

TDM circuit Emulation over IP

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November 9, 2009

Outline

TDM circuit
Emulation
over IP

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What is TDM
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Bit about
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Attaining
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- 3 TDMoIP Architectures
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- 5 Bit about Traditional TDM
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What is TDM Circuit Emulation?

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- Circuit Emulation is Technology that emulates either the characteristics of a circuit-switched network or of a TDM network, on segment of network based on packet- switched technology in order to carry CBR services (e.g. E1).



Figure: TDM circuit emulation over IP

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- Converge network access while preserving T1/E1 services preserves the current network infrastructure.

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- Get Alternative operator which is low-cost.

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- Converge network access while preserving T1/E1 services preserves the current network infrastructure.
- Get Alternative operator which is low-cost.
- For Enterprise to Protects investments in TDM based equipments.

Unstructured TDMoIP

- It is also called Structure Agnostic TDMoIP.



Figure: Unstructured TDM(TDM= arbitrary bit-stream)

Unstructured TDMoIP

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- It is also called Structure Agnostic TDMoIP.
- Frames transparently encapsulated and sent across the IP network.



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- It can be implemented without any understanding of TDM services and signaling.



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- It can be implemented without any understanding of TDM services and signaling.
- It requires no change in TDM network nodes.



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- IP network viewed as point-to-point link.
- It can be implemented without any understanding of TDM services and signaling.
- It requires no change in TDM network nodes.
- It adds Uncontrollable delay as packetized and de-packetized at each TDMoIP hope.



Figure: Unstructured TDM(TDM= arbitrary bit-stream)

Structured TDMoIP

- TDM channels are individually transported across the IP network or grouped depending on their destination.



Figure: Framed(8000 frames per second)



Figure: Channelized(single byte timeslot)

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- TDM channels are individually transported across the IP network or grouped depending on their destination.
- Only active channels are transmitted.



Figure: Framed(8000 frames per second)



Figure: Channelized(single byte timeslot)

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- TDM channels are individually transported across the IP network or grouped depending on their destination.
- Only active channels are transmitted.
- Packetization and de-packetization performed only once.



Figure: Framed(8000 frames per second)



Figure: Channelized(single byte timeslot)

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- Only active channels are transmitted.
- Packetization and de-packetization performed only once.
- Individually allow channel management based on priority.



Figure: Framed(8000 frames per second)



Figure: Channelized(single byte timeslot)

Technology Challenges

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- Packetization.

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- Packetization.
- Recover clock and Synchronization.

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- Packetization.
- Recover clock and Synchronization.
- Attenuate Packet delay variation.

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- Packetization.
- Recover clock and Synchronization.
- Attenuate Packet delay variation.
- Compensate for Frame loss and out-of-sequence packets.

Bit about Traditional TDM

- How it works?
 - Timing is along with data.
 - Line coding is used.
 - Jitter and wander is filtered at each node.
 - Slave clocks uses PLL.
 - Hierarchical timing distribution.
 - Primary reference clock(PRC)
 - Synchronization Supply Unit(SSU)
 - SDH equipment clock(SEC)

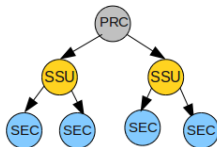


Figure: Hierarchical Timing Distribution

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- What are the problems?
 - No timing information is available.
 - No reference clock is available.
 - Delay degrades the voice quality.
 - PDV makes clock recovery difficult.

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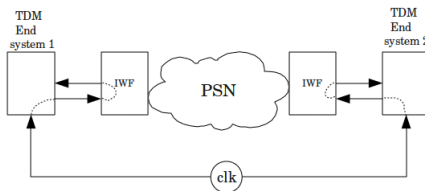
Conclusion

- What are the problems?
 - No timing information is available.
 - No reference clock is available.
 - Delay degrades the voice quality.
 - PDV makes clock recovery difficult.
- Solution?
 - Use 'Jitter Buffer'.
 - But still the problem is that 'at what rate data should clocked-out?'
 - ITU-T Rec.Y.1413

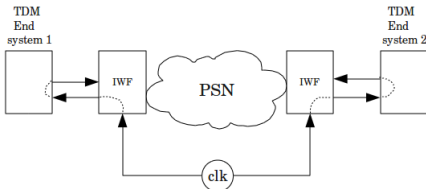
Principal Timing Distribution Scenarios

- ITU-T Rec. Y.1413

- Reference clock available at end systems.



- Reference clock available at IWFs



Adaptive Clock Recovery

- It is based on TDM traffic only
- It is possible to recover clock since source producing bits at constant rate.
- PDV considered as zero mean random process.

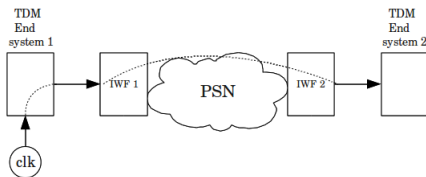


Figure: Adaptive clock recovery

Adaptive clock recovery

- How it works?

- Instantaneous Packet Delay Variation (IPDV)

$$IPDV(n) = d_n - d_{n-1} \quad (1)$$

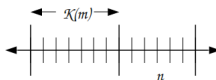
d_n -is instantaneous packet delay

- Two time scale model.

small scale n is to collect statistics,

large scale m is to estimate delay.

$$k(m) = k_m \tau_n \quad (2)$$



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$$\tau_n = \frac{1}{f_2(n)} \text{ where } f_2(n) \text{ is initial estimate of clock}$$

k_m is chosen such that $IPDV$ in larger interval is zero

- **Frequency difference estimation:**

difference in buffer level from m to $m+1$ is used to estimate the frequency.

f_1 be clock frequency

frequency perceived at receiver can be written as

$$f_1 + w(n) \quad (3)$$

$w(n)$ is noise frequency (represents PDV in time domain)

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Frequency difference= $f_1 + w(n) - f_2(n) = \Delta f(n) + w(n)$ (4)

let $\theta(n)$ be buffer level

then change in buffer level due to frequency difference is

$$\theta(n+1) - \theta(n) = (\Delta f(n) + w(n))\tau_n$$

$$\Delta\theta(n) = \Delta f(n)\tau_n + \eta(n) \quad (5)$$

where $\eta(n) = w(n)\tau_n$ is noise term(packet jitter)

equation (5) can be written as

$$\Delta\theta(n) = \frac{\Delta f(m)}{f_2(m)} + \eta(n) \quad (6)$$

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runtime average of $\eta(n)$ is calculated

say it become less than some ϵ for k_m^* intervals

Expectation over larger interval is

$$\frac{1}{k(m)} \sum_{i=n}^{n+k(m)-1} \Delta\theta(i) - \frac{\Delta f(m)}{f_2(m)} = \frac{1}{k(m)} \sum_{i=n}^{n+k(m)-1} \eta(i) \quad (7)$$

lets define RHS of eq.(7) as

$$X(k(m)) = \frac{1}{k_m^*} \sum_{i=n}^{n+k_m^*-1} \eta(i)$$

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- so we get optimization problem as

$$k_m^* = \operatorname{argmin}_{k(m)} (X(k(m))) \quad (8)$$

for $k^*(m)$ smaller intervals we can write

$$\frac{1}{k^*(m)} \sum_{i=n}^{n+k_m^*-1} \Delta\theta(i) = \frac{\Delta\hat{f}(m)}{f_2(m)} \quad (9)$$

where $\Delta\hat{f}(m)$ is estimate of $\Delta f(m)$

$$\text{we can write } \theta(m+1) - \theta(m) = k_m^* \frac{\Delta\hat{f}(m)}{f_2(m)} \quad (10)$$

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- Recovered frequency is updated as

$$f_2(m+1) = f_2(m) + \alpha \Delta \hat{f}(m) \quad (11)$$

let estimation error will be,

$$\Delta \tilde{f}(m) = \Delta \hat{f}(m) - \Delta f(m) \quad (12)$$

so final equation becomes

$$f_2(m+1) = (1 - \alpha)f_2(m) + \alpha f_1 + \alpha \Delta \tilde{f}(m) \quad (13)$$

for stability $0 < \alpha < 1$

Packet Loss

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- Causes:
 - Bit error invalidating data.
 - Intentionally dropped packets due to congestion.
- But in order to maintain timing SOMETHING must be output towards TDM interface when packet is lost.

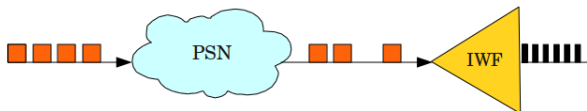


Figure: Packet loss

Packet Loss

- Packet Loss Concealment methods:
 - Replay
 - Interpolation
- Measure of voice quality (Mean Square Opinion)

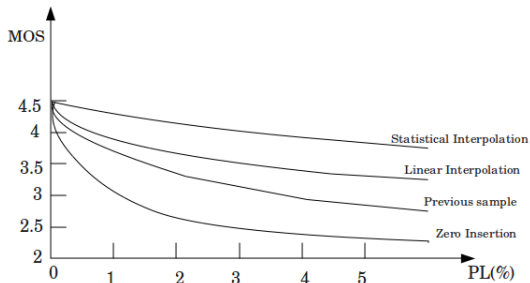


Figure: Effect of different Interpolation techniques[4]

Out-of-sequence packets

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- Causes:

- Parallel paths between the routers which are aggravated by load balancing mechanism.

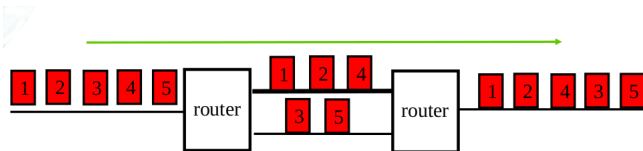


Figure: out-of-sequence packets

- Can be handled by:

- Reordering(From jitter buffer).
- Handling as packet loss and dropping latter.

Application

• Cellular Backhauling

- Connectivity between BTSs, BSCs, and MSC is achieved by using microwave links and T1/E1 leased lines.
- But it requires higher cost and maintenance.
- In rural areas and low density areas it not possible to establish microwave links, so we can use wireless backhauling.

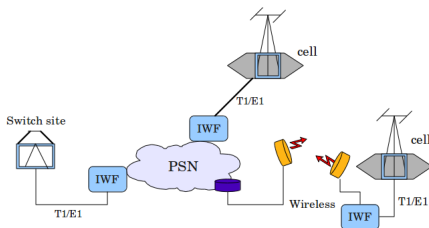


Figure: Cellular Backhauling

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- It is possible to attain TDM goals over IP by suitable clock recovery algorithms without much changing the underlying TDM infrastructure.

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- By introducing TDMoIP, convergence of access network to unique medium(i.e. Ethernet) is possible

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