

SYNCHRONIZATION IN PACKET SWITCHING NETWORKS

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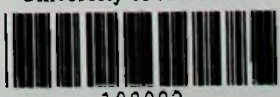
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ABSTRACT

Network providers are faced with significant challenges in delivering backhaul solutions. Given that solutions based on Time Division Multiplexing (TDM), is not providing improved efficiency at a reasonable cost. Thus the need for new backhaul solutions is becoming significant. With the full-IP evolution, all the mobile networks are migrated to full-IP, thus capabilities inherent to traditional TDM needs to be developed in these IP networks. Real-time applications have relatively tight timing requirements concerning delay and delay variations. Therefore, need efficient timing solution for those real-time applications.

Synchronization is important aspect in networks and it is more critical in mobile networks. Loss of synchronization in mobile networks leads to call drops, mobile broadband data speed degrades and packet losses. Network equipment should be synchronized in frequency, time and time of day. To achieve the packet network based synchronization new strategies should be adopted. Else, traditional synchronization techniques is to be continued to synchronize networks.

Specialized synchronization networks can deliver better and accurate performances, but that is with a higher cost. There are new technologies introduced to the industry for synchronization. Before migrating in to new technologies, analyzing these techniques against the service delivery requirement is a prerequisite. There is information available and accessible for the operators, in the areas related to developments of technical standardization proceedings, but there is clear lack of resources and information for practical implementations.

There are gaps to be addressed while migration mobile networks into packet switching networks. Migration from circuit switching network to packet switching networks will break the synchronization chain. Most importantly, delivering the synchronization across the borders is required to interwork communication systems. Packet networks are asynchronous in nature therefore integrating time aware applications with packet network require correct timing at the interfaces to provide acceptable performance. Hence, special consideration and design is required in All-IP networks.

Cost plays a major role in the adaptation of modern technologies to existing telecommunication networks. Hence backhauling need to be a highly cost effective. At present, the IP networks have proven to be the most cost effective and thus migrating mobile network to a full-IP based network with synchronization capability provides additional cost benefit for the network operators.

In this research, technical standards and available synchronization methods are extensively evaluated. Moreover, network requirements, possibilities and limitations are also extensively analyzed. Logical behaviors are compared and analyzed for standardized synchronization techniques. Based on these analyses, implementation guidelines have been developed.

The guidelines have been prepared within the overall technical framework published by ITU-T standards and it is hoped that they will be helpful for the mobile operators who wish to migrate from existing network to future proof capacity agile packet switching network.

Keywords: Packet Networks, Synchronization, Synchronous Ethernet, IEEE 1588v2.

DEDICATION

I would like to dedicate this dissertation to my wife Priya, our parents, to my brothers and to my sisters. Without their continued support I could not have completed this.

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TABLE OF CONTENTS

Declaration of the candidate & Supervisor	i
Abstract	ii
Dedication	iii
Acknowledgements	iv
Table of Contents	v
List of Figures	viii
List of Tables	ix
List of abbreviations	x
1 Introduction	1
1.1 Motives for the Project Work	1
1.2 Synchronization of Digital Telecommunications Networks	2
1.2.1 Frequency Synchronization	4
1.2.2 Clock Synchronization	4
1.2.3 Synchronization Errors	4
1.3 Problem Statement	6
1.4 Technical Approach	6
1.5 Main Contributions of the Dissertation	6
1.6 Outline	6
2 Synchronization of networks	7
2.1 Network Synchronization Strategies	7
2.1.1 Clocking Strategies	7
2.2 Synchronization Network Standard Architectures for Clocks	9
2.3 Methods of Synchronization	9



2.4	Synchronization Network Protection	10
3	Synchronization in Packet Switching Networks	11
3.1	Packet Backhaul Domains	12
3.1.1	Packet Network Timing (PNT) Domain	12
3.1.2	Circuit Emulation Services (CES) Domain	12
3.2	Differential Clock Recovery (DCR)	13
3.2.1	Advantages of Differential Clock Recovery (DCR)	14
3.3	Adaptive Clock Recovery (ACR)	14
3.3.1	Advantages of Adaptive Clock Recovery (ACR)	14
3.4	Combination Clock Recovery (CCR)	14
3.5	In-Band and Out-of-Band Synchronization over Packet Network	15
3.5.1	In-Band Synchronization over Packet	15
3.5.2	Out-of-Band Synchronization over Packet	15
3.6	Review on Synchronous Ethernet (SyncE)	15
3.6.1	Clock and Data Path in SyncE	16
3.6.2	Network Clock and Service Clock	17
3.7	Review on IEEE 1588v2	17
3.7.1	PTP Slave Clock Acquisition and Locking Process	19
4	Timing over Packet Network	21
4.1	ITU-T Recommendations in Synchronization	21
4.2	Implementation Considerations	22
4.3	Implementing Functionalities	23
4.3.1	Implementing SyncE Functionalities	24
4.3.2	Implementing PTP Functionalities	24
4.4	Suitability of Packet Networks	25
4.4.1	Suitability of Packet Networks for SyncE	25

4.4.2	Suitability of Packet Networks for PTP	26
5	Guide for Technology Selection	28
5.1	Backhaul Scenarios	29
5.1.1	TDM Backhaul	29
5.1.2	IP Overlay on TDM Backhaul	30
5.1.3	Hybrid Backhaul	31
5.1.4	Packet Backhaul	31
5.2	Number of Hops for the Backhaul	32
5.3	IP RAN Deployment	32
5.4	Decision Matrix	36
6	Conclusions and Recommendations	38
6.1	Conclusions	38
6.2	Recommendations	39
6.2.1	Grandmaster Clock	40
6.2.2	Recommendations for SyncE Quality and Priority	42
6.2.3	Recommendations for IEEE 1588v2	43
6.2.4	Network Requirement	44
6.2.5	Microwave Network Requirement	44
6.2.6	Performance Management	46
6.3	Research Contribution and Future Work	46
	Reference List	48

LIST OF FIGURES

Figure 1.1: Timing signals a) Sinusoidal signal b) Step signal.....	3
Figure 1.2: Jitter affecting to a digital signal	5
Figure 2.1: Clock distribution strategies a) Distributed clock b) Master-slave clock..	8
Figure 3.1: Clock and data path in SyncE.....	16
Figure 3.2: SyncE network element and clock distribution	17
Figure 3.3: IEEE 1588v2 deployment	18
Figure 3.4: General principle of packet-based timing methods	19
Figure 3.5: Illustration of PTP slave clock acquisition and locking process	19
Figure 4.1: Technology Status	21
Figure 5.1: Synchronization from E1	29
Figure 5.2: Synchronization over TDM Backhaul	30
Figure 5.3: IP Overlay on TDM Backhaul.....	30
Figure 5.4: Packet transport network with E1 Sync out	31
Figure 5.5: Hybrid Backhaul.....	31
Figure 5.6: Packet transport network with Ethernet Sync out	32
Figure 5.7: Packet Backhaul	32
Figure 5.8: Example of IEEE 1588v2 GM locations	33
Figure 5.9: Boundary Clock in Network for TDD applications.....	36
Figure 6.1: High level Clocking Architecture.....	39
Figure 6.2: Primary Reference Clock	40
Figure 6.3: Leased Bandwidth to Complete Ring	41
Figure 6.4: SyncE Priority in Interfaces	43
Figure 6.5: Priority and Queuing in Core Network.....	44
Figure 6.6: Microwave Network Priority for Clock.....	45
Figure 6.7: Priority and Queuing in Microwave Network.....	45

LIST OF TABLES

Table 3.1: Air interface synchronization requirement.....	11
Table 3.2: PTP slave clock acquisition and locking process	19
Table 5.1: IEEE 1588v2 / SyncE Comparison.....	28
Table 5.2: Traffic Class and Classification.....	35
Table 5.3: Synchronization selection matrix with TDM existence	36
Table 5.4: Synchronization selection matrix after full-IP conversion.....	37

LIST OF ABBREVIATIONS

Abbreviation	Description
ACR	Adaptive Clock Recovery
ANSI	American National Standards Institute
BC	Boundary Clock
BSC	Base Station Controller
BTS	Base Transceiver Station
CBR	Constant Bit Rate
CCR	Combination Clock Recovery
CES	Circuit Emulation Services
CESoP	Circuit Emulation Services over Packet
CoS	Class of Service
CSR	Cell Site Router
DCR	Differential Clock Recovery
DNS	Domain Name Service
DSCP	DiffServ Code Point
EEC	Ethernet Equipment Clock
EM	Edge Masters
ETSI	European Telecommunications Standards Institute
EVC	Ethernet Virtual Circuit
FLL	Frequency Locked Loop
FTP	File Transfer Protocol
GM	Grand Master
GMGW	GSM Media Gateways
GNSS	Global Navigation Satellite System
GPS	Global Positioning System
HTTP	Hyper Text Transfer Protocol
IETF	Internet Engineering Task Force
IMAP	Internet Message Access Protocol
IP	Internet Protocol
IPTV	Internet Protocol Television

ITU-T	International Telecommunication Union
IWF	Inter Work Function
LSP	Label Switch Path
ME	Metro Ethernet
MEF	Metro Ethernet Forum
MPLS	Multi Protocol Label Switching
MTIE	Mean Time Interval Error
NTP	Network Timing Protocol
OC	Ordinary Clock
PDV	Packet Delay Variation
PHB	Per Hop Behavior
PLL	Phase Locked Loop
PNT	Packet Network Timing
PRC	Primary Reference Clocks
PSN	Packet Switching Network
QL	Quality Level
QoS	Quality of Service
RNC	Radio Network Controller
SDH	Synchronous Digital Hierarchy
SIGTRAN	Signaling Transport
SIP	Session Initiation Protocol
SMTP	Simple Mail Transfer Protocol
SONET	Synchronous Optical Network
SSM	Synchronization Status Messages
SSU	Synchronization Supply Units
SyncE	Synchronous Ethernet
TDM	Time Division Multiplexing
ToS	Type of Service
UDP	User Datagram Protocol
UI	Unit Interval
VLAN	Virtual Local Area Network

VLL	Virtual Leased Line
VOD	Video on Demand