# Requirements for Edge-to-Edge Emulation of TDM Circuits over Packet Switching Networks

draft-riegel-pwe3-tdm-requirements-00.txt

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### Motivation

- Ongoing discussion on TDM emulation protocols
- □ No agreed statement "what shall be accomplished"
- The goal for the document: Establish common ground for discussions about TDM emulation protocols by defining common understanding
- □ Joint work:
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  - Maximilian Riegel <maximilian.riegel@icn.siemens.de> editor

## TOC of draft-riegel-pwe3-tdm-requirements

- 1. Introduction
- 2. Motivation
- 3. Terminology
- 4. Reference Models
- 5. Emulated Services
- 6. Generic Requirements
  - 6.1 Relevant Common PW Requirements
  - 6.2 Common Circuit Payload Requirements
  - 6.3 General Design Issues
- 7. Service-Specific Requirements
  - 7.1 Interworking
  - 7.2 Network Synchronization
  - 7.3 Robustness
  - 7.3.1 Packet loss
  - 7.3.2 Out-of-order delivery
  - 7.4 CE Signaling
  - 7.5 PSN bandwidth utilization
  - 7.6 Packet Delay Variation
  - 7.7 Compatibility with the Existing PSN Infrastructure
  - 7.8 Congestion Control
  - 7.9 Fault Detection and Handling
  - 7.10 Performance Monitoring
- 8. References

#### Results

- Document extends PWE3-REQ especially for TDM emulation and is aligned with PWE3-FW and PWE3-LAYER.
- Agreement on emulated TDM services to be regarded (including references)
  - O Structured TDM Circuits
    - ∠ Transparent N\*DS0,  $1 \le N \le 31$  as described in [G.704].
  - O Unstructured TDM Circuits
    - ✔ Unstructured E1 as described in [G.704].
    - ✔ Unstructured T1 (DS1) as described in [G.704].
    - ✔ Unstructured E3 as defined in [G.751].
    - ✔ Unstructured T3 (DS3) as described in [T.107].
- □ Agreement on basic set of requirements for TDM emulation
  - $\odot$  still many details open; see e.g. following slide

#### Open issues

- More terminology necessary for TDM emulation?
  O Current I-D just lists "CE-/PSN-bound", "IWF", "CAS", "CCS"
- Detailed specification of Channel-Associated Signaling (CAS)
- Detailed specification of Common Channel Signaling (CCS)
- Network Synchronization Reference Model
  - ✔ Synchronous Network scenarios
    - One Synchronous Network
    - Synchronous "Carrier" of "Carriers"
  - ✔ Asynchronous "Carrier" of "Carriers" scenario
  - Section needs more explanation and common wording.
- □ Out-of order delivery: Packets SHOULD or MAY reordered?
- □ Are requirements missing?

#### How to proceed?

- □ More input from others is very appreciated.
- □ Should requirements for SONET/SDH emulation be added?
- How much should be added on network synchronization reference model?
- Authors meet during the week to clarify open issues and define further enhancements.

O Are others interested to come in?

- **Questions to the working group:** 
  - O Is the attempt worth the effort?
  - O Is it leading in the right direction?
  - Should it become working group topic?