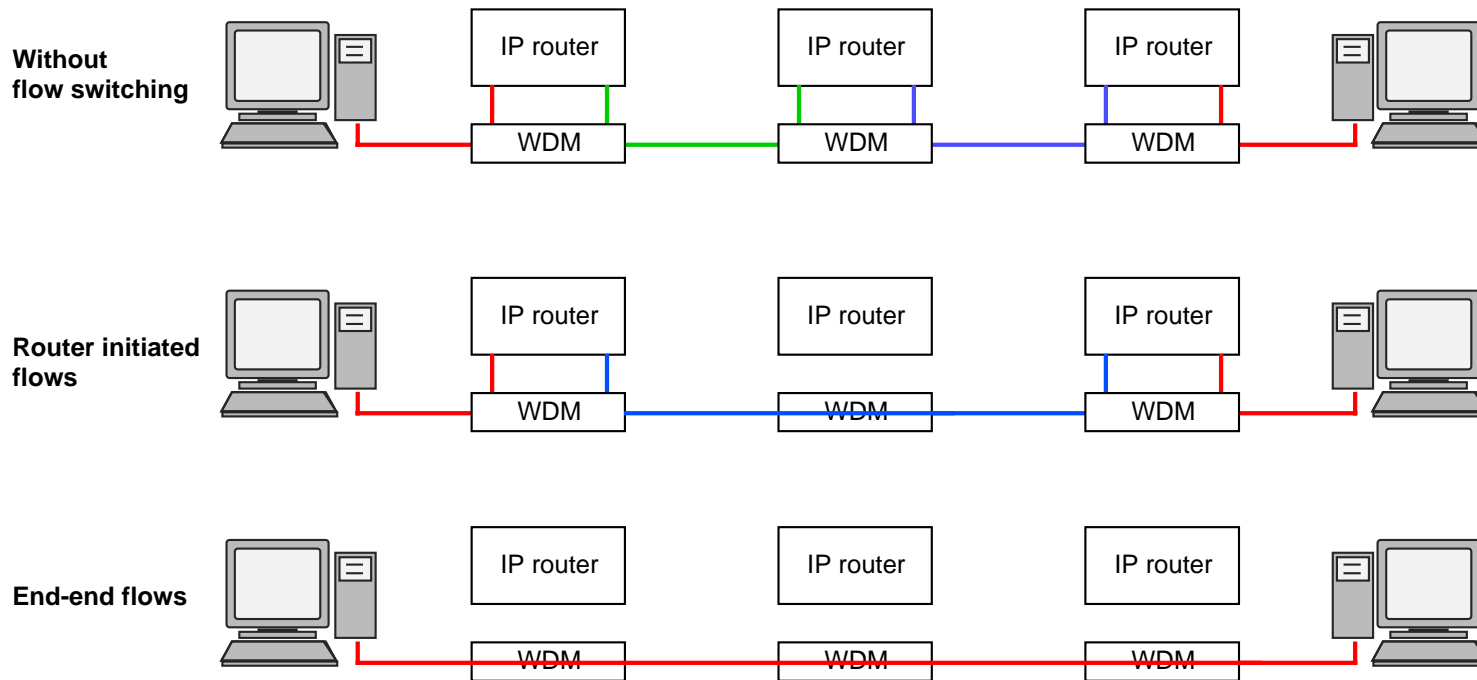


Optical Flow Switching in the NGI

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Optical flow switching

LIDS

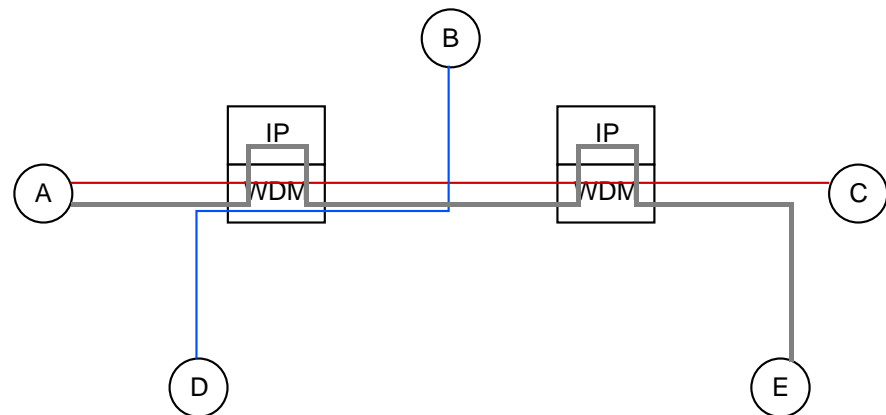
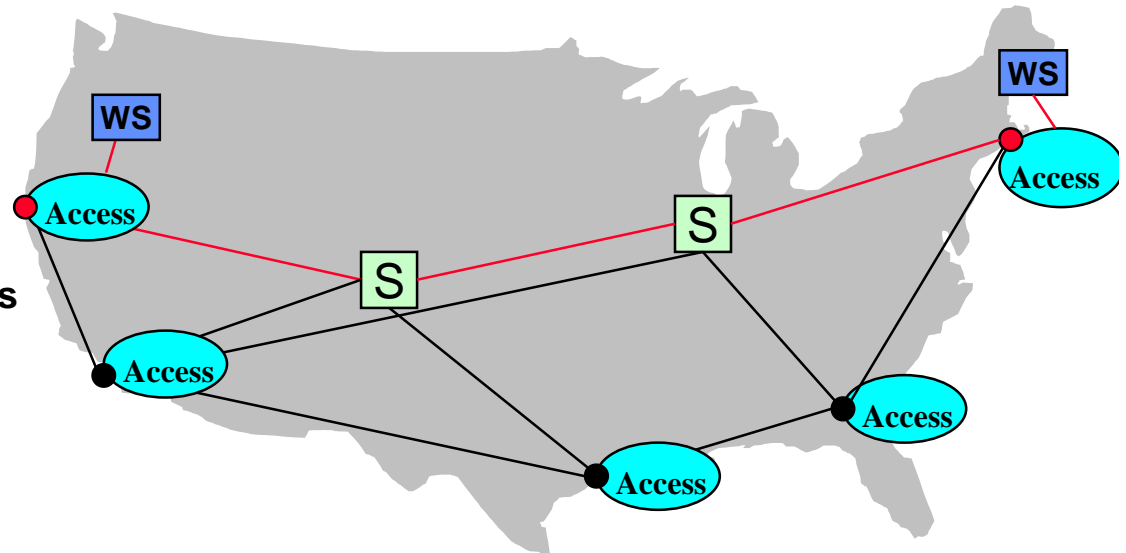


- **Optical flow switching reduces the amount of electronic processing by switching long sessions at the WDM layer**
 - Lower costs, reduced delays, increased switch capacity
 - Today: IP over ATM (e.g., IP switching, tag switching)
 - Dynamically set-up new ATM VC's to switch a long IP session
 - Future: IP directly over WDM
 - Dynamically configure new lightpaths to optically switch a long session

Flow Switching

LIDS

- **Similar efforts**
 - Optical burst switching
 - Optical label switching
- **Key differences**
 - End-to-end optical connections
 - Electronic control network
 - No buffering
 - No optical processing
 - Large transactions only
 - Full wavelength
 - High rate (at least 2.5 Gbps)
 - No need for fast optical switching
- **Size and duration**
 - Much larger than setup time
 - E.g., 1 second or more
 - => 1 to 10 Gbits or larger
 - Efficient utilization



Why use optical flow switching

LIDS

- **Reduce router costs**
 - Bypassing routers can reduce the load on the routers
 - Can use smaller routers
 - Can support greater network load for a given router capacity
 - Makes sense if it is cheaper than electronic routing of the data
 - Makes sense if we can significantly reduce router sizes
 - E.g., 50% of traffic can bypass routers

cost of switching a tera-bit

Optically:

100 λ 's @ 10 Gbps

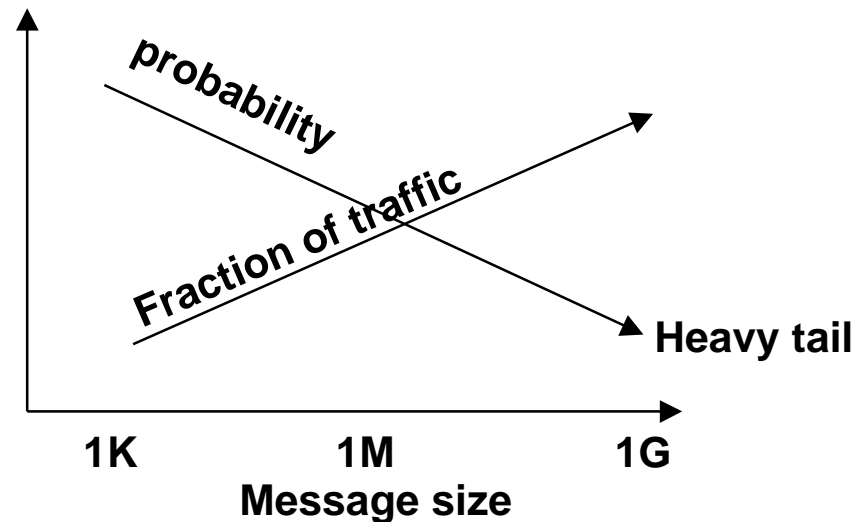
Cost ~ \$250,000

Electronically:

Assume cost in line cards

100 OC-192 line cards

Cost ~ \$3,000,000



Flow switching issues

LIDS

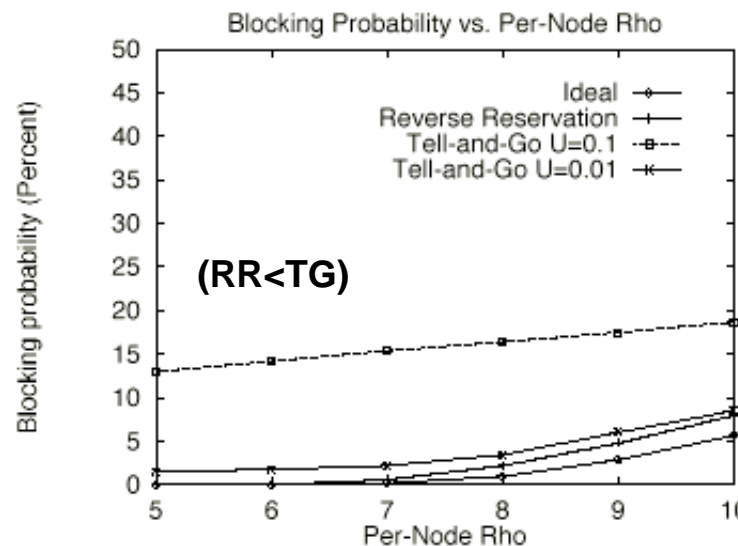
- **Source of optical flow**
 - End-user
 - Large transaction
 - Routers
 - Aggregation
- **Flow detection**
 - Explicit from application
 - Detection algorithm
 - Threshold schemes
- **Route discovery**
 - Pre-assigned path
 - Dynamic routing
- **Connection establishment**
 - Tell-and-go (TG)
 - Reservations (FR,RR)
- **Dissemination of network state**
 - Information distribution (TG, FR)
 - Link state updates
 - Information gathering (RR)
- **Wavelength assignment**
 - Use of wavelength conversion
 - Assignment algorithms
- **Control network architecture**
 - Impact of delays
 - MPLS framework
- **TCP Performance limitations**
 - Mainly processing (not protocol)
 - TCP enhancements
 - Giga-bit Ethernet experiments

Routing, λ -assignment and connection establishment (preliminary results)

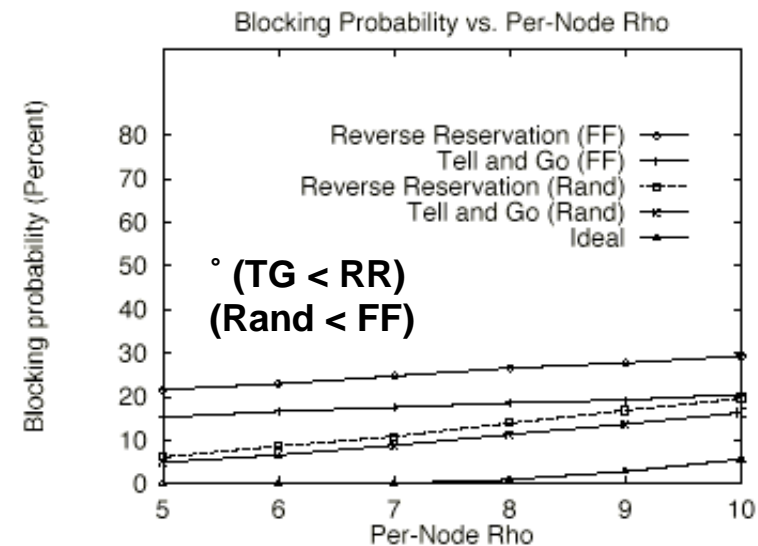
QuickTime™ and a
GIF decompressor
are needed to see this picture.

LIDS

- Distributed algorithms
 - No global state information
 - Control network delays
- Connection establishment
 - Tell-and-Go or Forward res.
Link state updates (every U sec.)
 - Reverse reservation
On demand exploration
- Wavelength assignment
 - First Fit vs. random
- Simulation
 - VBNS backbone
 - Markovian traffic (1 sec flows)
- Control delays significant impact



Zero control latency



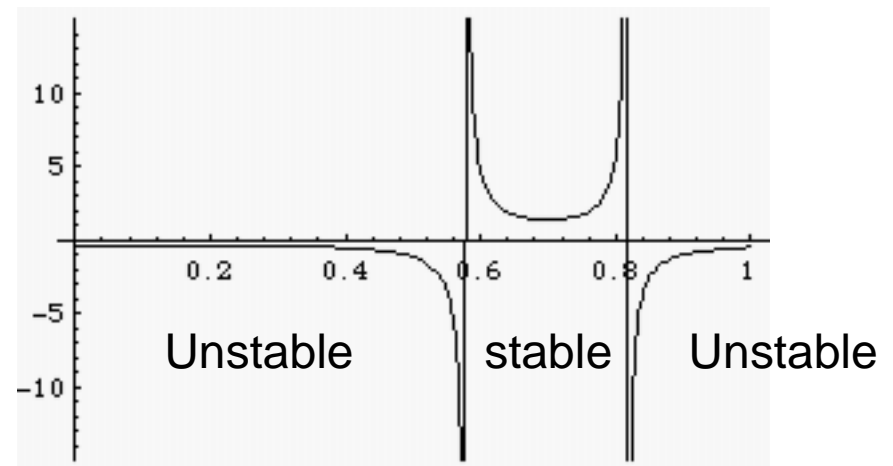
Control prop. delay

Threshold decision scheme

LIDS

- Given flow of size L , how do we decide if to switch it optically or electronically?
 - Simple threshold scheme
 - $L < T$ electronically
 - $L > T$ optically
 - Choose threshold to minimize delay in the network
- Example
 - Flow setup time = 0.1 second
 - Messages between 0 and 1 second in duration
 - Capacity equally divided between optical and Electronic networks
- Optimal threshold
 - Static vs. dynamic

Delay vs Threshold

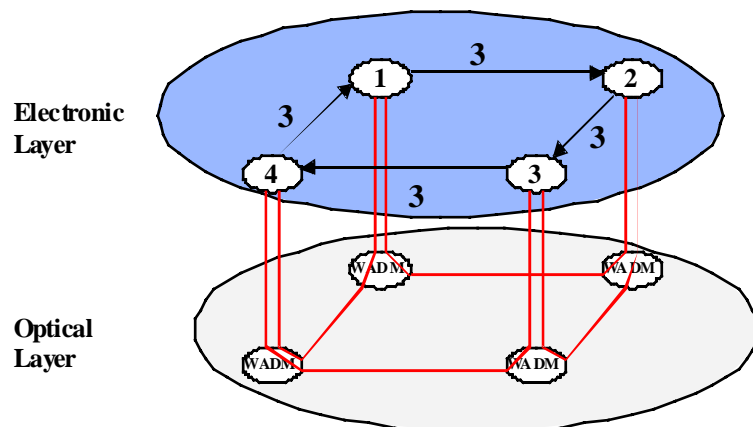


Load Balancing

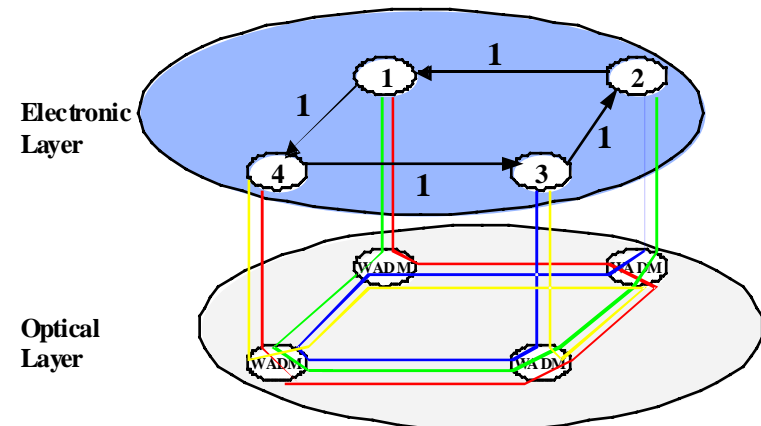
LIDS

- Reconfigure the logical topology of the network in order to reduce the load on links and routers \Rightarrow reduce delays, increase capacity
 - Router-router flows
 - Aggregation of traffic
- Example: WDM ring network

Traffic matrix $T = \begin{bmatrix} 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$



Fixed Topology



Reconfigured Topology

Dynamic Load Balancing for WDM-based Packet Networks, Aradhana Narula-Tam and Eytan Modiano
Optical Networks Session, Wednesday, 3:30