



Considering physical constraints in WDM networks

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The network guy point of view



- **Network** people have an “**ideal**” model of optical networks
 - **Transparent** or opaque solutions
 - Each fiber link may transport a large number of wavelength (e.g., >128)
 - Each node can optically route every incoming lightpath to every outgoing fiber
 - Wavelength converters may be used
- Using **ideal** components we face design problems like LTD, RWA:
 - Static and dynamic scenarios

The optical guy point of view



- Network **transmission** level is composed by
 - Fiber links, amplifiers, OXCs and OADM's supporting a limited number of λ (up to 64)
 - No wavelength converters
- There are several **physical limitations**:
 - Power budget, noise, dispersion, non linear effects...
- Every time a new lightpath is turned on, the operating point of the overall network may vary
- Hence, a **transparent** WDM network is **far from being ideal**, many physical constraints should be considered by network design algorithms



Routing and Wavelength Assignment

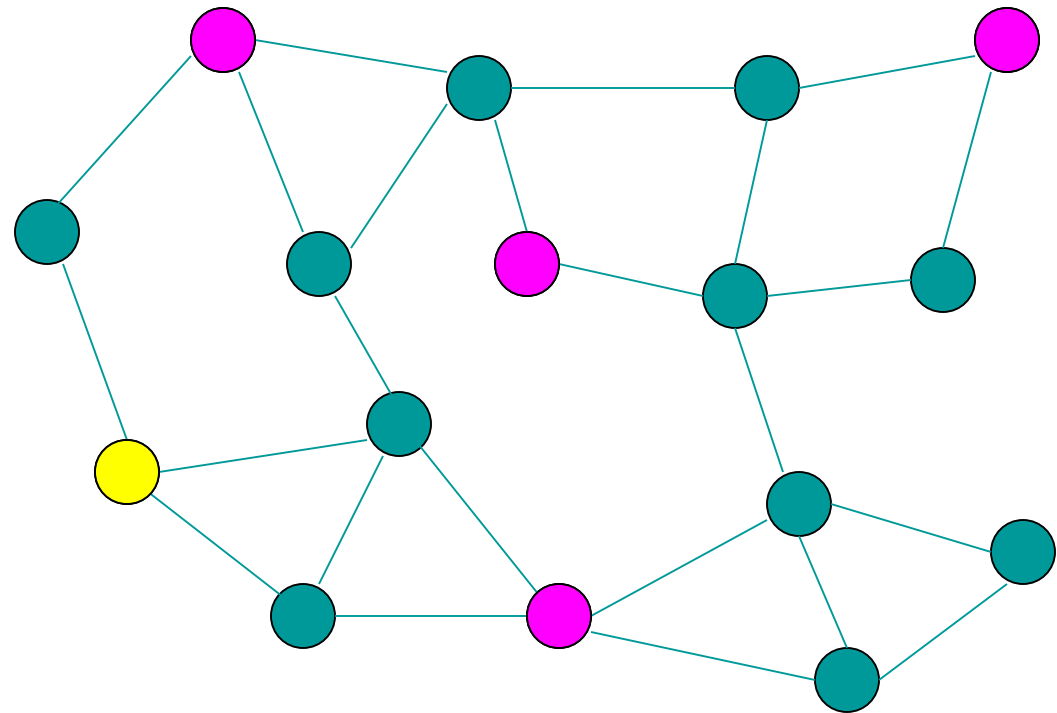


Given

- A physical topology
- A set of lightpath request
- Find for each lightpath request
 - A physical route
 - And a suitable wavelength
- Constraints
 - Wavelength unicity: no more than a lightpath can be identified by a wavelength on fiber
 - Wavelength **AVAILABILITY** length must be used on all fiber along the path of given lightpath (no wavelength conversion)

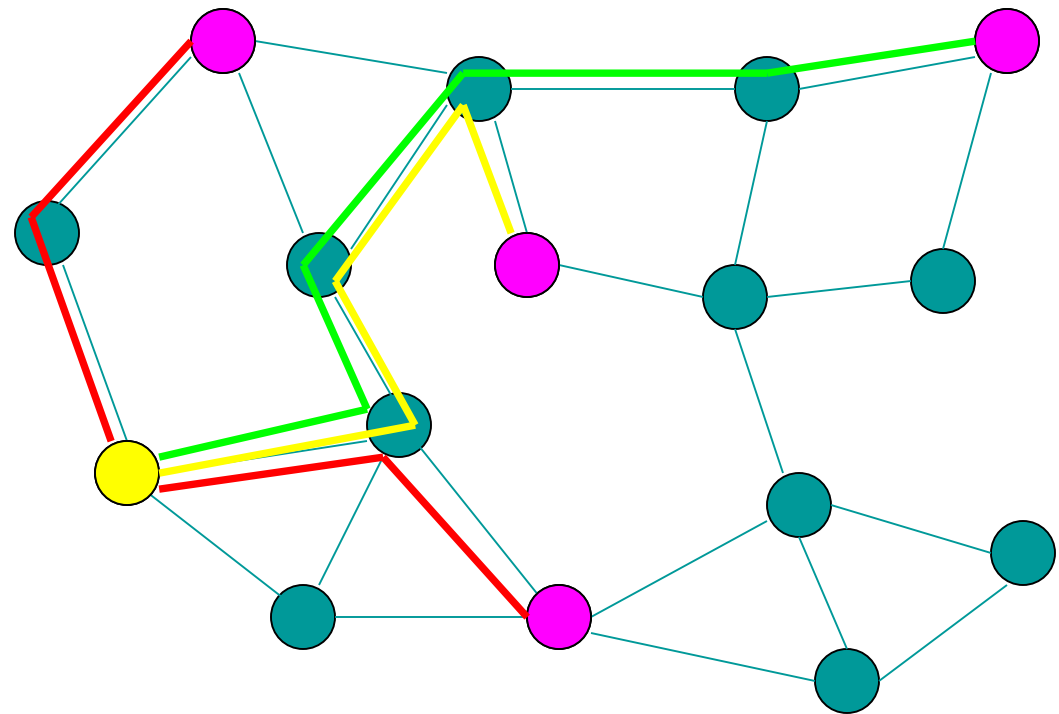
RWA: example

-  Source
-  Destinaion



RWA: example

λ	Used fibers
3	13



The idea



Given a “real” optical network comprising fibers, amplifiers, OXCs, OADMs, etc.



At the transmission level, optical constraints are evaluated and given to the networking design solver



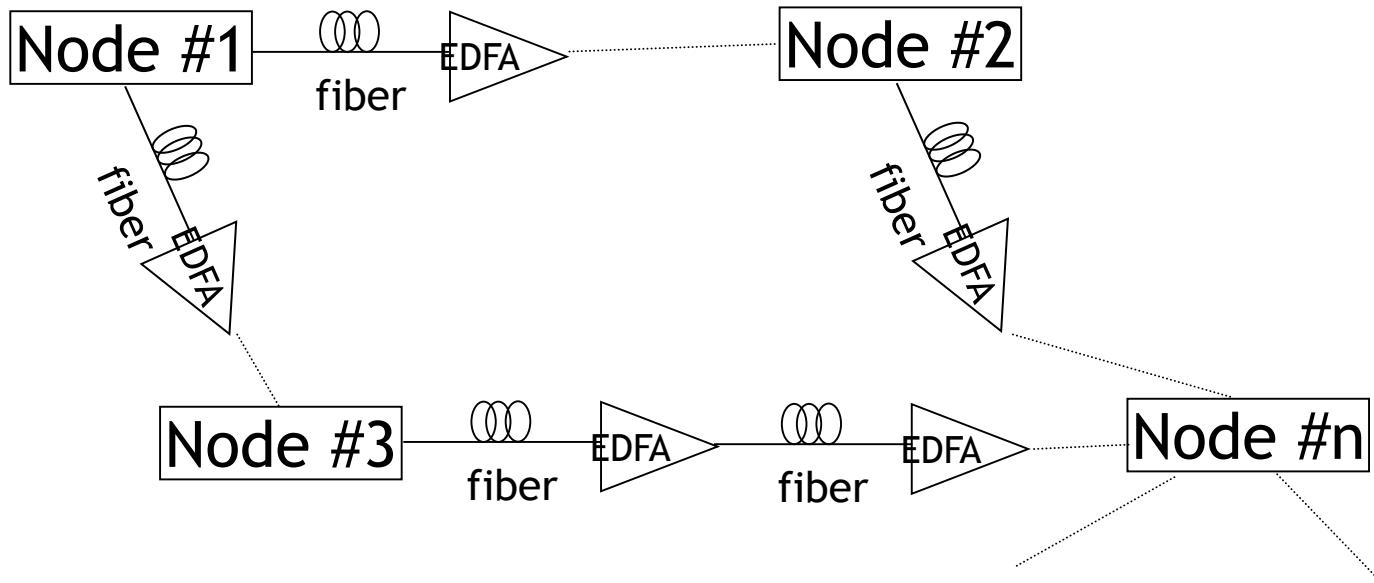
At the logical level, these constraints are used as weights for the network design



Physical level constraints

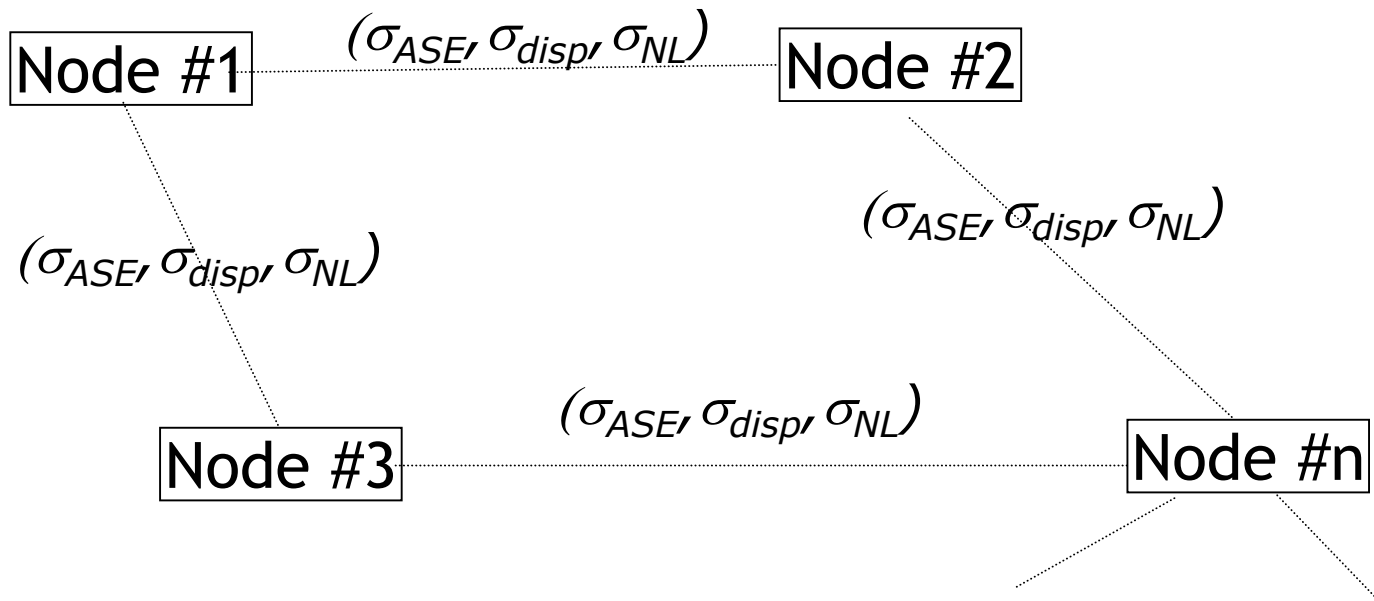
- We assume that each phenomenon leads to an equivalent noise component for each link
 - ASE noise $\Rightarrow \sigma_{ASE}$
 - Dispersion $\Rightarrow \sigma_{disp}$
 - **Non linearity** $\Rightarrow \sigma_{NL}$ (this depends on the number of simultaneous active λ on a fiber)
 - ... other ...
 - We evaluate $OSNR = P_{ch} / (\sigma_{ASE} + \sigma_{disp} + \sigma_{NL})$
 - $OSNR$ may be used as **quality** parameter
- Impacts the path length
- Impacts the λ assignment

Network model



- Node: cross-connect matrix, attenuation, dispersion
- Fibre: length, attenuation, dispersion, **non linear effects**
- EDFA: gain, noise level

Network model



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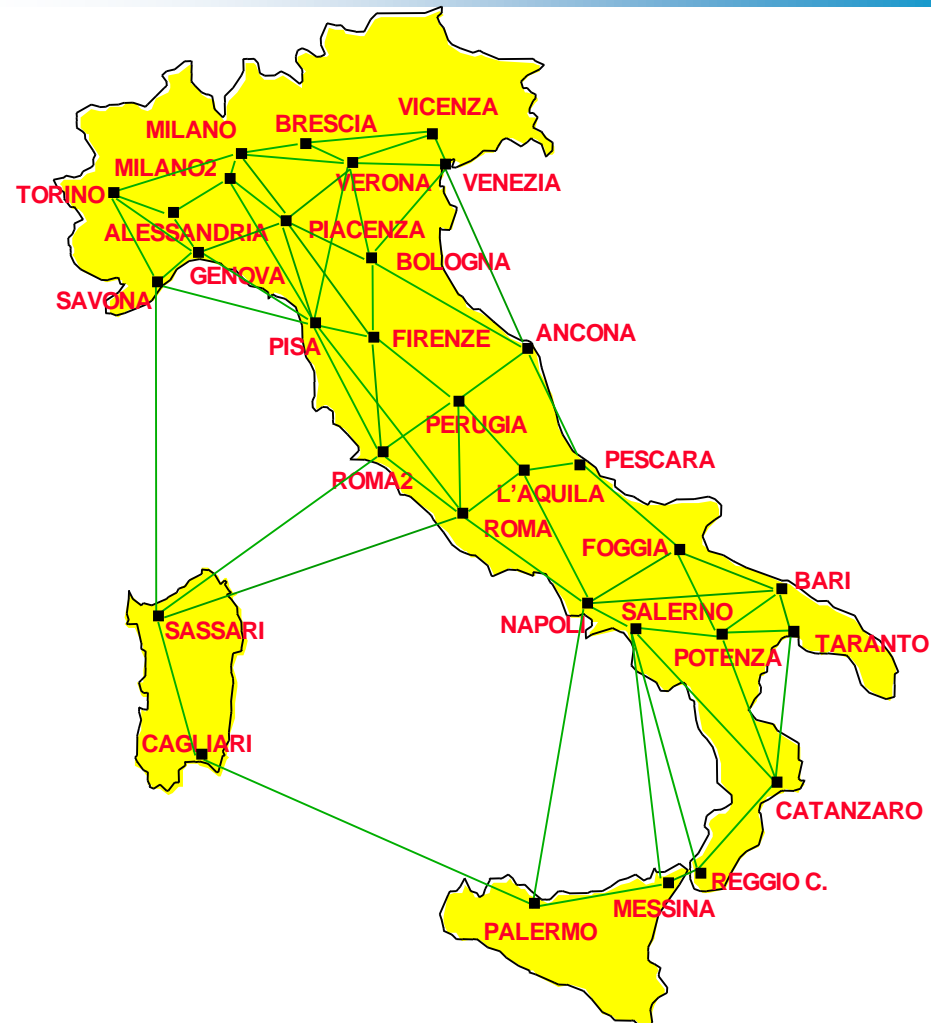
Goal

What is the impact of physical layer constraints on the RWA problem?

- We consider
 - **Transparent** Wavelength Routed network
 - **Dynamic** scenario
- Lightpath request is **refused** if
 - Hard Block: no wavelength is available on any path
 - Soft Block: OSNR on the selected path is smaller than a minimum $OSNR_{\min}$

Results

- Physical scenario
 - Italian Topology
 - All fibers are identical, 16λ
 - All nodes are identical, non blocking
 - All EDFA are identical
- Different span length: EDFAs recover fiber losses every 40, 60 or 80 km



Traffic scenario

- Uniform traffic pattern
- Lightpath requests follow a Poisson process
- Average connection holding time set to 1 unit of time

	D1	D2	D3	...
S1	0	1/n	1/n	...
S2	1/n	0	1/n	...
...

RWA?



RWA algorithm

Classic algorithm

- **R**: Least congested path
 - Select the path that has the maximum number of available wavelength
- **WA**: First Fit
 - Allocate the first available wavelength on the selected path

Novel algorithm

- **R+WA**
 - Select the path and wavelength that has the max OSNR
- These are just two possible choices.

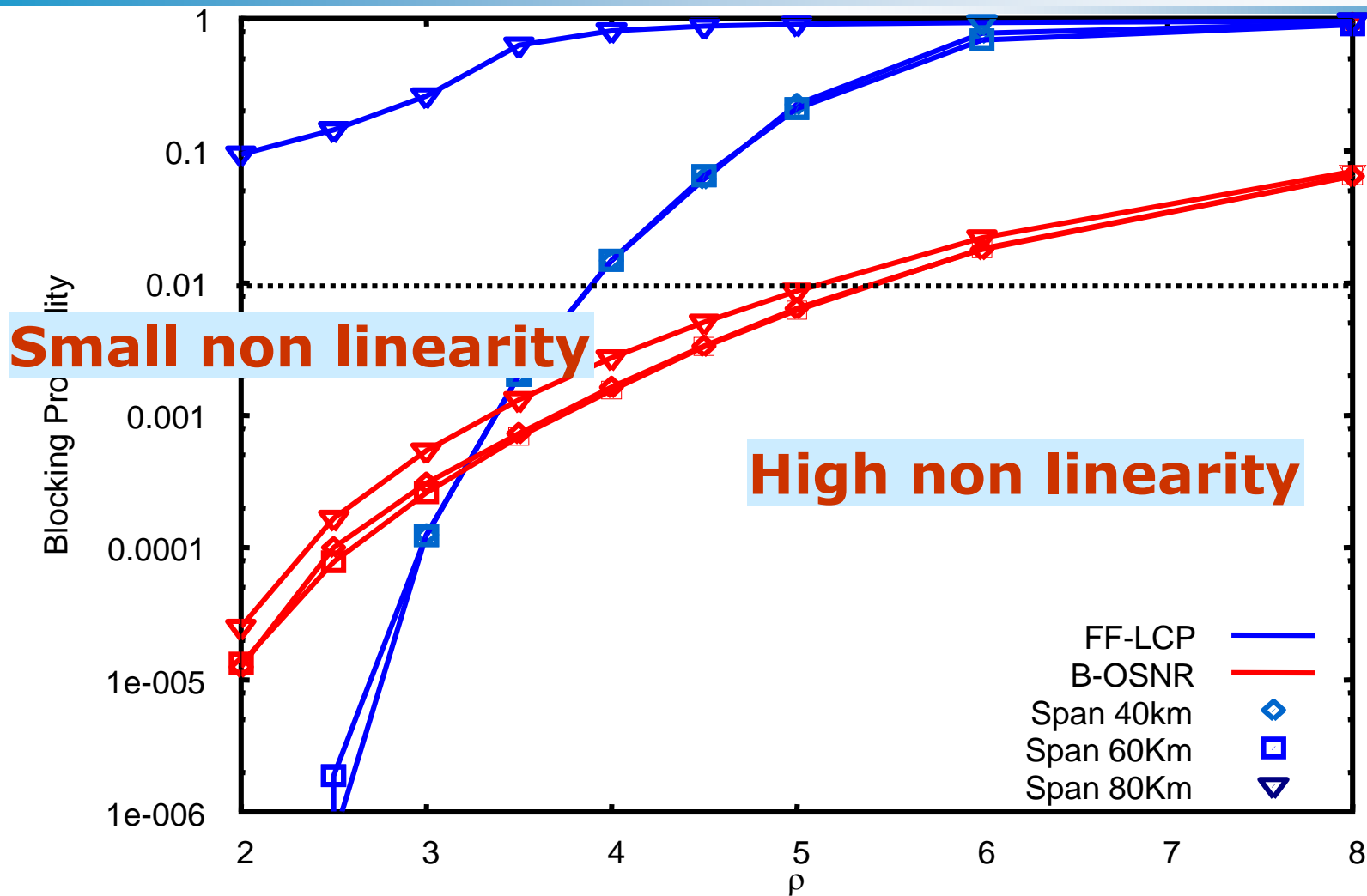


Performance metric

- **Blocking** probability
 - Due to **lack of wavelength**
 - Due to **lack of OSNR**

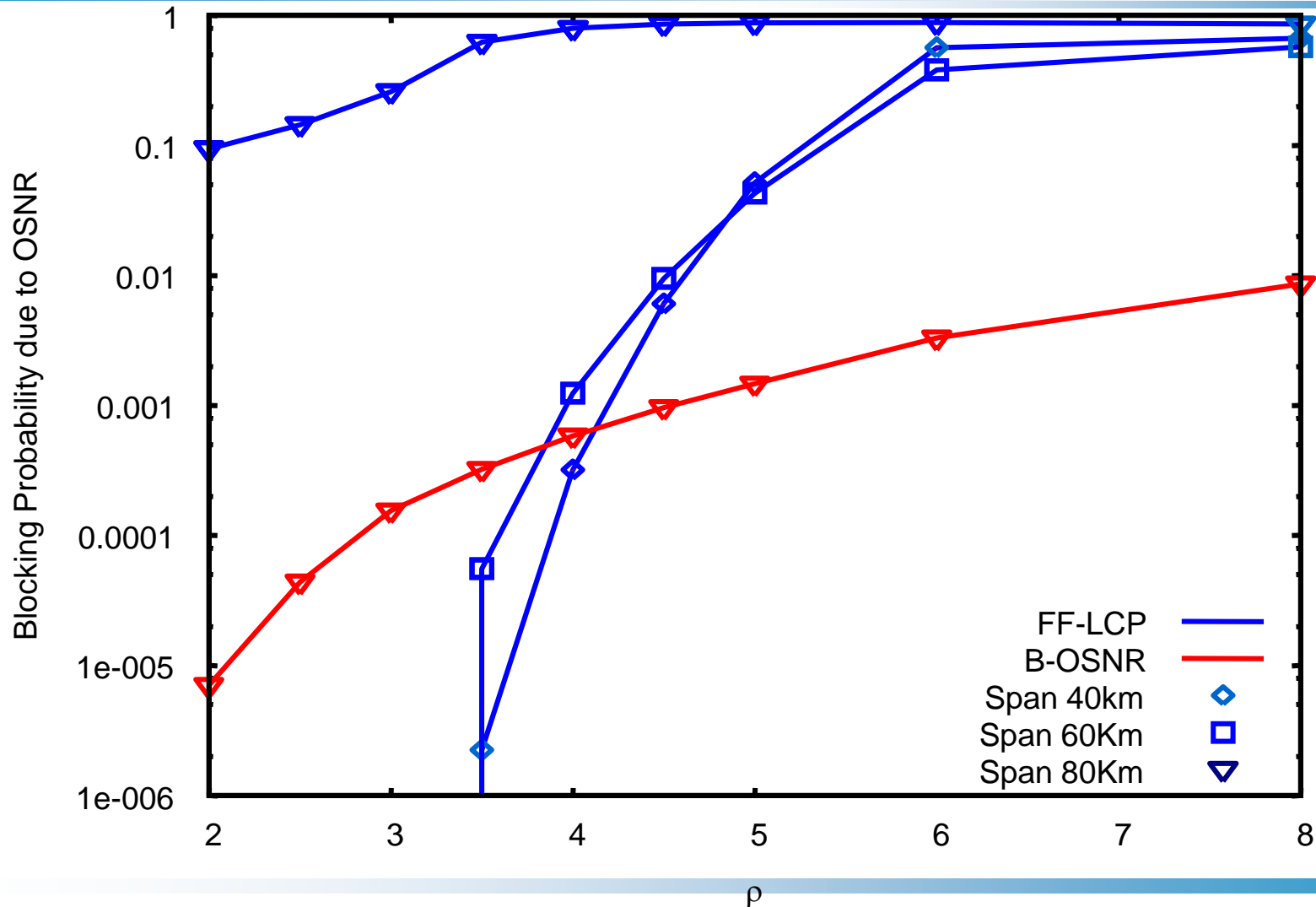
- Hint: among the available paths, consider only those for which $\max(\text{OSNR}) > \text{OSNR}_{\min}$

Total blocking probability



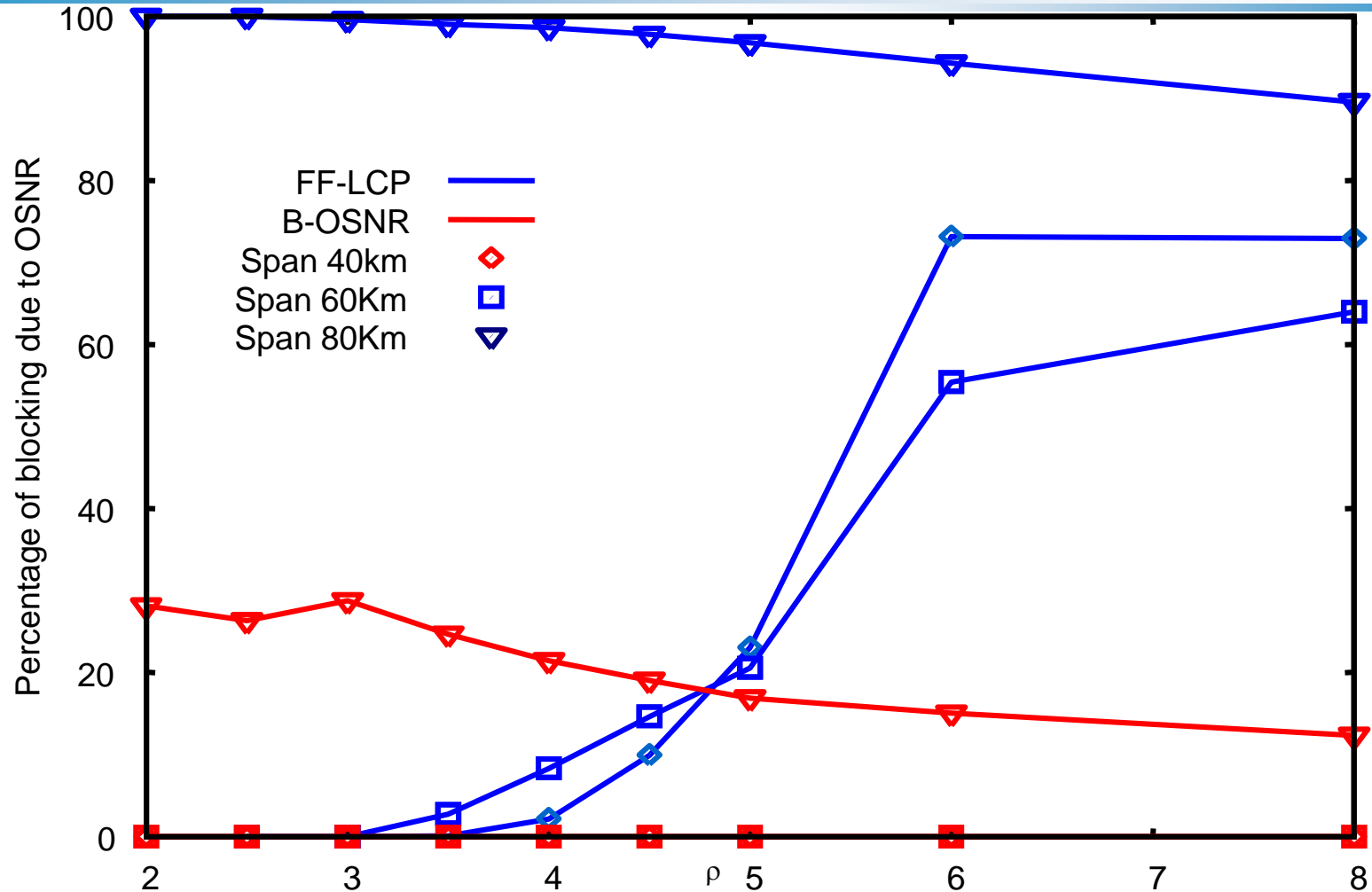


Blocking probability due to OSNR impairments





Percentage of blocking due to OSNR





Conclusion and future work

- We faced dynamic RWA problem under physical impairment
 - Simple model for the physical layer
 - Efficient algorithm for RWA of dynamic requests
- Physical constraints play a big role in the RWA problem
 - Non linear effects must be considered in transparent WR networks
- What impact on the off-line RWA problem?
 - Optimization must be carried over considering simple physical models



Thanks



Blocking probability versus span

