Table of Contents

1 INTRODUCTION 1

1.1 ISOCHRONETS AND ROUTE DIVISION MULTIPLE ACCESS (RDMA) 2

1.2 PROTOCOLS IN ISOCHRONETS 6

1.2.1 The Problem 6

1.2.2 Main Results 7

1.3 PROTOCOLS FOR LOOSELY-SYNCHRONOUS STACKS 9

1.3.1 The Problem 9

1.3.2 Main Results 9

1.4 AN ISOCHRONET SWITCH DESIGN AND IMPLEMENTATION 11

1.4.1 The Problem 11

1.4.2 Main Results 11

1.5 PERFORMANCE CHARACTERIZATION 13

1.5.1 The Problem 13

1.5.2 Main Results 14

1.6 ORGANIZATION OF THE DISSERTATION 17

2 RELATED WORK 18

2.1 INTRODUCTION 18

2.1.1 The Goal 18

2.1.2 Chapter Organization 19

2.2 QUALITATIVE CHARACTERIZATION OF HSNSAS 20

2.3 PACKET SWITCHING 22

2.4 CIRCUIT SWITCHING 26

2.5 FAST PACKET SWITCHING AND ASYNCHRONOUS TRANSFER MODE 29

2.6 BURST SWITCHING 31

2.7 METANET 32

2.8 HIGHBALL 33

2.9 WAVELENGTH DIVISION MULTIPLEXING 34

2.10 LINEAR LIGHTWAVE NETWORKS 36

2.11 SUMMARY 38

3 ISOCHRONETS AND ROUTE DIVISION MULTIPLE ACCESS (RDMA) 39

3.1 INTRODUCTION 39

3.1.1 The Problem 39

3.1.2 Main Results 39

3.1.3 Chapter Organization 40

3.2 ISOCHRONETS AND ROUTE DIVISION MULTIPLE ACCESS (RDMA) 40

3.2.1 Operation 41

3.2.2 An Example 42

3.2.3 Band Allocation and Contention Resolution in RDMA 43

3.2.4 Protocol Support and Interconnection 47

3.3 ISOCHRONETS FOR HSNS 48

3.4 RDMA BETWEEN CS AND PS 50

3.5 SUMMARY 52

4 PROTOCOLS FOR ISOCHRONET OPERATIONS 53

4.1 INTRODUCTION 53

4.1.1 The Problem 53

4.1.2 Main Results 54

4.1.3 Chapter Organization 55

4.2 THE MODEL 56

4.3 TREE ALLOCATION 57

4.4 SYNCHRONIZATION 63

4.5 BAND ALLOCATION 67

4.6 FUTURE WORK 70

4.6.1 Tree Allocation 70

4.6.2 Synchronization 71

4.6.3 Band Allocation 71

4.7 SUMMARY 71

5 PROTOCOLS FOR LOOSELY-SYNCHRONOUS STACKS 73

5.1 INTRODUCTION 73

5.1.1 The Problem 73

5.1.2 Main Results 73

5.1.3 Chapter Organization 75

5.2 LOOSELY-SYNCHRONOUS TRANSFER MODE (LTM) 75

5.3 THE SYNCHRONOUS PROTOCOL STACK 79

5.4 THE LTM-MAC SERVICE ACCESS POINTS 83

5.5 TRANSPORT PROTOCOLS 85

5.5.1 Mapping Destination Addresses onto LTM-MAC Bands 85

5.5.2 Mapping QoS onto LTM-MAC Bands 86

5.5.3 LTM Supports Asynchronous Traffic 87

5.5.4 LTM Supports Isochronous Traffic 88

5.5.5 LTM Supports Synchronous Traffic 91

5.5.6 Compiling Higher Level QoS Parameters 92

5.6 EXAMPLES OF TRANSPORT LAYER SAP 94

5.7 RELATED WORK 95

5.7.1 LTM between ATM and STM 95

5.7.2 The SPS and Real-time Protocols 98

5.8 FUTURE WORK 99

5.9 SUMMARY 99

6 ISOCHRONET SWITCH DESIGN AND IMPLEMENTATION 101

6.1 INTRODUCTION 101

6.1.1 The Problem 101

6.1.2 Main Results 101

6.1.3 Chapter Organization 102

6.2 HIGH-SPEED SWITCHING 103

6.3 ISOCHRONET ELECTRONIC SWITCH DESIGN 106

6.3.1 Configuration Table 106

6.3.2 Arbitration Logic *108*

6.3.3 Switch Engine *110*

6.3.4 Operational Characteristics *117*

6.4 ISOCHRONET INTERFACES 118

6.5 EFFICIENCY, COMPLEXITY, AND SCALABILITY 120

6.6 COMPATIBILITY WITH CURRENT NETWORK DEVICES 123

6.7 SWITCHING SERVICES 124

6.8 ALL-OPTICAL IMPLEMENTATION 125

6.9 FUTURE WORK 132

6.10 SUMMARY 132

7 ROUTE DIVISION MULTIPLE ACCESS PERFORMANCE EVALUATION. 134

7.1 INTRODUCTION 134

7.1.1 The Problem *134*

7.1.2 Main Results *134*

7.1.3 Chapter Organization *135*

7.2 ANALYSIS: CONTENTION FOR OUTGOING LINKS 135

7.2.1 The RDMA- System *137*

7.2.2 The RDMA++ System *142*

7.2.3 The RDMA+ System *148*

7.2.4 Network of Nodes *149*

7.3 SIMULATION: CONTENTION FOR OUTGOING LINKS 150

7.3.1 RDMA++ *151*

7.3.2 RDMA- *154*

7.3.3 RDMA+ *156*

7.3.4 Comparison *156*

7.4 SIMULATION OF NETWORKS 159

7.5 FUTURE WORK 167

7.6 SUMMARY 167

8 FUTURE WORK IN ISOCHRONETS 169

8.1 INTRODUCTION 169

8.2 LARGE ISOCHRONETS 169

8.2.1 The Problem *169*

8.2.2 Preliminary Solution Overview *170*

8.3 RELIABILITY IN ISOCHRONETS 171

8.3.1 The Problem *171*

8.3.2 Preliminary Solution Overview *172*

8.4 RECONFIGURATION 173

8.4.1 The Problem *173*

8.4.2 Discussion *174*

8.5 TOPOLOGY DESIGN 174

8.5.1 The Problem *174*

8.5.2 Discussion *174*

9 CONCLUSIONS 175

BIBLIOGRAPHY 181