

WDM Networks for Defense Applications

(DARPA Workshop, April 19, 2000)

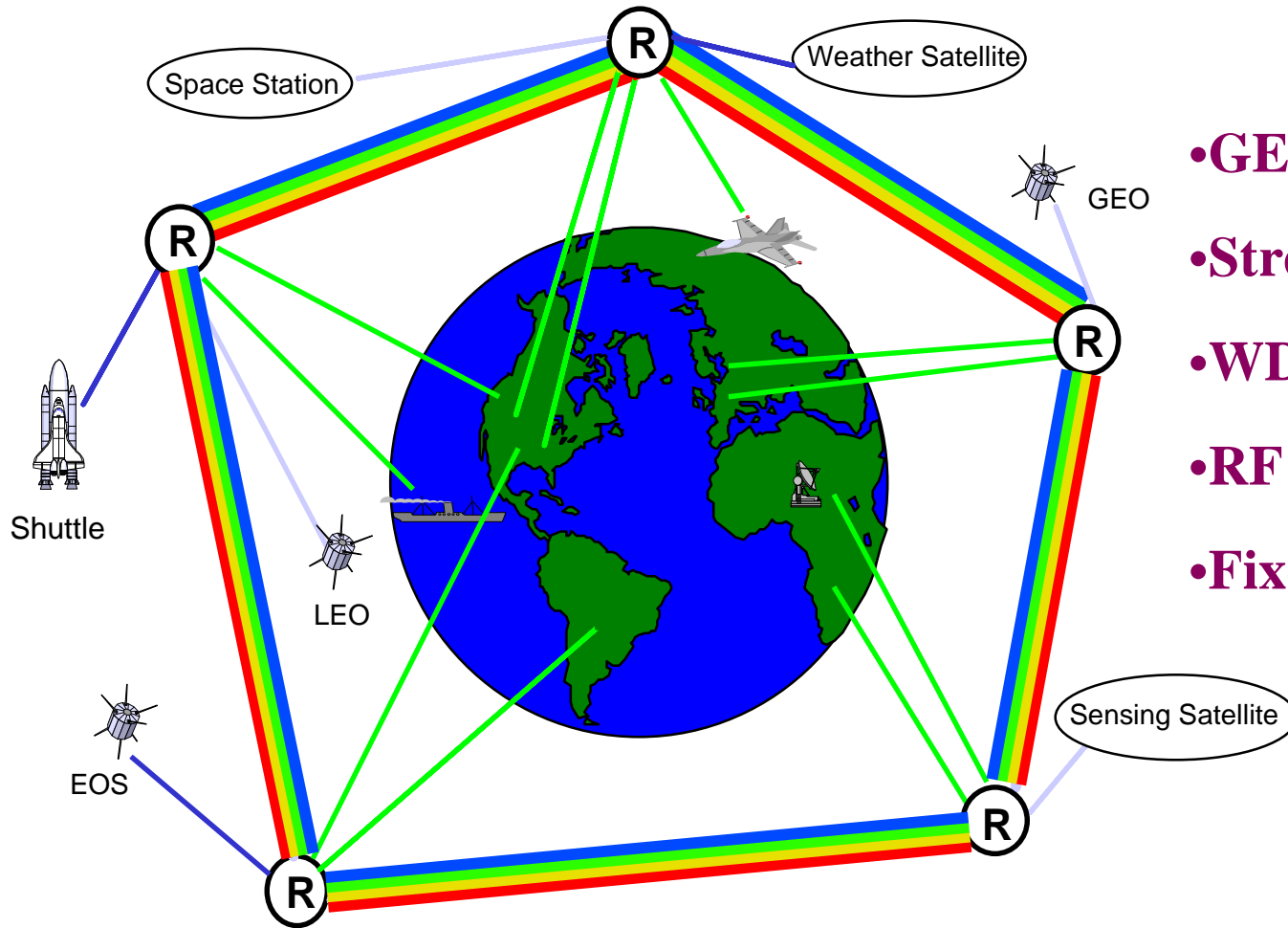
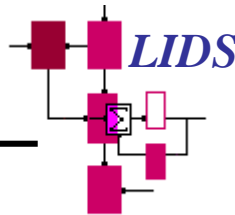
by

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WDM Wide Area Network in Space

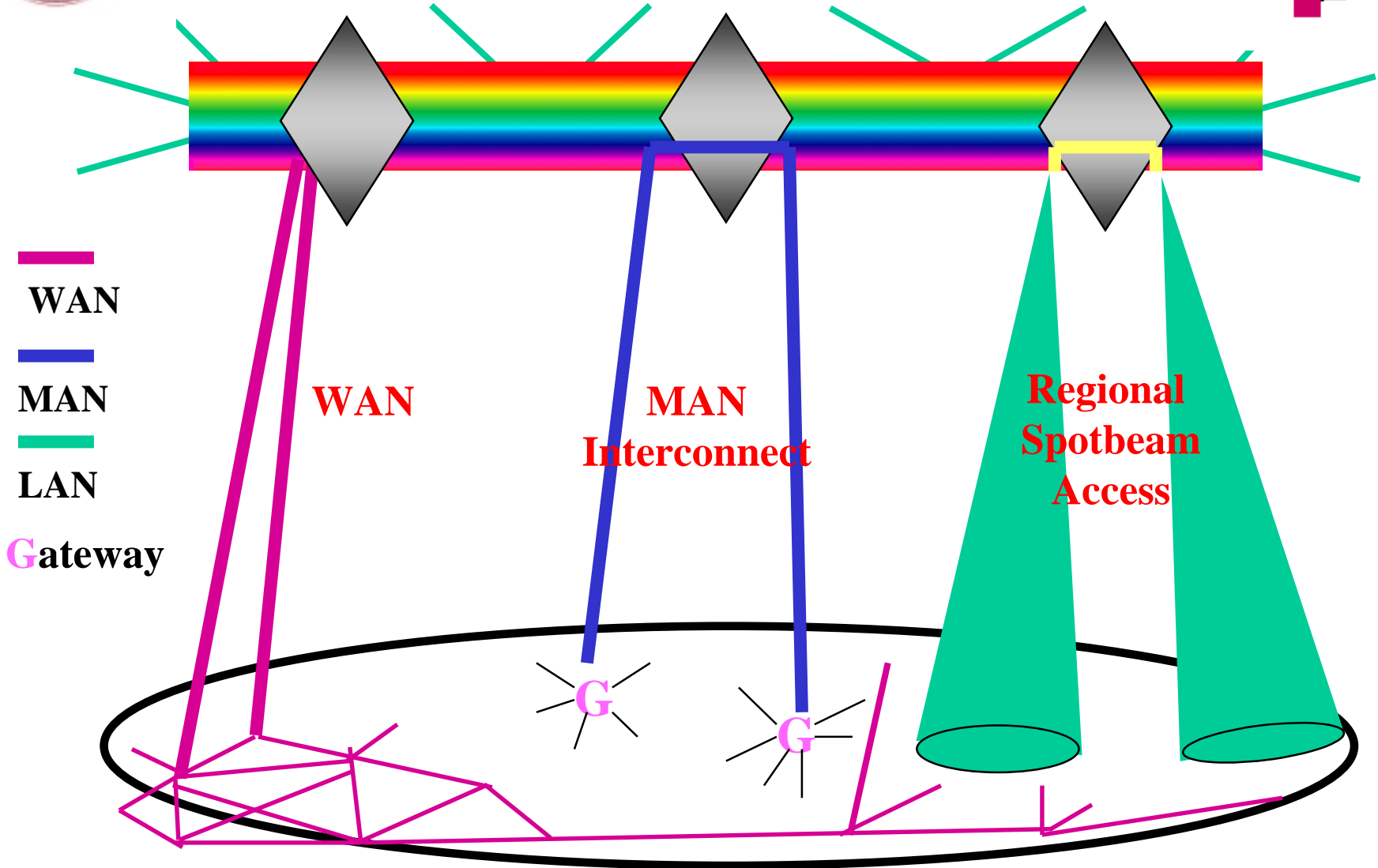
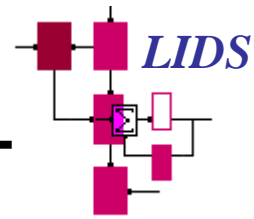


- GEO/MEO/LEO
- Streams & Packets
- WDM trunks
- RF & optical accesses
- Fixed/mobile users

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4-D Global Network

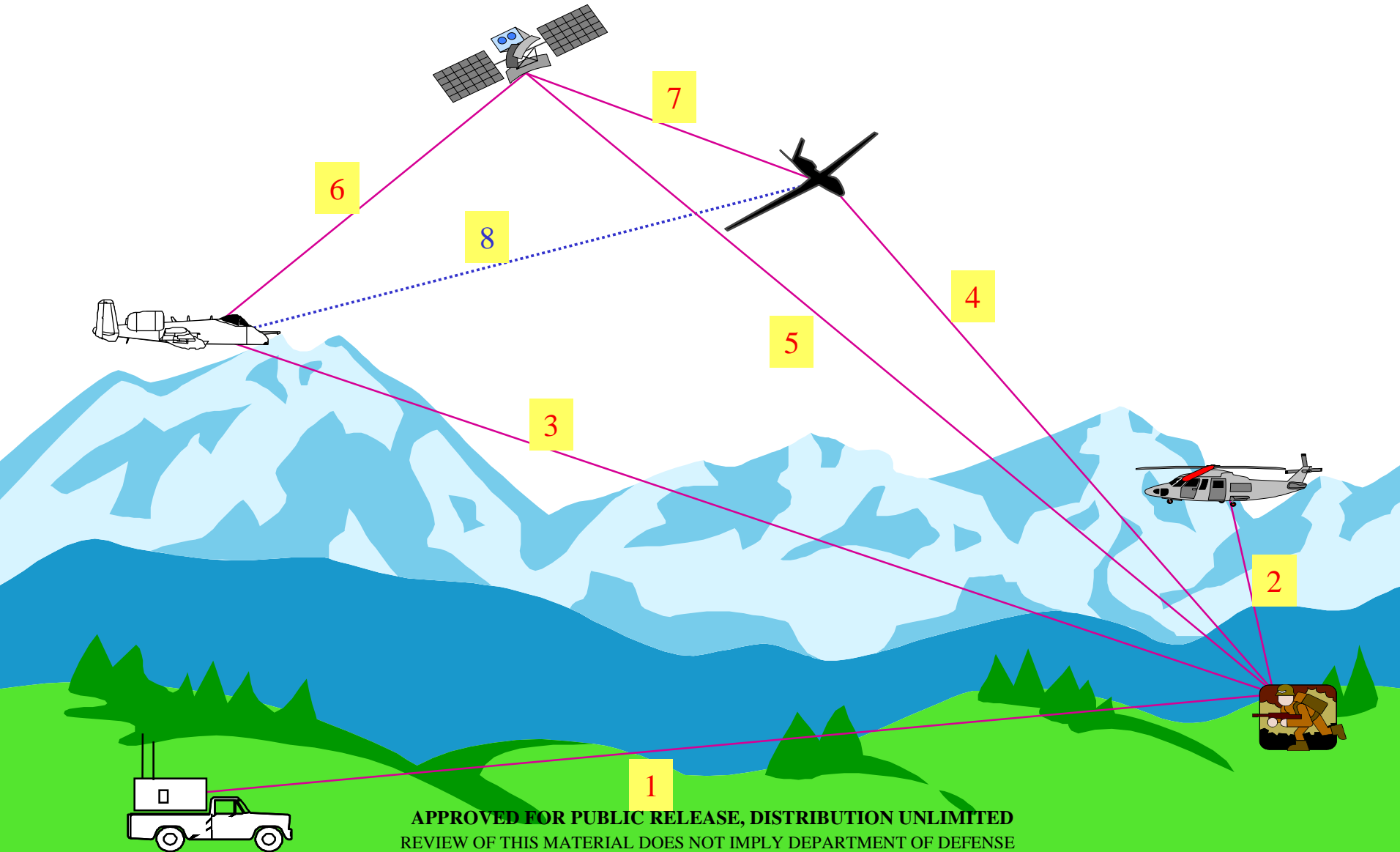
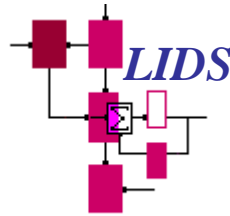


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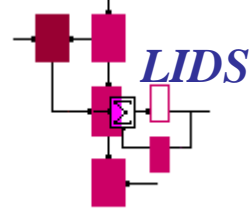
Battlefield Communications and Networking



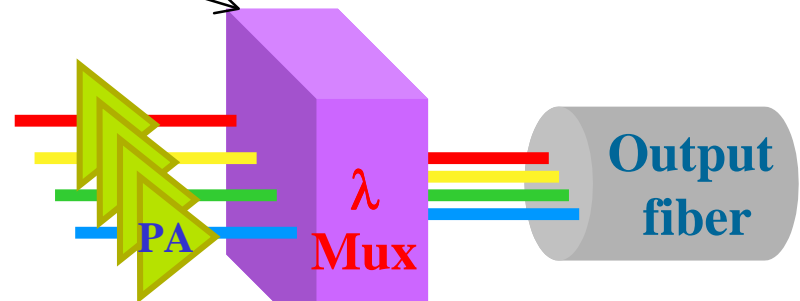
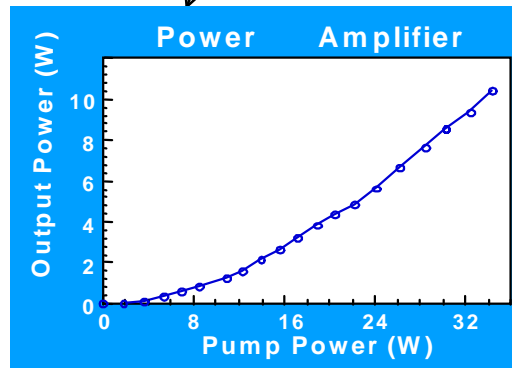
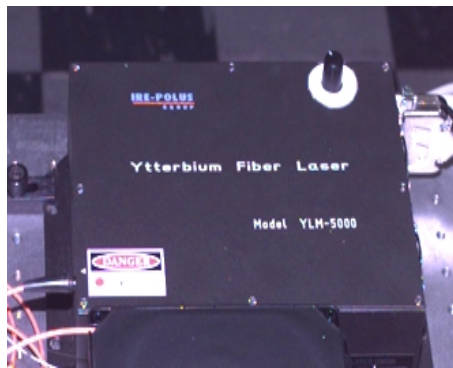
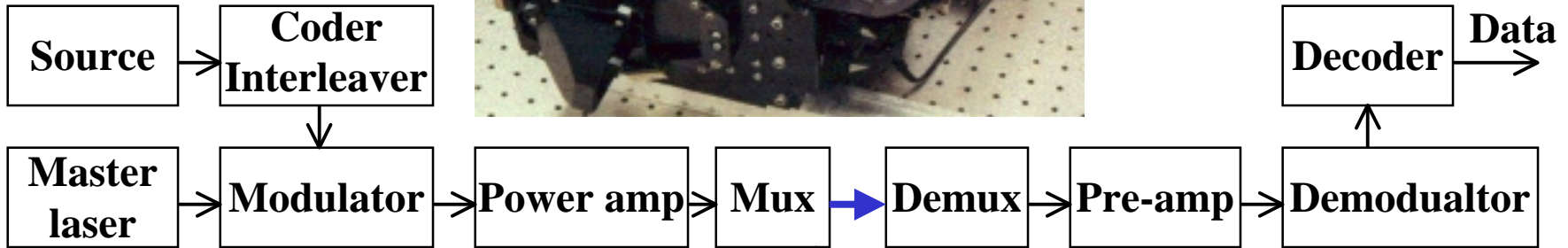
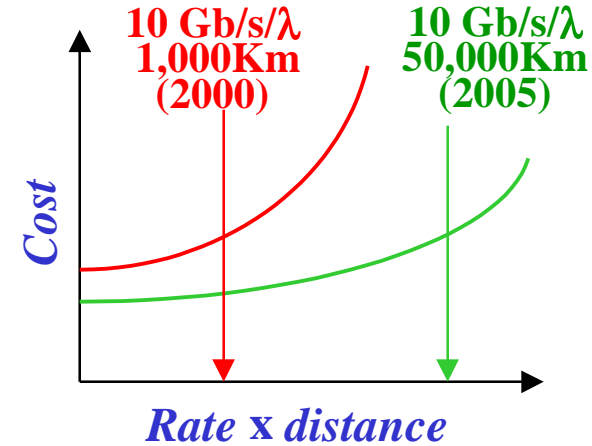
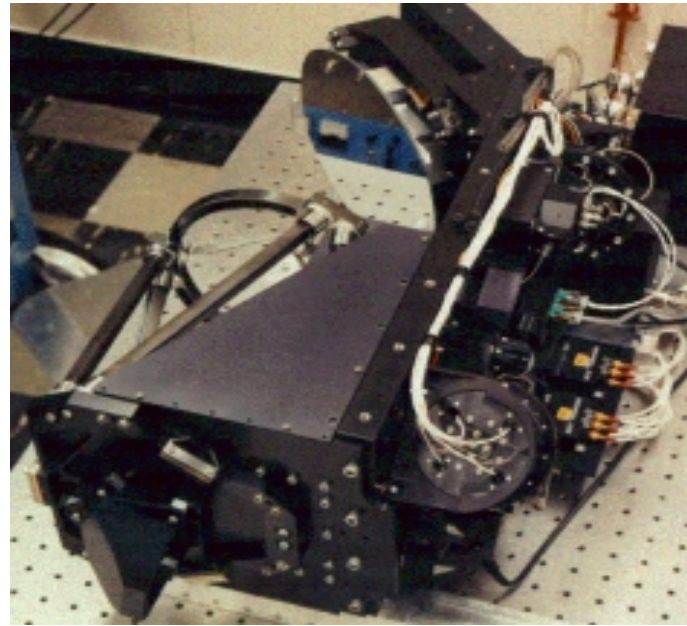
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Optical Space Cross-Link

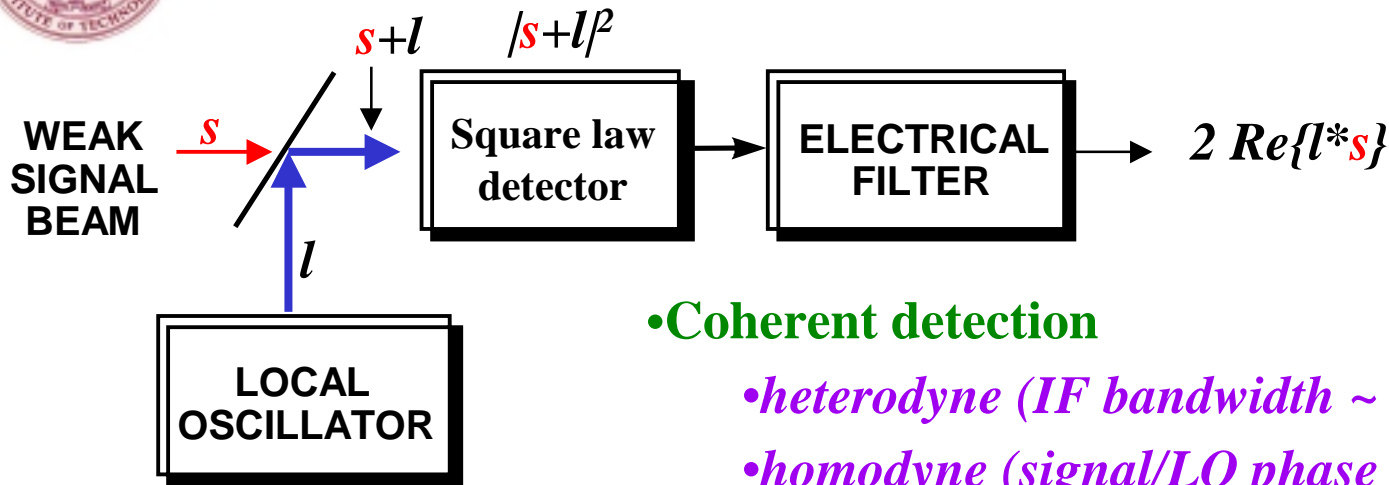
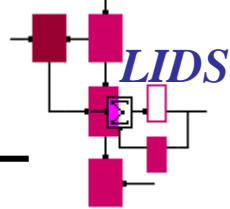


- Space backbone
- Digital or analog
- On-board demod
- Transponded
- E/O routed



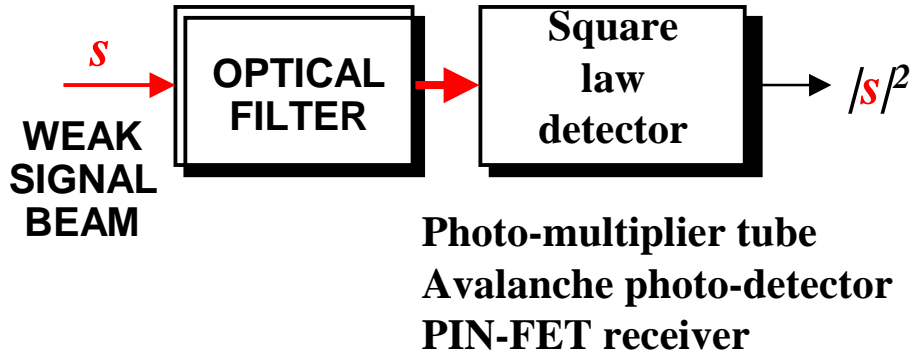


Structured Receivers



•Coherent detection

- heterodyne (IF bandwidth $\sim 2 \times$ data rate)
- homodyne (signal/LO phase lock required)
- 30-50dB gain, quantum limit easily achieved



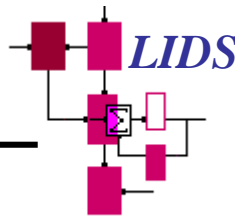
•Direct detection

- simple
- noisy gain other PMT
- PMT can achieve quantum limit (BW and QE limited)

But quantum receivers are just over the horizons



Bit Error Rate Performance



Signal Set	Direct Detection	Heterodyne Detection	Homodyne Detection	Quantum Optimum
On-off Signal	$2N_s$	$N_s/2$	N_s	$2N_s$
Orthogonal Signal (PPM, FSK)	N_s	$N_s/2$	N_s	$2N_s$
Antipodal Signal (PSK)	Not Applicable	N_s	$2N_s$	$4N_s$

Receiver performance comparison; probability of detection error, $\Pr[\epsilon]$ for binary signaling

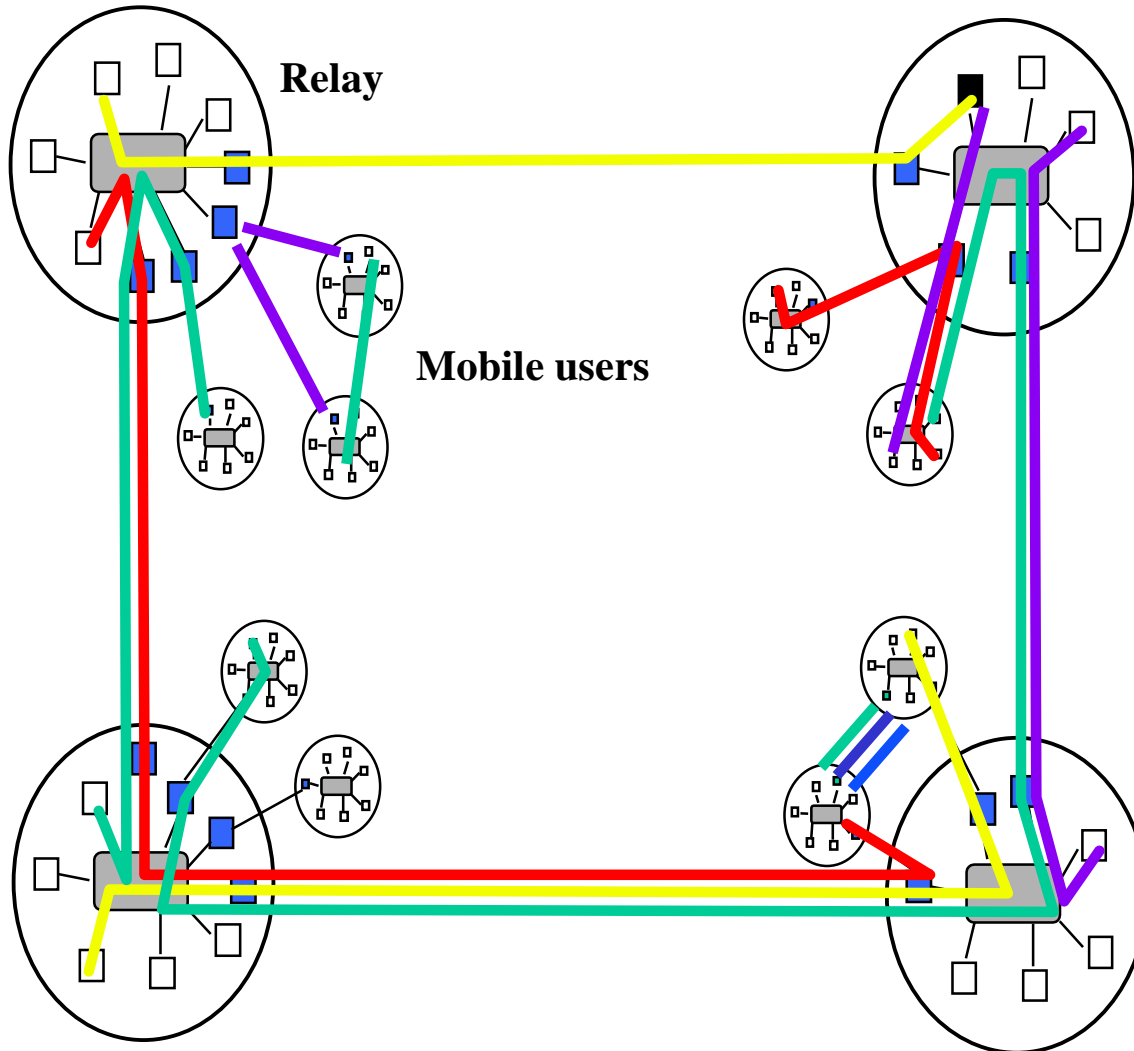
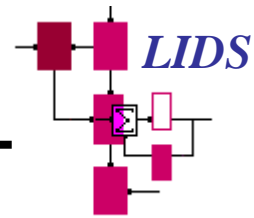
¹ Exponent θ of tightest exponential bound, $\Pr[\epsilon] = e^{-\theta}$

² N_s = average number of detected photons per bit


Detection Scheme	Direct Detection	Homodyne Detection
Computation Cut-off Rate, R_0	1 nat/photon	1 nat/photon
Capacity, C	∞	2 nat/photon



Node Concepts

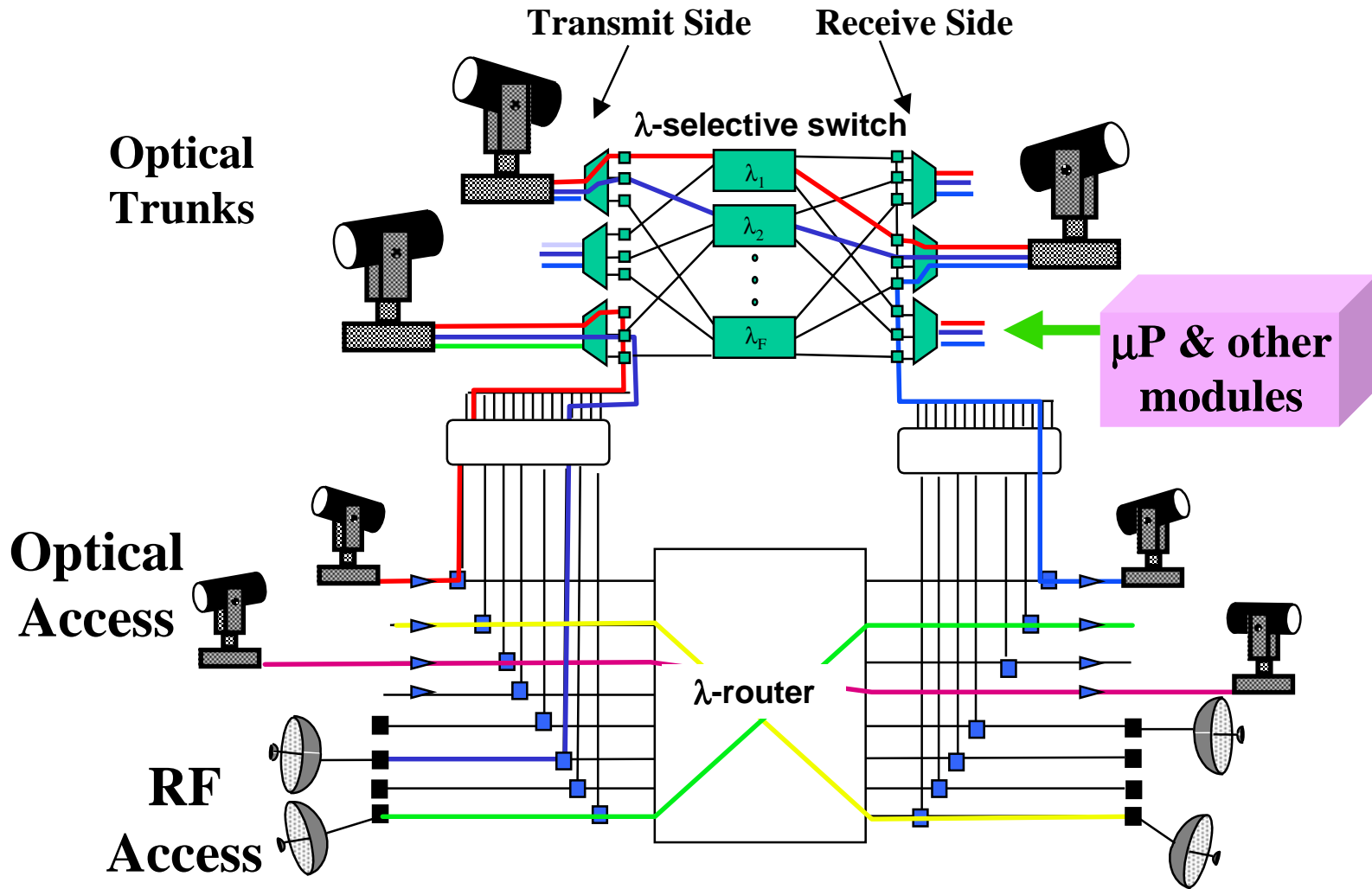
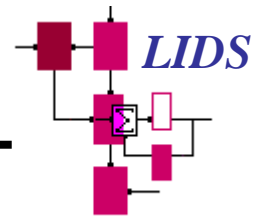


- e/o switching/routing
- Streams/packets
- Interconnect with RF
- Analog links

 = S/C LAN



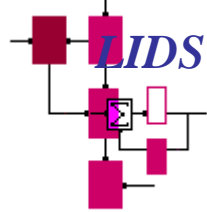
Spacecraft LAN Architecture



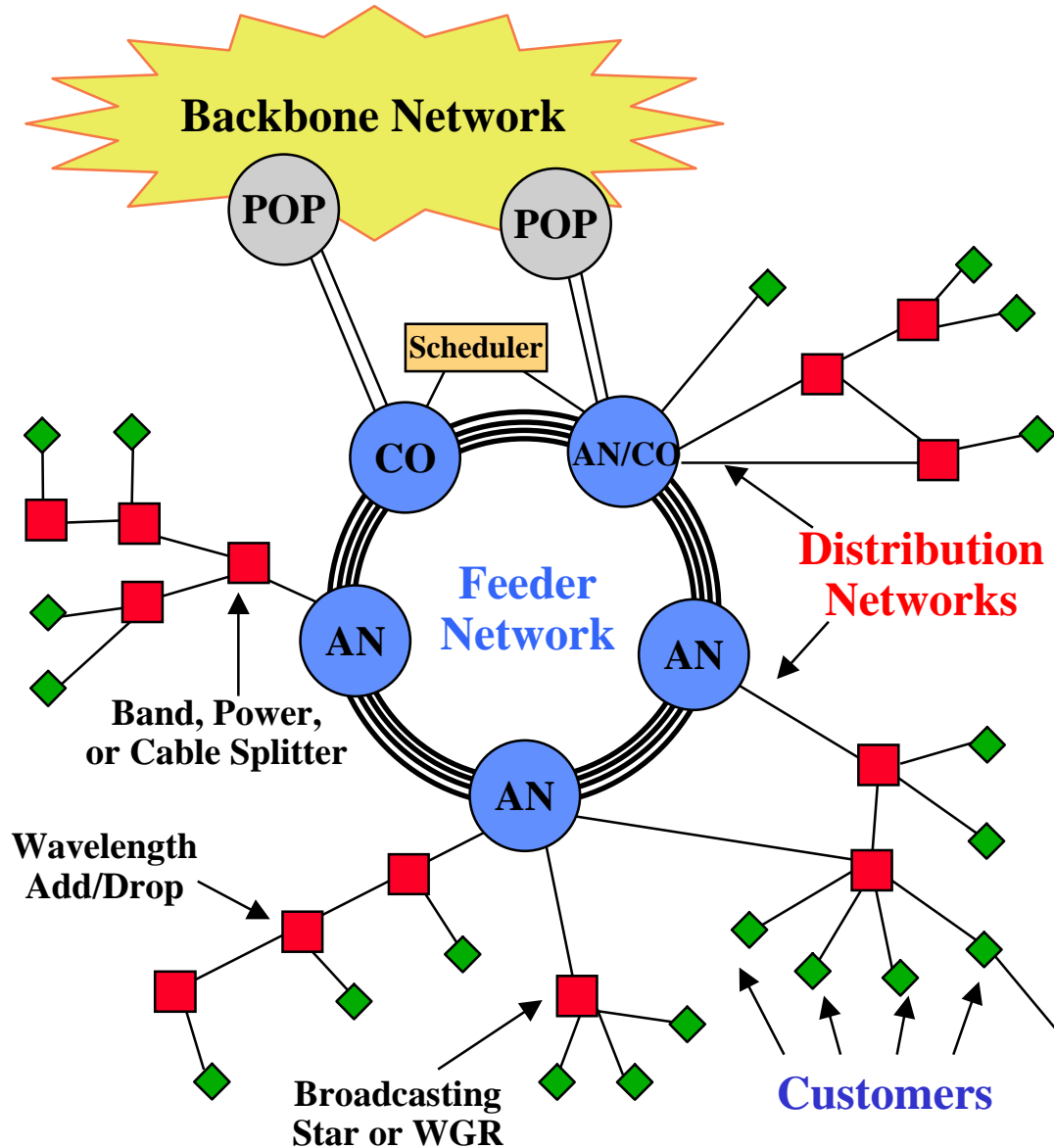
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ONRAMP Regional Access Network Physical Architecture



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•Feeder network

Active

Multi-fiber WDM

Configurable access nodes

Banded add/drop

Full restoration

•Distribution network

Passive

WDM

Tree/Bus/Ring topology

•End-to-end light paths

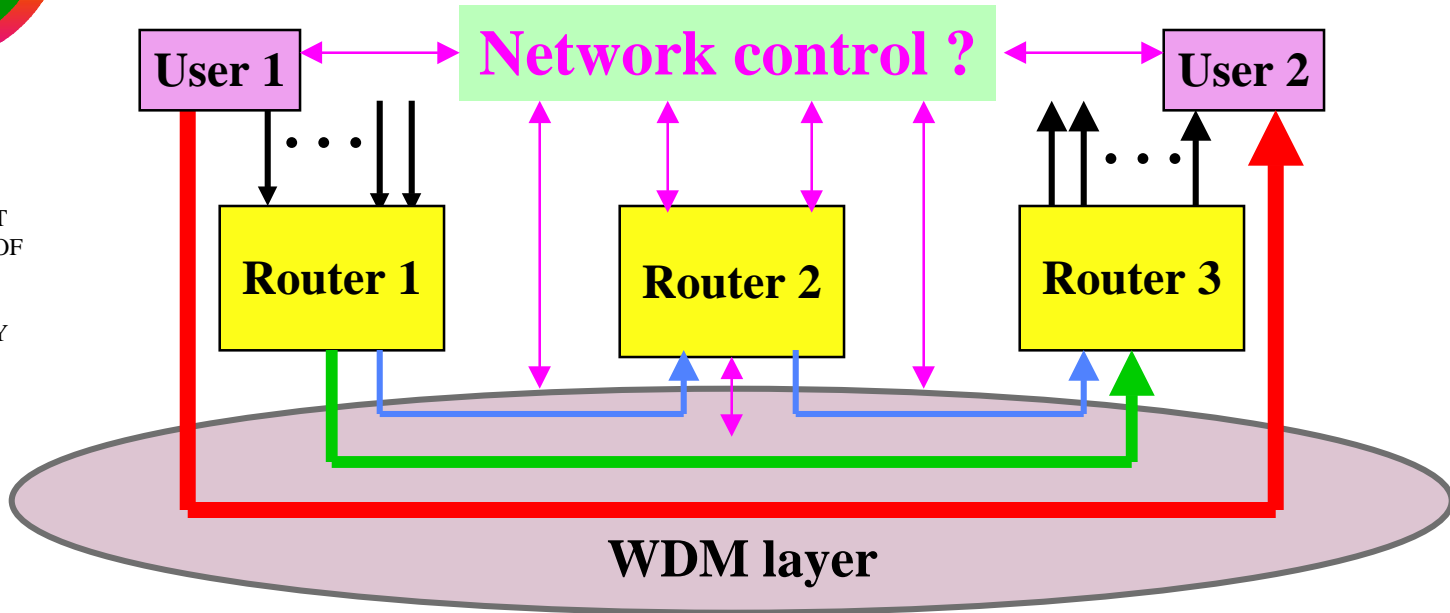
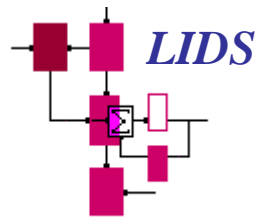
MAC protocol setup

Local/global coordination

Efficient multicasting



Optical Flow Switching and Bypass

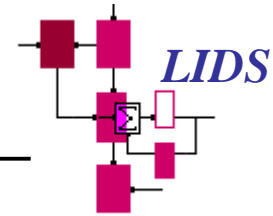


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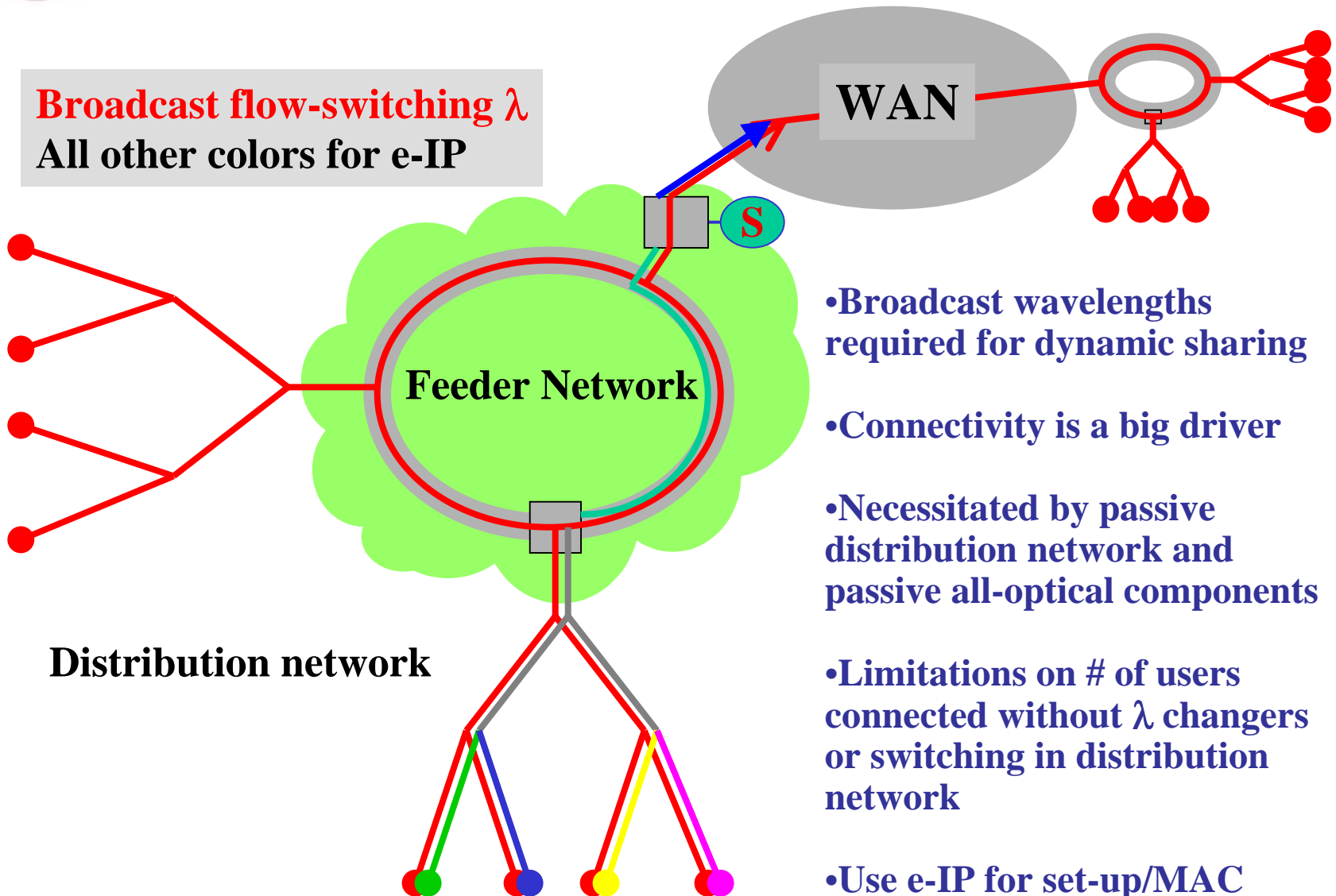
- **Conventional packet routing**
- **Optical bypass of intermediate routers for high volume traffic**
- **End-to end (user-to-user) flow of entire file bypassing routers**
 - *~ 1 S duration or longer via fast end-to-end scheduling*
 - *MAC protocol for reservation request*
 - *Scheduling time ~ 100 mS*
- **Application and TCP/IP layers implications and modifications**
- **Network management and control**



Flow Switching Physical Layer Architecture



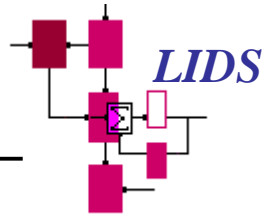
Broadcast flow-switching λ
All other colors for e-IP



- Broadcast wavelengths required for dynamic sharing
- Connectivity is a big driver
- Necessitated by passive distribution network and passive all-optical components
- Limitations on # of users connected without λ changers or switching in distribution network
- Use e-IP for set-up/MAC
Bounded jitter required



LIST



1. **High power efficient fiber amp ($>20\text{W}$)**
2. **Ultra-low loss WDM combiner ($<0.1\text{db}$)**
3. **Low-loss, low-crosstalk WDM components ($>30\text{db}$)**
4. **Photon counting receiver**
5. **Analog transmitter/receivers/amplifiers**