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**Information model for G.709 Optical Transport Networks (OTN)  
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**Abstract**

The recent revision of ITU-T recommendation G.709 [[G.709-v3](#)] has introduced new fixed and flexible ODU containers in Optical Transport Networks (OTNs), enabling optimized support for an increasingly abundant service mix.

This document provides a model of information needed by the routing and signaling process in OTNs to support Generalized Multiprotocol Label Switching (GMPLS) control of all currently defined ODU containers.

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## 1. Introduction

GMPLS[RFC3945] extends MPLS to include Layer-2 Switching (L2SC), Time-Division Multiplexing (e.g., SONET/SDH, PDH, and OTN), Wavelength (OCh, Lambdas) Switching and Spatial Switching (e.g., incoming port or fiber to outgoing port or fiber).

The establishment of LSPs that span only interfaces recognizing packet/cell boundaries is defined in [RFC3036, [RFC3212](#), [RFC3209](#)]. [[RFC3471](#)] presents a functional description of the extensions to Multi-Protocol Label Switching (MPLS) signaling required to support GMPLS. ReSource reSeRvation Protocol-Traffic Engineering (RSVP-TE) -specific formats, mechanisms and technology specific details are defined in [[RFC3473](#)].

From a routing perspective, Open Shortest Path First-Traffic Engineering (OSPF-TE) generates Link State Advertisements (LSAs) carrying application-specific information and floods them to other nodes as defined in [[RFC5250](#)]. Three types of opaque LSA are defined, i.e. type 9 - link-local flooding scope, type 10 - area-local flooding scope, type 11 - AS flooding scope.

Type 10 LSAs are composed of a standard LSA header and a payload including one top-level TLV and possible several nested sub-TLVs. [[RFC3630](#)] defines two top-level TLVs: Router Address TLV and Link TLV; and nine possible sub-TLVs for the Link TLV, used to carry link related TE information. The Link type sub-TLVs are enhanced by [[RFC4203](#)] in order to support GMPLS networks and related specific link information. In GMPLS networks each node generates TE LSAs to advertise its TE information and capabilities (link-specific or node-specific) through the network. The TE information carried in the LSAs are collected by the other nodes of the network and stored into their local Traffic Engineering Databases (TED).

In a GMPLS enabled G.709 Optical Transport Networks (OTN), routing and signaling are fundamental in order to allow automatic calculation and establishment of routes for ODUk LSPs. The recent revision of ITU-T Recommendation G.709 [G709-V3] has introduced new fixed and flexible ODU containers that augment those specified in foundation OTN. As a result, it is necessary to provide OSPF-TE and RSVP-TE extensions to allow GMPLS control of all currently defined ODU containers.

This document provides the information model needed by the routing and signaling processes in OTNs to allow GMPLS control of all currently defined ODU containers.

OSPF-TE and RSVP-TE requirements are defined in [[OTN-FWK](#)], while



protocol extensions are defined in [[OTN-OSPF](#)] and [OTN-RSVP].

### **1.1. Terminology**

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [[RFC2119](#)].

## **2. OSPF-TE requirements overview**

[OTN-FWK] provides a set of functional routing requirements summarized below :

- Support for link multiplexing capability advertisement: The routing protocol has to be able to carry information regarding the capability of an OTU link to support different type of ODUs
- Support of any ODUk and ODUflex: The routing protocol must be capable of carrying the required link bandwidth information for performing accurate route computation for any of the fixed rate ODUs as well as ODUflex.
- Support for differentiation between switching and terminating capacity
- Support for the client server mappings as required by [G.7715.1]. The list of different mappings methods is reported in [[G.709-v3](#)]. Since different methods exist for how the same client layer is mapped into a server layer, this needs to be captured in order to avoid the set-up of connections that fail due to incompatible mappings.
- Support different priorities for resource reservation. How many priorities levels should be supported depends on operator policies. Therefore, the routing protocol should be capable of supporting either no priorities or up to 8 priority levels as defined in [[RFC4202](#)].
- Support link bundling either at the same line rate or different line rates (e.g. 40G and 10G). Bundling links at different rates makes the control plane more scalable and permits better networking flexibility.



### **3. RSVP-TE requirements overview**

[OTN-FWK] also provides a set of functional signaling requirements summarized below :

- Support for LSP setup of new ODUk/ODUflex containers with related mapping and multiplexing capabilities
- Support for LSP setup using different Tributary Slot granularity
- Support for Tributary Port Number allocation and negotiation
- Support for constraint signaling

### **4. G.709 Digital Layer Info Model for Routing and Signaling**

The digital OTN layered structure is comprised of digital path layer networks (ODU) and digital section layer networks (OTU). An OTU section layer supports one ODU path layer as client and provides monitoring capability for the OCh. An ODU path layer may transport a heterogeneous assembly of ODU clients. Some types of ODUs (i.e., ODU1, ODU2, ODU3, ODU4) may assume either a client or server role within the context of a particular networking domain. ITU-T G.872 recommendation provides two tables defining mapping and multiplexing capabilities of OTNs, which are reproduced below.





+-----+	+-----+
ODU client	OTU server
+-----+	+-----+
ODU 0	-
+-----+	+-----+
ODU 1	OTU 1
+-----+	+-----+
ODU 2	OTU 2
+-----+	+-----+
ODU 2e	-
+-----+	+-----+
ODU 3	OTU 3
+-----+	+-----+
ODU 4	OTU 4
+-----+	+-----+
ODU flex	-
+-----+	+-----+

Figure 1: OTN mapping capability



ODU client	ODU server
1,25 Gbps client	ODU 0
-	
2,5 Gbps client	ODU 1
ODU 0	
10 Gbps client	ODU 2
ODU0,ODU1,ODUflex	
10,3125 Gbps client	ODU 2e
-	
40 Gbps client	ODU 3
ODU0,ODU1,ODU2,ODU2e,ODUflex	
100 Gbps client	ODU 4
ODU0,ODU1,ODU2,ODU2e,ODU3,ODUflex	
CBR clients from greater than 2.5 Gbit/s to 100 Gbit/s: or GFP-F mapped packet clients from 1.25 Gbit/s to 100 Gbit/s.	ODUflex
-	

Figure 2: OTN multiplexing capability

How an ODUk connection service is transported within an operator network is governed by operator policy. For example, the ODUk connection service might be transported over an ODUk path over an OTUK section, with the path and section being at the same rate as that of the connection service (see Table 1). In this case, an entire lambda of capacity is consumed in transporting the ODUk connection service. On the other hand, the operator might exploit different multiplexing capabilities in the network to improve infrastructure efficiencies within any given networking domain. In



this case, ODUk multiplexing may be performed prior to transport over various rate ODU servers (as per Table 2) over associated OTU sections.

From the perspective of multiplexing relationships, a given ODUk may play different roles as it traverses various networking domains.

As detailed in [[OTN-FWK](#)], client ODUk connection services can be transported over:

- o Case A) one or more wavelength sub-networks connected by optical links or
- o Case B) one or more ODU links (having sub-lambda and/or lambda bandwidth granularity)
- o Case C) a mix of ODU links and wavelength sub-networks.

This document considers the TE information needed for ODU path computation and parameters needed to be signaled for LSP setup.

The following sections list and analyze each type of data that needs to be advertised and signaled in order to support path computation and LSP setup.

#### **4.1. Tributary Slot type**

ITU-T recommendations define two types of TS but each link can only support a single type at a given time. The rules to be followed when selecting the TS to be used are:

- If both ends of a link can support both 2.5Gbps TS and 1.25Gbps TS, then the link will work with 1.25Gbps TS.
- If one end can support the 1.25Gbps TS, and another end the 2.5Gbps TS, the link will work with 2.5Gbps TS.

In case the bandwidth accounting is provided in number of TSs, the type of TS is needed to perform correct routing operations. Currently such information is not provided by the routing protocol and not taken into account during LSP signaling.

The tributary slot type information is one of the parameters needed to correctly configure physical interfaces, therefore it has to be signaled via RSVP-TE. This allows the end points of the FA know which TS should be used.

[editor note]: SG15 ITU-T G.798 describes the so called PT=21-to-



PT=20 interworking process that explains how two equipments with different PayloadType, and hence different TS granularity (1.25Gbps vs. 2.5Gbps), can be coordinated so to permit the equipment with 1.25 TS granularity to adapt his TS allocation accordingly to the different TS granularity (2.5Gbps) of a neighbour. Therefore, in order to let the NE change TS granularity accordingly to the neighbour requirements, the AUTOpayloadtype needs to be configured and the HO ODU source can be either not provisioned (i.e. TS not allocated) or configured following a specific mapping depending of the type of LO ODU carried. In this case the process of auto-negotiation makes the system self consistent and the only reason for signaling the TS granularity is to provide the correct label (i.e. label for PT=21 has twice the TS number of PT=20). On the other side, if the AUTOpayloadtype is not configured, the RSVP-TE consequent actions in case of TS mismatch need to be defined.

#### **4.2. Tributary Port Number**

[RFC4328] supports only the deprecated auto-MSI mode which assumes that the Tributary Port Number is automatically assigned in the transmit direction and not checked in the receive direction.

As described in [G709-V3] and [G798-V3], the OPUk overhead in an OTUK frame contains n (n = the total number of TSs of the ODUk) MSI (Multiplex Structure Identifier) bytes (in the form of multi-frame), each of which is used to indicate the association between tributary port number and tributary slot of the ODUk.

The association between TPN and TS has to be configured by the control plane and checked by the data plane on each side of the link. (Please refer to [\[OTN-FWK\]](#) for further details). As a consequence, the RSVP-TE signaling needs to be extended to support the TPN assignment function.

#### **4.3. Signal type**

From a routing perspective, [\[RFC 4203\]](#) allows advertising foundation G.709 (single TS type) without the capability of providing precise information about bandwidth specific allocation. For example, in case of link bundling, dividing the unreserved bandwidth by the MAX LSP bandwidth it is not possible to know the exact number of LSPs at MAX LSP bandwidth size that can be set up. (see example fig. 3)

The lack of spatial allocation heavily impacts the restoration process, because the lack of information of free resources highly increases the number of crank-backs affecting network convergence time.





Moreover actual tools provided by OSPF-TE only allow advertising signal types with fixed bandwidth and implicit hierarchy (e.g. SDH/SONET networks) or variable bandwidth with no hierarchy (e.g. packet switching networks) but do not provide the means for advertising networks with mixed approach (e.g. ODUFlex CBR and ODUFlex packet).

For example, advertising ODU0 as MIN LSP bandwidth and ODU4 as MAX LSP bandwidth it is not possible to state whether the advertised link supports ODU4 and ODUFlex or ODU4, ODU3, ODU2, ODU1, ODU0 and ODUFlex. Such ambiguity is not present in SDH networks where the hierarchy is implicit and flexible containers like ODUFlex do not exist. The issue could be resolved by declaring 1 ISCD for each signal type actually supported by the link.

Supposing for example to have an equivalent ODU2 unreserved bandwidth in a TE-link (with bundling capability) distributed on 4 ODU1, it would be advertised via the ISCD in this way:

MAX LSP Bw: ODU1

MIN LSP Bw: ODU1

- Maximum Reservable Bandwidth (of the bundle) set to ODU2
- Unreserved Bandwidth (of the bundle) set to ODU2

Moreover with the current IETF solutions, ([[RFC4202](#)], [[RFC4203](#)]) as soon as no bandwidth is available for a certain signal type it is not advertised into the related ISCD, losing also the related capability until bandwidth is freed.

In conclusion, the OSPF-TE extensions defined in [[RFC4203](#)] require a different ISCD per signal type in order to advertise each supported container. This motivates attempting to look for a more optimized solution, without proliferations of the number of ISCD advertised. The OSPF LSA is required to stay within a single IP PDU; fragmentation is not allowed. In a conforming Ethernet environment, this limits the LSA to 1432 bytes (Packet\_MTU (1500 Bytes) - IP\_Header (20 bytes) - OSPF\_Header (28 bytes) - LSA\_Header (20 bytes)).

With respect to link bundling, the utilization of the ISCD as it is, would not allow precise advertising of spatial bandwidth allocation information unless using only one component link per TE link.

On the other hand, from a signaling point of view, [[RFC4328](#)] describes GMPLS signaling extensions to support the control for G.709 OTNs [G709-V1]. However, [[RFC4328](#)] needs to be updated because it



does not provide the means to signal all the new signal types and related mapping and multiplexing functionalities.

#### 4.4. Bit rate and tolerance

In the current traffic parameters signaling, bit rate and tolerance are implicitly defined by the signal type. ODUflex CBR and Packet can have variable bit rates and tolerances (please refer to [\[OTN-FWK\]](#) table 2); it is thus needed to upgrade the signaling traffic parameters so to specify requested bit rates and tolerance values during LSP setup.

#### 4.5. Unreserved Resources

Unreserved resources need to be advertised per priority and per signal type in order to allow the correct functioning of the restoration process. [\[RFC4203\]](#) only allows advertising unreserved resources per priority, this leads not to know how many LSPs of a specific signal type can be restored. As example it is possible to consider the scenario depicted in the following figure.

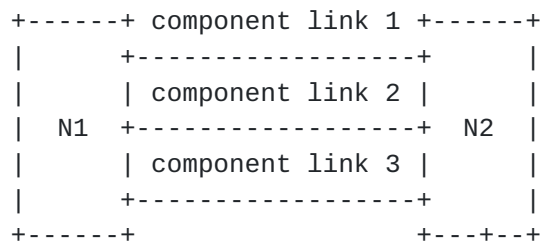


Figure 3: Concurrent path computation

Suppose to have a TE link comprising 3 ODU3 component links with 32TSs available on the first one, 24TSs on the second, 24TSs on the third and supporting ODU2 and ODU3 signal types. The node would advertise a TE link unreserved bandwidth equal to 80 TSs and a MAX LSP bandwidth equal to 32 TSs. In case of restoration the network could try to restore 2 ODU3 (64TSs) in such TE-link while only a single ODU3 can be set up and a crank-back would be originated. In more complex network scenarios the number of crank-backs can be much higher.

#### 4.6. Maximum LSP Bandwidth

Maximum LSP bandwidth is currently advertised in the common part of the ISCD and advertised per priority, while in OTN networks it is only required for ODUflex advertising. This leads to a significant



waste of bits inside each LSA.

#### 4.7. Distinction between terminating and switching capability

The capability advertised by an interface needs further distinction in order to separate termination and switching capabilities. Due to internal constraints and/or limitations, the type of signal being advertised by an interface could be just switched (i.e. forwarded to switching matrix without multiplexing/demultiplexing actions), just terminated (demuxed) or both of them. The following figures help explaining the switching and terminating capabilities.

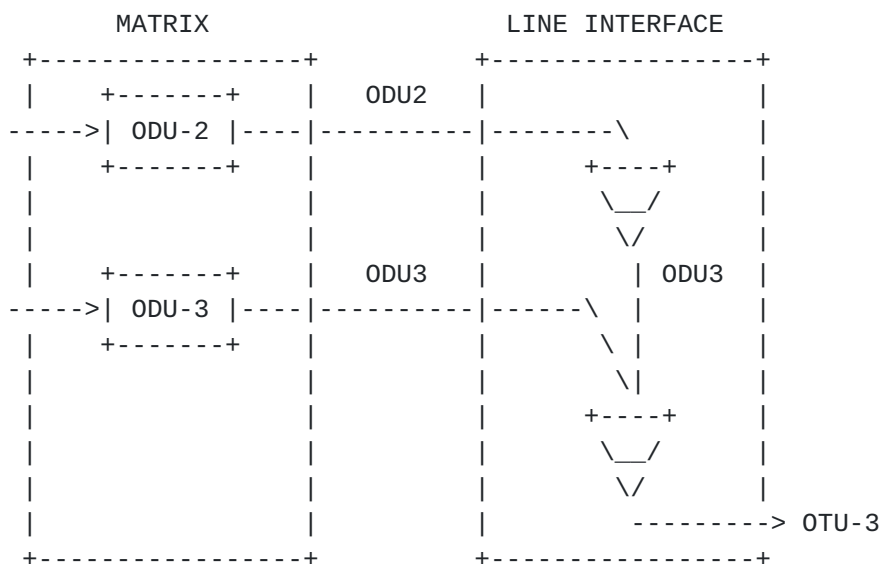


Figure 4: Switching and Terminating capabilities

The figure in the example shows a line interface able to:

- Multiplex an ODU2 coming from the switching matrix into and ODU3 and map it into an OTU3
- Map an ODU3 coming from the switching matrix into an OTU3

In this case the interface bandwidth advertised is ODU2 with switching capability and ODU3 with both switching and terminating capabilities.

This piece of information needs to be advertised together with the related unreserved bandwidth and signal type. As a consequence signaling must have the possibility to setup an LSP allowing the



local selection of resources consistent with the limitations considered during the path computation.

In figures 6 and 7 there are two examples of the need of termination/switching capability differentiation. In both examples all nodes are supposed to support single-stage capability. The figure 6 addresses a scenario in which a failure on link B-C forces node A to calculate another ODU2 LSP path carrying ODU0 service along the nodes B-E-D. Being D a single stage capable node, it is able to extract ODU0 service only from ODU2 interface. Node A has to know that from E to D exists an available OTU2 link from which node D can extract the ODU0 service. This information is required in order to avoid that the OTU3 link is considered in the path computation.

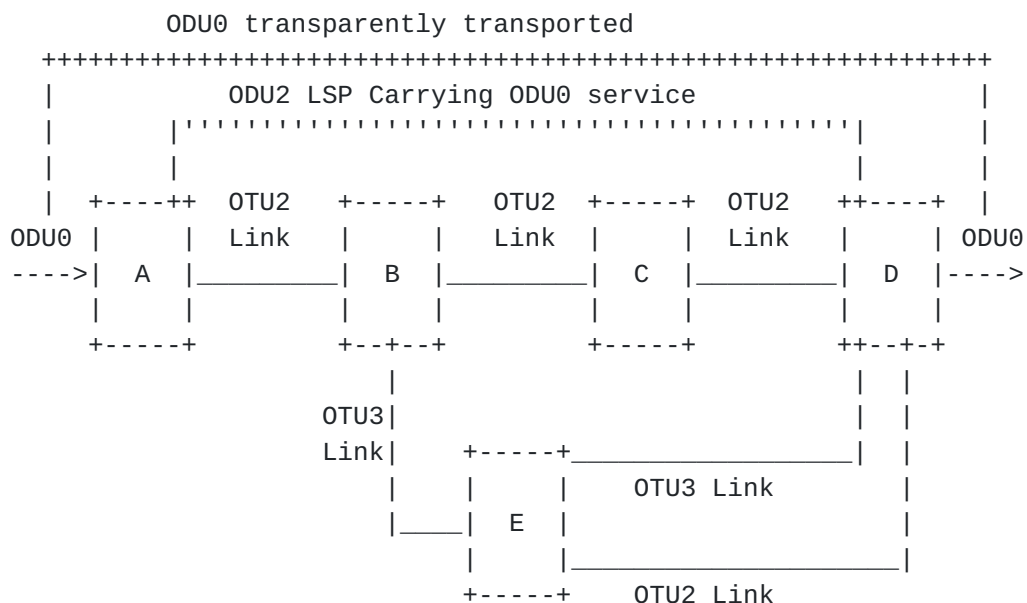


Figure 5: Switching and Terminating capabilities - Example 1

Figure 7 addresses the scenario in which the restoration of the ODU2 LSP (ABCD) is required. The two bundled component links between B and E could be used, but the ODU2 over the OTU2 component link can only be terminated and not switched. This implies that it cannot be used to restore the ODU2 LSP (ABCD). However such ODU2 unreserved bandwidth must be advertised since it can be used for a different ODU2 LSP terminating on E, e.g. (FBE). Node A has to know that the ODU2 capability on the OTU2 link can only be terminated and that the restoration of (ABCD) can only be performed using the ODU2 bandwidth available on the OTU3 link.





Furthermore such label format may have scalability issues due to the



high number of labels needed when signaling large LSPs. For example, when an ODU3 is mapped into an ODU4 with 1.25G tributary slots, it would require the utilization of thirty-one labels ( $31 \times 4 \times 8 = 992$  bits) to be allocated while an ODUflex into an ODU4 may need up to eighty labels ( $80 \times 4 \times 8 = 2560$  bits).

A new flexible and scalable ODUk label format needs to be defined.

## **5. Security Considerations**

TBD

## **6. IANA Considerations**

TBD

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