Let's go cisco live!

Lessons Learned from Designing Routed Optical Networks

... or how to embrace tradeoffs for fun and profit

Emerson Moura, Distinguished Solutions Engineer



Acknowledgements

- Authors:
 - Dirk Schroetter, Technical Solutions Architect
 - Velimir Vujnovic, Principal Architect



- The bare minimum of analog domain
- Lesson 1: Optical Performance
- Lesson 2: Build on IP traffic demands, not capacities
- Lesson 3: Topologies & architectures matter, but constraints even more so
- Lesson 4: IP services are protected and restored using IP
- Summary

"If you haven't found the tradeoffs, you haven't looked hard enough."

Russ White's Rule #1 Mr. EIGRP



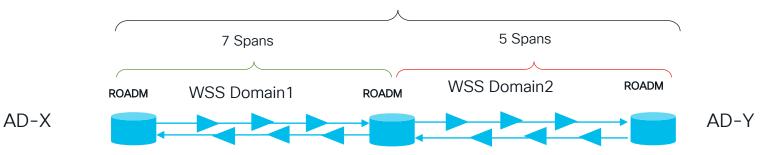
The bare minimum on the analog domain



DWDM transport is analog technology

In order to deal with intrinsic modeling complexity, we split the problem in smaller pieces.

> Example: end-to-end service is split into smaller WSS Domains: ROADM to ROADM -> WSS Domain 1 and WSS Domain 2



BRKOPT-2015

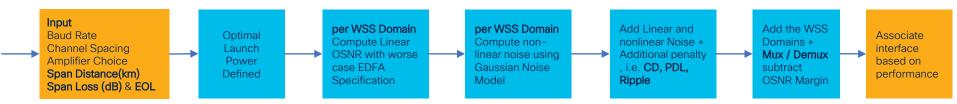
Acronyms:

- WSS: Wavelength selective switch
- ROADM: Reconfigurable Optical Add/Drop Multiplexer



DWDM transport is analog technology (Cont'd)

Typical flow for optical analisys:



Required input:

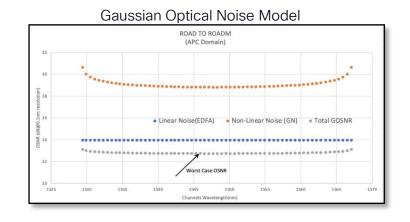
Topology (span length & attenuation), EOL margins

Method:

Gaussian Noise simulation

Interesting:

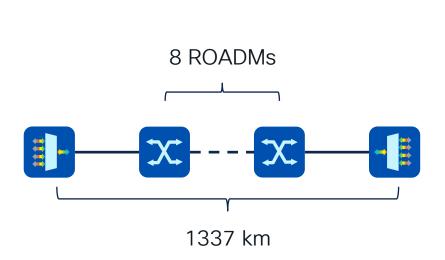
• How we build the Add/Drop structure for the ROADM



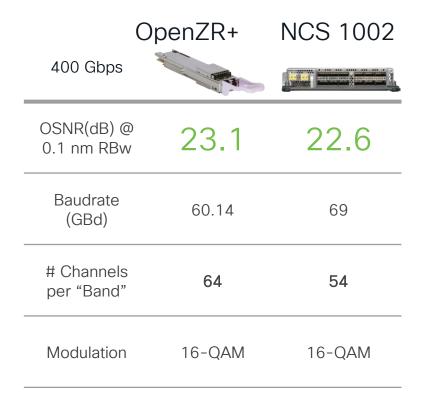
Lesson 1: Optical Performance



ZR+ and Transponder performance - comparable



Example from latest customer Cisco OpenZR+ test over 3rd party DWDM



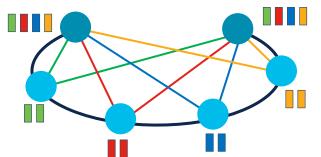
Lesson 2: Build on IP traffic demands, not capacities



US operator "metro" simulation results

- Simulation using P95 of busy hour traffic
- X Tb/s busy hour traffic.
- 8 X Tb/s installed capacity
- Single wavelength on aggregation rings

Original design - dual-homed



34.1 Gb/s

Routed Optical Networking benefits

29.3
Gb/s
Median site traffic

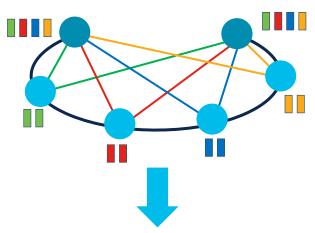
-97%
Wavelength usage

-95% Energy usage

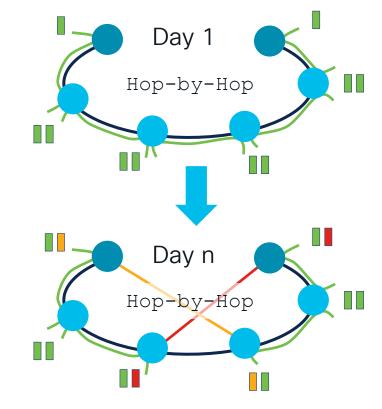


Transforming Hub & Spoke to Hop-by-Hop

Original design - dual-homed



Customer reported being short on wavelengths





Simulation Results

| | PMO at 40% max installed capacity | P95 busy hour traffic |
|-------------------------------|-----------------------------------|-----------------------|
| Sum inter-site demands | 6.408 Tb | 1.976 Tb |
| Inter-site installed capacity | 38.7 Tb | 30.3 Tb |
| Intra-site installed capacity | 67.26 Tb | 62.8 Tb |
| ZR/ZR+ pluggables | 194 | 152 |
| Grey pluggables | 334 | 314 |
| Maximum λ used between hubs | 4 | 2 |
| Maximum λ used on rings | 2 | 1 |
| WC link utilization | 100 % | 70.69 % |

Power savings from TXP elimination alone: 55.000 kWh p.a.

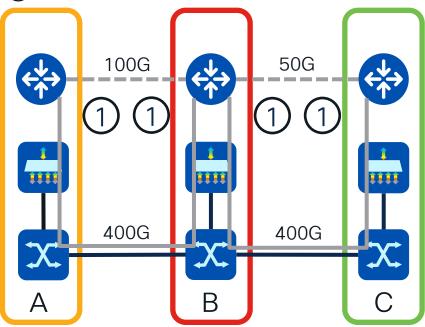


Lesson 3: Topologies & architectures matter, but constraints even more so.



A toy network showing the concept ...

Number of interfaces

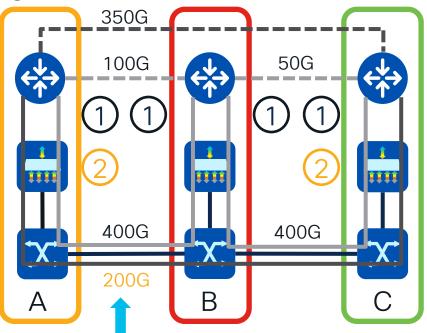


- · Not "one size fits all"
- Consider:
 - · Fiber cost / availability
 - Relative importance of sites
 - Achievable bitrates
 - · Impact on resiliency
 - Physics
- · Both approaches have their place in designs.



A toy network showing the concept ...

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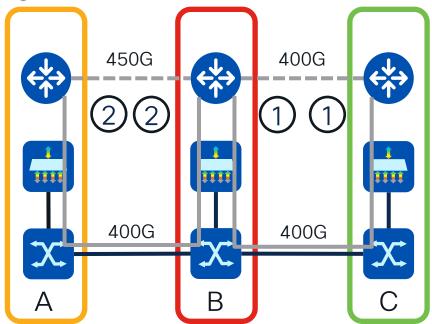
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Limitted by physics to 200G - 8 interfaces in total



A toy network showing the concept ...

Number of interfaces

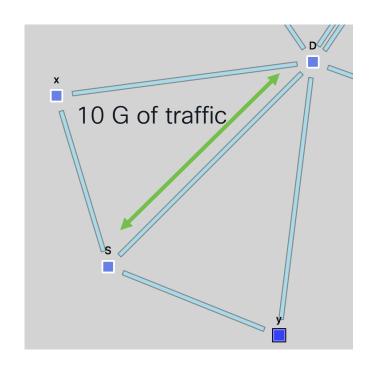


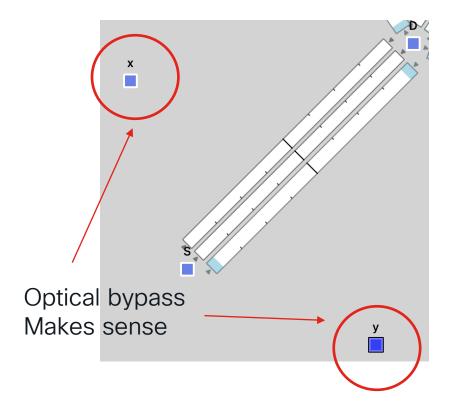
Same demand, 6 interfaces instead of 8

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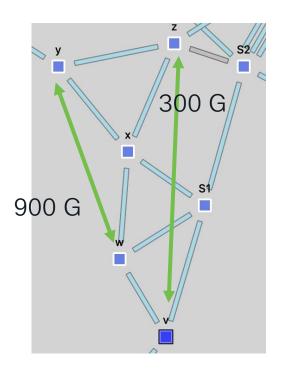
Real example 1

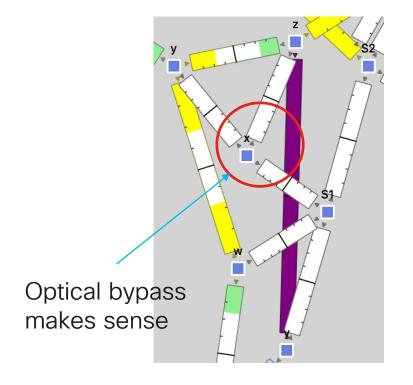






Real example 2







Key takeaways

- Be pragmatic.
 - Optical bypass is a valid design choice as seen in previous examples
 - Use hop—by-hop and optical bypass the combination will likely provide the best result.



Physics forcing architectures

What can you do in order to increase fiber capacity?

| Wider channel | Better FEC | Higher modulation | Better spectral efficiency | Use L-Band |
|--------------------------------|--|--|---|--|
| "Easily" done | Increased reach | More bits per symbol -> Higher capacity | More b/s/Hz | "Easily" done |
| Increased capacity per channel | Higher overhead eats into usable capacity | Reach: ~ 1/(constellation size) | Dispersion coefficient $oldsymbol{eta}$ | Doubles # channels |
| Fewer channels | Power, real estate, cost | X km @ 16QAM -> X/4 km @ 64QAM | Nonlinear coefficient γ | Increases attenuation |
| Increased blocking probability | No "dramatically better" FEC on horizon | Reality check | Reduce attenuation | Negatively impacts spectral efficiency |
| | | Requires drastically different fiber to to have big effect | Reduce reach | Not well suited for some fiber types (ex. low dispersion fibers) |

Not a question of "if" but "when" physics mandates shorter paths

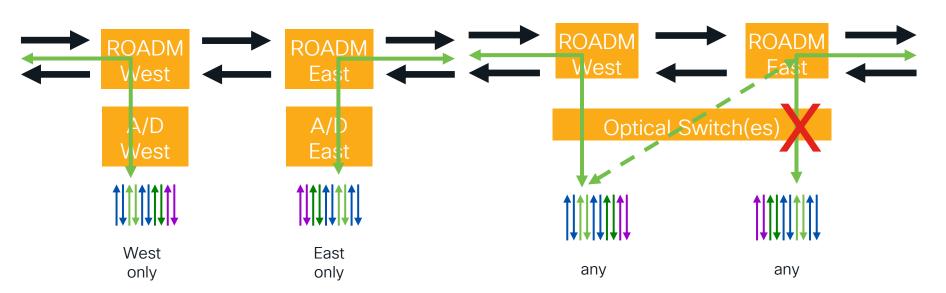
Lesson 4: IP services are protected and restored using IP



Omnidirectional Add/Drop

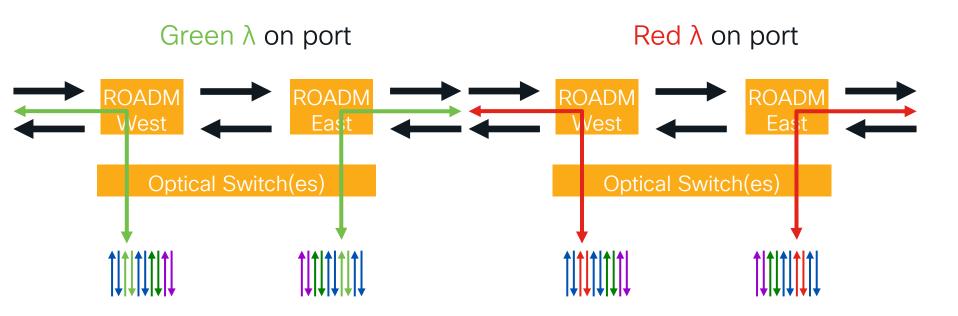
Wiring determines direction

Channel switched to direction





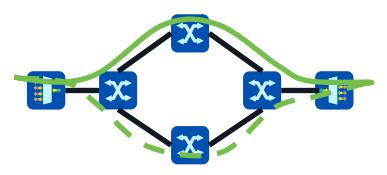
Colorless Add/Drop





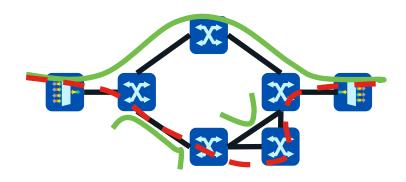
OK, so what is the use case?

Optical Protection



Bridge green λ to lower part of network – same patch panel port

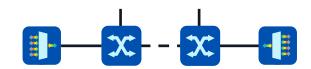
Optical Restoration with recoloring

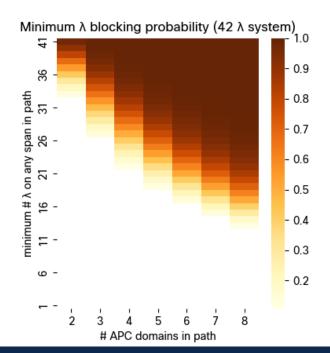


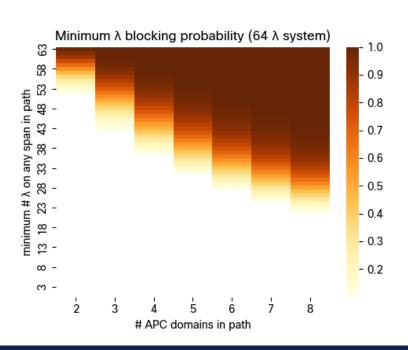
Compute new path (optical control plane) and change to $red \lambda$ – same port



Is λ blocking really an issue?



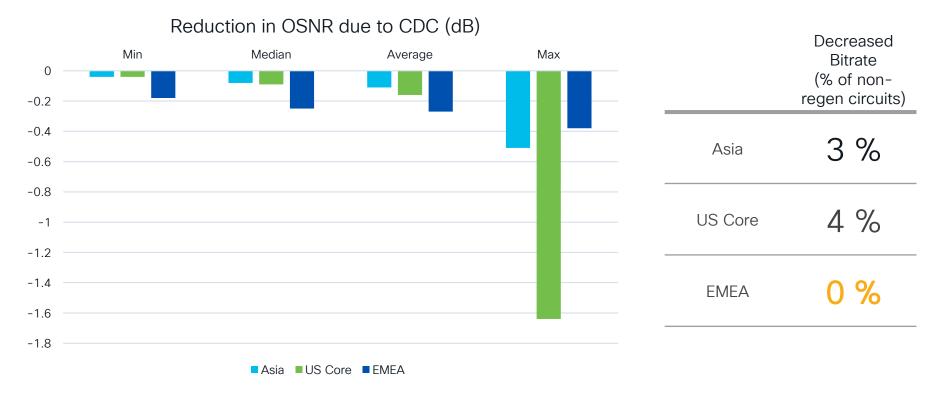




It can be - especially in meshed networks! (Only probabilities >= 10 % shown)



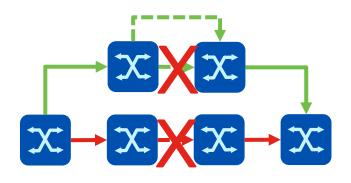
Negative effect on OSNR & bitrate due to CDC





Does optical restoration work for the Asia net?

| Relations | 157 |
|--|-----|
| Relations w/o regenerators | 121 |
| Relations >= 2 spans | 117 |
| Restorable on same bitrate | 82 |
| Requires regenerators standing-by on the restoration paths | 35 |



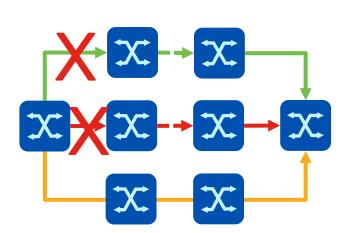
Optical restoration is (by design) not fast - think minute(s)

Of the three networks, Asia network was specifically set up for DWDM restoration



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| Relations | 157 |
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| Relations w/o regenerators | 121 |
| Relations > 2 spans | 117 |
| Restorable on same bitrate | 82 |
| Requires regenerator | 35 |



| Relations | 157 |
|----------------------------|-----|
| Relations w/o regenerators | 121 |
| Relations > 2 spans | N/A |
| Restorable on same bitrate | 72 |
| Requires regenerator | 49 |
| | |

Optical restoration is (by design) not fast – think minute(s)

Of the three networks, Asia network was specifically set up for DWDM restoration



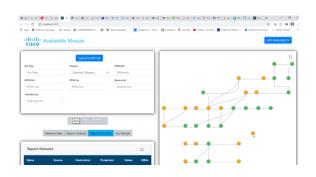
Actual Network Results

Reduced TCO with enhanced availability vs. Present mode of Operation





What about Reliability?



PMO = 50% additional cost for equivalent availability to the Routed Optical Network

| Present Mode of Operation | Routed Optical Networking |
|---------------------------|---|
| ~ 45 Tbps traffic demands | All IP Protection/Restoration |
| Optical Restoration used | Saved 12000 km of fiber (3 x LA -> NYC) |

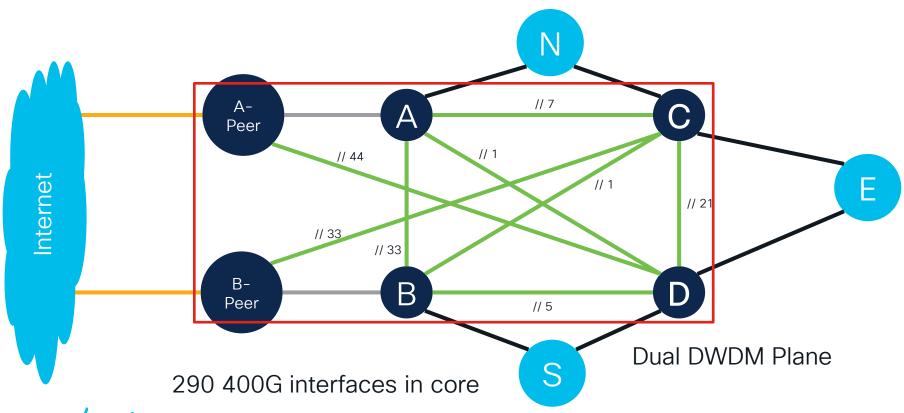


"Design is an iterative process. You probably need one more iteration than you've done to get it right.

Russ White's Rule #2 Mr. EIGRP



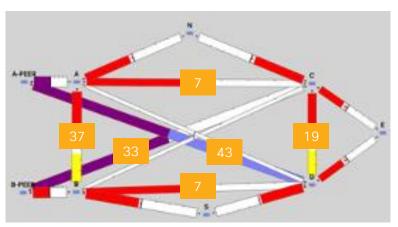
That EMEA network - customer view

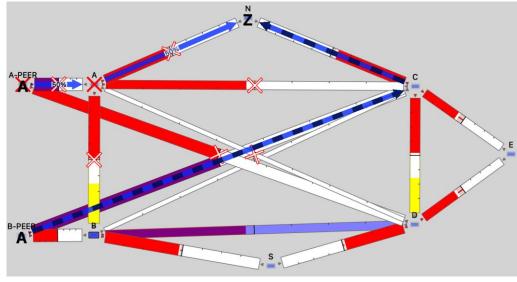


Switching to single plane

Customer Ask Final Solution Protection Electrical Switch Transponder **OPS** Router Router 290 292 400G IFs 400G IFs 580 Wavelengths Wavelengths # DWDM # DWDM systems systems

... still survives complete failure at A, B







Summary





Conclusion

- It is all about tradeoffs
- Design from IP layer down
- Physics determine trade-offs...
- Know your IP demands
- Simplify DWDM network
 - Add/Drop structures
 - IP "restoration"
- Design tools





Thank you





