L03 - TDM Techniques

TDM Techniques

Time Division Multiplexing (synchronous, statistical)
Digital Voice Transmission, PDH, SDH

Agenda

- **Introduction**
- **Synchronous (Deterministic) TDM**
- **Asynchronous (Statistical) TDM**
- **Digital Voice Transmission**
- **PDH**
- **SDH**

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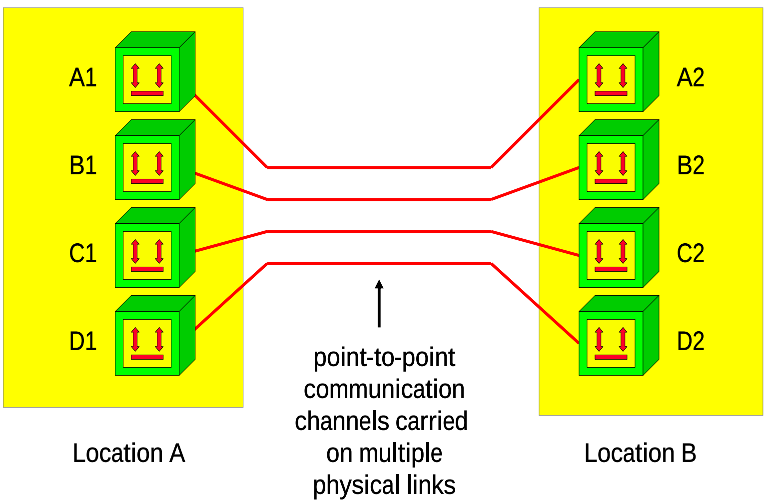
Introduction

- **line protocol techniques (data link procedures)**
  - were developed for communication between two devices on one physical point-to-point link
  - bandwidth of physical link is used exclusively by the two stations
- **in case multiple communication channels are necessary between two locations**
  - multiple physical point-to-point are needed
  - expensive solution
- **in order to use one physical link for multiple channels**
  - multiplexing techniques were developed

Point-To-Point Channels



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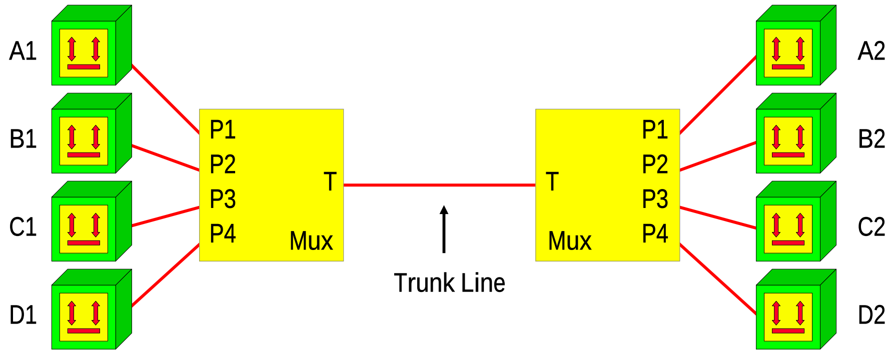
Multiplexing / Demultiplexing

- **multiplexer is a device**
  – which can take a number of input channels and, by interleaving them, output them as one data stream on one physical trunk line



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Time Division Multiplexing (TDM)

- **time division multiplexer**
  – allocates each input channel a period of time or timeslot
  – controls bandwidth of trunk line among input channels
- **individual time slots**
  – are assembled into frames to form a single high-speed digital data stream
- **available transmission capacity of the trunk**
  – is time shared between various channels
- **at the destination demultiplexer reconstructs**
  – individual channel data streams

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Types of TDM

- **depending on timing behavior two methods**
  - synchronous TDM
    - timeslots have constant length (capacity) and can be used in a synchronous, periodical manner
  - asynchronous (statistical) TDM
    - timeslots have variable length and are used on demand (depending on the statistics of channel communication)

Synchronous TDM Standards

- **TDM framing on the trunk line**
  - can be vendor dependent
    - proprietary TDM products
  - can be standard based
- **two main architectures for standardizing synchronous TDM for trunk lines**
  - **PDH – Plesiochronous Digital Hierarchy**
    - e.g. E1 (2Mbit/s), E3 (34Mbit/s), E4, T1 (1,544Mbit/s), T3
  - **SDH - Synchronous Digital Hierarchy**
    - e.g. STM-1 (155Mbit/s), STM-4 (622Mbit/s), STM-16

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Synchronous Time Division Multiplexing

- **synchronous TDM**
  - periodically generates a frame consisting of a constant number of timeslots each timeslot of constant length
  - timeslots can be identified by position in the frame
    - timeslot 0, timeslot 1, ...
  - frame synchronization achieved by extra flag field
- **every input channel is assigned**
  - a reserved timeslot
  - e.g. timeslot numbers refer to port numbers of a multiplexer
    - traffic of port P1 in timeslot 1 for A1- A2 channel
    - traffic of port P2 in timeslot 2 for B1- B2 channel
    - ......

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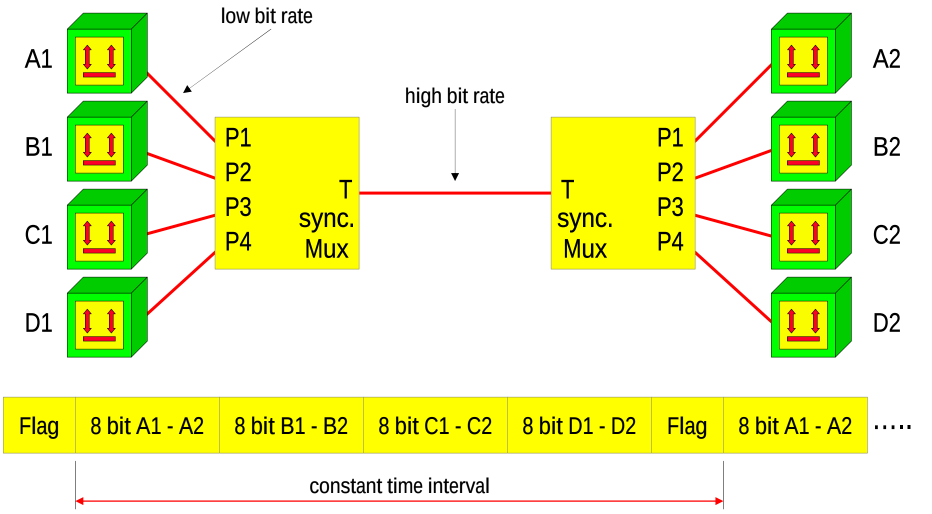
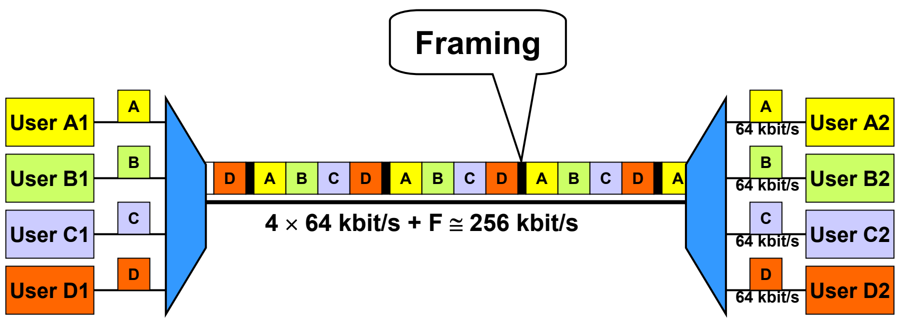
Synchronous Time Division Multiplexing



Trunk Speed with Synchronous TDM



- Trunk speed = Number of slots × User access rate
- Each user gets a constant timeslot of the trunk

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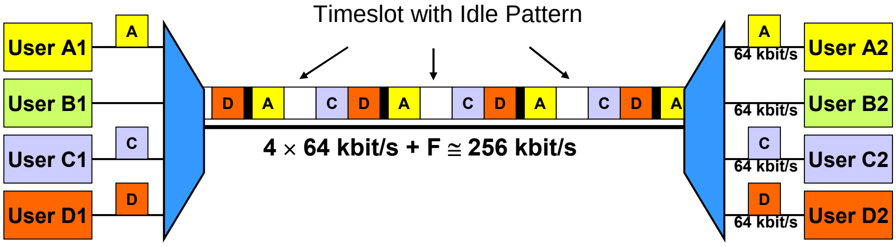
Idle Timeslots with Synchronous TDM



- **If a communication channel has nothing to transmit**
- **-> Idle timeslots -> Waste of bandwidth**

Advantages

- **compared to pure point-to-point physical links**
  - synchronous multiplexing adds only minimal delays
    - time necessary to packetize and depacketize a byte
    - transmission/propagation delay on trunk
- **the delay for transporting a byte is constant**
- **the time between two bytes to be transported is constant**
  - hence optimal for synchronous transmission requirements like traditional digital voice
- **any line protocol could be used between devices**
  - method is protocol-transparent
- **to endsystems**
  - channel looks like a single physical point-to-point line

Disadvantages

- **bitrate on trunk line T**
  - sum of all port bitrates (P1-P4) plus frame synchronization (flag)
  - high bitrate is required
  - hence expensive
- **if no data is to be sent on a channel**
  - special idle pattern will be inserted by the multiplexer in that particular timeslot
  - waste of bandwidth of trunk line
- **asynchronous (statistic) time division multiplex avoids both disadvantages**
  - making use of communication statistics between devices

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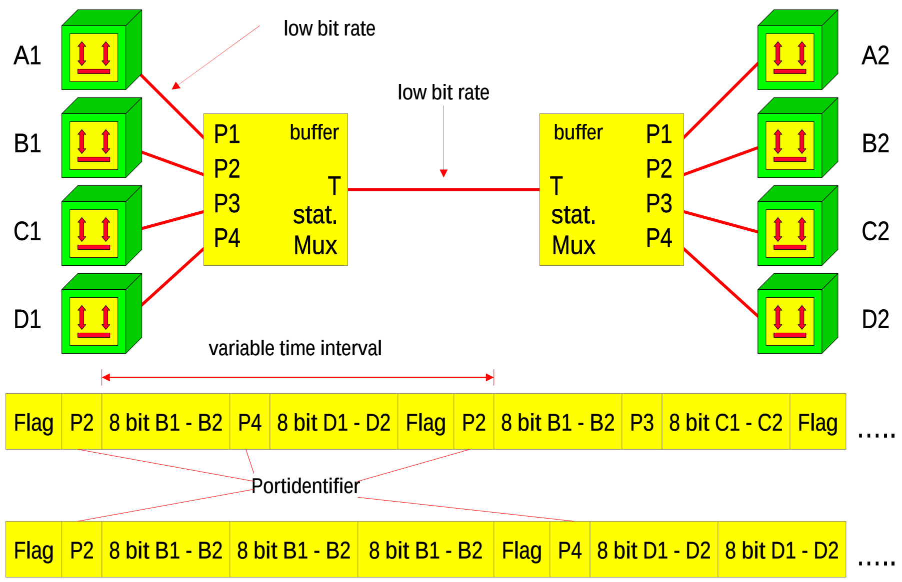
Asynchronous Time Division Multiplexing

- **usually devices communicate in a statistical manner**
  - not all devices have data to transmit at the same time
- **therefore it is sufficient**
  - to calculate necessary bitrate of the multiplexer trunk line according to the average bitrates caused by device communication
- **if devices transmit simultaneously**
  - only one channel can occupy trunk line
  - data must be buffered inside multiplexer until trunk is available again
  - statistics must guarantee that trunk will not be monopolized by a single channel

Asynchronous Time Division Multiplexing



ATDM Operation

- **multiplexer only generates a transmission frame**
  - if data octets are present at input ports
- **source of data**
  - must be explicitly identified in transmission frames
  - addressing
- **reason for addressing**
  - there exists no constant relationship between timeslot and portnumber as with synchronous TDM
    - Note: addressing in synchronous TDM is implicit by recognizing the flag of the frame and hence the position of a certain timeslot
- **port identifier**
  - is used as address of source and sent across the trunk

ATDM Operation / Facts

- **transmission frame can be assembled using**
  - either a single channel octet by frame
    - suitable for character oriented terminal sessions
  - or multiple channel octets per frame
    - suitable for block oriented computer sessions
- **in case of congestion**
  - buffering causes additional delays compared to synchronous TDM
- **delays are variable because of statistical behavior**
  - hence not optimal for synchronous transmission requirements like traditional digital voice
  - sufficient for transmission requirements of bursty data transfers

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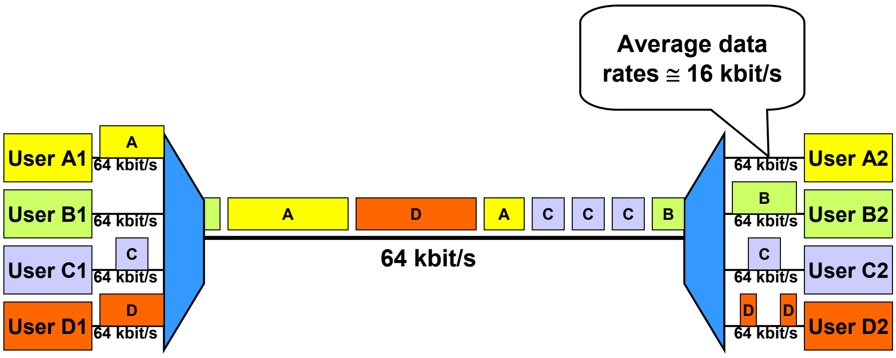
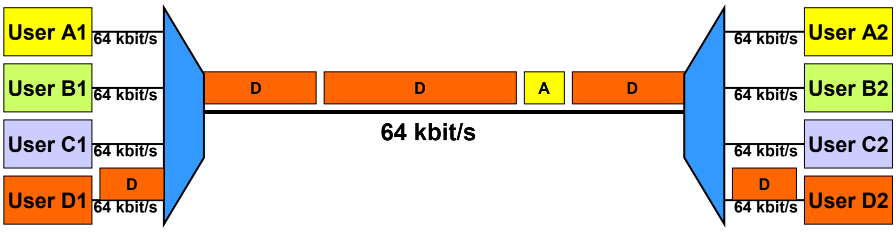
Asynchronous / Statistical TDM



- Trunk speed dimensioned for average usage
- Each user can send packets whenever he wants
- Buffering necessary if trunk already occupied

Asynchronous / Statistical TDM



- If other users are silent, one user can fully utilize his access rate

ATDM Facts

- **ATDM can be used protocol transparent**
  - however in case of buffer overflow transmission errors will be seen by devices
    - FCS errors
- **to avoid FCS errors a kind of <u>flow control between multiplexer and device (end system)</u> should be used**
  - which is a new element in data communication methods
  - this is different from flow control between end systems learned so far in module about line protocols
  - examples for flow control
    - HW flow control based on handshake signals (e.g. RTS, CTS)
    - SW flow control (e.g. XON/XOFF)
    - Protocol based flow control such as known in connection oriented line protocols like HDLC (e.g. RR and RNR)
  - end system and ADTM have to speak the same protocol language

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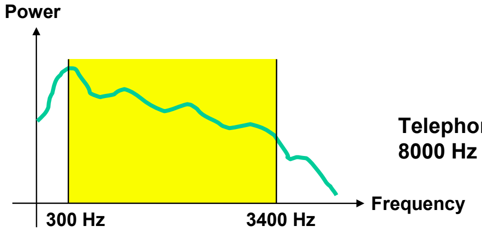
- **PDH**
- **SDH**

Voice Transmission

- **digital voice transmission**
  - based on Nyquist´s Theorem
  - analogous voice can be digitized using pulse-code-modulation (PCM) technique requiring a 64kbit/s digital channel
    - voice is sampled every 125usec (8000 times per second)
    - every sample is encoded in 8 bits
  - used nowadays in the backbone of our telephone network
  - today analogous transmission only between home and local office -> so called local loop
- **synchronous TDM**
  - originated from digital voice transmission

Sampling of Voice

- **Nyquist´s Theorem**
  - any analogue signal with limited bandwidth f_B can be sampled and reconstructed properly when the sampling frequency is $2{\cdot}f_B$
  - transmission of sampling pulses allows reconstruction of original analogous signal
  - sampling pulses are quantized resulting in binary code word which is actually transmitted



$$R = 2 * B * \log_2 V$$

Telephone channel: 300-3400 Hz
8000 Hz x 8 bit resolution = 64 kbit/s

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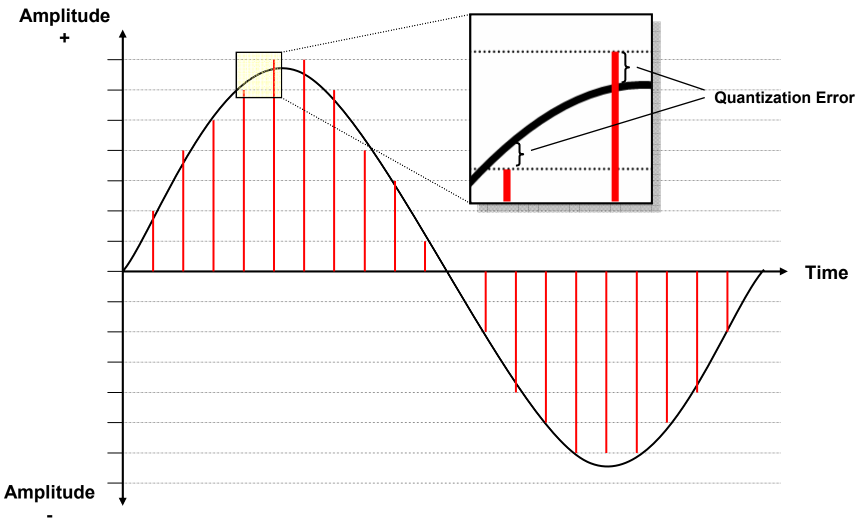
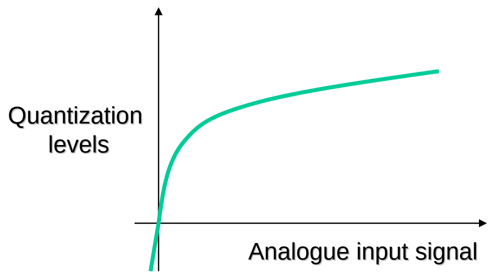
Linear Quantization

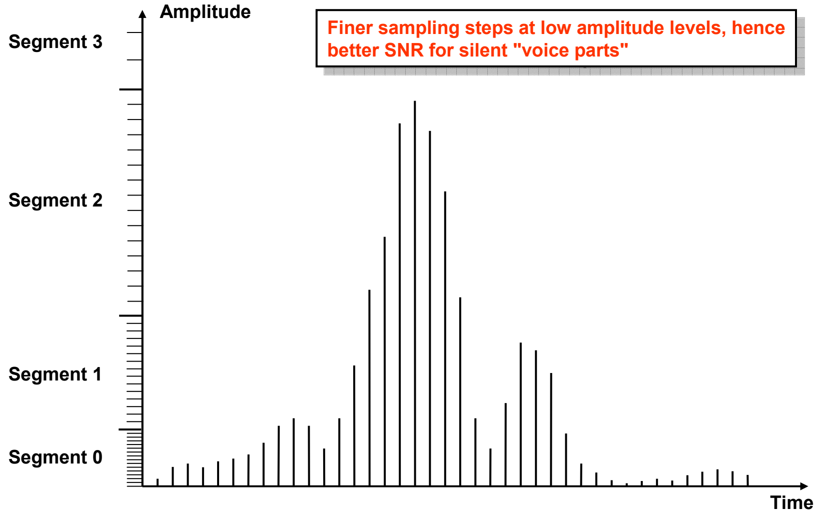


Improving SNR (Signal Noise Ratio)

- **to improve the SNR of speech signals**
  - lower amplitudes receive a finer resolution than greater amplitudes
- **a nonlinear function (logarithmic) is used for quantization**
  - USA: μ-law (Bell)
  - Europe: A-law (ITU)



Log. Quantization



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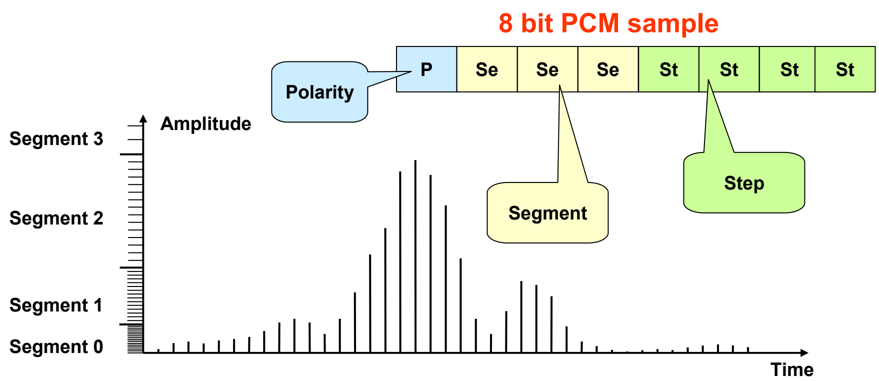
Encoding (PCM)

- Putting digital values in a defined form for transmission



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Voice Compression

- **Waveform Coders**
  - Non-linear approximation of analog waveform
  - PCM (no compression), ADPCM
- **Vocoders**
  - speech is analyzed and compared to a codebook
  - only codebook values are transmitted and speed synthesizer at the receiver
- **Hybrid coders**
  - Combination of waveform coders and vocoders
  - 4.8 kbps to 16 kbps
  - Used for mobile phones
  - CELP, GSM

Standardized Codec's

- PCM
  - G.711 (64 kbps)
- Adaptive Differential Pulse Code Modulation (ADPCM)
  - only the difference from one sample pulse to the next will be transmitted
  - fewer bits used for encoding the difference value
  - G.726 (16, 24, 32, 40 kbps)
- Low Delay Code Excited Linear Predictor (LD-CELP)
  - G.728 (16 kbps)
- Conjugate Structure Algebraic Code Excited Linear Predictor (CS-ACELP)
  - G.729 (8 kbps)
- Dual Rate Speech Coding Standard G.723
  - is the basic standard for voice transmission in IP networks
  - basis is the CELP-Technique of GSM
  - uses minimal data rate of 5,3K at fair quality or 6,3K with good quality

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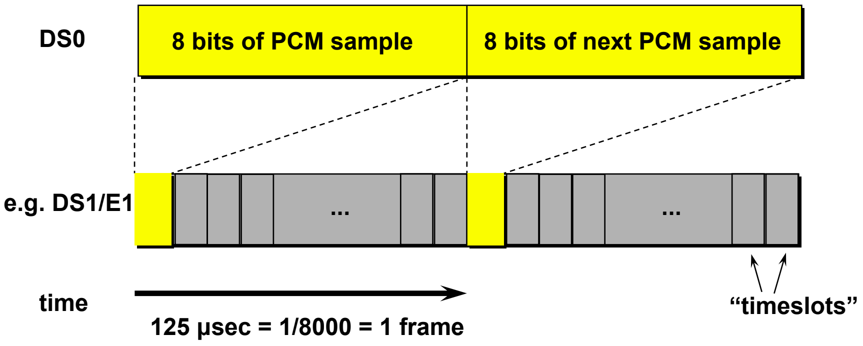
Digital voice channel

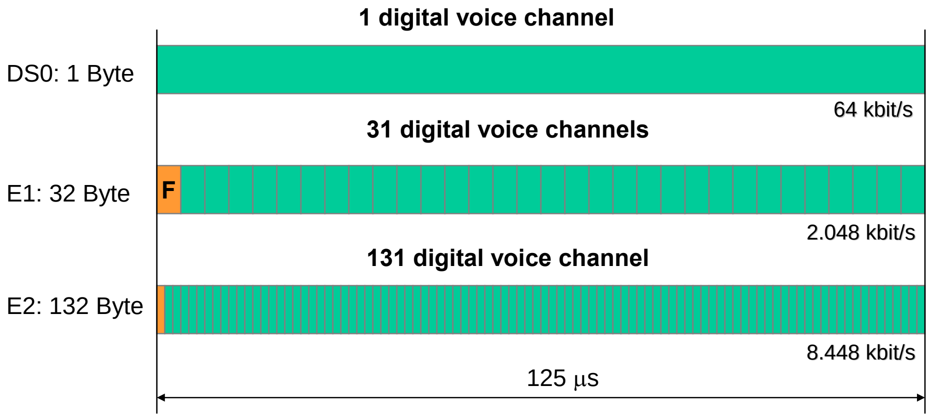
- DS0 = Digital Signal, Level 0
  - 1 timeslot in multiplexing frames
- Base for hierarchical digital communication systems
- Equals one PCM coded voice channel
  - 64 kbit/s
- Each samples (byte) must arrive within 125 µs
  - To receive 8000 samples (bytes) per second
  - Higher order frames must ensure the same byte-rate per user(!)

Multiplexing Basics



- frame rate is always 8000 frame per second at all levels of the hierarchy
- byte interleaved multiplexing

Multiplexing Basics



– note: DS0 and higher rates can be used for any transport digital information -> data transmission

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Multiplexing Hierarchies

- **why hierarchy and standardization?**
  - only a hierarchical digital multiplexing infrastructure which is standardized
    - can connect millions of (low speed) customers across the city/country/world
- **two main architectures**
  - PDH - plesiochronous digital hierarchy
    - plesio means nearly synchronous, clock differences are compensated by bit stuffing techniques / overhead bits
    - PDH is still used for low-speed lines
  - SDH - synchronous digital hierarchy
    - overcomes deficits of PDH
    - in North America SONET is used
    - telecommunication backbones move very quickly to SONET/SDH

PDH Hierarchy

North America / ANSI

Signal	Carrier	Channels	Mbit/s
DS0		1	0.064
DS1	T1	24	1.544
DS1C	T1C	48	3.152
DS2	T2	96	6.312
DS3	T3	672	44.736
DS4	T4	4032	274.176

Europe / ITU

Signal	Carrier	Channels	Mbit/s
DS0	"E0"	1	0.064
CEPT-1	E1	32	2.048
CEPT-2	E2	128	8.448
CEPT-3	E3	512	34.368
CEPT-4	E4	2048	139.264
CEPT-5	E5	8192	565.148

- **Incompatible MUX rates**
- **Different signalling schemes**
- **Different overhead**
- **µ-law versus A-law**

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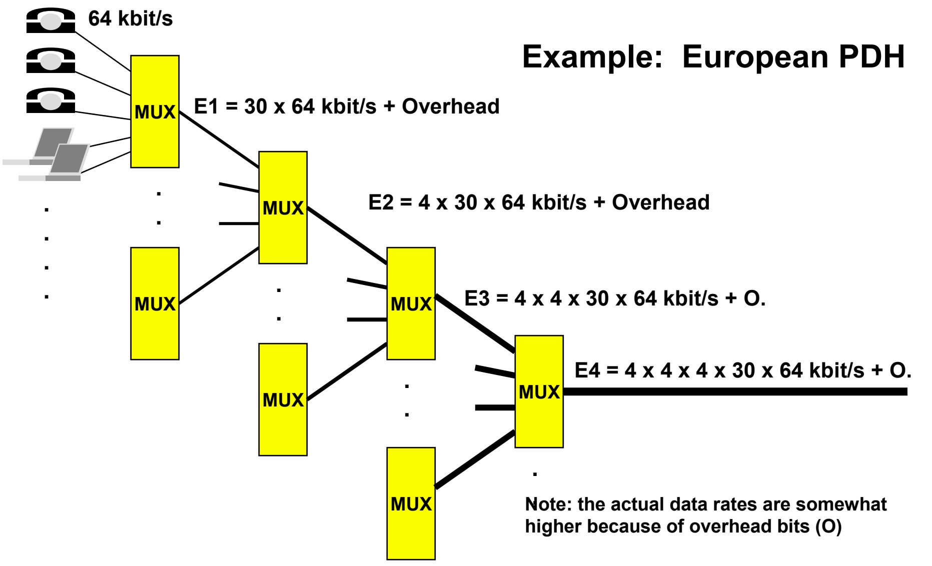
Digital Hierarchy of Multiplexers



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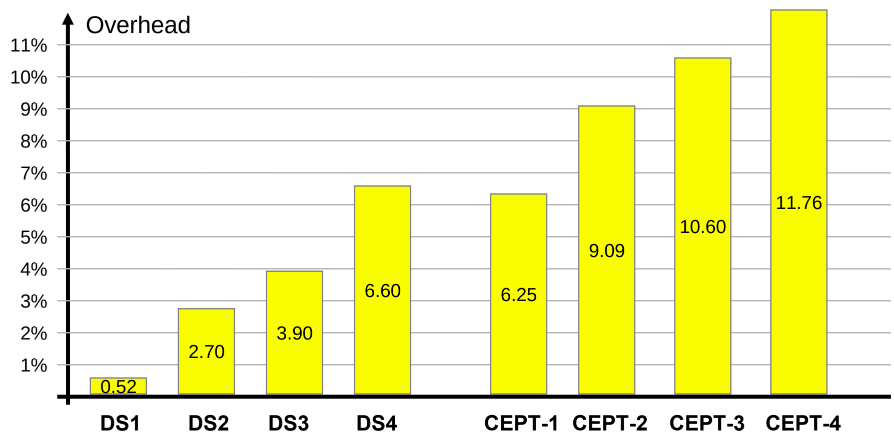
PDH Limitations

- PDH overhead increases dramatically with high bit rates



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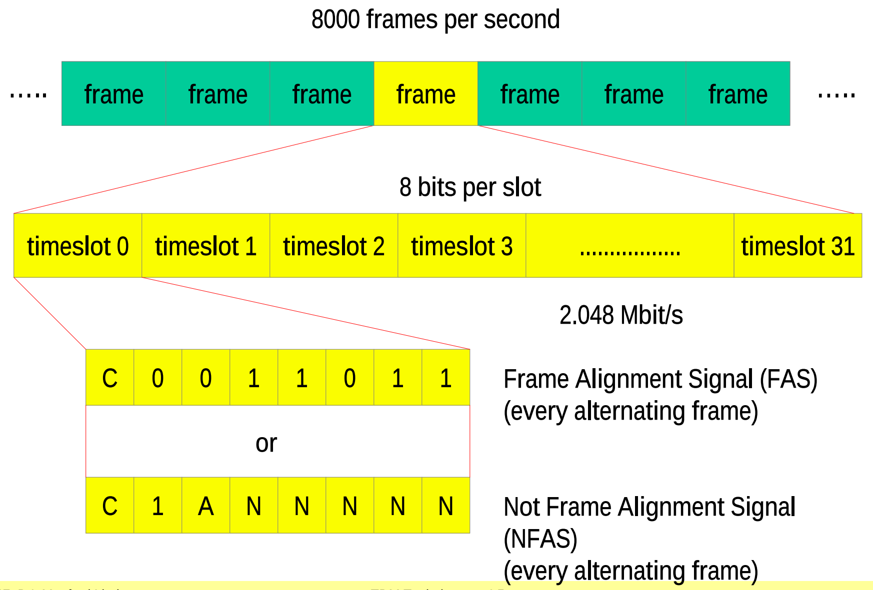
E1 Frame Structure



E1 Frame Structure

- **every second frame**
  - timeslot 0 contains FAS used for frame synchronization
- **C (CRC) bit**
  - is part of an optional 4-bit CRC sequence
  - provides frame checking and multiframe synchronization
- **A (Alarm Indication) bit**
  - so called Yellow (remote) alarm
  - used to signal loss of signal (LOS) or out of frame (OOF) condition to the far end
- **N (National) bits**
  - reserved for future use

CRC Multiframe Structure Timeslot 0

	timeslot 0	
frame 0	C1	FAS
frame 1	0	NFAS
frame 2	C2	FAS
frame 3	0	NFAS
frame 4	C3	FAS
frame 5	1	NFAS
frame 6	C4	FAS
frame 7	0	NFAS
frame 8	C1	FAS
frame 9	1	NFAS
frame 10	C2	FAS
frame 11	1	NFAS
frame 12	C3	FAS
frame 13	Si	NFAS
frame 14	C4	FAS
frame 15	Si	NFAS

timeslot 1 .... timeslot 31

semimultiframe 1 (frames 0–7)

semimultiframe 2 (frames 8–15)

CRC Multiframe Sync - bits: 0 0 1 0 1 1

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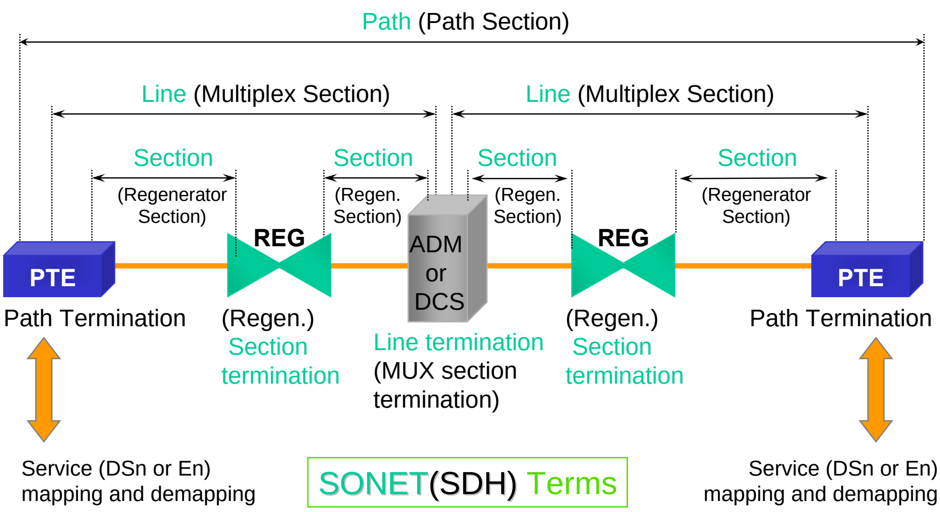
Reasons for SONET/SDH Development

- **Incompatible PDH standards !!!**
- **PDH does not scale to very high bit rates**
  - Increasing overhead
  - Various multiplexing procedures
  - Switching of channels requires demultiplexing first
- **Demand for a true synchronous network**
  - No pulse stuffing between higher MUX levels
  - Phase shifts are compensated by floating payload and pointer technique
- **Demand for add-drop MUXes and ring topologies**

SDH History

- After divestiture of AT&T
  - Many companies -> many proprietary solutions for PDH successor technology
- In 1984 ECSA (Exchange Carriers Standards Association) started on SONET
  - Goal: one common standard
  - Tuned to carry US PDH payloads
- In 1986 CCITT became interested in SONET
  - Created SDH as a superset
  - Tuned to carry European PDH payloads including E4 (140 Mbit/s)
- SDH is a world standard
  - SONET is subset of SDH
- Originally designed for fiber optics

Network Structure



SONET/SDH Line Rates

SONET Optical Levels	SONET Electrical Level	Line Rates Mbit/s	SDH Levels	
OC-1	STS-1	51.84	STM-0	
OC-3	STS-3	155.52	STM-1	
OC-9	STS-9	466.56	STM-3	
OC-12	STS-12	622.08	STM-4	
OC-18	STS-18	933.12	STM-6	Defined but later removed, and only the multiples by four were left!
OC-24	STS-24	1244.16	STM-8	
OC-36	STS-36	1866.24	STM-12	
OC-48	STS-48	2488.32	STM-16	
OC-96	STS-96	4976.64	STM-32	
OC-192	STS-192	9953.28	STM-64	
OC-768	STS-768	39813.12	STM-256	(Coming soon)