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# Evolution Towards Wideband Communication Networks

M. Decina

*This draft aims at a brief review of the driving forces and key alternatives in the evolution towards wideband communication networks. Optical fiber networks only are included in this overview.*

*Ziel dieses Beitrags ist, die treibenden Kräfte und wichtigsten Alternativen in der Evolution zu Breitbandkommunikationsnetzen grob zu skizzieren. Es werden dabei nur fiberoptische Netzwerke berücksichtigt.*

*L'article donne un bref aperçu des motifs et des alternatives les plus importantes dans l'évolution des réseaux de communication à large bande, en ne tenant compte que de ceux à fibres optiques.*

## 1. Introduction

Communication services, modes, and technologies are independent variables that establish system architectures suitable for metropolitan and wide-area network applications. Modes and technologies are selected to satisfy service needs at reasonable costs giving birth to new forms of communication networks. We review here the evolution of both telephone and high speed data networks into the wideband Integrated Services Digital Network (ISDN).

The telephone industry is evolving service capabilities through the enhancement of digital central offices to switch narrowband ISDN user applications, via 2 B+D and 30 B+D lines. As integrated opto-electronics for optical fiber and video codecs are perfected, broadband switching matrices with fiber plants will debut at the local exchanges and eventually at the toll offices. Small scale wideband circuit switches in the form of fiber stars have already been developed and implemented. Research being conducted in "Fast Packet Switching" is attempting to utilize simple protocols and fast switching devices to replace the concept of dedicated circuit switching. Wideband Packet Switching and Wideband Circuit Switching are today conceived to operate at speeds of 34 up to 140 Mbit/s.

The data industry approaches the ISDN challenge from another perspective: that of distributed data systems using fiber optic rings and buses with TDM/MA (time division multiplexing with multiple access). These MANs (Metropolitan Area Networks) are already under development. The IEEE 802.6 slotted ring project and the FDDI ring of the ANSI committee are examples of systems that use ring technology to distribute between 100 and 500 Mbit/s of bandwidth over a metropolitan area mixing voice, video, and data. These rings utilize hybrid switching technology and protocols to provide both packet and circuit switching services.

Some alternative network approaches are presented side by side with the service demands that are propelling them.

## 2. Services, Technologies and Communication Modes

This section deals with the key building blocks to develop wideband communications networks for multi-service applications:

- services,
- technologies,
- communication modes.

Table I shows the range of approximate bit rates suitable for transmission

Rough Bit-Rate for Various Services

Table I

Service	Mbit/s	Class
● Telemetry ● Data/Text ● Voice, Data/Image	0,0001 0,01 0,1	Low Speed
● Hi-Fi Sound ● Videophone ● Data/Image	1 1 to 10 1 to 10	Medium Speed
● Conventional TV ● High-Definition TV ● Data/Image	50 to 100 150 to 1000 10 to 1000 ?	High Speed

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Table II

Information Technology	Key Parameter	Typical Growth Factor
Lightwave	Bit Rate x Rep. Spacing: $\frac{\text{Mbit} \times \text{km}}{\text{s}}$	1000 per Decade (2 per year)
Silicon	Memories: Components Density per Chip	100 per Decade (1,6 per year)
GaAs	Memories: Components Density per Chip	1000 per Decade (2 per year)
Processing	MIPS	100 per Decade (1,6 per year)

of various communication services. Three classes are roughly identified. The *low speed class* is the target of the narrowband ISDN currently defined by CCITT. The *high speed class* is certainly addressed by the wideband ISDN together with the *medium speed class* services. Image communications for high resolution interactive graphics/data by means of powerful workstations is forecasted to demand speeds on the order of hundreds of Mbit/s.

Table II identifies some “invariants” in the process dynamics of the information technology (computers and communications) evolution. Key technological parameters show typical growth factors in the last decade, and those factors can be used to forecast growths for the next decade. Figure 1 illustrates progress in lightwave technology. A key parameter is the capacity of the fibre transmission systems in terms of information flow and repeaterless span length ( $\text{Mbits}^{-1}\text{km}$ ). The projection shows also that the time delay between commercial deployment and leading edge laboratories’ tests is

about 6 years. By the end of this decade we will have commercially available: 1 Gbit/s over spans of one hundred kilometers or 10 Gbit/s over 1 km.

The third topic addresses the various modes of communication in terms of network topologies, switching alternatives and network resources control capabilities. Figure 2 shows two possible evolutions of the present telephone network topology: both are stimulated by progress in fiber technology. Alternative switching techniques are listed in Table III. Fast circuit and packet switching are advanced techniques to allow the development of high throughput—low delay switching machines in the packet mode of operation. Hybrid switching recognizes that conventional circuit switching of circuits at hundreds of Mbit/s for high definition moving pictures is superior to fast packet switching (FPS), unless the bit rate of the FPS data link reaches values of at least an order of magnitude greater than the high definition signal peak transfer rate. In other words, FPS of high definition TV

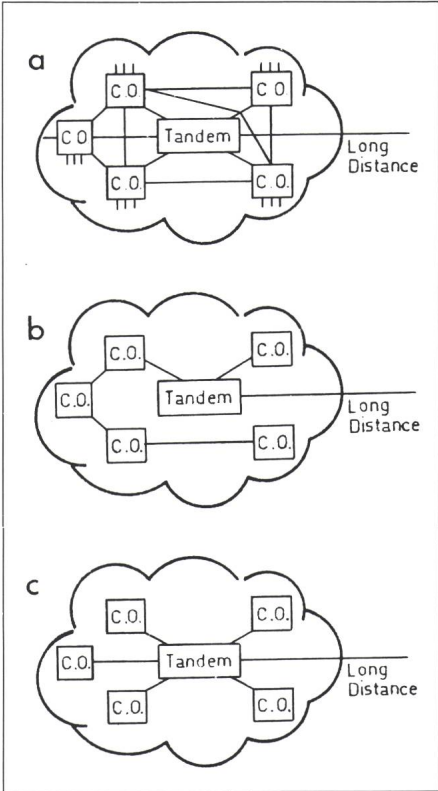


Fig. 2 Metropolitan Area Network Topologies

- a Present Telephone Network
- b Multi-Access Bus Structures
- c Centralized Tandem Hubs
- C.O. Central Office

channels at 280 Gbit/s requires a data link bit rate of 10 Mbit/s, to take advantage of the statistical properties of several multiplexed TV channels on the data link. Hybrid switching claims indeed use of both techniques: packet and circuit switching. This concept is applied to both narrowband and wideband ISDN approaches. In the wideband network, circuit switching is used for voice, bulk data and motion video, while packet switching applies to voice as well, data and high speed imaging. Both techniques should operate on channels at hundreds of Mbit/s.

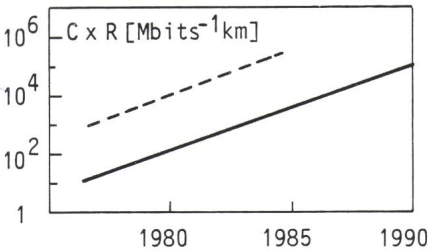


Fig. 1 Lightwave Progress (M.R. Aaron)

- C Capacity
- R Repeater Spacing
- Leading edge laboratories' test
- Commercial Systems

Communications Switching Techniques

Table III

● Circuit Switching (CS) -Subrate/Multislot -Fast -Enhanced (DSI & ADM)	● Hybrid Switching (HS) -Basic-CS for Voice Bulk Data & Motion Video -PS for Bursty Data & Imaging
● Packet Switching (PS) -Virtual Circuit -Data/Voice Gram -Cut-Through -Fast	-Enhanced (DSI & ADM) -Advanced-CS for Voice, Data & Motion Video -PS for Voice, Data & Imaging



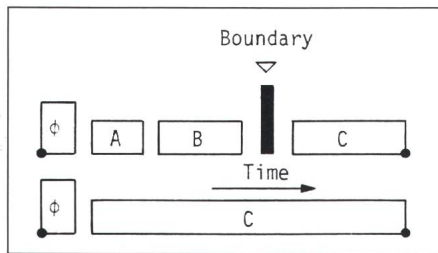


Fig. 3 Bandwidth Allocation Control

- Φ Delimitation and housekeeping information
- A Signaling and control information
- B Circuit-switched information
- C Packet-switched information

In a hybrid switching environment the degree of control capabilities for flexible bandwidth allocation is of great importance. Figure 3 illustrates the problem with reference to a TDM frame format used on hybrid channels. A field of the time frame (0) is devoted to OSI Layer 1 features. These are the TDM transmission formats to be used on optical facilities to allow proper maintenance and operation features such as: add-drop capabilities, span and network supervisory channels, protection switching and cross-connect switching (see for example the Bellcore's SONET standard proposal). This is required also in cases of fully packetized networks. The other fields include signaling (A), circuit switched TDM channels (B), and packet switched message-interleaved channels (C). Signaling can be used to set up both "physical" and "virtual" circuits in the B and C fields, as well as to move the boundary. In an alternative approach the A field is empty, while the signaling channel is virtual and embedded in the C field. This high speed signaling channel controls both virtual circuits in C and physical circuits in B, as well as boundary movements. Which way to go for such features in the future is not clear to the writer. The problem of flexible bandwidth control is complex and applies both to data link utilization and to switching machine design. Current technical activities are focused on such problems and probably require different solutions in different network scenarios: local (< 5 km), metropolitan (< 50 km) and wide (> 50 km) area networks.

### 3. Wideband Network Approaches

The *telephone* and the *data industries* are approaching the development

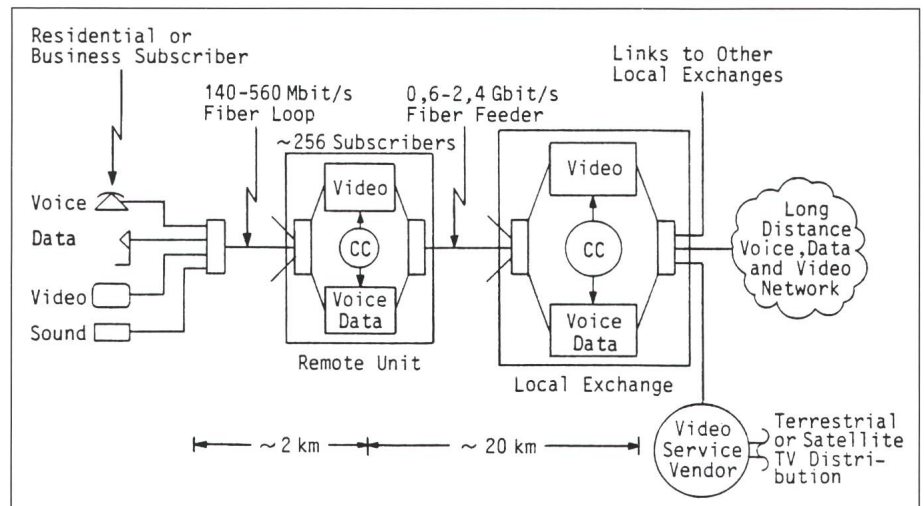


Fig. 4 Wideband Circuit Network—Double Star

CC Common Control

of wideband multiservice networks from slightly different perspectives, as shown by the technical literature and the standards activities in CCITT, IEEE and ANSI. Both approaches seek for high speed circuit and packet channels (up to hundreds of Mbit/s) with hybrid switching capabilities. On the other hand, the telephone industry is focusing on metropolitan and wide area networks for residential and business applications, while the data industry looks primarily for local and metropolitan business applications. We review here some alternative typical approaches to wideband networks; they focus on long-term (5 to 10 years) sample scenarios. One-way broadcast and two-way point-to-point and point-to-multipoint connections are allowed by all four network architectures.

#### 3.1 Wideband circuit network

The double-star topology is used in this scenario where the metropolitan area is partitioned in a two-level hubbing system (fig. 4). Fibers are mono-mode in the loop and the feeder. High speed (140 Mbit/s) video switching uses dedicated space division matrices under common control with low speed voice and data. Figure 5 shows that the video service vendor delivers a full set of broadcast TV channels up to the remote switching units. Here the TV channels are individually switched on demand towards the requesting subscribers. In this latter figure, the OSI layering is applied at the various system interfaces (Tab. IV). Two-way video applications are also allowed in the depicted scenario.

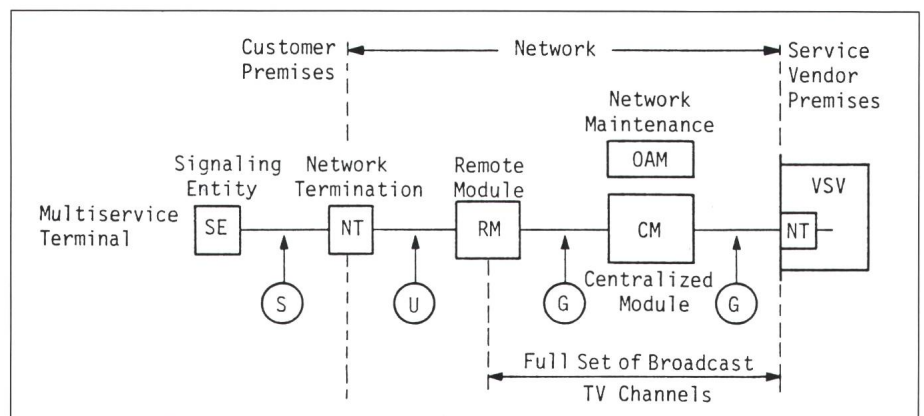


Fig. 5 Wideband Circuit Network—Signalling Scenario for Broadcast and Interactive Video Services

S, U, G Reference Interface Points (see also table IV)

OSI Layers	1	S <sub>BB</sub>	U <sub>BB</sub>	G <sub>BB</sub>	G <sub>BB</sub>
	2	LAPD <sup>E</sup>	LAPD <sup>E</sup>	LAPD <sup>E</sup>	LAPD <sup>E</sup>
	3	Customer Access Protocol		Remote Module Protocol	Service Access Protocol
	4 to 7	<div style="display: flex; justify-content: space-between;"> <span>← Customer-Network Application →</span> <span>Service-Network Application</span> </div>			
		← Customer-Service Vendor Application →			

## Interfaces

BB:  
Broadband  
LAPD:  
Link Access Protocol D  
LAPD<sup>E</sup>:  
Extended LAPD

### 3.2 Wideband packet network

Packet switching is largely absent in the wideband circuit network approach. The contrary occurs in the opposite wideband packet network approach, as drawn in figure 6. The core of the network is composed of FPS nodes interconnected by high-speed data links (let's say up to 140 Mbit/s). The access is provided through access interface devices that implement gateway conversions of signal and protocol formats. Access is offered to the telephone and narrowband ISDN network, to customer premises equipment and private local networks. Switching equipment is designed to introduce low message delays in order to permit real time man/machine communications (a few milliseconds each switch). High speed data/image communications are allowed together with medium-speed moving video signals, let's say up to 10 Mbit/s. This network architecture is also applied to a double-star topology in the metropolitan areas.

### 3.3 Wideband multi-access network

A distributed access approach is followed by the data industry driven network implementations for local and metropolitan areas. A fiber feeder connects several access nodes in a distributed network topology to form rings, buses and trees (fig. 7a). Access nodes use the full feeder capacity to switch physical and virtual circuits throughout the network. Access interface devices perform access gateway conversion functions and channel distribution to user devices or to internetworking connections. In a "slotted ring" approach the feeder bit rate is subdivided in composite building blocks as shown in figure 7b. These blocks may correspond to the hybrid circuit and packet information bit frame discussed in the introduction to figure 3. Movable boundary control in a distributed multi-access network for a metropolitan plant is a complex issue in the design of such networks. IEEE and ANSI standards are going to study incorporation of such a feature in 45, 100 and 500 Mbit/s multiple ring network architectures.

### 3.4 Wideband hybrid network

Such a network derives from the merging of the best features of the circuit and packet technologies. A double-star topology is assumed for the network layout in the belief that this topology meets easy growth and operational requirements. In this approach, switching nodes can be implemented by switching matrices or by any other switching interconnection mechanism (such as a ring or a bus) realized in a reliable local physical equipment.

Figure 8 shows three TDM frame formats to be used at the access interfaces of the hybrid network. Fixed boundary is used between circuit and packet resources. Two formats apply at 560 Mbit/s with four chunks at 140 Mbit/s each. In the first format no

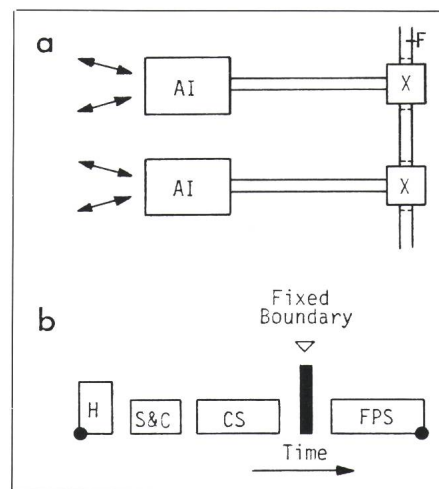


Fig. 7 Wideband Multi-Access Network — Ring, Buses and Trees

a Distributed Topology/Control  
b Frame Layout (140 Mbit/s Blocks)  
AI Access Interface Channel Distribution  
X Access Control/Protection Switching  
F Fiber Feeder, n x 1,2 Gbit/s  
H Header  
S&C Signaling & Control  
CS Circuit Switching  
FPS Fast Packet Switching

low-speed ISDN channels (B and D) are included. Hence signaling is conveyed in the FPS wideband channel for control of both the 3 wideband circuit switched channels and the virtual FPS circuits. The second alternative in addition incorporates two B-channels and one D-channel at 64 kbit/s each. In this case, the D-channel is used for circuit switching of all circuit switched channels. It remains to be evaluated the D-channel capability to support at such slow speed (64 kbit/s) setting up

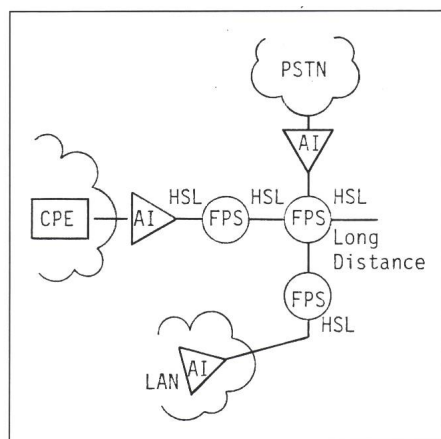


Fig. 6 Wideband Packet Network — Double Star

PSTN Packed Switch Telephone Network  
FPS Fast Packet Switch  
HSL High-Speed Link  
AI Access Interface  
CPE Customer Premises Equipment

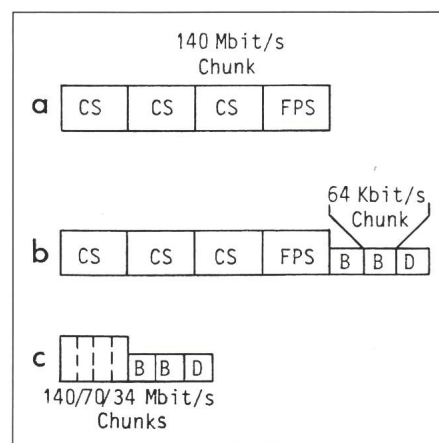


Fig. 8 Wideband Hybrid Network — Double Star, Access TDM Frame Layout

a 560 Mbit/s  
b 560 Mbit/s  
c 140 Mbit/s



and tear down of virtual circuits in the FPS wideband channel (140 Mbit/s). The last frame format in figure 8 shows similar criteria applied at a 140 Mbit/s interface where the chunks are at 34 Mbit/s each.

#### 4. Summary Remarks on Alternatives

Table V tells us that the driving forces towards development of wideband fiber networks include the following components.

- *Services*: High speed is the emerging requirement for both video and data.
- *Technologies*: Remarkable advances in lightwave technology and high speed integrated circuits are supporting aggressive cost reduction perspectives.
- *Networks*: High speed switching in both circuit and packet modes is the necessary mechanism to satisfy most emerging service requirements; dynamic bandwidth allocation and the

VHSIC:  
Very High Speed  
Integrated Circuits

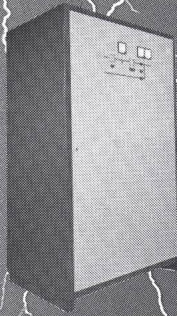
- network control techniques are the challenges in the design of large wideband networks loaded by unknown service input traffic profiles.
- *Deployment strategies*: That is to say that the best network architecture should meet the market needs; market driven requirements of cost versus performance for various service

applications should ultimately dominate the selection of the equipment and the deployment strategy. Business needs and residential needs should be carefully evaluated in particular for the choice of the services that should economically justify the large investments needed for the wideband network deployment.

Summary Remarks	
<ul style="list-style-type: none"> <li>• Services (High Speed) <ul style="list-style-type: none"> <li>• Image Communications</li> <li>• High Speed Data</li> </ul> </li> <li>• Technologies (Intergrated Optics) <ul style="list-style-type: none"> <li>• Fibers</li> <li>• Optoelectronics (E/O)</li> <li>• VHSIC</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Networks (Flexibility) <ul style="list-style-type: none"> <li>• Dynamic Bandwidth Allocation</li> <li>• Statistical Switching</li> <li>• Topology/Control</li> </ul> </li> <li>• Deployment Strategies (Marketplace Demand) <ul style="list-style-type: none"> <li>• Business</li> <li>• Entertainment</li> </ul> </li> </ul>



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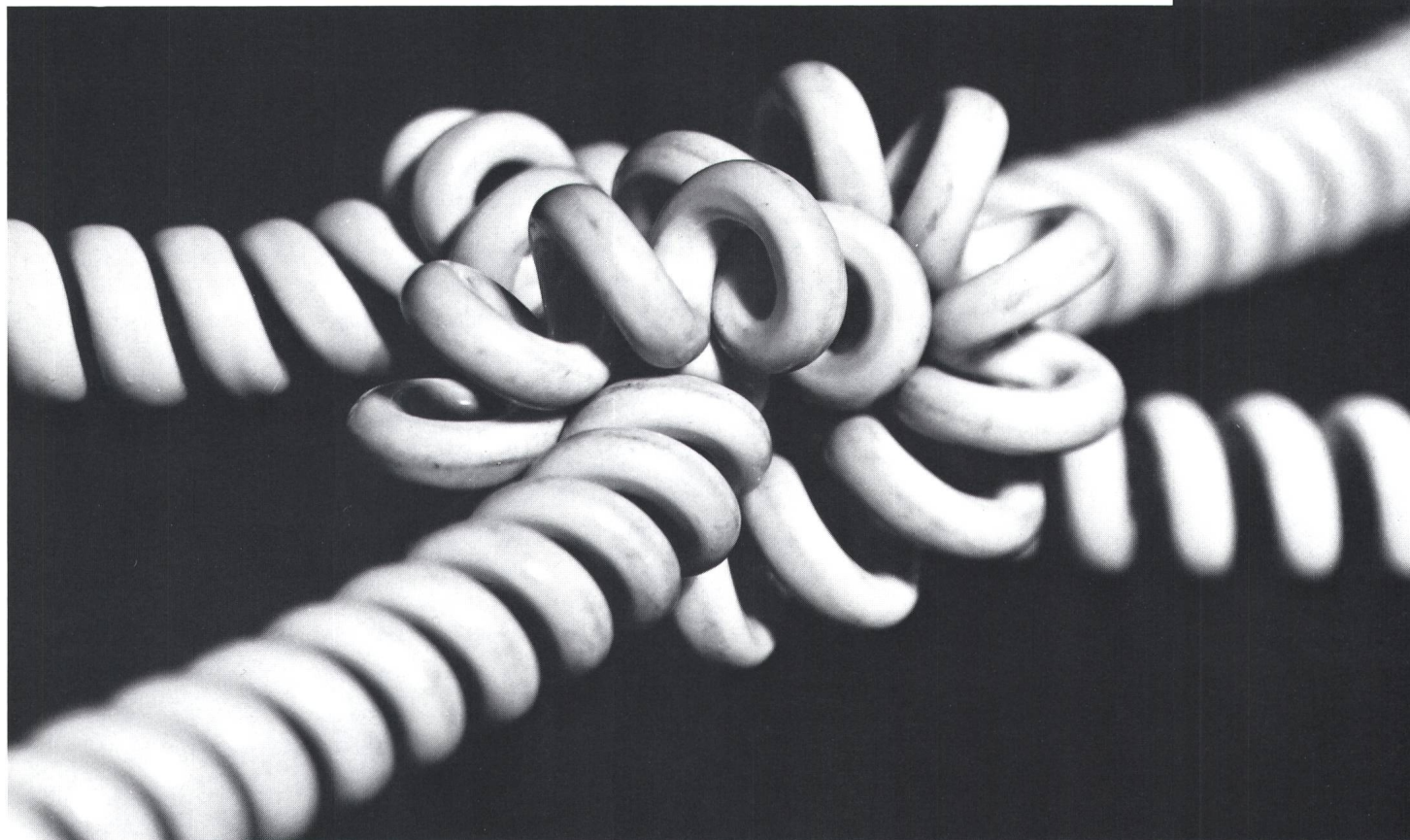
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