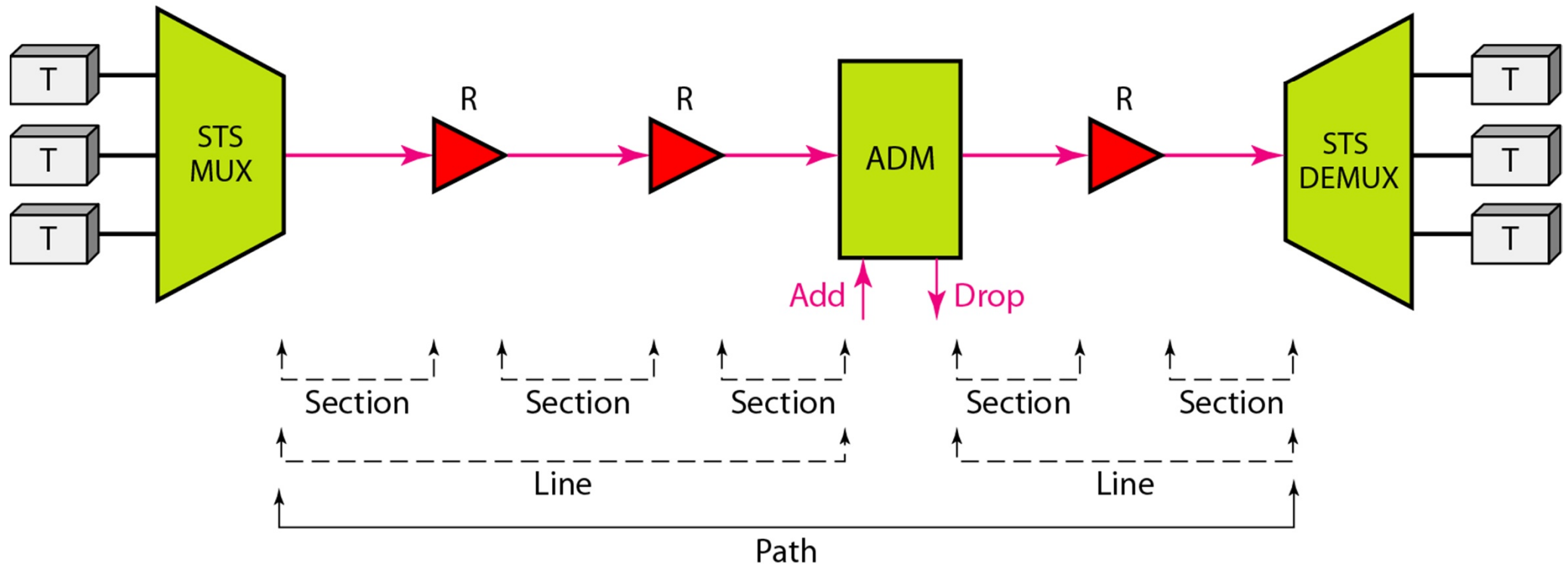
ADM: Add/drop multiplexer

STS MUX: Synchronous transport signal multiplexer

STS DEMUX: Synchronous transport signal demultiplexer

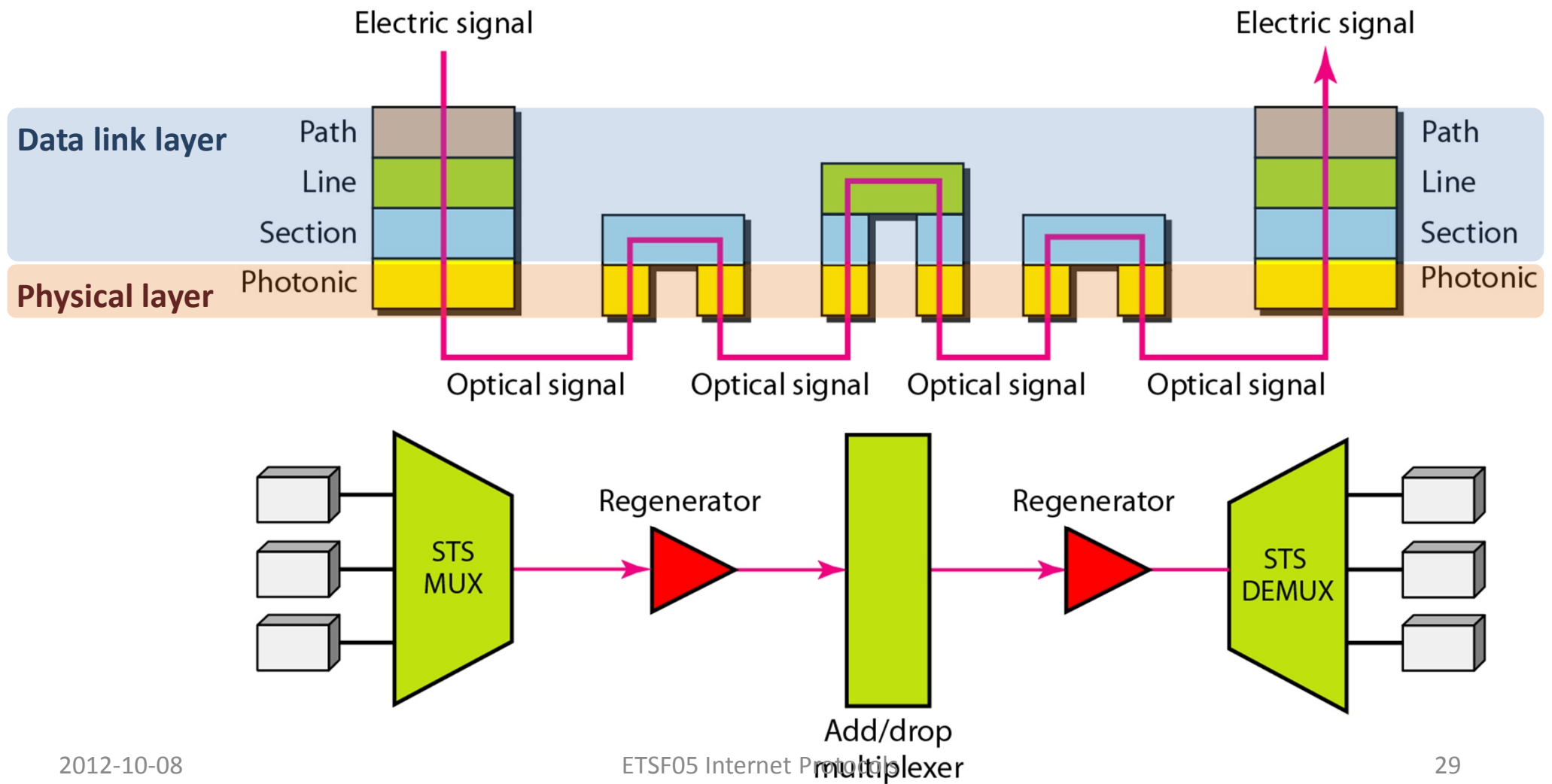
R: Regenerator

T: Terminal



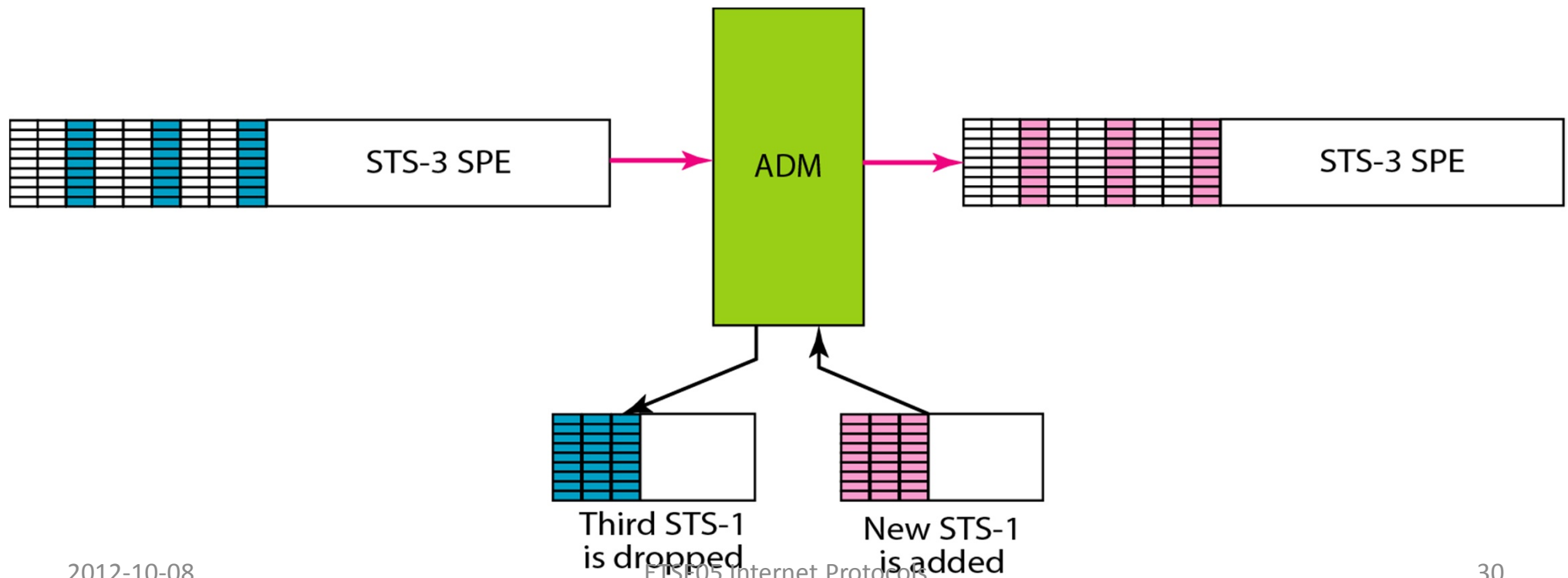
# Network architecture

- Devices and layers



# SONET add/drop multiplexer

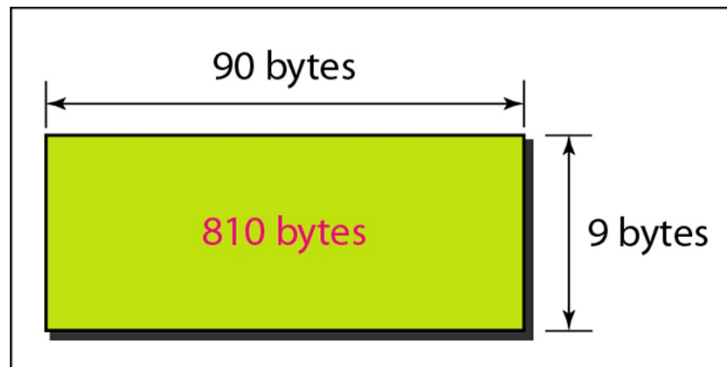
- Replaces a signal with another one
- Operates at line layer
- Similar to a switch



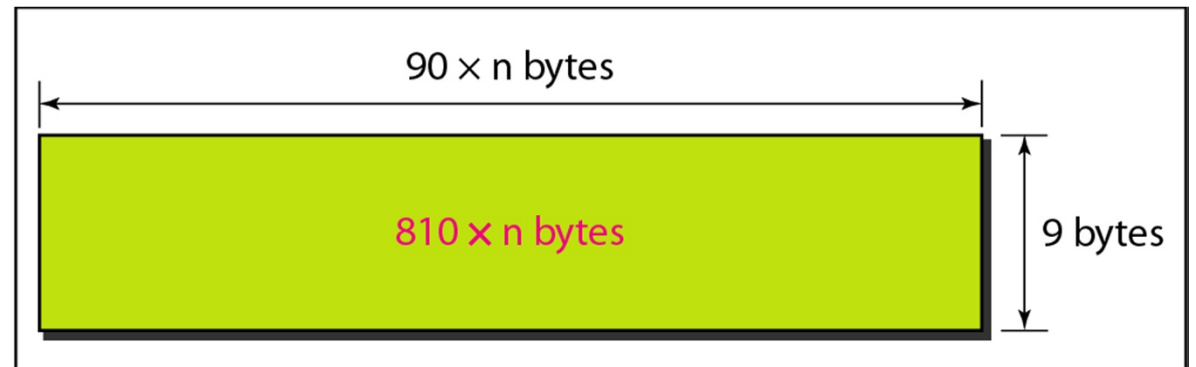
# SONET frames

- Proportional to data rates

| <i>STS</i> | <i>OC</i> | <i>Rate (Mbps)</i> | <i>STM</i>    |
|------------|-----------|--------------------|---------------|
| STS-1      | OC-1      | 51.840             |               |
| STS-3      | OC-3      | 155.520            | <b>STM-1</b>  |
| STS-9      | OC-9      | 466.560            | <b>STM-3</b>  |
| STS-12     | OC-12     | 622.080            | <b>STM-4</b>  |
| STS-18     | OC-18     | 933.120            | <b>STM-6</b>  |
| STS-24     | OC-24     | 1244.160           | <b>STM-8</b>  |
| STS-36     | OC-36     | 1866.230           | <b>STM-12</b> |
| STS-48     | OC-48     | 2488.320           | <b>STM-16</b> |
| STS-96     | OC-96     | 4976.640           | <b>STM-32</b> |
| STS-192    | OC-192    | 9953.280           | <b>STM-64</b> |

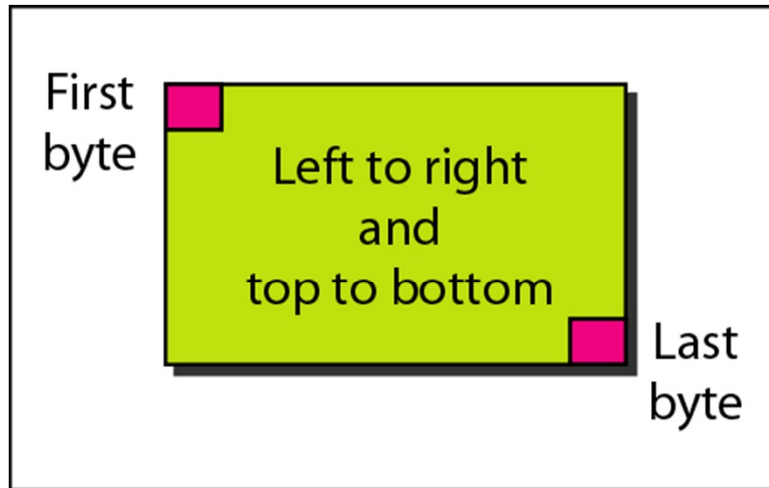


a. STS-1 frame

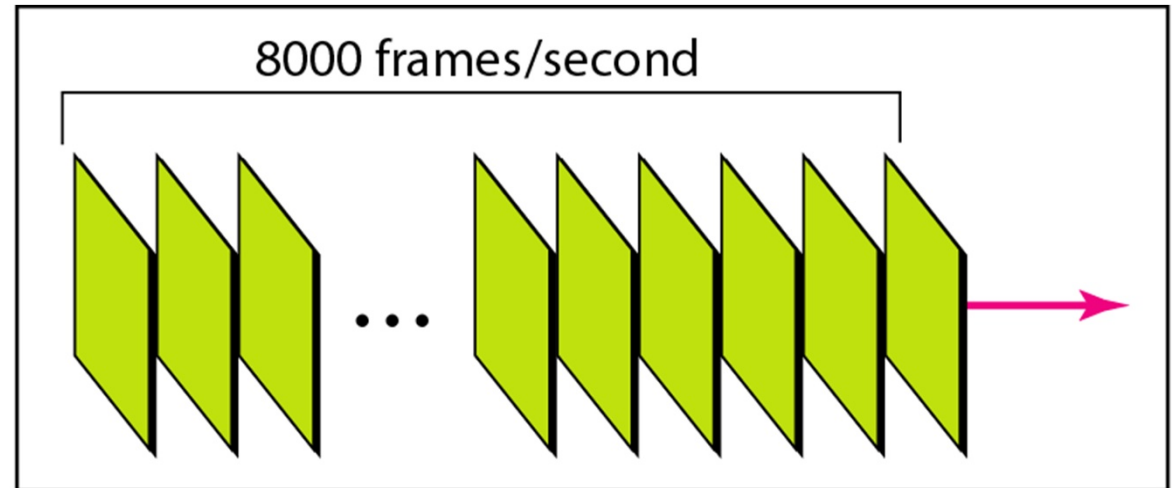


b. STS-n frame

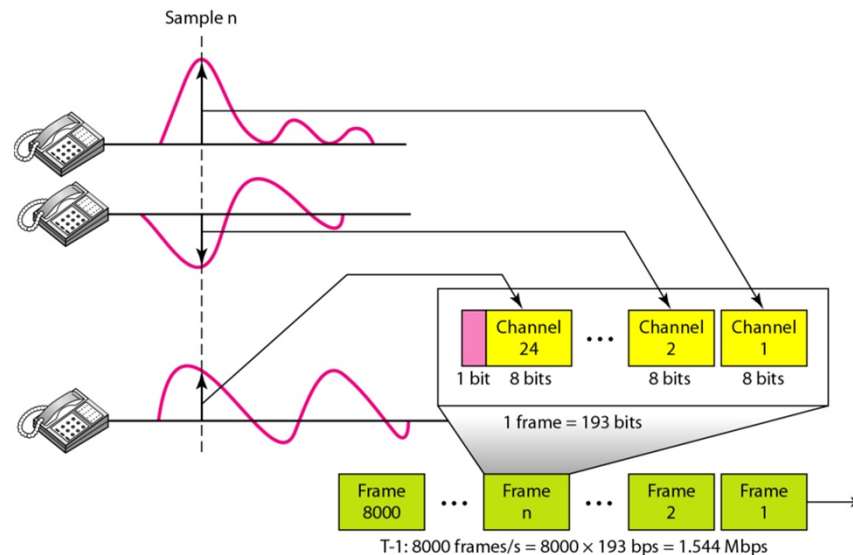
# SONET frames in transmission



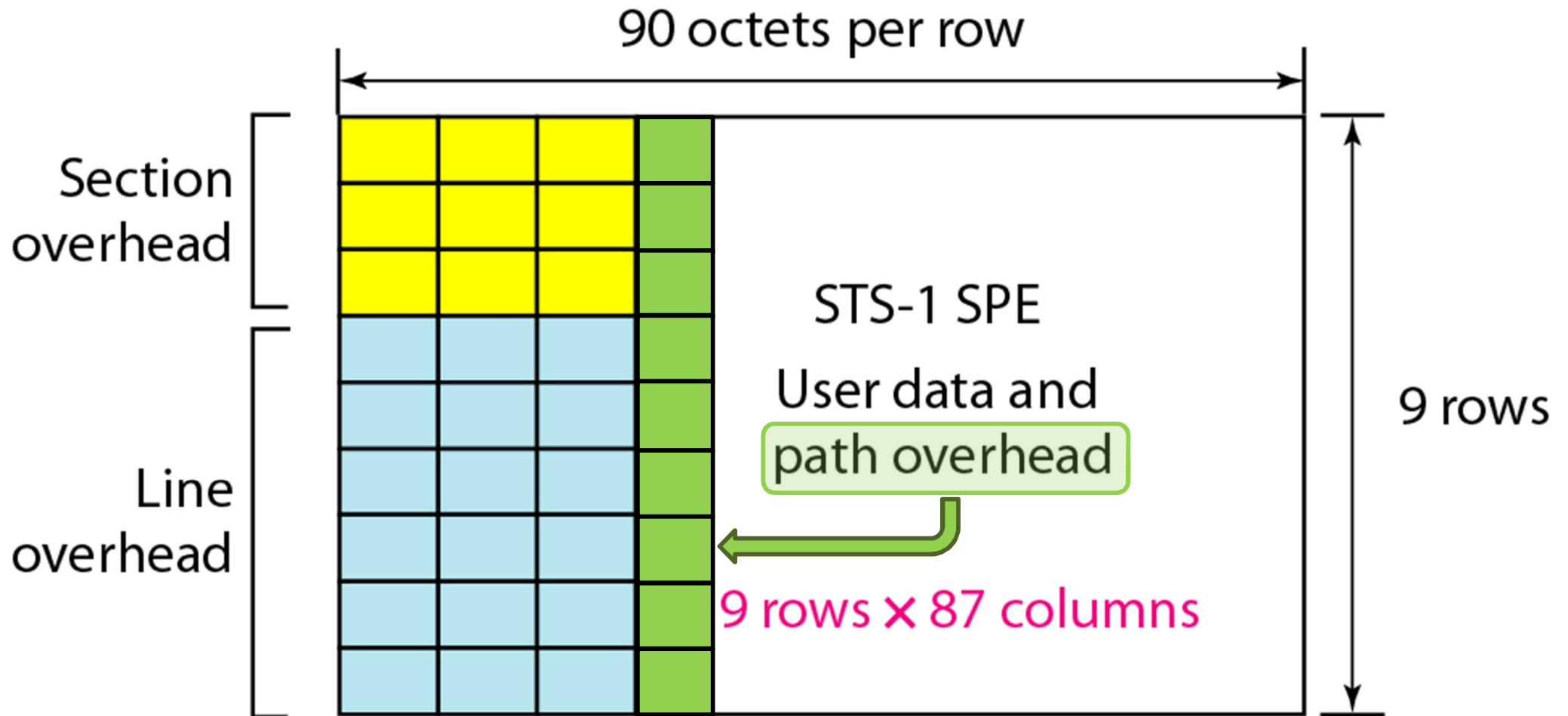
a. Byte transmission



b. Frame transmission

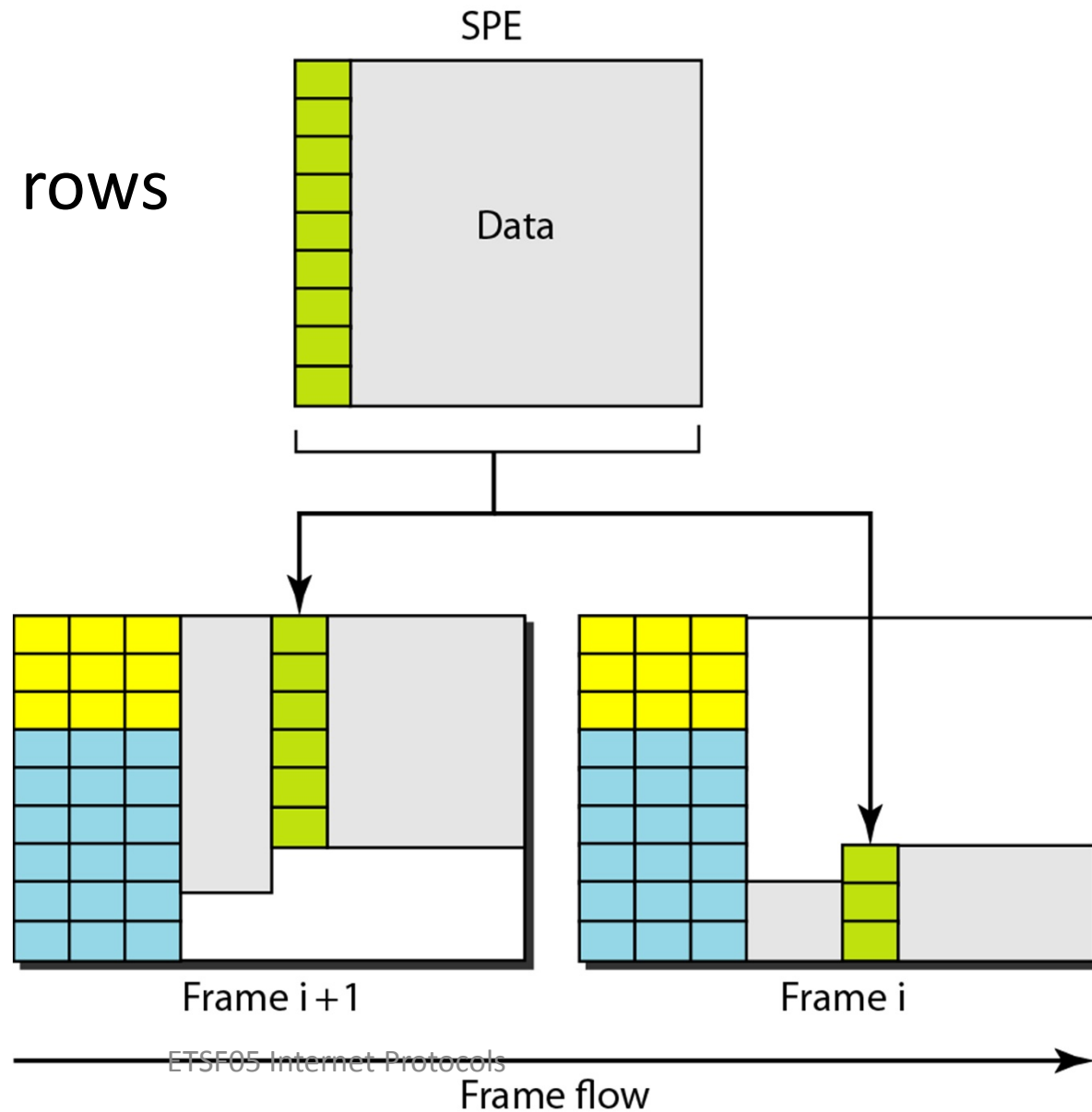


# SONET frame structure (STS-1)



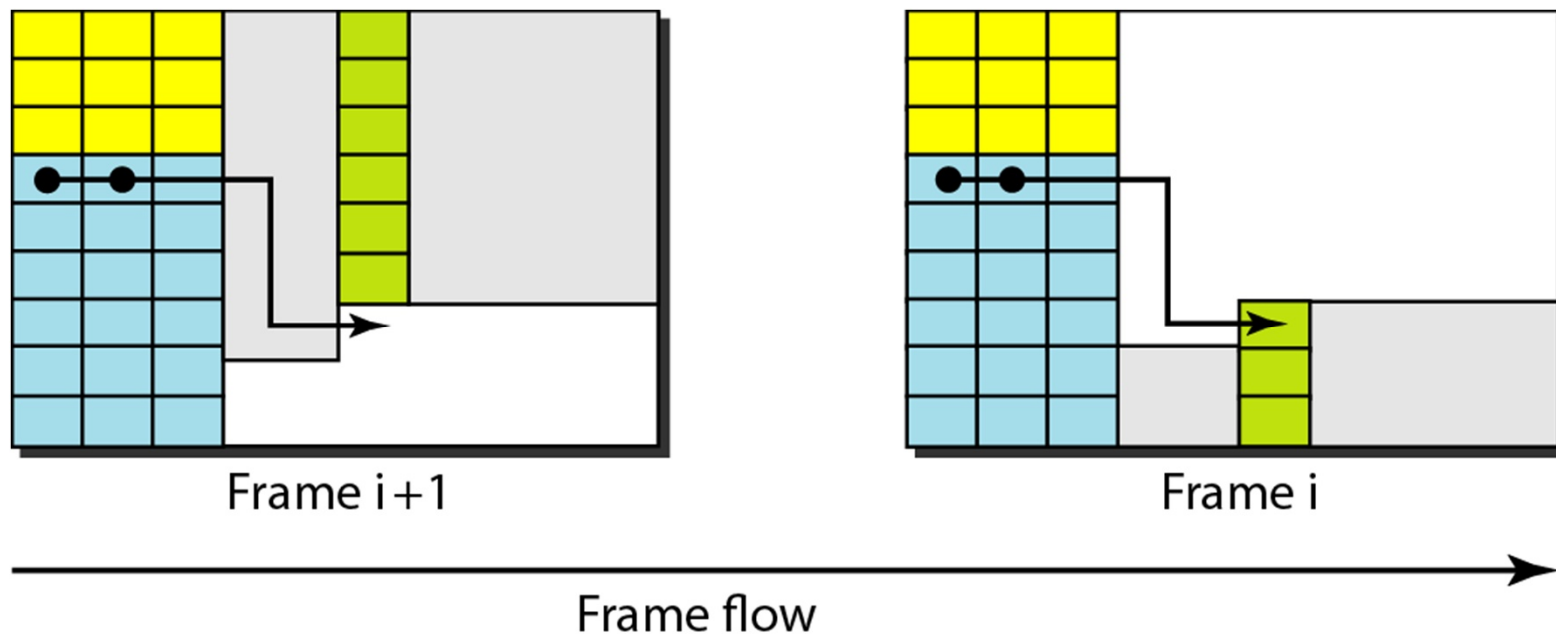
# Encapsulation and offsetting

- STS-1
  - 90 bytes x 9 rows

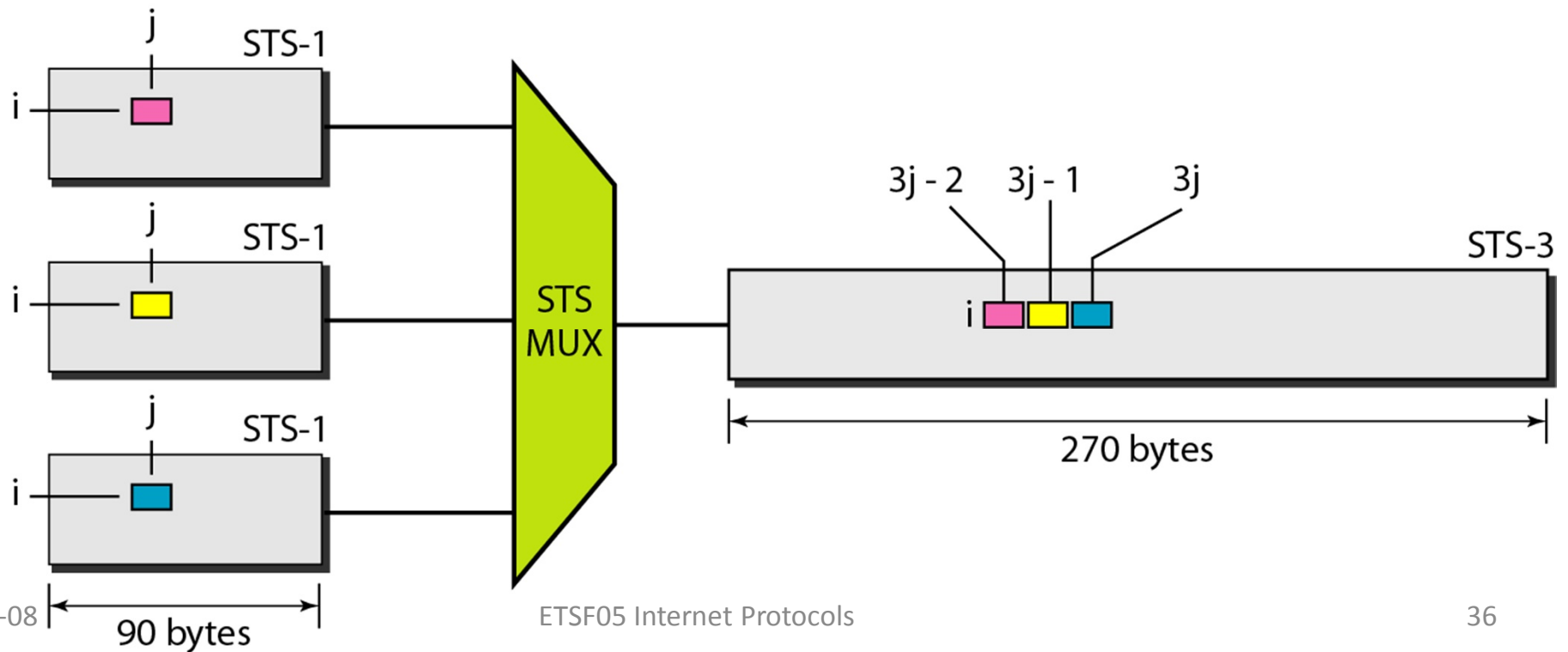
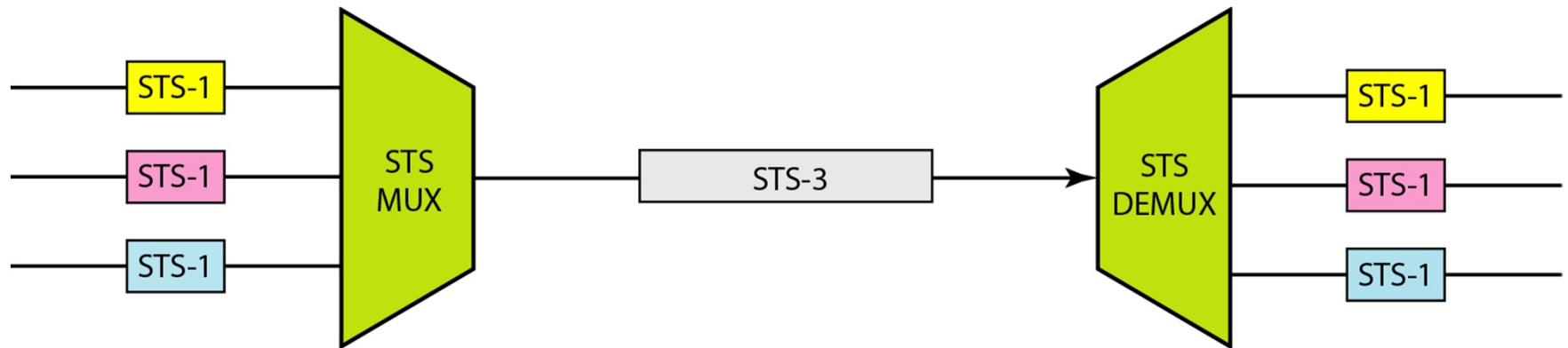


# Pointers H1+H2

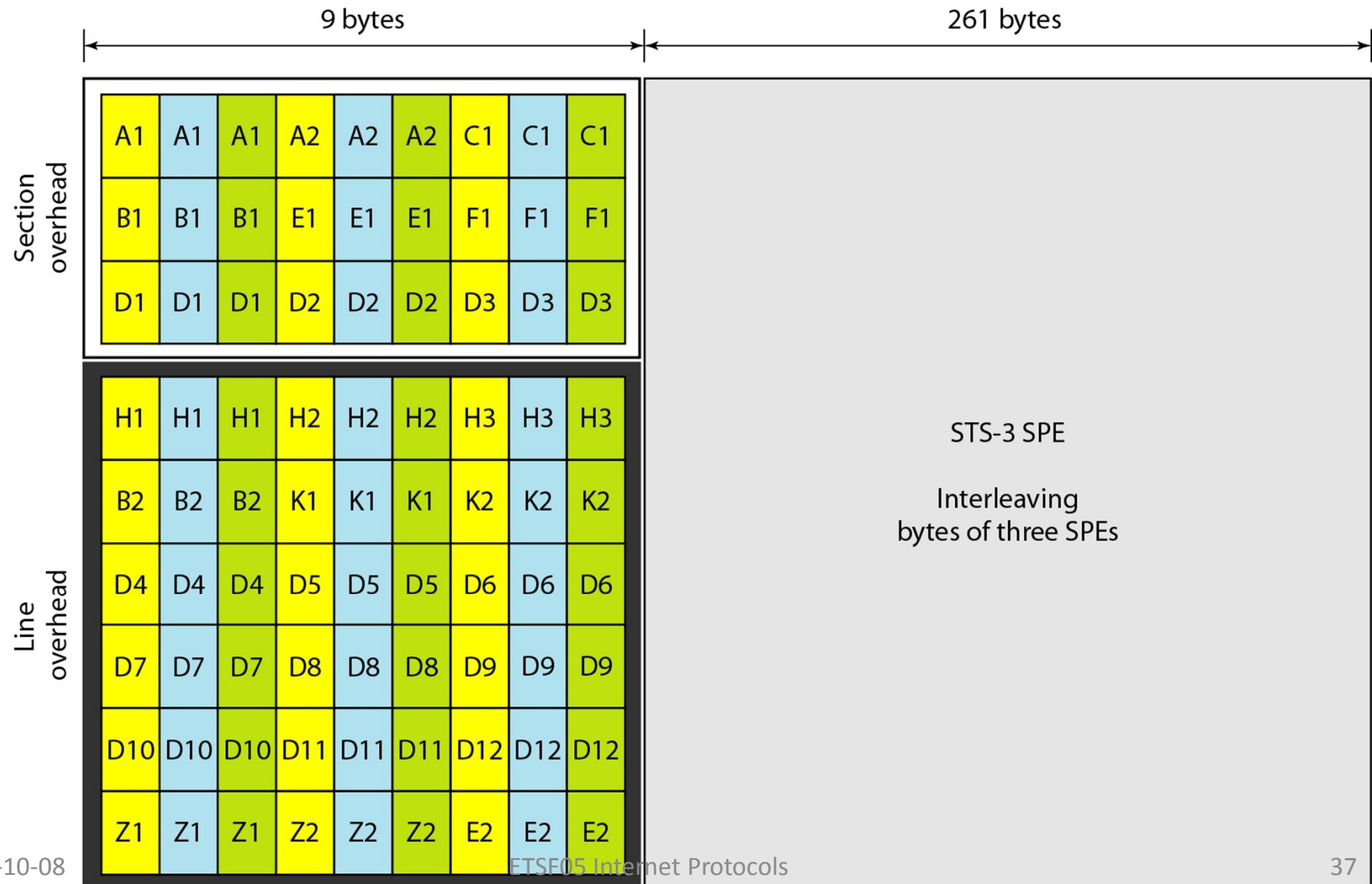
- Where does the next frame start?
  - 2 bytes to address 774 possibilities



# Multiplexing and byte interleaving

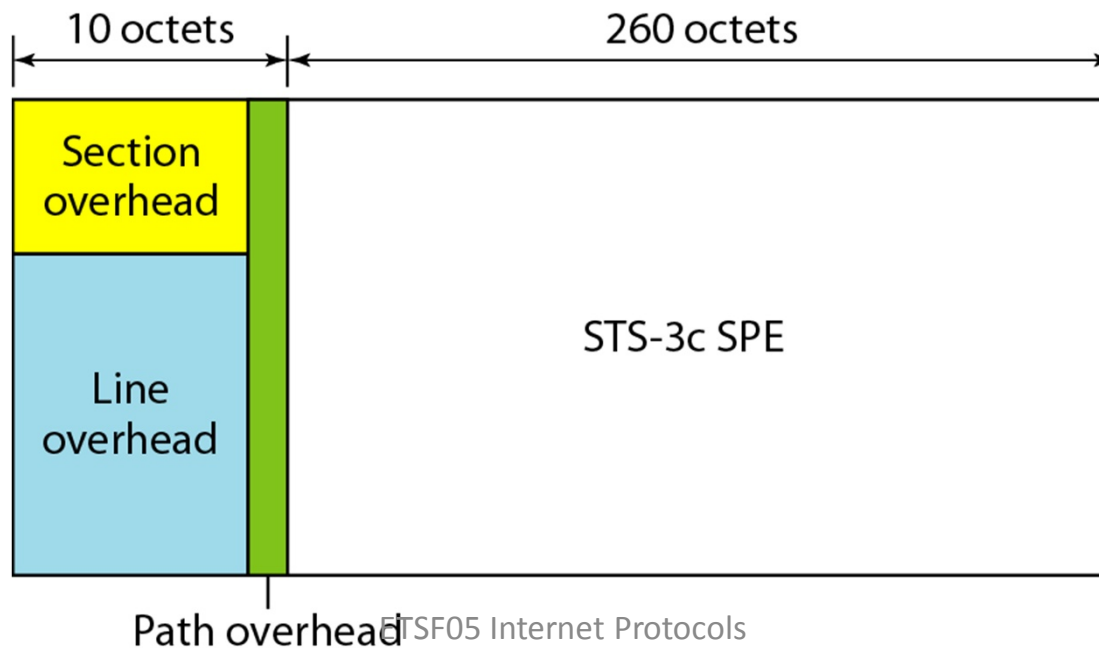


# Multiplexed SONET frame (STS-3)



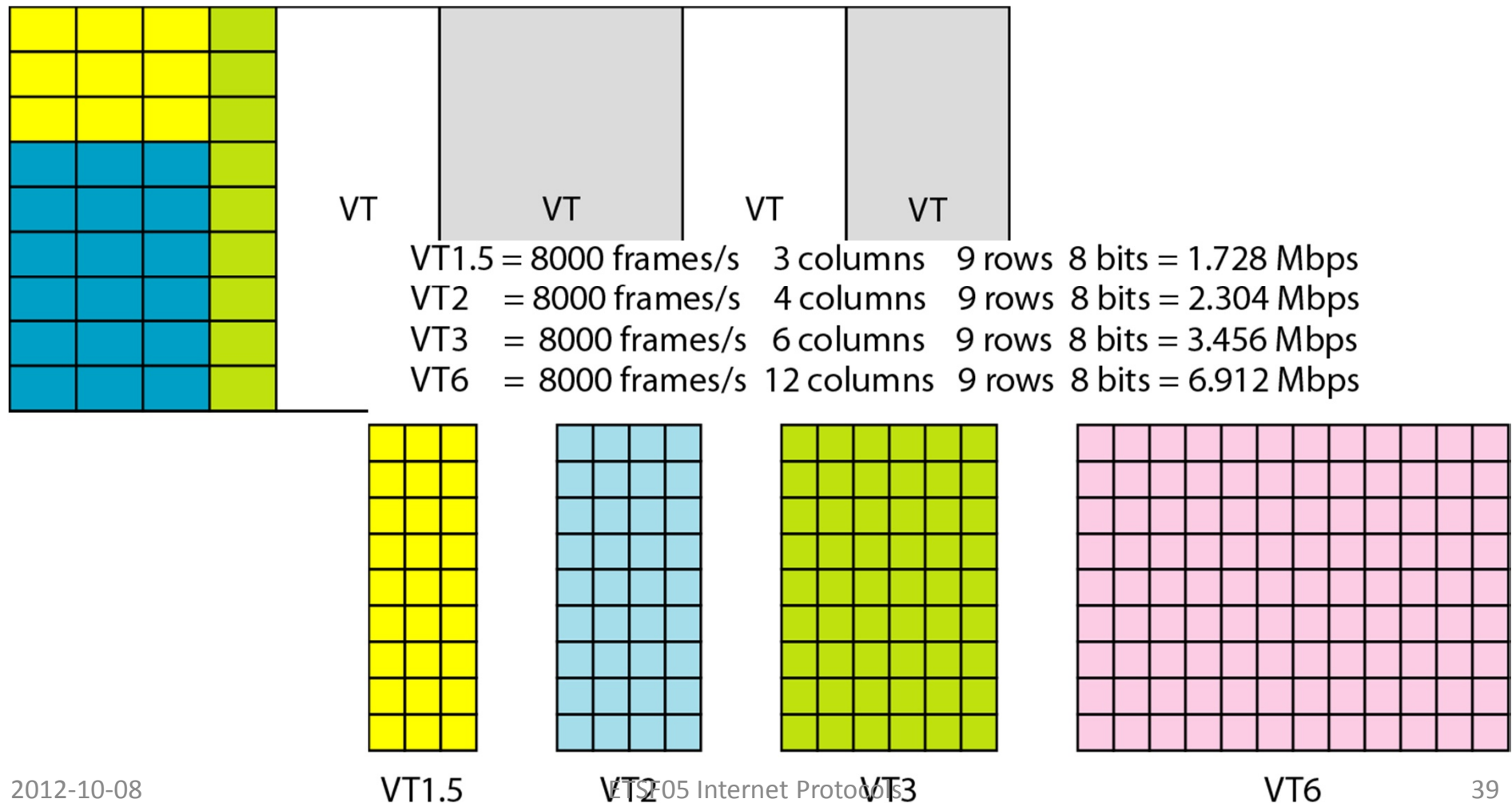
# Concatenated signal (STS-*nc*)

- Data rate > STS-1
  - Put in an STS-*n* signal
  - Not demultiplexable
  - Path overhead in single column



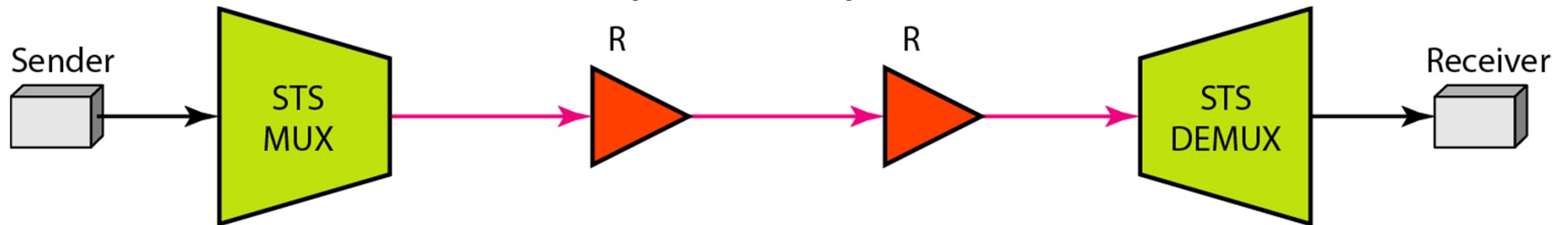
# Virtual tributaries

- Backward compatibility with DS-1 and DS-3

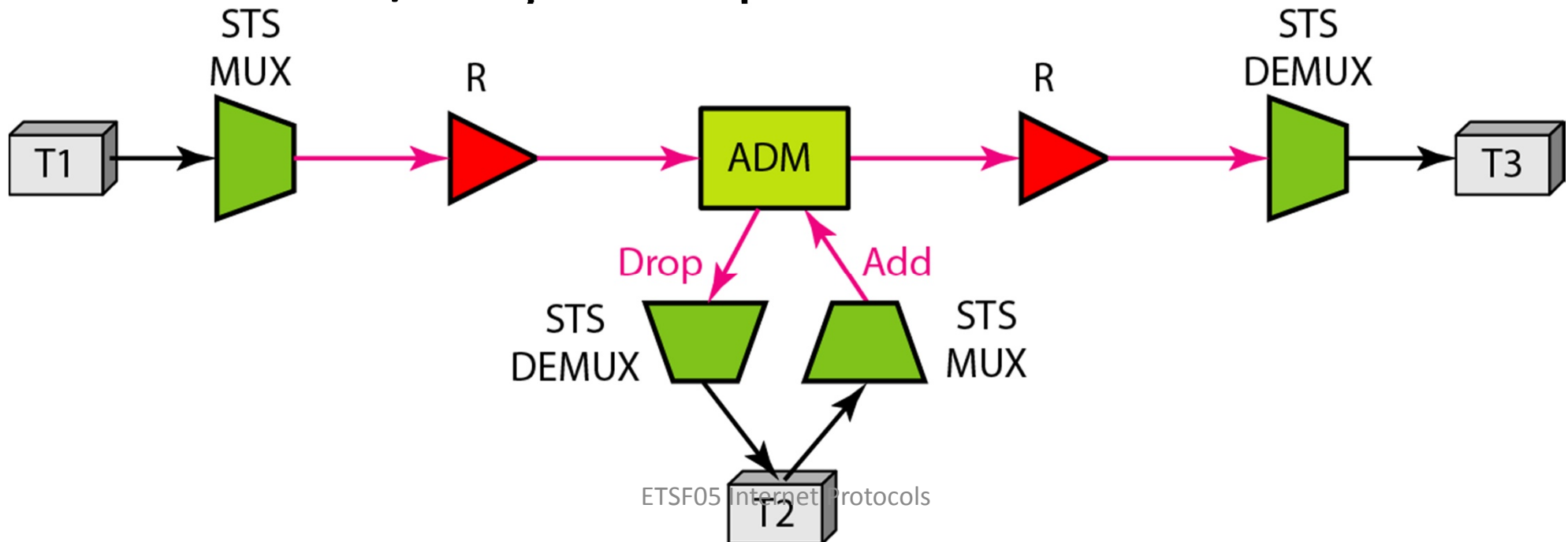


# Linear SONET topology

- Without add/drop multiplexer

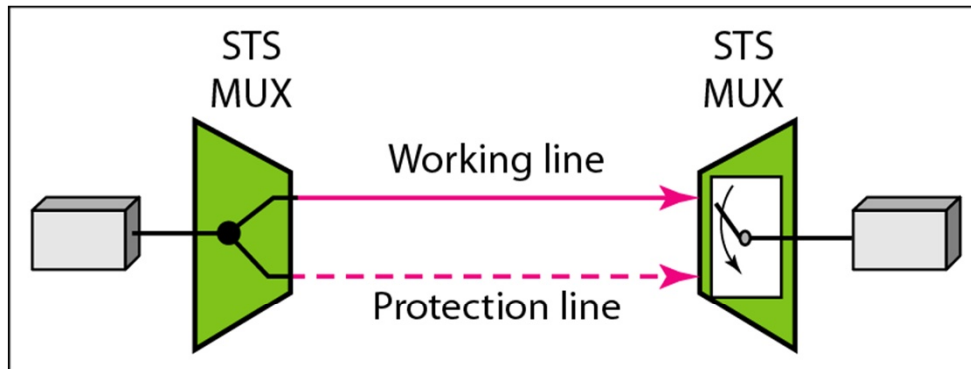


- With add/drop multiplexer

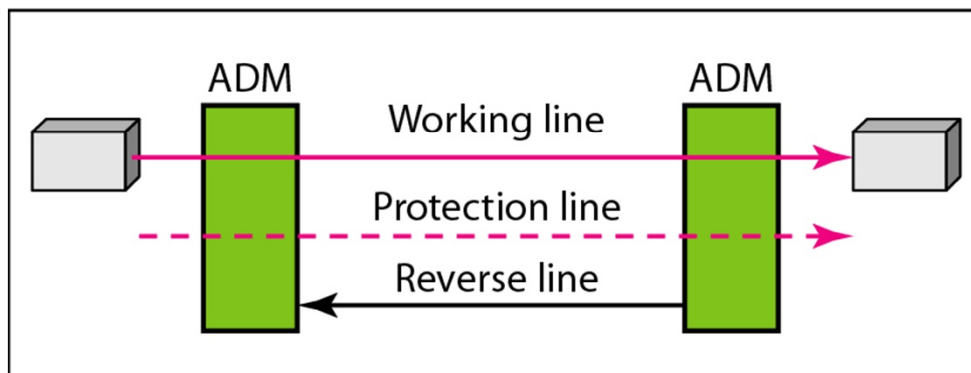


# Automatic protection switching

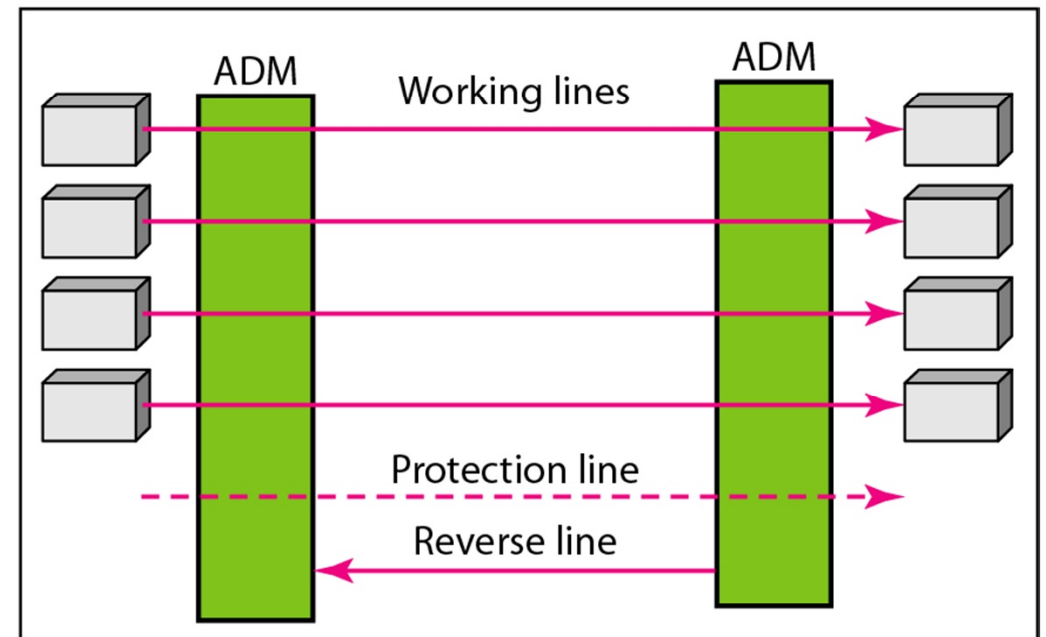
- Failure protection through line redundancy



a. One-plus-one APS

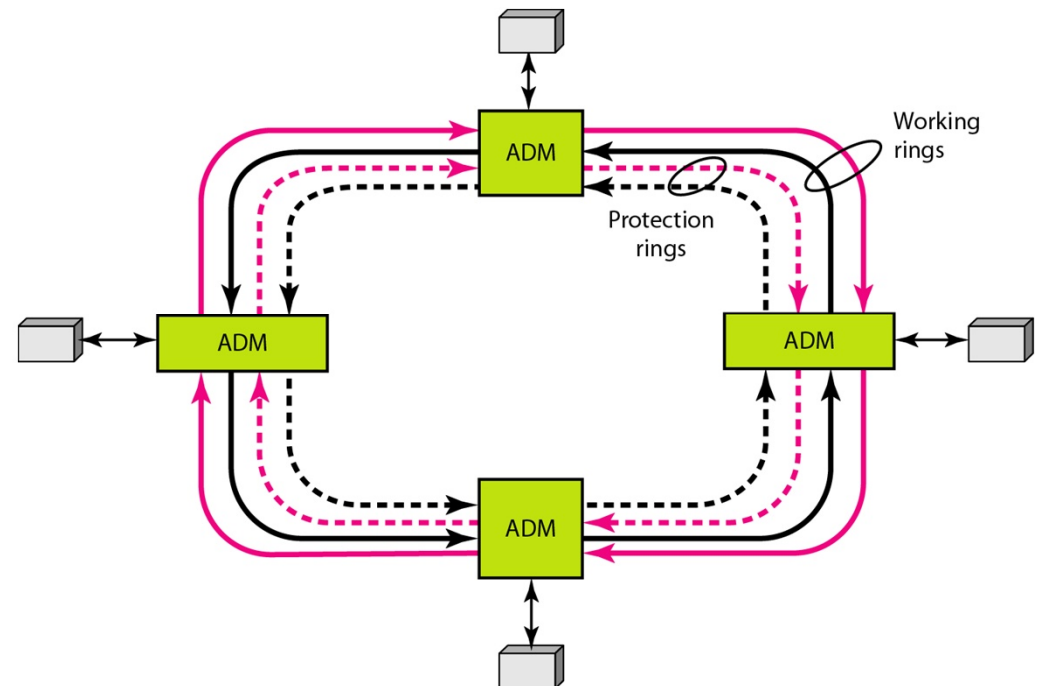
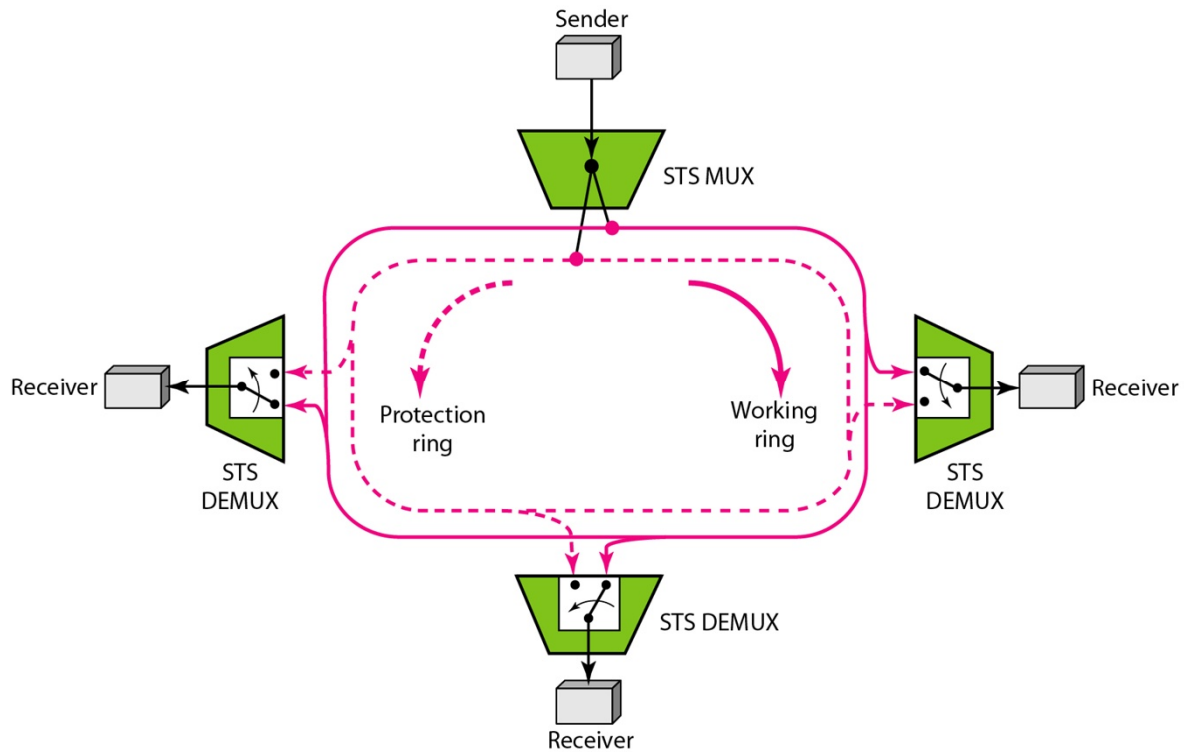


b. One-to-one APS



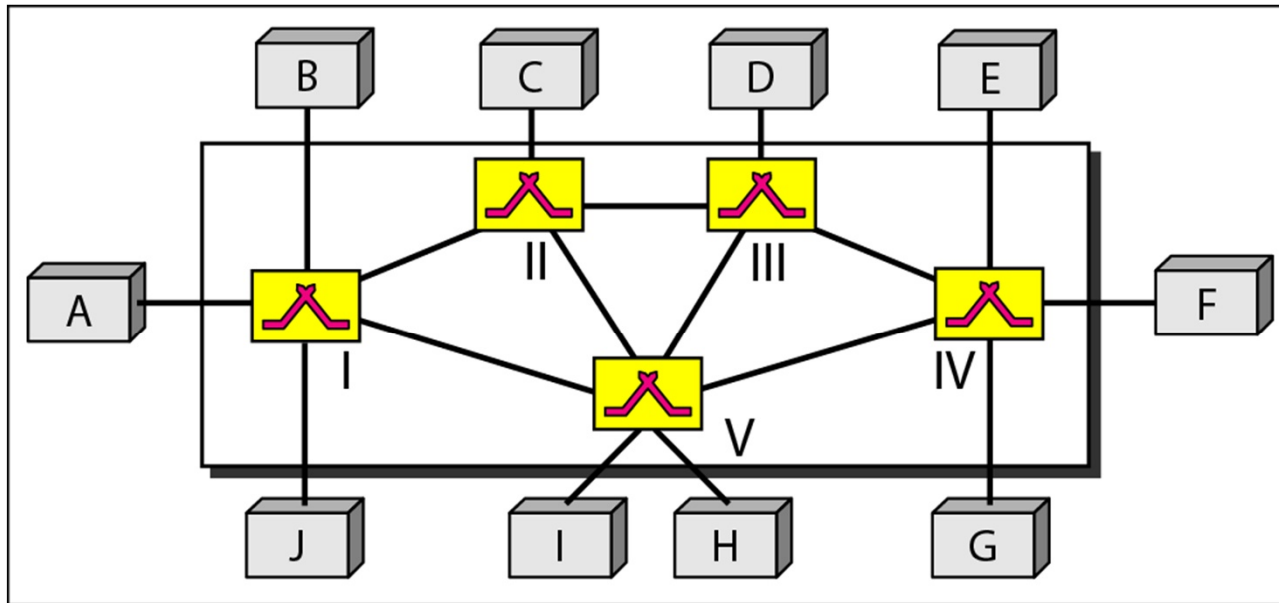
c. One-to-many APS

# Ring SONET topology

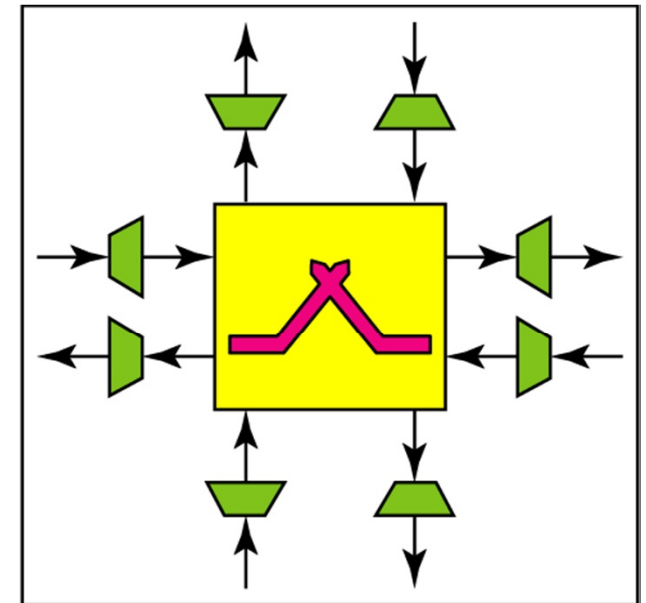


# Mesh SONET topology

- Better scalability
  - Multiplexing/demultiplexing at switches



a. SONET mesh network



b. Cross-connect switch

# Coming up...

- Short (2 h) exam
  - Wednesday, 24/10, 08:00, E:3308 + E:3336
- Check previous years' questions & answers
  - <http://www.eit.lth.se/index.php?ciuid=669&coursepage=3144>
- Course part 2 starts in study week 9, HT2
  - Monday, 29/10, 10:00, E:1406!