



# Deutsche Telekom Corporate R&D

## Evaluation of Next Generation Network Architectures and Further Steps for a Clean Slate Networking Approach

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## Motivation

### Change of (technical) paradigms

- Services converge to packet-based solutions (VoIP, IPTV) at the customer edge
- Transport becomes ever more cost-efficient
- Optics in the access – broadband everywhere

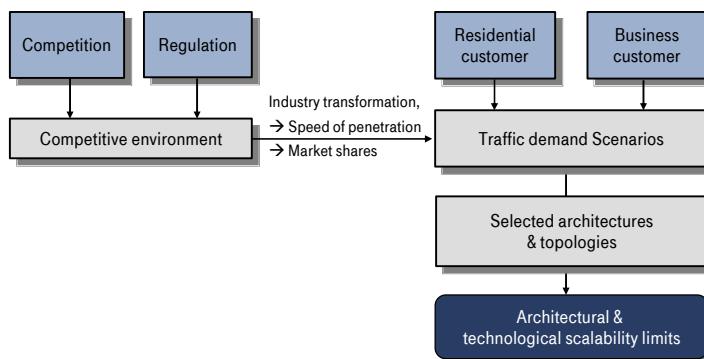
### Analysis & implications

- Implementation of converged networks offering seamless services
- Investigation of the trade-off between packet- and circuit-based solutions
  - How scalable are different network architectures?
  - Which role do transport solutions in future core networks?

### Objectives

- Investigation of 3 typical architectures with respect to node throughput, link and tunnel size for a DT related network architecture
  - Extend technical discussion to further aspects ...
  - Some contributions to the 'Clean Slate' discussion regarding future network research direction

## Embedding of Architectural and Traffic Demand Scenarios Considering Future Competitive and Regulatory Impact



## Topological Scenario

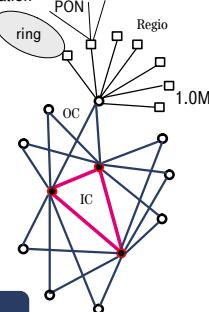
## DT IP network topology



Traffic demand: 1 - 100 Tbit/s

## Abstracted topology

- 75-node (3 inner core, 9 outer core, 63 regional nodes)
- Inner/outer core triangles
- 7 regio networks connected to each outer core location



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## Important Combinations of Architectural & Technological Alternatives

ACCESS

Here: Focus on  
core/metro

Multiple options  
possible for access  
(FTTx)

METRO

Conventional  
Metro  
↓ trend  
Collapsed residential aggregation network

indicates areas  
of key consideration

CORE

- IP/static OTN
- IP/SDH/WDM
- IP/dynamic OTN (GMPLS)
- IP/Ether/static OTN
- IP/all optical

IP = IP/MPLS



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## Brief Description of Three Considered Architectural Scenarios



- IP/MPLS routers in the metro and backbone area interconnected by fixed OTH systems
- Common management of IP and OTH

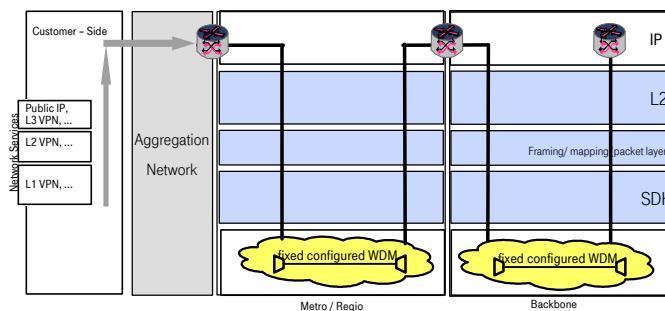
  

- IP/MPLS routers with fixed OTH systems in the metro, and reconfigurable OTH systems in the backbone
- Common control and management (GMPLS)

- IP/MPLS routers and/or L2 switches in the metro and backbone interconnected by fixed OTH systems
- Interconnection of routers / switches via L2 or L3 possible - the functional separation needs further investigation
- Managed by common or separate IP and Ethernet control planes

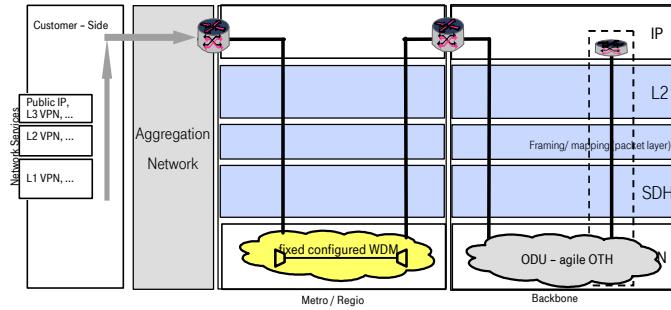
### Scenario I: All IP/MPLS



#### Description & Assessment

- Efficient traffic grooming and cost effective transport of coarse granular traffic streams in backbone
- Offers IP/L3 services and emulates L1 and L2 services
- Increased data plane complexity
- Scalability of integrated multilayer control may be limited
- Acceptable migration path from MPLS to GMPLS

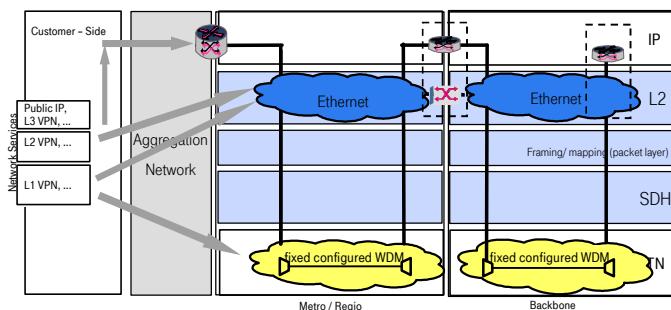
## Scenario II: IP/MPLS - GMPLS



### Description & Assessment

- Efficient traffic grooming and cost effective transport of coarse granular traffic streams in backbone
- Offers IP/L3 services and emulates L1 and L2 services
- Increased data plane complexity
- Scalability of integrated multilayer control may be limited
- Acceptable migration path from MPLS to GMPLS

## Scenario III: Dominant Ethernet



### Description & Assessment

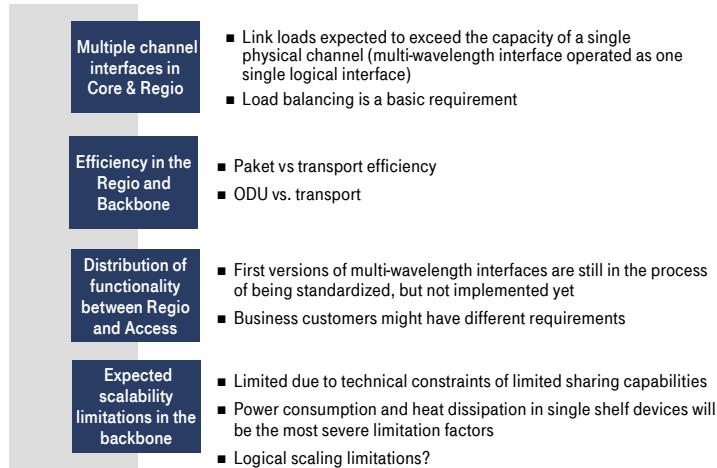
- Leased line brutto bandwidth high because LLs' low filling factor (20%): migration of LL to Ether production offers high packet gains
- Offers IP/L3 and L2 services and emulates L1 services
- Simplified data plane but continuing cost advantage of Ethernet switching over IP/MPLS routing unclear
- Currently high complexity of Ethernet configuration, fault and performance management
- Unresolved tension between view of Ethernet as a low-cost fabric versus the rich fabric for tomorrow's services

## Assessment of Nodal Throughput, Link Load and Tunnel Bandwidth

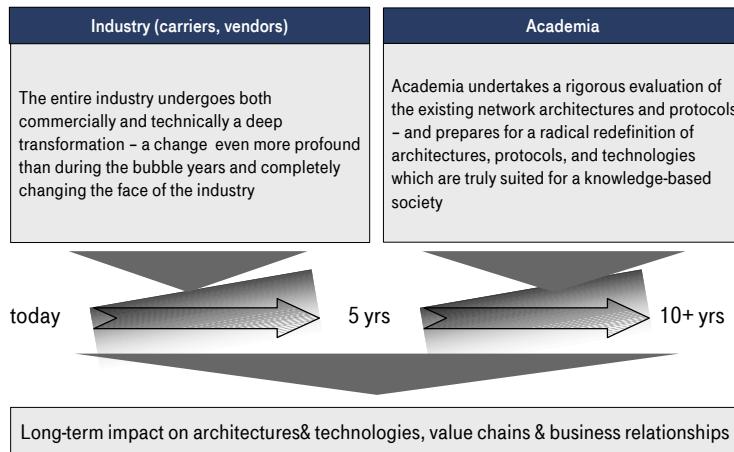
	IP/MPLS	GMPLS	Ethernet
Nodes	<p>IP/MPLS routers reach a maximum &gt; 10 TBit/s throughput</p> <p>→ achievable today → But, highest transport cost</p>	<p>A) ODU begins at regio: Router throughput max. 3 TBit/s ODU switch max. 30 TBit/s</p> <p>B) ODU begins at outer core: Router throughp. max. 20 TBit/s ODU switch max. 30 TBit/s</p> <p>→ data processing in inner- and outer core ODU based with reduced cost</p> <p>→ Trade-Off: reduced packet gain due to lower filling degree in inner- and outer core, leading to increased ODU brutto load</p>	<p>IP routers process data in regio (and outer core) with maximum of 3 TBit/s (20 TBit/s)</p> <p>→ Ethernet switches in (outer core and) inner core reduce costs But, a number of unresolved issues exist for Ethernet technology</p> <p>→ Achievable today → But, high transport cost</p>
Links	→ requires inevitably link bundling on IP level for all load scenarios	→ aggravates the problem identified for IP/MPLS scenario	→ requires inevitably link bundling on IP level for all regarded load scenarios
Tunnels	<p>Multiple channels per link required</p> <p>Full mesh outer core: higher than 10 GBit/s on all channels</p> <p>Full mesh regio: mostly below 10 GBit/s per channel</p>		

The choice of transport or packet technology depends on the incremental cost, the meshing and the resulting tunnel bandwidth

## Critical Issues Identified ... Leading to a more Thorough Investigation of Future Issues



## Future Network Evolution and Research Directions – The Big Picture



## Architectural Implications

Investigated in Detail

- ▶ IP and the optical core
- ▶ Topologies and routed networks
- ▶ Router development and IP architectures
- ▶ Issues in routing architectures
- ▶ Future applications
- ▶ The role of Ethernet