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**Generalized MPLS (GMPLS) Signaling Extensions  
for G.709 Optical Transport Networks Control**

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Abstract

This document is a companion to the Generalized MPLS (GMPLS) signaling documents. It describes the technology specific information needed to extend GMPLS signaling to control Optical Transport Networks (OTN); it also includes the so-called pre-OTN developments.

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## Conventions used in this Document

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 [RFC-2119](#).

In addition, the reader is assumed to be familiar with the terminology used in ITU-T [[ITUT-G709](#)] as well as [[RFC3471](#)], and [[RFC3473](#)]. Abbreviations used in this document are detailed in Appendix 1.

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## **1. Introduction**

Generalized MPLS (GMPLS) extends MPLS from supporting Packet Switching Capable (PSC) interfaces and switching to include support of four new classes of interfaces and switching: Layer-2 Switching (L2SC), Time-Division Multiplex (TDM), Lambda Switch (LSC) and Fiber-Switch (FSC) Capable. A functional description of the extensions to MPLS signaling needed to support these new classes of interfaces and switching is provided in [[RFC3471](#)]. [[RFC3473](#)] describes the RSVP-TE specific formats and mechanisms needed to support all four classes of interfaces.

This document presents the technology details that are specific to G.709 Optical Transport Networks (OTN) as specified in the ITU-T G.709 recommendation [[ITUT-G709](#)] (and referenced documents), including pre-OTN developments. Per [[RFC3471](#)], G.709 technology specific parameters are carried through the signaling protocol in dedicated traffic parameter objects.

The G.709 traffic parameters defined hereafter (see [Section 3.2](#)) MUST be used when the label is encoded as defined in this document. Moreover, the label MUST be encoded as defined in [Section 4](#) when these G.709 traffic parameters are used.

In the context of this memo, by pre-OTN developments, one refers to Optical Channel, Digital Wrapper and Forward Error Correction (FEC) solutions that are not fully G.709 compliant. Details concerning pre-OTN Synchronous Optical Network (SONET)/Synchronous Digital Hierarchy (SDH) based solutions including Optical Sections (OS), Regenerator Section (RS)/Section and Multiplex Section (MS)/ Line overhead transparency are covered in [[RFC3946](#)].

\*\*\* Note on ITU-T G.709 Recommendation \*\*\*

The views on the ITU-T G.709 OTN Recommendation presented in this document are intentionally restricted to the GMPLS perspective

within the IETF CCAMP WG context. Hence, the objective of this document is not to replicate the content of the ITU-T OTN recommendations. Therefore, the reader interested in more details concerning the corresponding technologies is strongly invited to consult the corresponding ITU-T documents (also referenced in this memo).

## **2. GMPLS Extensions for G.709 - Overview**

[ITU-T-G.709] defines several networking layers constituting the optical transport hierarchy:

- with full functionality:
  - . Optical Transmission Section (OTS)
  - . Optical Multiplex Section (OMS)
  - . Optical Channel (OCh)
- with reduced functionality:

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- . Optical Physical Section (OPS)
- . Optical Channel with reduced functionality (OChr)

It also defines two layers constituting the digital transport hierarchy:

- Optical Channel Data Unit (OTUk)
- Optical Channel Data Unit (ODUk)

However, only the OCh and the ODUk layers are defined as switching layers. Both OCh (but not OChr) and ODUk layers include the overhead for supervision and management. The OCh overhead is transported in a non-associated manner (also referred to as the non-associated overhead naOH) in the Optical Transport Module (OTM) Overhead Signal (OOS), together with the OTS and OMS non-associated overhead. The OOS is transported via a dedicated wavelength referred to as the Optical Supervisory Channel (OSC). It should be noticed that the naOH is only functionally specified and as such open to vendor specific solutions. The ODUk overhead is transported in an associated manner as part of the digital ODUk frame.

As described in [[ITU-T-G709](#)], in addition to the support of ODUk mapping into OTUk ( $k = 1, 2, 3$ ), G.709 supports ODUk multiplexing. It refers to the multiplexing of ODU<sub>j</sub> ( $j = 1, 2$ ) into an ODUk ( $k > j$ ) signal, in particular:

- ODU1 into ODU2 multiplexing
- ODU1 into ODU3 multiplexing
- ODU2 into ODU3 multiplexing
- ODU1 and ODU2 into ODU3 multiplexing

Adapting GMPLS to control G.709 OTN, can be achieved by creating:

- a Digital Path layer by extending the previously defined "Digital Wrapper" in [[RFC3471](#)] corresponding to the ODUk (digital) path layer.
- an Optical Path layer by extending the "Lambda" concept defined in [[RFC3471](#)] to the OCh (optical) path layer.
- a label space structure by considering a tree whose root is an OTUk signal and leaves the ODUj signals ( $k \geq j$ ); enabling to identify the exact position of a particular ODUj signal in an ODUk multiplexing structure.

Thus, the GMPLS signaling extensions for G.709 need to cover the Generalized Label Request, the Generalized Label as well as the specific technology dependent objects included in the so-called traffic parameters as specified in [[RFC3946](#)] for SONET/SDH networks. Moreover, since multiplexing in the digital domain (such as ODUk multiplexing) has been specified in the amended version of the G.709 ITU-T recommendation (October 2001), this document also proposes a label space definition suitable for that purpose. Notice also that one uses the G.709 ODUk (i.e. Digital Path) and OCh (i.e. Optical Path) layers directly in order to define the corresponding label spaces.

### **[3. Generalized Label Request](#)**

The Generalized Label Request as defined in [[RFC3471](#)], includes a common part (i.e. used for any switching technology) and a technology dependent part (i.e. the traffic parameters). In this section, both parts are extended to accommodate GMPLS Signaling to the G.709 transport plane recommendation (see [[ITUT-G709](#)]).

#### **[3.1 Common Part](#)**

As defined in [[RFC3471](#)], the LSP Encoding Type, the Switching Type and the Generalized Protocol Identifier (Generalized-PID) constitute the common part of the Generalized Label Request. The encoding of the RSVP-TE GENERALIZED\_LABEL\_REQUEST object is specified in [[RFC3473](#)] [Section 2.1](#).

As mentioned above, this document extends the LSP Encoding Type, the Switching Type and G-PID (Generalized-PID) values to accommodate G.709 Recommendation [[ITUT-G709](#)].

##### **[3.1.1 LSP Encoding Type](#)**

Since G.709 Recommendation defines two networking layers (ODUk

layers and OCh layer), the LSP Encoding Type code-points can reflect these two layers defined in [\[RFC3471\] Section 3.1](#) as "Digital Wrapper" and "Lambda" code. The LSP Encoding Type is specified per networking layer or more precisely per group of functional networking layer: the ODUk layers and the OCh layer.

Therefore, an additional LSP Encoding Type code-point for the G.709 Digital Path layer is defined that enlarges the existing "Digital Wrapper" code-point defined in [\[RFC3471\]](#). The former MUST be generated when the interface or tunnel on which the traffic will be transmitted supports G.709 compliant Digital Path layer encoding. The latter MUST only be used for non-G.709 compliant Digital Wrapper layer(s) encoding. A transit or an egress node (receiving a Path message containing a GENERALIZED\_LABEL\_REQUEST object) MUST generate a PathErr message, with a "Routing problem/Unsupported Encoding" indication, if the requested LSP Encoding Type cannot be supported on the corresponding incoming interface.

In the same way, an additional LSP Encoding Type code-point for the G.709 Optical Channel layer is defined that enlarges the existing "Lambda" code-point defined in [\[RFC3471\]](#). The former MUST be generated when the interface or tunnel on which the traffic will be transmitted supports G.709 compliant Optical Channel layer encoding. The latter MUST only be used for non-G.709 compliant Lambda layer(s) encoding. A transit or an egress node (receiving a Path message containing a GENERALIZED\_LABEL\_REQUEST object) MUST generate a PathErr message, with a "Routing problem/Unsupported Encoding" indication, if the requested LSP Encoding Type cannot be supported on the corresponding incoming interface.

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Consequently, the following additional code-points for the LSP Encoding Type are defined:

Value	Type
-----	----
12	G.709 ODUk (Digital Path)
13	G.709 Optical Channel

Moreover, the code-point for the G.709 Optical Channel (OCh) layer will indicate the requested capability of an end-system to use the G.709 non-associated overhead (naOH) i.e. the OTM Overhead Signal (OOS) multiplexed into the OTM-n.m interface signal.

### [3.1.2](#) Switching Type

The Switching Type indicates the type of switching that should be

performed at the termination of a particular link (see [[GMPLS-RTG](#)]).

No additional Switching Type values are to be considered in order to accommodate G.709 switching types since an ODUk switching (and so LSPs) belongs to the TDM class while an OCh switching (and so LSPs) to the Lambda class (i.e. LSC).

Intermediate and egress nodes MUST verify that the value indicated in the Switching Type field is supported on the corresponding incoming interface. If the requested value can not be supported, the node MUST generate a PathErr message with a "Routing problem/Switching Type" indication.

### **3.1.3 Generalized-PID (G-PID)**

The G-PID (16 bits field) as defined in [[RFC3471](#)], identifies the payload carried by an LSP, i.e. an identifier of the client layer of that LSP. This identifier is used by the endpoints of the G.709 LSP.

The G-PID can take one of the following values when the client payload is transported over the Digital Path layer, in addition to the payload identifiers defined in [[RFC3471](#)]:

- CBRa: asynchronous Constant Bit Rate i.e. mapping of STM-16/OC-48, STM-64/OC-192 and STM-256/OC-768
- CBRb: bit synchronous Constant Bit Rate i.e. mapping of STM-16/OC-48, STM-64/OC-192 and STM-256/OC-768
- ATM: mapping at 2.5, 10 and 40 Gbps
- BSOT: non-specific client Bit Stream with Octet Timing i.e. Mapping of 2.5, 10 and 40 Gbps Bit Stream
- BSNT: non-specific client Bit Stream without Octet Timing i.e. Mapping of 2.5, 10 and 40 Gbps Bit Stream
- ODUk: transport of Digital Paths at 2.5, 10 and 40 Gbps
- ESCON: Enterprise Systems Connection
- FICON: Fiber Connection

The G-PID can take one of the following values when the client payload is transported over the Optical Channel layer, in addition to the payload identifiers defined in [[RFC3471](#)]:

- CBR: Constant Bit Rate i.e. mapping of STM-16/OC-48, STM-64/OC-192 and STM-256/OC-768
- OTUk/OTUkV: transport of Digital Section at 2.5, 10 and 40 Gbps

Also, when client payloads such as Ethernet MAC/PHY and IP/PPP are encapsulated through the Generic Framing Procedure (GFP) as

described in ITU-T G.7041, dedicated G-PID values are defined.

In order to include pre-OTN developments, the G-PID field can take one of the values (currently defined in [[RFC3471](#)]) when the following client payloads are transported over a so-called lambda LSP:

- Ethernet PHY (1 Gbps and 10 Gbps)
- Fiber Channel

The following table summarizes the G-PID with respect to the LSP Encoding Type:

Value	G-PID Type	LSP Encoding Type
-----	-----	-----
47	G.709 ODUj	G.709 ODUk (with $k > j$ )
48	G.709 OTUK(v)	G.709 OCh ODUk mapped into OTUK(v)
49	CBR/CBRa	G.709 ODUk, G.709 OCh
50	CBRb	G.709 ODUk
51	BSOT	G.709 ODUk
52	BSNT	G.709 ODUk
53	IP/PPP (GFP)	G.709 ODUk (and SDH)
54	Ethernet MAC (framed GFP)	G.709 ODUk (and SDH)
55	Ethernet PHY (transparent GFP)	G.709 ODUk (and SDH)
56	ESCON	G.709 ODUk, Lambda, Fiber
57	FICON	G.709 ODUk, Lambda, Fiber
58	Fiber Channel	G.709 ODUk, Lambda, Fiber

Note: Values 49 and 50 include mapping of SDH.

The following table summarizes the update of the G-PID values defined in [[RFC3471](#)]:

Value	G-PID Type	LSP Encoding Type
-----	-----	-----
32	ATM Mapping	SDH, G.709 ODUk
33	Ethernet PHY	SDH, G.709 OCh, Lambda, Fiber
34	Sonet/SDH	G.709 OCh, Lambda, Fiber
35	Reserved (SONET Dep.)	G.709 OCh, Lambda, Fiber

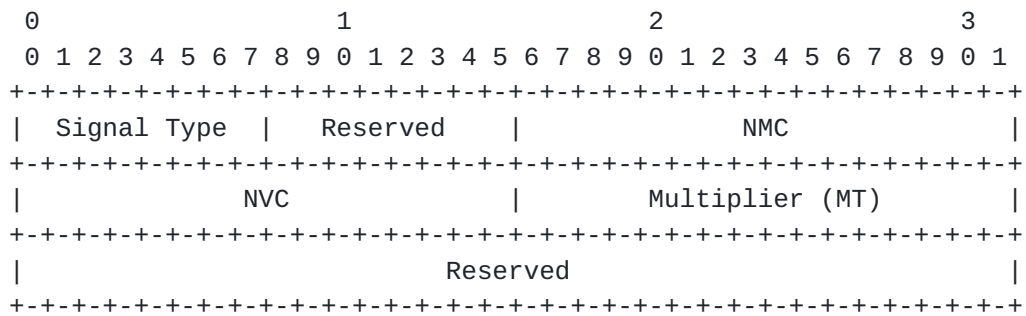
### [3.2](#) G.709 Traffic Parameters

When G.709 Digital Path Layer or G.709 Optical Channel Layer is specified in the LSP Encoding Type field, the information referred

to as technology dependent (or simply traffic parameters) is carried additionally to the one included in the Generalized Label Request.



The G.709 traffic parameters are defined as follows:



In this frame, NMC stands for Number of Multiplexed Components, NVC for Number of Virtual Components and MT for Multiplier. Each of these fields is tailored to support G.709 LSP requests.

The RSVP-TE encoding of the G.709 traffic-parameters is detailed in [Section 6](#).

### 3.2.1 Signal Type (ST)

This field (8 bits) indicates the type of G.709 Elementary Signal that comprises the requested LSP. The permitted values are:

Value	Type
-----	----
0	Not significant
1	ODU1 (i.e. 2.5 Gbps)
2	ODU2 (i.e. 10 Gbps)
3	ODU3 (i.e. 40 Gbps)
4	Reserved (for future use)
5	Reserved (for future use)
6	OCh at 2.5 Gbps
7	OCh at 10 Gbps
8	OCh at 40 Gbps
9-255	Reserved (for future use)

The value of the Signal Type field depends on LSP Encoding Type value defined in [Section 3.1.1](#) and [\[RFC3471\]](#):

- if the LSP Encoding Type value is the G.709 Digital Path layer then the valid values are the ODUk signals (k = 1, 2 or 3)
- if the LSP Encoding Type value is the G.709 Optical Channel layer then the valid values are the OCh at 2.5, 10 or 40 Gbps
- if the LSP Encoding Type is "Lambda" (which includes the pre-OTN Optical Channel layer) then the valid value is irrelevant (Signal Type = 0)
- if the LSP Encoding Type is "Digital Wrapper", then the valid value is irrelevant (Signal Type = 0)

Several transforms can be sequentially applied on the Elementary Signal to build the Final Signal being actually requested for the LSP. Each transform application is optional and must be ignored if zero, except the Multiplier (MT) that cannot be zero and must be ignored if equal to one. Transforms must be applied strictly in the following order:

- First, virtual concatenation (by using the NVC field) can be optionally applied directly on the Elementary Signal to form a Composed Signal
- Second, a multiplication (by using the Multiplier field) can be optionally applied either directly on the Elementary Signal, or on the virtually concatenated signal obtained from the first phase. The resulting signal is referred to as Final Signal.

### **3.2.2 Number of Multiplexed Components (NMC)**

The NMC field (16 bits) indicates the number of ODU tributary slots used by an ODU<sub>j</sub> when multiplexed into an ODU<sub>k</sub> ( $k > j$ ) for the requested LSP. This field is not applicable when an ODU<sub>k</sub> is mapped into an OTU<sub>k</sub> and irrelevant at the Optical Channel layer. In both cases, it MUST be set to zero (NMC = 0) when sent and should be ignored when received.

When applied at the Digital Path layer, in particular for ODU<sub>2</sub> connections multiplexed into one ODU<sub>3</sub> payload, the NMC field specifies the number of individual tributary slots (NMC = 4) constituting the requested connection. These components are still processed within the context of a single connection entity. For all other currently defined multiplexing cases (see [Section 2](#)), the NMC field is set to 1.

### **3.2.3 Number of Virtual Components (NVC)**

The NVC field (16 bits) is dedicated to ODU<sub>k</sub> virtual concatenation (i.e. ODU<sub>k</sub> Inverse Multiplexing) purposes. It indicates the number of ODU<sub>1</sub>, ODU<sub>2</sub> or ODU<sub>3</sub> Elementary Signals that are requested to be virtually concatenated to form an ODU<sub>k</sub>-Xv signal. By definition, these signals MUST be of the same type.

This field is set to 0 (default value) to indicate that no virtual concatenation is requested.

Note that the current usage of this field only applies for G.709 ODU<sub>k</sub> LSPs i.e. values greater than zero, are only acceptable for ODU<sub>k</sub> Signal Types. Therefore, it MUST be set to zero (NVC = 0), and should be ignored when received, when a G.709 OCh LSP is requested.

### **3.2.4 Multiplier (MT)**

The Multiplier field (16 bits) indicates the number of identical Elementary Signals or Composed Signals requested for the LSP i.e. that form the Final Signal. A Composed Signal is the resulting signal from the application of the NMC and NVC fields to an

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elementary Signal Type. GMPLS signaling currently implies that all the Composed Signals must be part of the same LSP.

This field is set to one (default value) to indicate that exactly one instance of a signal is being requested. Intermediate and egress nodes MUST verify that the node itself and the interfaces on which the LSP will be established can support the requested multiplier value. If the requested values can not be supported, the receiver node MUST generate a PathErr message (see [Section 6](#)).

Zero is an invalid value for the MT field. If received, the node MUST generate a PathErr message (see [Section 6](#)).

### **3.2.5 Reserved Fields**

The reserved fields (8 bits in row 1 and 32 bits in row 3) are dedicated for future use. Reserved bits SHOULD be set to zero when sent and MUST be ignored when received.

## **4. Generalized Label**

This section describes the Generalized Label value space for Digital Paths and Optical Channels. The Generalized Label is defined in [\[RFC3471\]](#). The format of the corresponding RSVP-TE GENERALIZED\_LABEL object is specified in [\[RFC3473\] Section 2.2](#).

The label distribution rules detailed in [Section 4.2](#) follow (when applicable) the ones defined in [\[RFC3946\]](#).

### **4.1 ODUk Label Space**

At the Digital Path layer (i.e. ODUk layers), G.709 defines three different client payload bit rates. An Optical Data Unit (ODU) frame has been defined for each of these bit rates. ODUk refers to the frame at bit rate k, where k = 1 (for 2.5 Gbps), 2 (for 10 Gbps) or 3 (for 40 Gbps).

In addition to the support of ODUk mapping into OTUK, the G.709 label space supports the sub-levels of ODUk multiplexing. ODUk multiplexing refers to multiplexing of ODUj (j = 1, 2) into an ODUk

- ODU1 into ODU2 multiplexing
- ODU1 into ODU3 multiplexing
- ODU2 into ODU3 multiplexing
- ODU1 and ODU2 into ODU3 multiplexing

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The G.709 Digital Path Layer label or ODUk label has the following format:

- t2=1 indicates an ODU2 signal that is not further subdivided.
- t2=[2..5] indicates the tributary slot (t2th-2) used by the ODU1 in an ODTUG2 mapped into an ODU2 (via OPU2).
- t2 is not significant for an ODU3 (i.e. t2 value MUST be

set to 0 and ignored).

3. t3 (6-bit):

- t3=1 indicates an ODU3 signal that is not further subdivided.
- t3=[2..17] indicates the tributary slot (t3th-1) used by the ODU1 in an ODTUG3 mapped into an ODU3 (via OPU3).
- t3=[18..33] indicates the tributary slot (t3th-17) used by the ODU2 in an ODTUG3 mapped into an ODU3 (via OPU3).

Note: in case of ODU2 into ODU3 multiplexing, 4 labels are required to identify the 4 tributary slots used by the ODU2; these tributary time slots have to be allocated in ascending order.

If the label sub-field value  $t[i]=1$  ( $i, j = 1, 2$  or  $3$ ) and  $t[j]=0$  ( $j > i$ ), the corresponding ODUk signal ODU[i] is directly mapped into the corresponding OTUK signal ( $k=i$ ). This is referred to as the mapping of an ODUk signal into an OTUK of the same order. Therefore, the numbering starts at 1; zero is used to indicate a non-significant field. A label field equal to zero is an invalid value.

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Examples:

- t3=0, t2=0, t1=1 indicates an ODU1 mapped into an OTU1
- t3=0, t2=1, t1=0 indicates an ODU2 mapped into an OTU2
- t3=1, t2=0, t1=0 indicates an ODU3 mapped into an OTU3
- t3=0, t2=3, t1=0 indicates the ODU1 in the second tributary slot of the ODTUG2 mapped into an ODU2 (via OPU2) mapped into an OTU2
- t3=5, t2=0, t1=0 indicates the ODU1 in the fourth tributary slot of the ODTUG3 mapped into an ODU3 (via OPU3) mapped into an OTU3

## **4.2 Label Distribution Rules**

In case of ODUk in OTUK mapping, only one label can appear in the Generalized Label. The unique label is encoded as a single 32 bit label value (as defined in [Section 4.1](#)) of the GENERALIZED\_LABEL object (Class-Num = 16, C-Type = 2)

In case of ODUj in ODUk ( $k > j$ ) multiplexing, the explicit ordered list of the labels in the multiplex is given (this list can be restricted to only one label when NMC = 1). Each label indicates a component (ODUj tributary slot) of the multiplexed signal. The order of the labels must reflect the order of the ODUj into the multiplex (not the physical order of tributary slots). This ordered list of labels is encoded as a sequence of 32 bit label values (as defined in [Section 4.1](#)) of the GENERALIZED\_LABEL object (Class-Num = 16, C-

Type = 2).

In case of ODUk virtual concatenation, the explicit ordered list of all labels in the concatenation is given. Each label indicates a component of the virtually concatenated signal. The order of the labels must reflect the order of the ODUk to concatenate (not the physical order of time-slots). This representation limits virtual concatenation to remain within a single (component) link. In case of multiplexed virtually concatenated signals, the first set of labels indicates the components (ODUj tributary slots) of the first virtually concatenated signal, the second set of labels indicates the components (ODUj tributary slots) of the second virtually concatenated signal, and so on. This ordered list of labels is encoded as a sequence of 32 bit label values (as defined in [Section 4.1](#)) of the GENERALIZED\_LABEL object (Class-Num = 16, C-Type = 2). In case of ODUk virtual concatenation, the number of label values is determined by the NVC value. Multiplexed ODUk virtual concatenation additionally uses the NMC value to determine the number of labels per set (equal in size).

In case of multiplication (i.e. when using the MT field), the explicit ordered list of all labels taking part in the composed signal is given. The above representation limits multiplication to remain within a single (component) link. In case of multiplication of multiplexed virtually concatenated signals, the first set of labels indicates the components of the first multiplexed virtually concatenated signal, the second set of labels indicates components

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of the second multiplexed virtually concatenated signal, and so on. This ordered list of labels is encoded as a sequence of 32 bit label values (as defined in [Section 4.1](#)) of the GENERALIZED\_LABEL object (Class-Num = 16, C-Type = 2). In case of multiplication of (equal) ODUk virtual concatenated signals, the number of label values per signal is determined by the NVC value. Multiplication of multiplexed (equal) ODUk virtual concatenation additionally uses the NMC value to determine the number of labels per set (equal in size).

### **[4.3](#) Optical Channel Label Space**

At the Optical Channel layer, the label space must be consistently defined as a flat space whose values reflect the local assignment of OCh identifiers corresponding to the OTM-n.m sub-interface signals (m = 1, 2 or 3). Note that these identifiers do not cover OChr since the corresponding Connection Function (OChr-CF) between OTM-nr.m/OTM-Or.m is not defined in [[ITUT-G798](#)].

The OCh label space values are defined by either absolute values (i.e. channel identifiers or Channel ID also referred to as wavelength identifiers) or relative values (channel spacing also referred to as inter-wavelength spacing). The latter is strictly confined to a per-port label space while the former could be defined as a local or a global (per node) label space. Such an OCh label space is applicable to both OTN Optical Channel layer and pre-OTN Optical Channel layer.

Optical Channel label encoding (and distribution) rules are defined in [RFC3471]. They MUST be used for the Upstream Label, the Suggested Label and the Generalized Label.

## 5. Examples

The following examples are given in order to illustrate the processing described in the previous sections of this document.

1. ODUk in OTUk mapping: when one ODU1 (ODU2 or ODU3) signal is directly transported in an OTU1 (OTU2 or OTU3), the upstream node requests results simply in an ODU1 (ODU2 or ODU3) signal request.

In such conditions, the downstream node has to return a unique label since the ODU1 (ODU2 or ODU3) is directly mapped into the corresponding OTU1 (OTU2 or OTU3). Since a single ODUk signal is requested (Signal Type = 1, 2 or 3), the downstream node has to return a single ODUk label which can be for instance one of the following when the Signal Type = 1:

- t3=0, t2=0, t1=1 indicating a single ODU1 mapped into an OTU1
- t3=0, t2=1, t1=0 indicating a single ODU2 mapped into an OTU2
- t3=1, t2=0, t1=0 indicating a single ODU3 mapped into an OTU3

2. ODU1 into ODUk multiplexing ( $k > 1$ ): when one ODU1 is multiplexed

into the payload of a structured ODU2 (or ODU3), the upstream node requests results simply in a ODU1 signal request.

In such conditions, the downstream node has to return a unique label since the ODU1 is multiplexed into one ODTUG2 (or ODTUG3). The latter is then mapped into the ODU2 (or ODU3) via OPU2 (or OPU3) and then mapped into the corresponding OTU2 (or OTU3). Since a single ODU1 multiplexed signal is requested (Signal Type = 1 and NMC = 1), the downstream node has to return a single ODU1 label which can take for instance one of the following values:

- t3=0, t2=4, t1=0 indicates the ODU1 in the third TS of the ODTUG2
- t3=2, t2=0, t1=0 indicates the ODU1 in the first TS of the ODTUG3
- t3=7, t2=0, t1=0 indicates the ODU1 in the sixth TS of the ODTUG3

3. ODU2 into ODU3 multiplexing: when one unstructured ODU2 is multiplexed into the payload of a structured ODU3, the upstream node requests results simply in a ODU2 signal request.

In such conditions, the downstream node has to return four labels since the ODU2 is multiplexed into one ODTUG3. The latter is mapped into an ODU3 (via OPU3) and then mapped into an OTU3. Since an ODU2 multiplexed signal is requested (Signal Type = 2, and NMC = 4), the downstream node has to return four ODU labels which can take for instance the following values:

- t3=18, t2=0, t1=0 (first part of ODU2 in first TS of ODTUG3)
- t3=22, t2=0, t1=0 (second part of ODU2 in fifth TS of ODTUG3)
- t3=23, t2=0, t1=0 (third part of ODU2 in sixth TS of ODTUG3)
- t3=26, t2=0, t1=0 (fourth part of ODU2 in ninth TS of ODTUG3)

4. When a single OCh signal of 40 Gbps is requested (Signal Type = 8), the downstream node must return a single wavelength label as specified in [\[RFC3471\]](#).
5. When requesting multiple ODUk LSP (i.e. with a multiplier (MT) value > 1), an explicit list of labels is returned to the requestor node.

When the downstream node receives a request for a 4 x ODU1 signal (Signal Type = 1, NMC = 1 and MT = 4) multiplexed into a ODU3, it returns an ordered list of four labels to the upstream node: the first ODU1 label corresponding to the first signal of the LSP, the second ODU1 label corresponding to the second signal of the LSP, etc. For instance, the corresponding labels can take the following values:

- First ODU1: t3=2, t2=0, t1=0 (in first TS of ODTUG3)
- Second ODU1: t3=10, t2=0, t1=0 (in ninth TS of ODTUG3)
- Third ODU1: t3=7, t2=0, t1=0 (in sixth TS of ODTUG3)
- Fourth ODU1: t3=6, t2=0, t1=0 (in fifth TS of ODTUG3)

## **6. RSVP-TE Signaling Protocol Extensions**

This section specifies the [\[RFC3473\]](#) protocol extensions needed to accommodate G.709 traffic parameters.



The G.709 traffic parameters are carried in the G.709 SENDER\_TSPEC and FLOWSPEC objects. The same format is used both for SENDER\_TSPEC object and FLOWSPEC objects. The content of the objects is defined above in [Section 3.2](#). The objects have the following class and type for G.709:

- G.709 SENDER\_TSPEC Object: Class = 12, C-Type = TBA
- G.709 FLOWSPEC Object: Class = 9, C-Type = TBA

There is no Adspec associated with the SONET/SDH SENDER\_TSPEC. Either the Adspec is omitted or an Int-serv Adspec with the Default General Characterization Parameters and Guaranteed Service fragment is used, see [[RFC2210](#)].

For a particular sender in a session the contents of the FLOWSPEC object received in a Resv message SHOULD be identical to the contents of the SENDER\_TSPEC object received in the corresponding Path message. If the objects do not match, a ResvErr message with a "Traffic Control Error/Bad Flowspec value" error SHOULD be generated.

Intermediate and egress nodes MUST verify that the node itself and the interfaces on which the LSP will be established can support the requested Signal Type, NMC and NVC values (as defined in [Section 3.2](#)). If the requested value(s) can not be supported, the receiver node MUST generate a PathErr message with a "Traffic Control Error/Service unsupported" indication (see [[RFC2205](#)]).

In addition, if the MT field is received with a zero value, the node MUST generate a PathErr message with a "Traffic Control Error/Bad Tspec value" indication (see [[RFC2205](#)]).

## **7. Security Considerations**

This draft introduces no new security considerations to [[RFC3473](#)].

## **8. IANA Considerations**

Two values have to be defined by IANA for this document:

Two RSVP C-Types in registry:

<http://www.iana.org/assignments/rsvp-parameters>

- A G.709 SENDER\_TSPEC object: Class = 12, C-Type = 5 (Suggested value, TBA) - see [Section 6](#).
- A G.709 FLOWSPEC object: Class = 9, C-Type = 5 (Suggested value, TBA) - see [Section 6](#).

IANA is also requested to track the code-point spaces extended and/or updated by this document. For this purpose, the following new registry entries are requested in the newly requested registry entry: <http://www.iana.org/assignments/gmpls>

- LSP Encoding Type:

<http://www.iana.org/assignments/gmpls/lsp-encoding-type>

Name: LSP Encoding Type

Format: 8-bit number

Values:

[1..11]	defined in [ <a href="#">RFC3471</a> ]
12	defined in <a href="#">Section 3.1.1</a>
13	defined in <a href="#">Section 3.1.1</a>

Allocation Policy:

[0..239]	Assigned by IANA via IETF Standards Track RFC Action.
[240..255]	Assigned temporarily for Experimental Usage. these will not be registered with IANA

- Switching Type:

<http://www.iana.org/assignments/gmpls/switching-type>

Name: Switching Type

Format: 8-bit number

Values: defined in [[RFC3471](#)]

Allocation Policy:

[0..255]	Assigned by IANA via IETF Standards Track RFC Action.
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- Generalized PID (G-PID):

<http://www.iana.org/assignments/gmpls/generalized-pid>

Name: G-PID

Format: 16-bit number

Values:

[0..31]	defined in [ <a href="#">RFC3471</a> ]
[32..35]	defined in [ <a href="#">RFC3471</a> ] and updated by <a href="#">Section 3.1.3</a>
[36..46]	defined in [ <a href="#">RFC3471</a> ]
[47..58]	defined in <a href="#">Section 3.1.3</a>

Allocation Policy:

[0..31743]	Assigned by IANA via IETF Standards Track RFC Action.
[31744..32767]	Assigned temporarily for Experimental Usage
[32768..65535]	Not assigned. Before any assignments can be made in this range, there MUST be a Standards Track RFC that specifies IANA Considerations that covers the range being assigned.

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This draft incorporates (upon agreement) material and ideas from [draft-lin-ccamp-ipo-common-label-request-00.txt](#).

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## Appendix 1 - Abbreviations

BSNT	Bit Stream without Octet Timing
BSOT	Bit Stream with Octet Timing
CBR	Constant Bit Rate
ESCON	Enterprise Systems Connection
FC	Fiber Channel
FEC	Forward Error Correction
FICON	Fiber Connection
FSC	Fiber Switch Capable
GCC	General Communication Channel
GFP	Generic Framing Procedure
LSC	Lambda Switch Capable
LSP	Label Switched Path
MS	Multiplex Section
naOH	non-associated Overhead
NMC	Number of Multiplexed Components
NVC	Number of Virtual Components
OCC	Optical Channel Carrier
OCG	Optical Carrier Group
OCh	Optical Channel (with full functionality)

OChr	Optical Channel (with reduced functionality)
ODTUG	Optical Data Tributary Unit Group
ODU	Optical Channel Data Unit
OH	Overhead
OMS	Optical Multiplex Section
OMU	Optical Multiplex Unit
OOS	OTM Overhead Signal
OPS	Optical Physical Section
OPU	Optical Channel Payload Unit
OSC	Optical Supervisory Channel
OTH	Optical Transport Hierarchy
OTM	Optical Transport Module
OTN	Optical Transport Network
OTS	Optical Transmission Section
OTU	Optical Channel Transport Unit
OTUkV	Functionally Standardized OTUk
PPP	Point to Point Protocol
PSC	Packet Switch Capable
RES	Reserved
RS	Regenerator Section
TTI	Trail Trace Identifier
TDM	Time Division Multiplex

## Appendix 2 - G.709 Indexes

- Index k: The index "k" is used to represent a supported bit rate and the different versions of OPUk, ODUk and OTUk. k=1 represents an approximate bit rate of 2.5 Gbit/s, k=2 represents an approximate bit rate of 10 Gbit/s, k = 3 an approximate bit rate of 40 Gbit/s and k = 4 an approximate bit rate of 160 Gbit/s (under definition). The exact bit-rate values are in kbits/s:

. OPU: k=1: 2 488 320.000, k=2: 9 995 276.962, k=3: 40 150 519.322

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. ODU: k=1: 2 498 775.126, k=2: 10 037 273.924, k=3: 40 319 218.983  
. OTU: k=1: 2 666 057.143, k=2: 10 709 225.316, k=3: 43 018 413.559

- Index m: The index "m" is used to represent the bit rate or set of bit rates supported on the interface. This is a one or more digit "k", where each "k" represents a particular bit rate. The valid values for m are (1, 2, 3, 12, 23, 123).

- Index n: The index "n" is used to represent the order of the OTM, OTS, OMS, OPS, OCG and OMU. This index represents the maximum number of wavelengths that can be supported at the lowest bit rate supported on the wavelength. It is possible that a reduced number of higher bit rate wavelengths are supported. The case n=0 represents a

single channel without a specific wavelength assigned to the channel.

- Index r: The index "r", if present, is used to indicate a reduced functionality OTM, OCG, OCC and OCh (non-associated overhead is not supported). Note that for n=0 the index r is not required as it implies always reduced functionality.

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