Networking Technologies and Applications

Rolland Vida

BME TMIT

Why DSL?

- DSL – Digital Subscriber Line
- Dial-up speed – 56 Kbps
  - Other technologies – much higher speeds
  - Obliged to move, if you want to keep the subscribers
- Emerges the broadband connectivity
  - Mostly a marketing term
  - Not clear what broadband means
- xDSL – different DSL versions

Why is DSL fast?

- Why is dial-up slow?
  - The PSTN network optimized for voice transmission
    - A band-pass filter in the local exchange
    - Only the 4 KHz large voice channel remains
  - Data is also restricted to this channel
- The line of the xDSL subscriber has no filter
  - You can use the entire capacity of the local loop
    - It depends on the length of the loop, the thickness and the quality of the cable
    - Optimal case: new cables, thin bundles, short loop
- If you want higher speed, you need many local exchanges
  - If someone lives far away, he or you should move closer
    - Lower the speed, higher the service range – more potential subscribers
    - Lower the speed, fewer interested subscribers

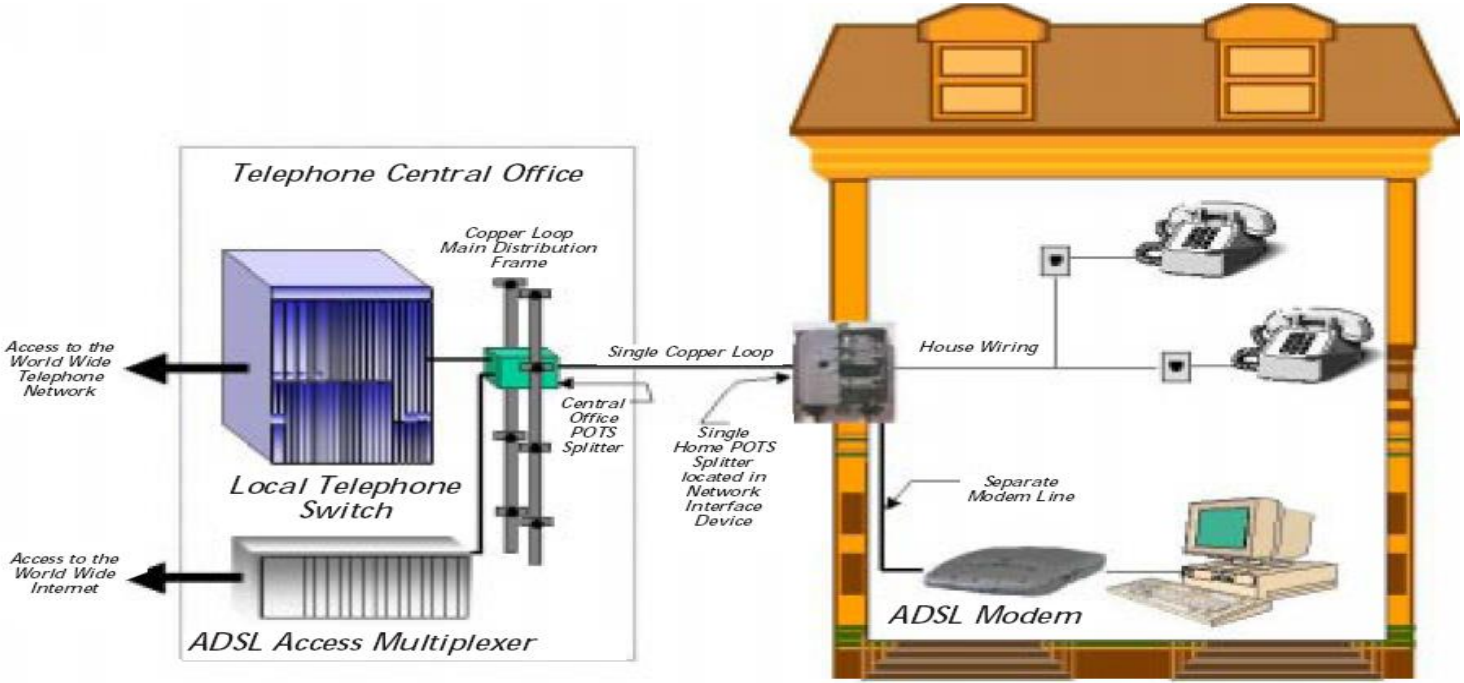
ADSL - Asymmetric Digital Subscriber Line

- DMT – Discrete Multitone Modulation
  - 1.1 MHz frequency domain
  - 256 channels, 4.3125kHz each
    - Channel 0 – POTS (voice)
    - Channels 1-5 – guard band (empty)
      - To avoid interferences between voice and data channels
    - 1 upstream and 1 downstream channel for signaling
    - The remaining channels split between upstream and downstream user data
- Frequency allocation in ADSL
  - 0-4 kHz – voice
  - 4-25 kHz – guard band
  - 25-160 kHz – upstream band
  - 200 kHz - 1.1 MHz – downstream band

ADSL architecture

- At the operator
  - POTS Splitter
    - Frequency splitter to separate voice and data traffic
      - Voice is directed to the local exchange
      - Everything above 26 KHz is directed to the DSLAM
  - DSLAM – DSL Access Multiplexer
    - Splits the bit stream into packets and sends them to the ISPs network
- At the subscriber
  - POTS Splitter
  - ADSL modem
    - Digital signal processing
  - High speed connection to the PC

ADSL architecture



ADSL G.dmt

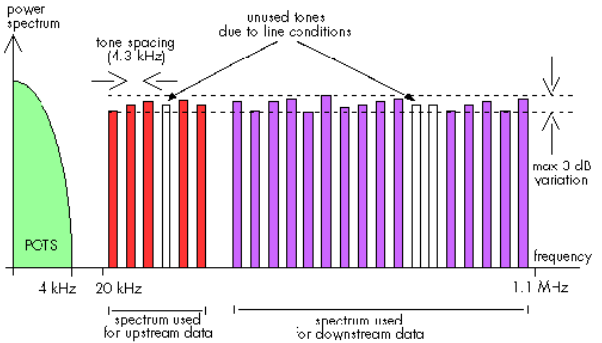
- ITU-T G.992.1 standard (1999)
  - http://www.itu.int/rec/recommendation.asp?type=folders&lang=e&parent=T-REC-G.992.1
- Much larger bandwidth for downstream traffic than for upstream
  - Designed for the needs of web browsing
  - Maximal downlink speed 8 Mbit/s
    - usually 512 Kbit/s – 1 Mbit/s
  - Maximal uplink speed 1 Mbit/s
    - usually 64 Kbit/s – 256 Kbit/s
- Service range of max. 3 km from the local exchange

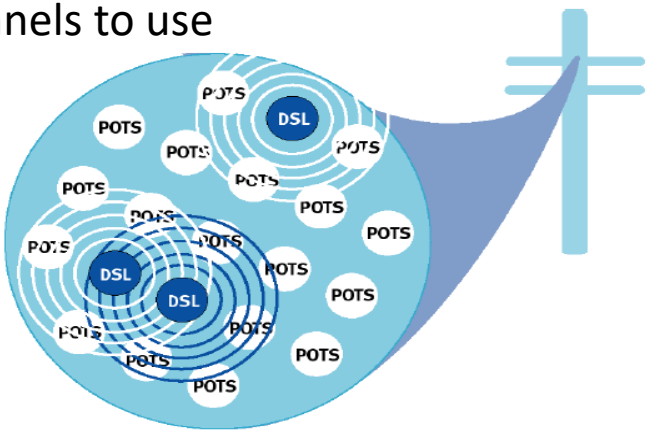
ADSL G.dmt 2

- ITU-T G.992.3 standard (2002)
- Extends the traditional ADSL technology
  - Maximum downlink speed increased to 12 Mbit/s
  - Service range extended with ~ 500 meters
    - The improvements mainly due to the limitation of the interferences on long loops
- ADSL2 is energy efficient
  - As opposed to ADSL, it differentiates between periods with or without traffic
- ADSL2 can temporarily switch to „complete digital” mode
  - The voice and guard channels used for data traffic

ADSL G.dmt 2

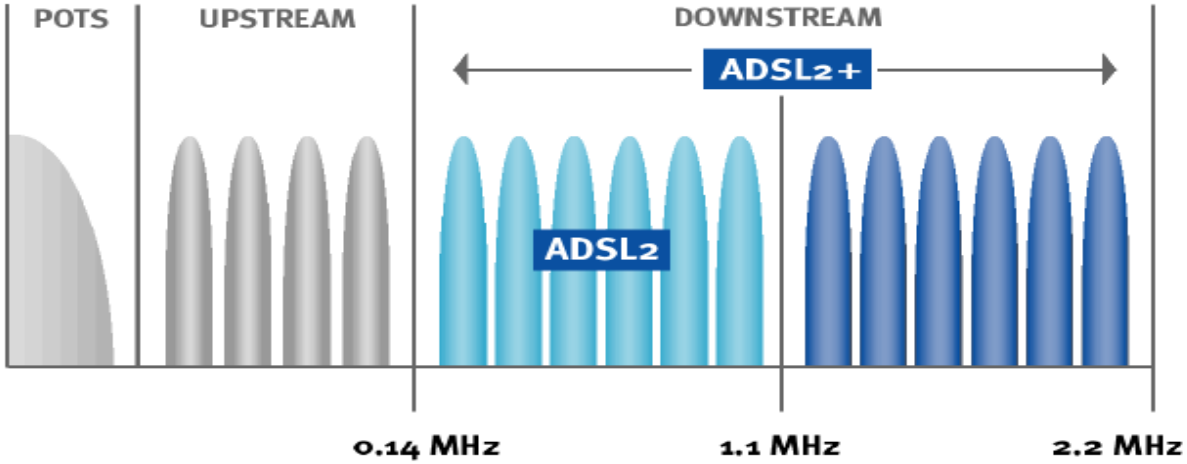
- Seamless rate adaptation (SRA)
  - 20-25 twisted pairs in a bundler
  - „Crosstalk” from the neighboring pairs
    - Might lead to the ADSL connection being dropped
  - ADSL2 can adapt the speed
    - If too much noise on a channel, it can be blocked
    - The modem and the DSLAM agree on which channels to use



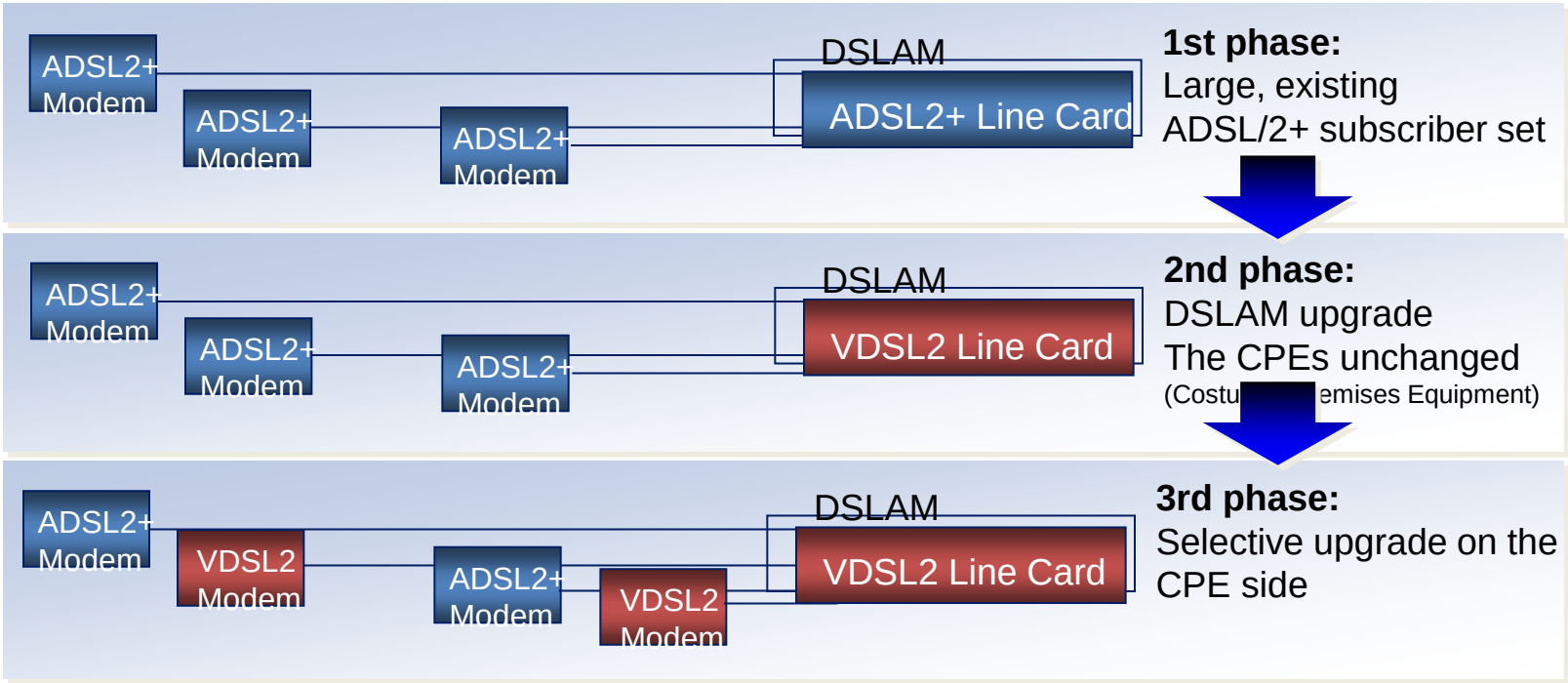


ADSL 2+

- ITU-T G.992.5 (2003)
- Bandwidth is increased by enlarging the frequency domain
  - The frequencies used for voice and upstream traffic do not change
  - The upper frequency of the downlink channel is increased from 1.1 to 2.2 MHz.
    - The maximum downlink speed increases from 8Mbit/s to 16 Mbit/s
      - The service range is lowered to 1.5 km



ADSL compatibility



Triple Play

- Triple Play
  - marketing term for 3 parallel IP services:
    - internet
    - television
      - Video on Demand (VoD) or Live Streaming
    - telephony
      - Voice over IP (VoIP)
  - Rather a business model more than a technology standard
- Quad(ruple) Play
  - The same 3 services, over a wireless interface

VDSL2 QoS

- No Quality of Service support in VDSL
  - In VDSL2 yes
  - Necessary for triple-play services
- Applications have different requirements

Application	Sensible to delay	Sensible to packet loss
Data	/	Yes
Video	No	Yes
Voice	Yes	No
Gaming	Yes	Yes

- Voice
  - Delay – max. 150ms end-to-end
  - BER – between 10^{-5} and 10^{-2}, depending on the used codec
- Video
  - Delay – seconds! for VoD or streaming
    - Zapping delay
  - BER – from 10^{-7} (video telephony) to 10^{-13} for HDTV
    - High Definition Television

VDSL2 QoS

- Different traffic types
  - Voice
    - Small packets (100-400 byte/packet)
    - Generated with constant speed
  - Video
    - Large packets
    - Generated with changing speeds (bursty traffic)
- „dual path” - „dual latency” support in VDSL2
  - Specified bandwidth per traffic type
  - The bursty video does not affect the voice traffic

G.fast

- Proposed in 2014, to be deployed in 2016
- Speeds between 150 Mb/s and 1 Gb/s, for very short loops (100-200 m)
- **Time Division Duplexing (TDD)** instead of **Frequency Division Duplexing (FDD)** as in ADSL2 and VDSL2
  - FDD – separate frequencies for uplink and downlink
  - TDD – alternating time slots for uplink and downlink
  - Better usage of spectrum, possibility for energy saving
    - Discontinuous TDD, transmitter and receiver disabled for longer intervals than needed for the direction change.
    - Trade-of between throughput and power consumption

Other DSL solutions

- HDSL (*High bit-rate DSL*)
- IDSL (*ISDN DSL*)
- MSDSL (*Multirate Symmetric DSL*)
- RADSL (*Rate-Adaptive DSL*)

- No large-scale deployment