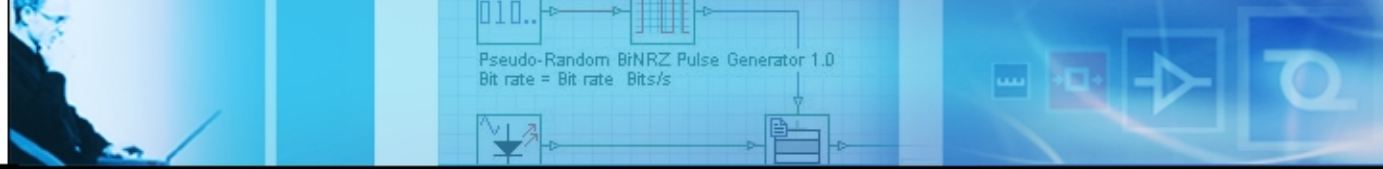


# System Design Examples



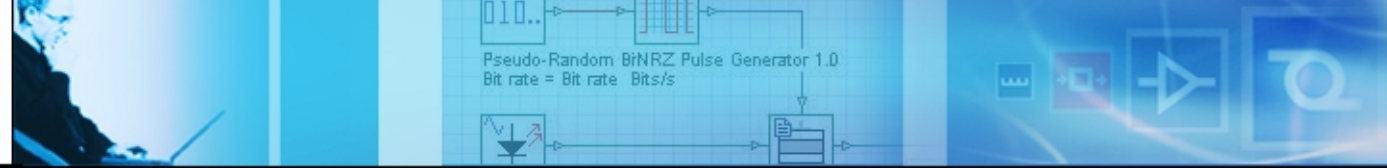
# Outline

- Considering modulation formats
  - Comparison of Return to Zero and Non-Return to Zero modulation formats
- Fiber nonlinearities and dispersion
  - Single channel
  - Multi-channel
- Dispersion compensation schemes
  - Post-compensation
  - Pre-compensation
  - Symmetrical compensation
- Designing a basic ring network
  - Using Ring Control component to create a ring network
  - Investigating effects of node element imperfections to system performance
- Implementing alternative network architectures
  - Dual fiber protected ring architecture

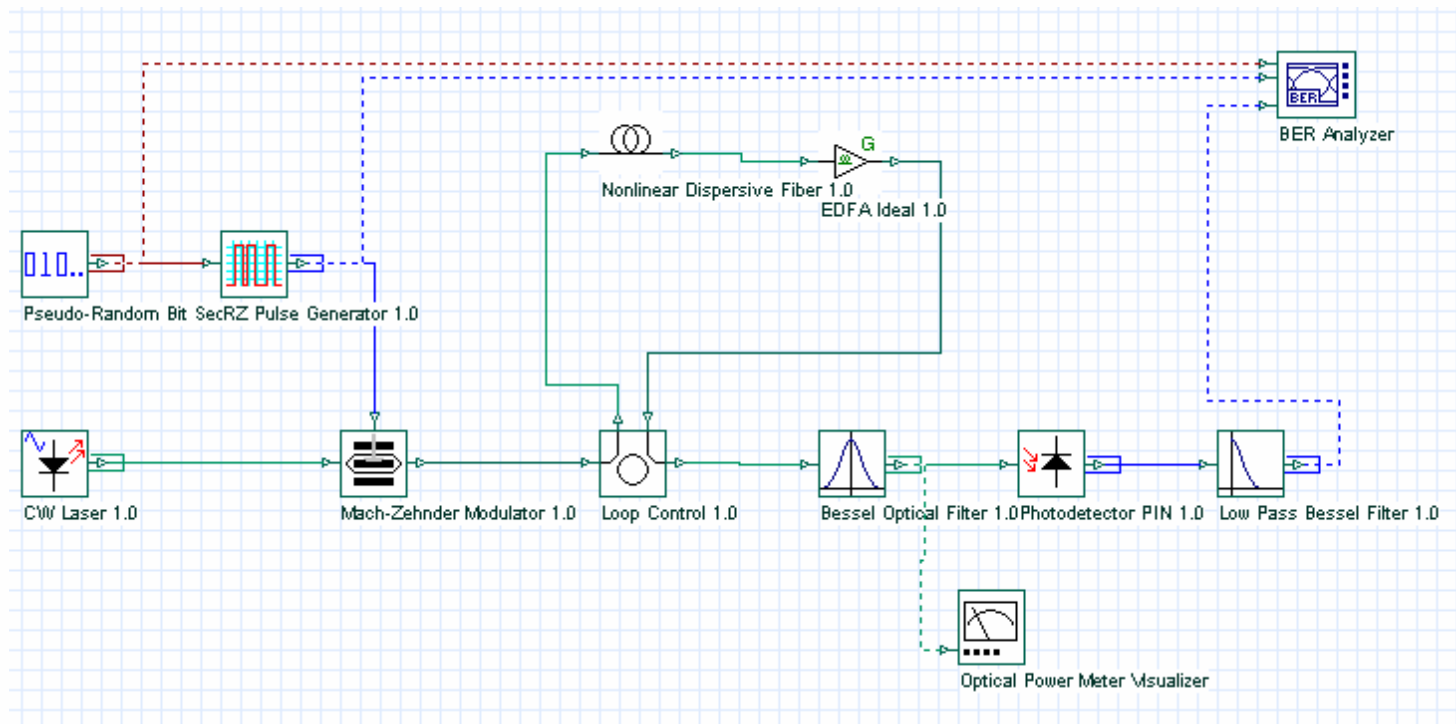


# Comparison of RZ and NRZ

- In this example, we investigate the effects of modulation format to system performance
- Due to higher peak power, NRZ may suffer more from nonlinearities
- Due to shorter pulse width, RZ may suffer more from dispersion
- Studies show that 10 Gbps WDM systems, in general, operate better by using RZ modulation in high power regime
- It is hard to go give any specific guideline due to complex interaction between dispersion and nonlinear effects
- Loss, periodic amplification with ASE noise is considered
- Standard single mode fiber is used
  - $D = 16$  (ps/nm/km)
  - Loss = 0.2 (dB/km)
  - Nonlinear coefficient = 1.31 (1/km/W)



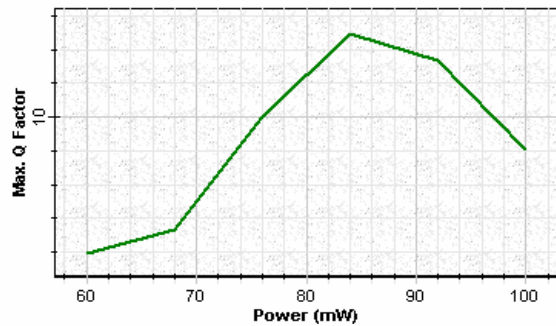
# RZ modulation format



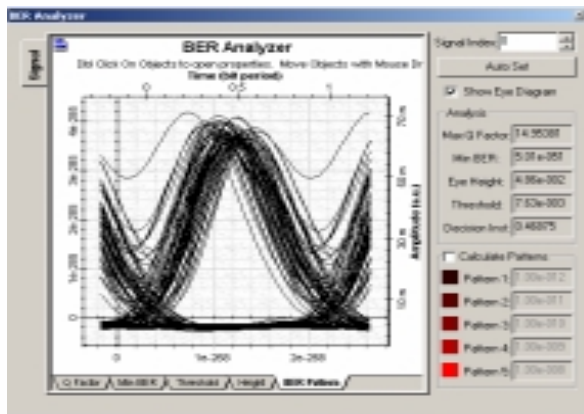
- 200 km of propagation
- 10 Gbps transmission rate
- Duty cycle is 0.5 bit

# Simulation results

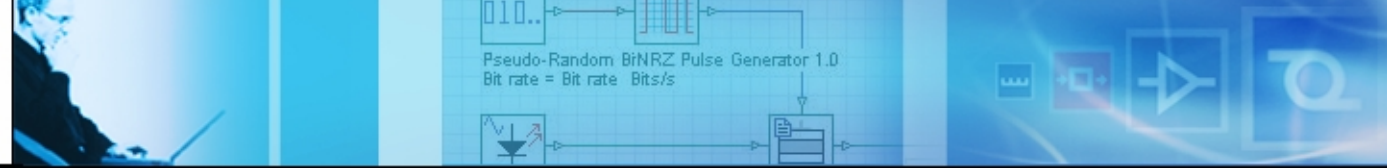
**Max. Q Factor vs. Power (mW)**  
 Dbl Click On Objects to open properties. Move Objects with Mouse Drag



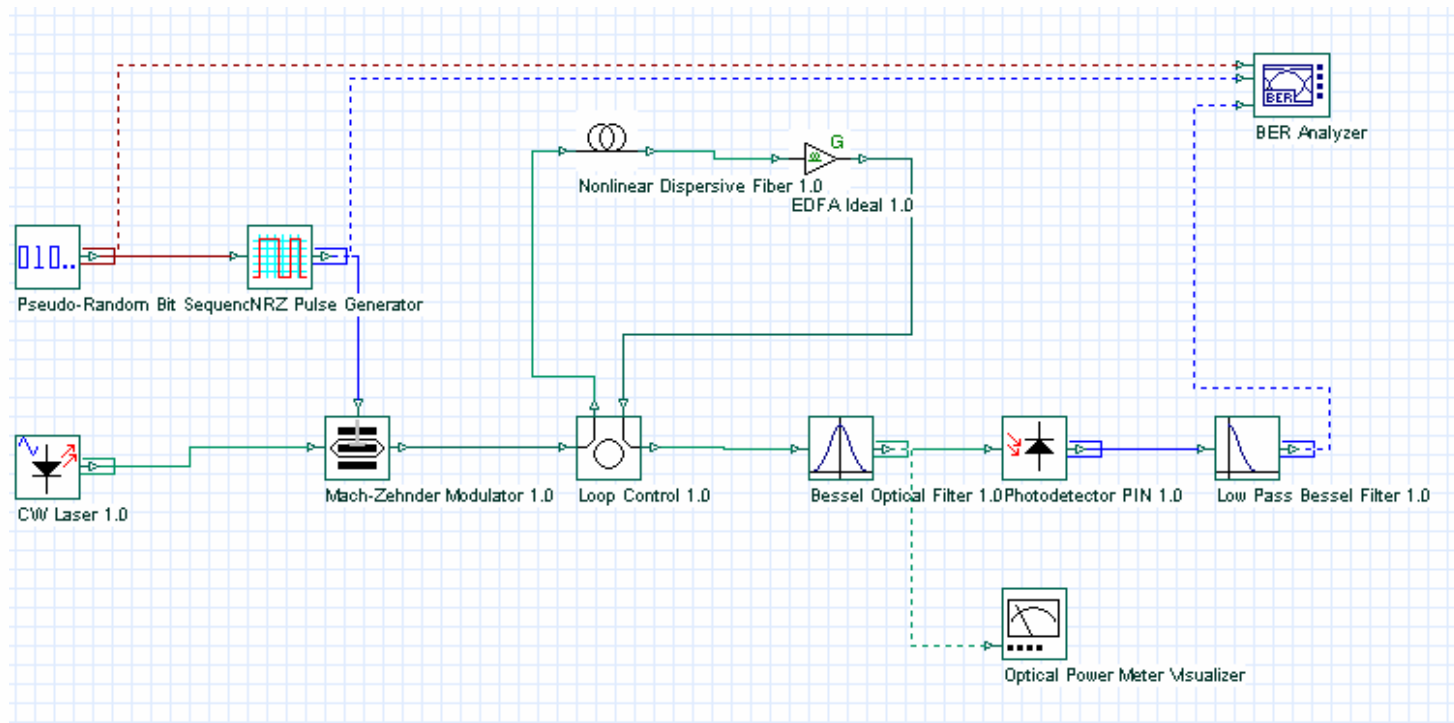
- Max Q factor vs. laser power



- Eye diagram when the laser power is about 84 mW



# NRZ modulation format



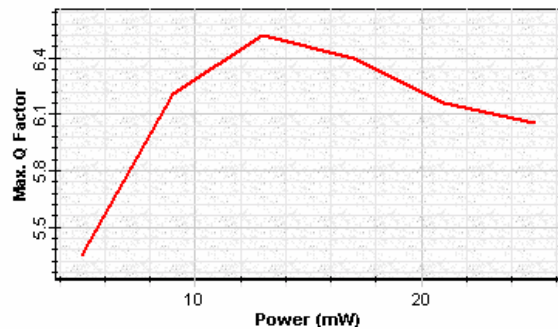
- 100 km of propagation
- 10 Gbps transmission rate

# Simulation results

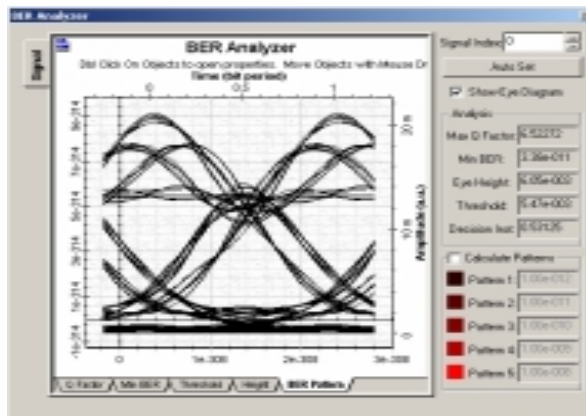


## Max. Q Factor vs. Power (mW)

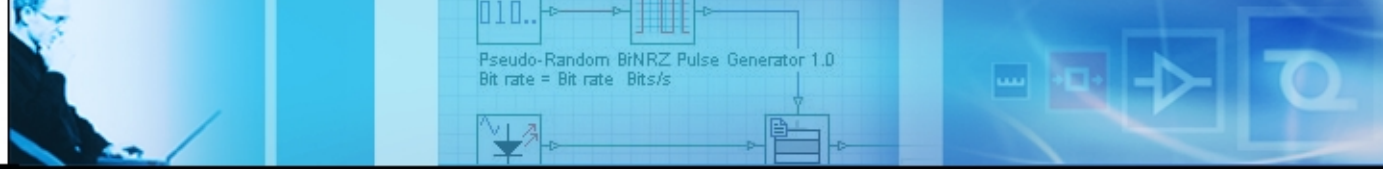
Del Click On Objects to open properties. Move Objects with Mouse Drag



- Max Q factor vs. laser power

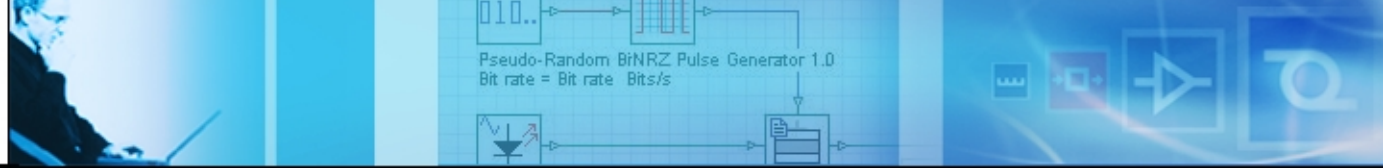


- Eye diagram when the laser power is about 13 mW



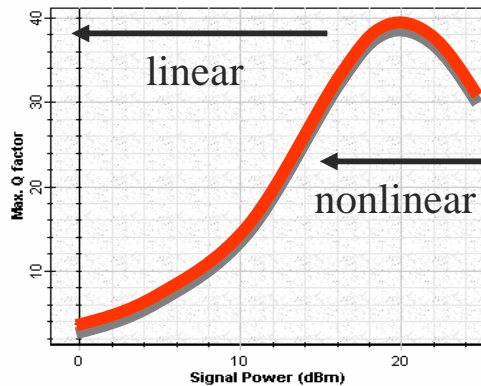
# Fiber nonlinearities and dispersion

- In this example, we consider the effects of dispersion on system performance in high power regime where nonlinearities are active
- Dispersion plays a key role in reducing the effects of nonlinearities
- On the other hand, dispersion itself can cause inter-symbol interference
- We can engineer systems with zero total dispersion but with some local dispersion
- Single and multi-channel systems are simulated for two different cases
  - Zero accumulated dispersion
  - Some accumulated dispersion

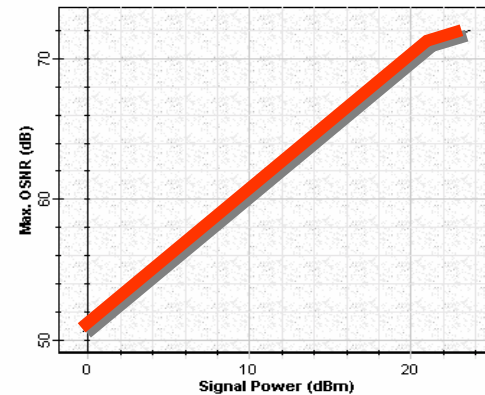


# Fiber nonlinearities and dispersion

	Single channel	Multi channel
Refractive index related	Self phase modulation (SPM)	Cross phase modulation (XPM) Four wave mixing (FWM)
Scattering related	Stimulated Brillouin scattering (SBS)	Stimulated Raman scattering (SRS)

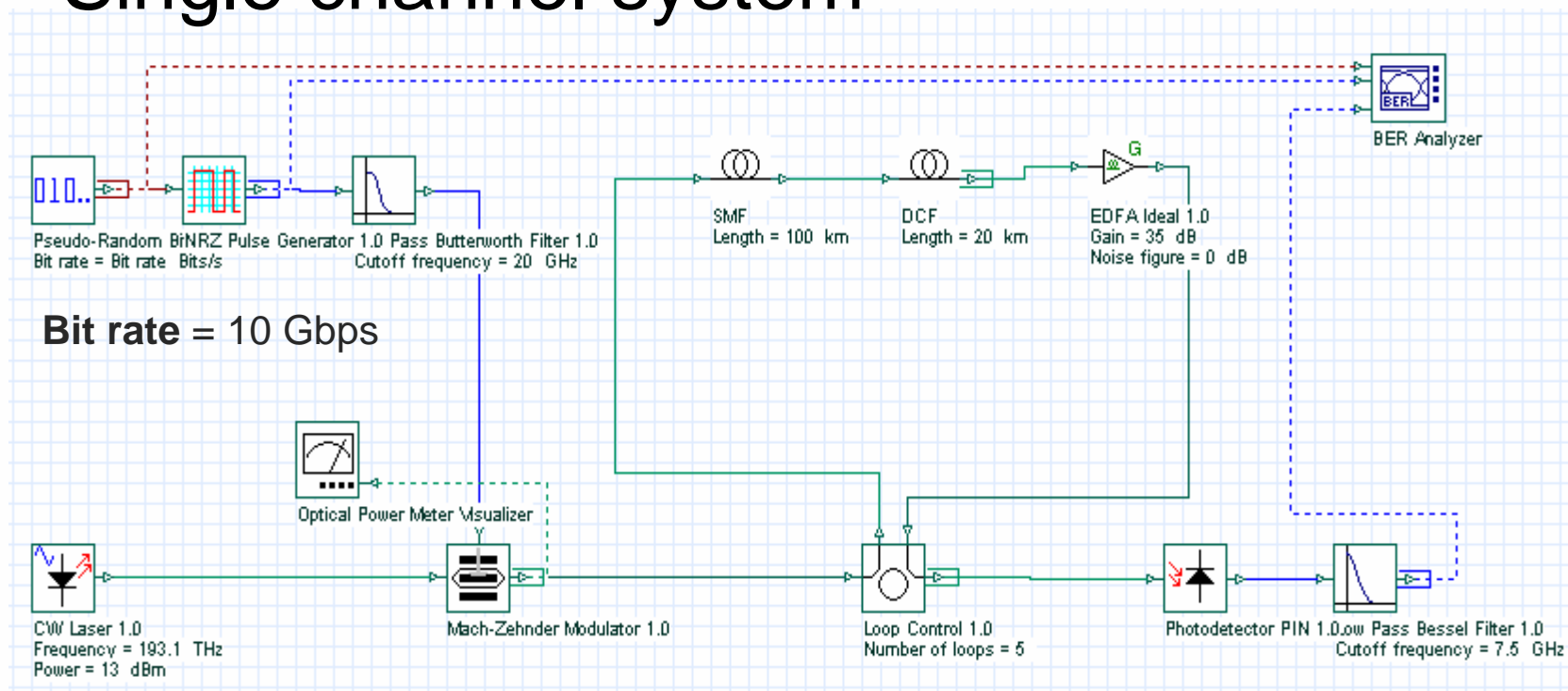


Q factor verses launch power



SNR verses launch power

# Single channel system



Bit rate = 10 Gbps

## SMF

100 km

$L = 0.25$  dB/km

$D = 16$  ps/nm/km

$A_{eff} = 72$  micron-square

## DCF

20 km

$L = 0.5$  dB/km

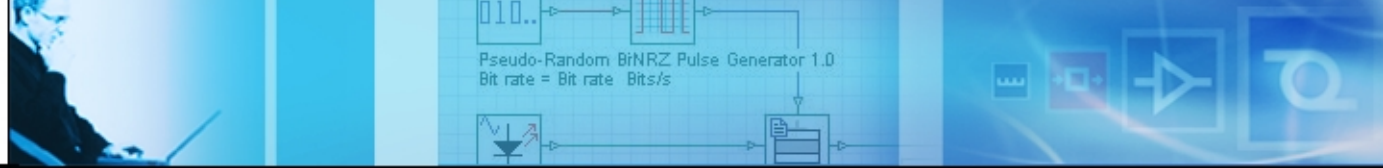
$D = -80$  or  $-72$  ps/nm/km

$A_{eff} = 30$  micron-square

## EDFA

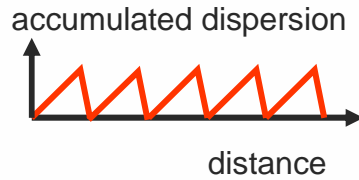
$G = 35$  dB

$NF = 0$  dB



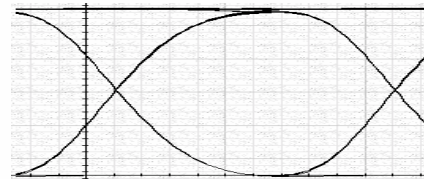
# Simulation results

Signal power

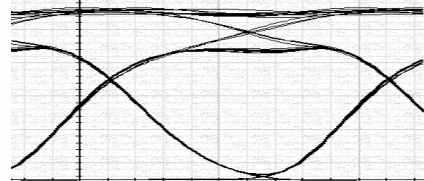


Total dispersion = 0

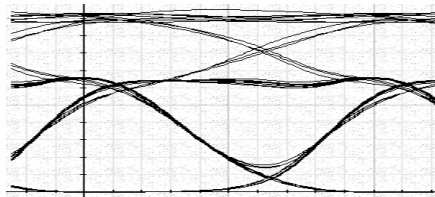
0 dBm



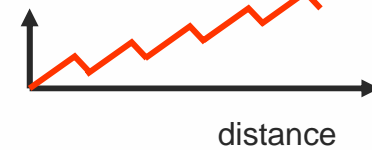
10 dBm



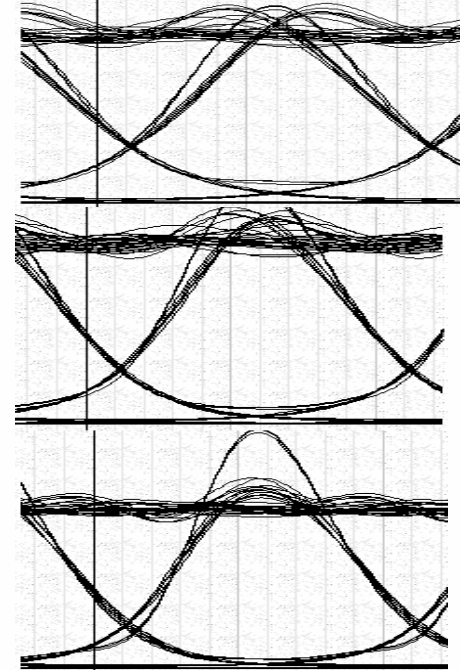
13 dBm



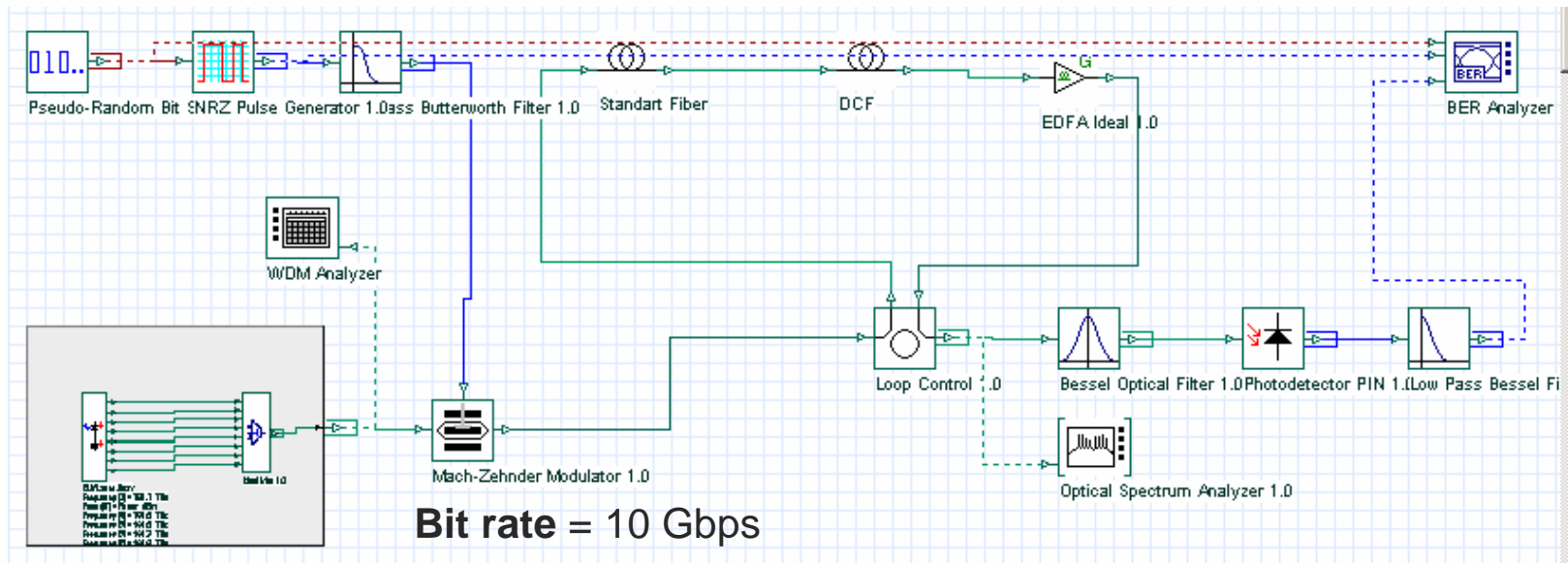
accumulated dispersion



Residual dispersion = 800 ps/nm



# Multi-channel system



## SMF

100 km

$L = 0.25$  dB/km

$D = 16$  ps/nm/km

$A_{eff} = 72$  micron-square

## DCF

20 km

$L = 0.5$  dB/km

$D = -80$  or  $-72$  ps/nm/km

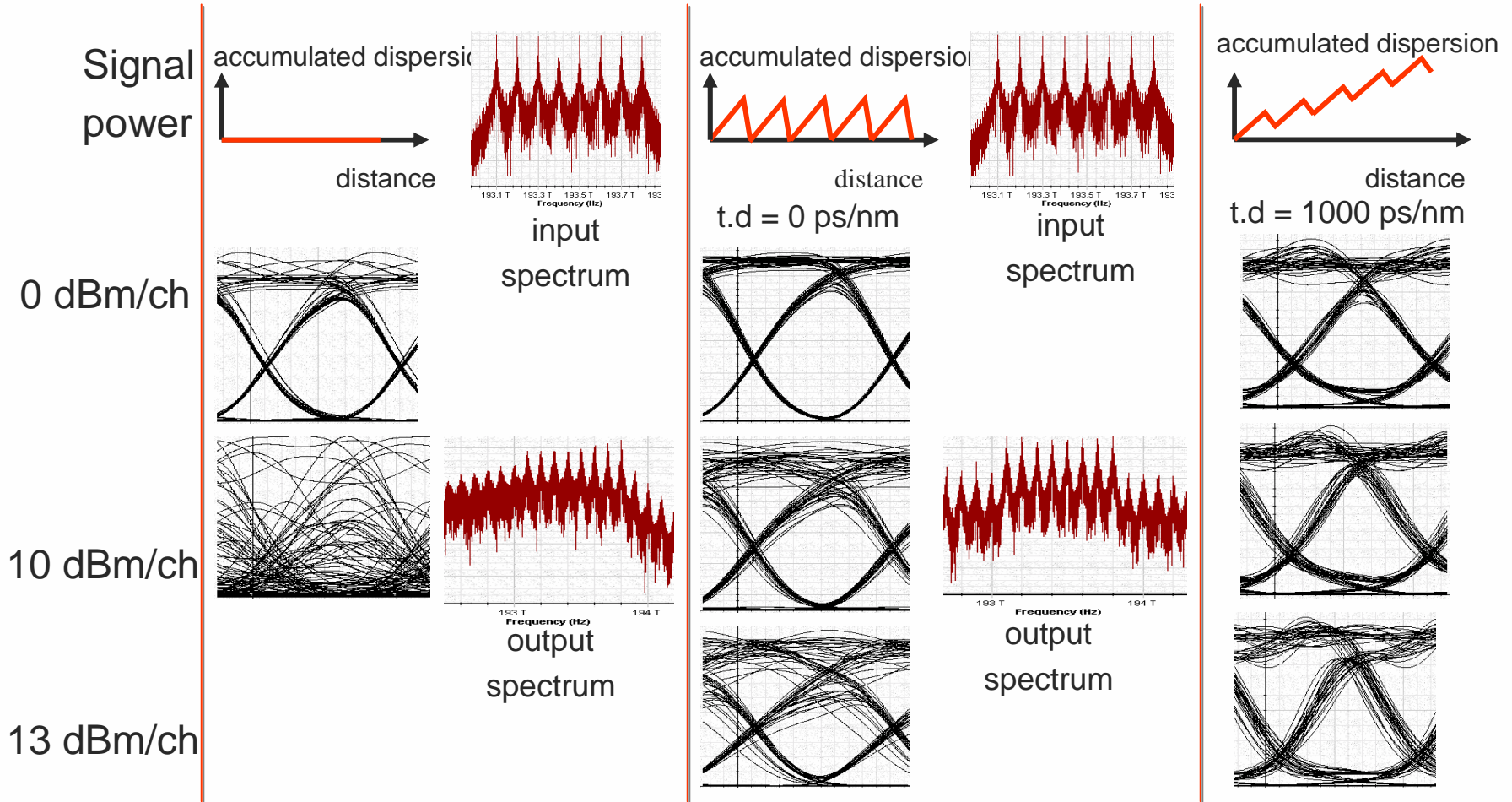
$A_{eff} = 30$  micron-square

## EDFA

$G = 35$  dB

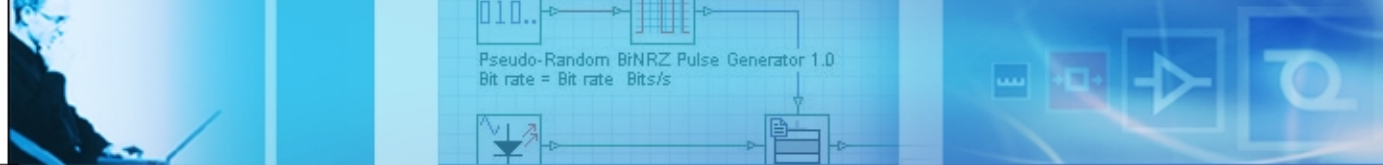
$NF = 0$  dB

# Simulation results



S. Bigo et. al., IEEE Photon. Tech. Lett. 11, pp. 605, 1999.

M. I. Hayee and A. E. Willner, IEEE Photon. Tech. Lett. 9, pp. 1271, 1997.



# Dispersion compensation schemes

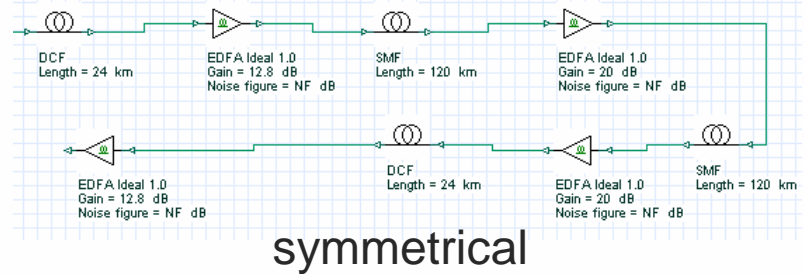
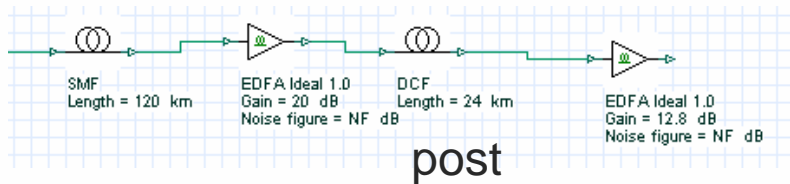
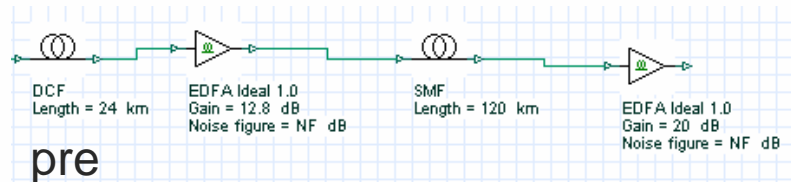
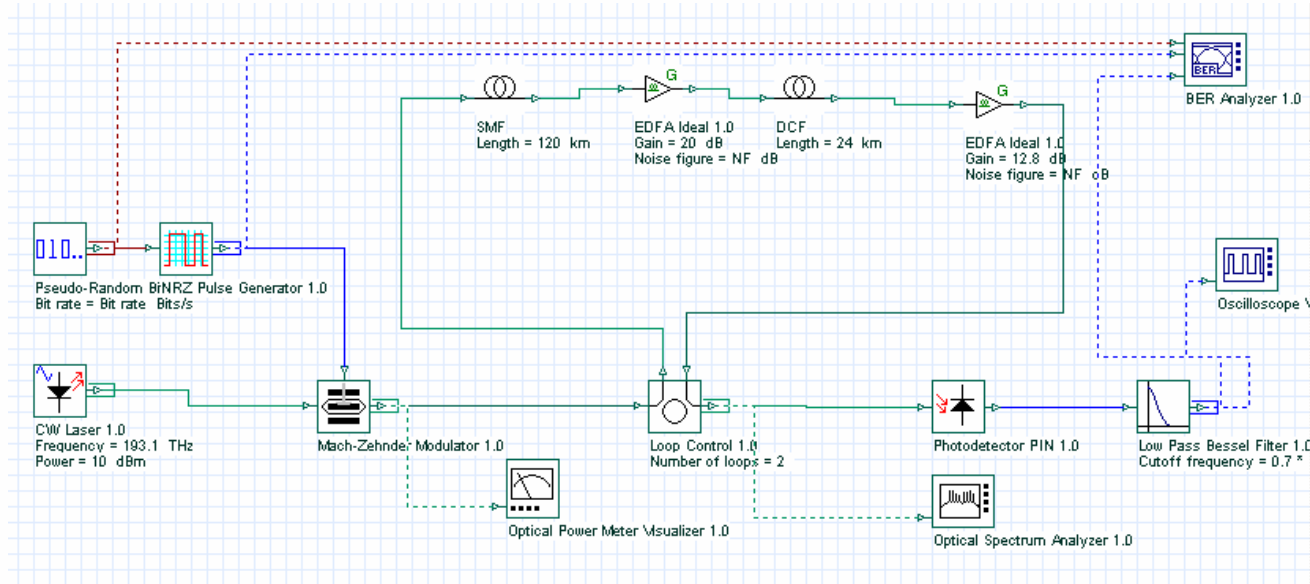
- In this example, we investigate three different dispersion compensation schemes
  - Pre-compensation
  - Post-compensation
  - Symmetrical-compensation
- System performances in terms of Q factor for these three cases are compared
- The best performance is obtained by using symmetrical dispersion compensation

M. I. Hayee and A. E. Willner, PTL 9, pp. 1271, 1997.

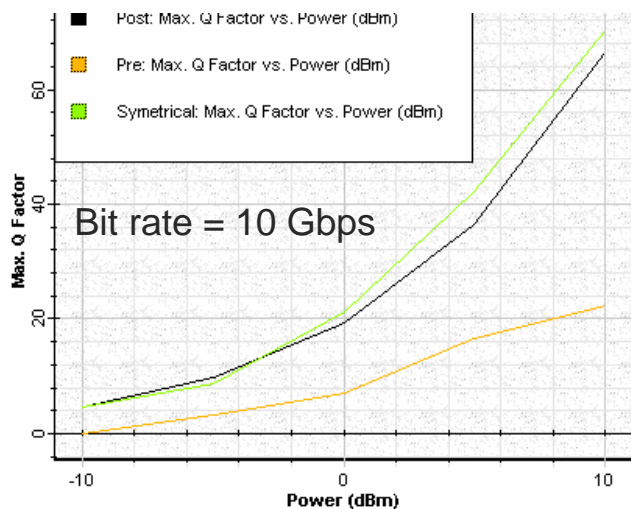
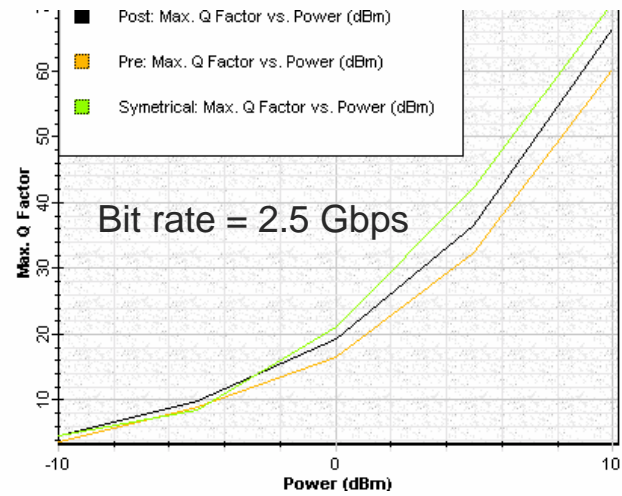
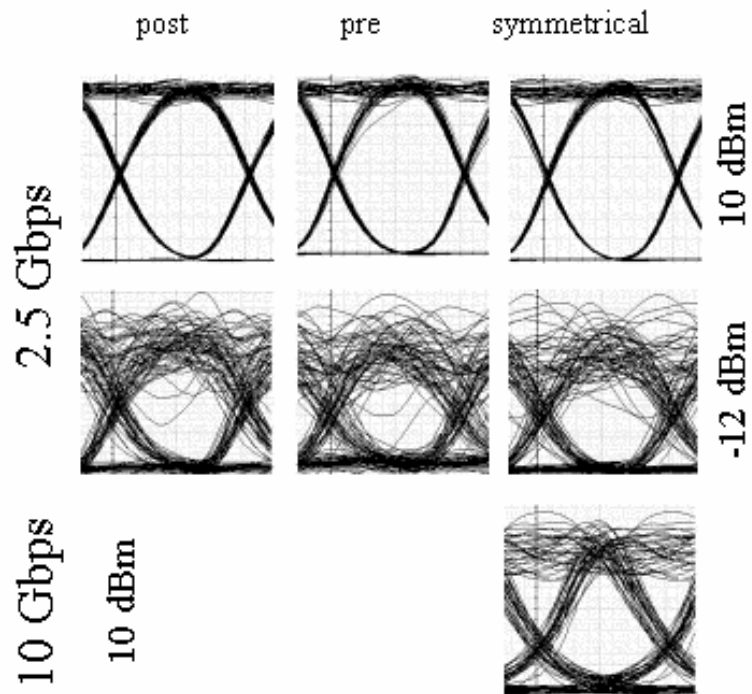
Sebastian Biga et. al., PTL 11, pp. 605, 1999.

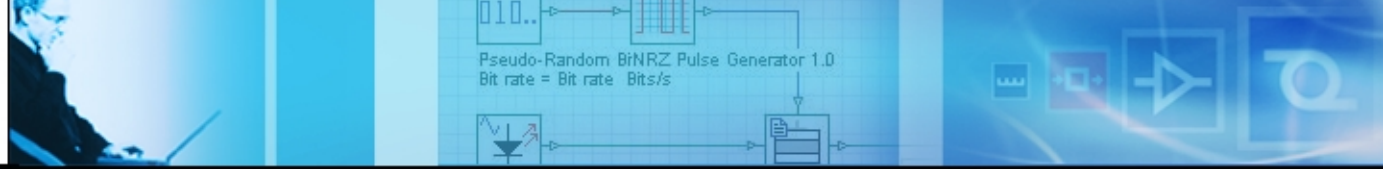
Giovanni Bellotti et. al., PTL 11, pp.824, 1999.

# Project layout



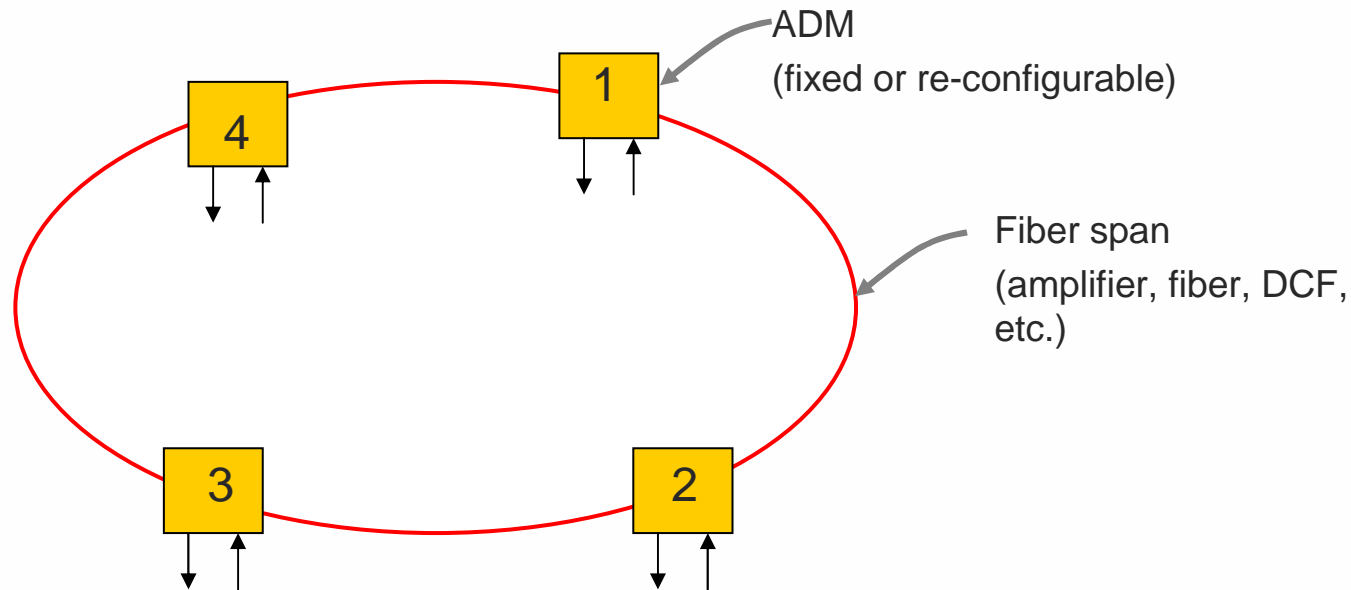
# Simulation results



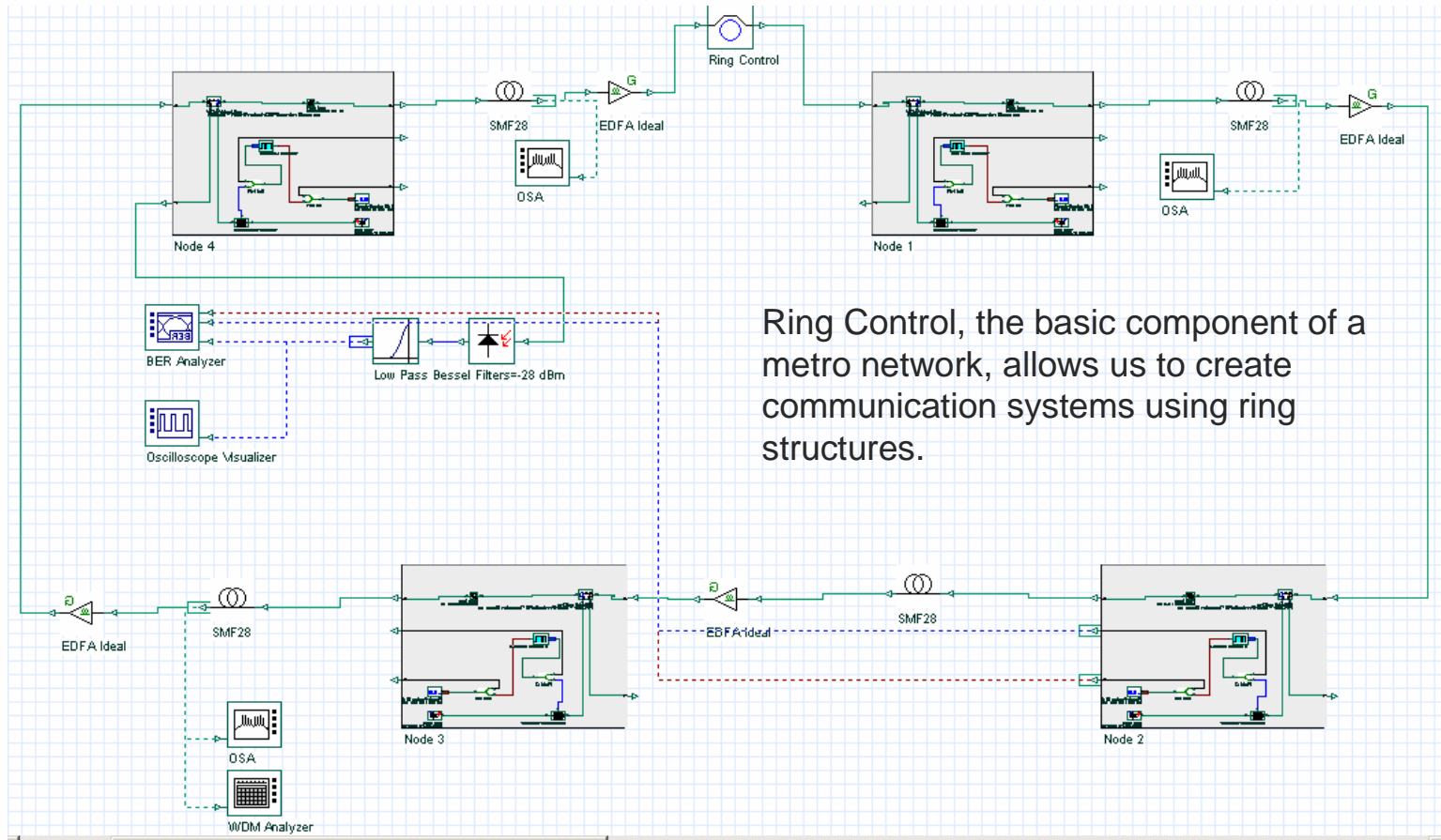


# Designing a basic ring network

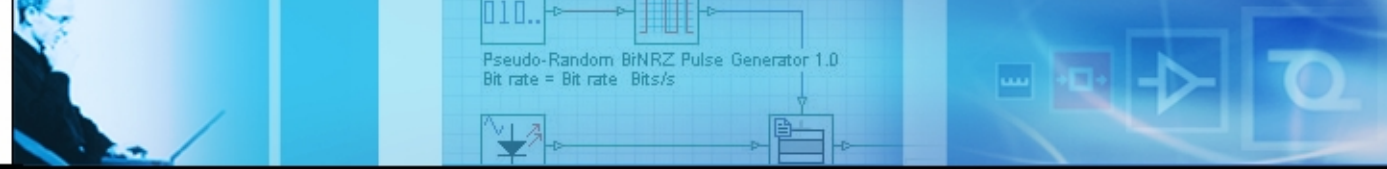
- In this example, we show a basic two channel WDM metro ring network with four nodes
- Node 1 communicates with Node 3 on Channel 1 at 1551.0 nm
- Node 2 communicates with Node 4 on Channel 2 at 1551.8 nm



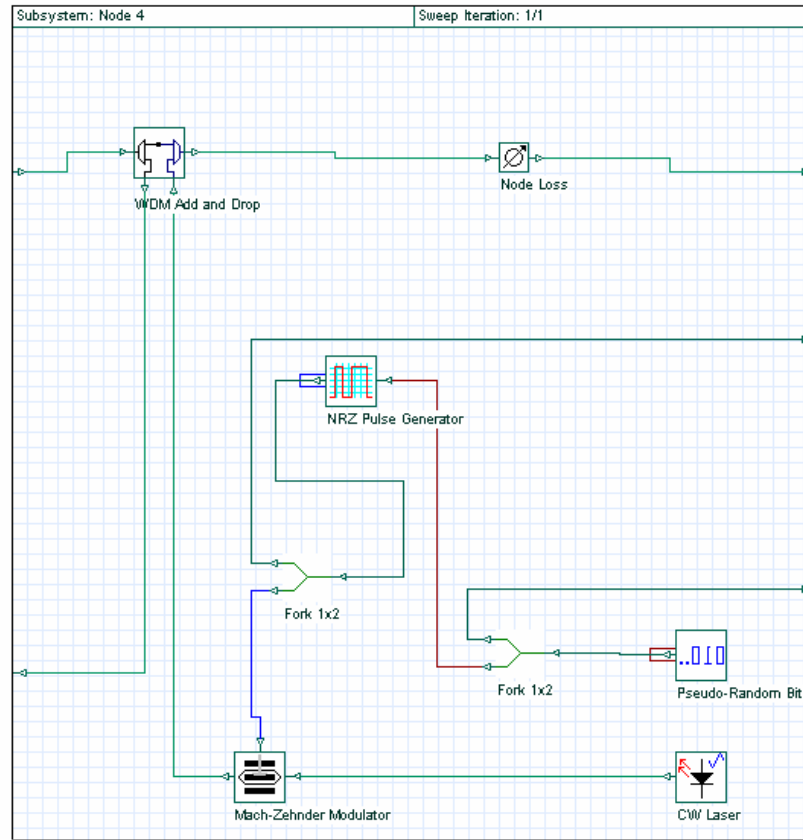
# Project layout

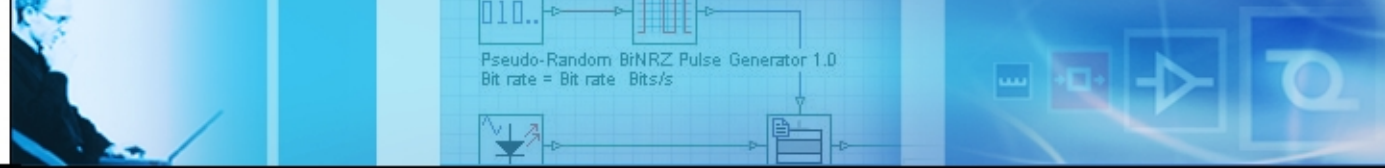


Ring Control, the basic component of a metro network, allows us to create communication systems using ring structures.

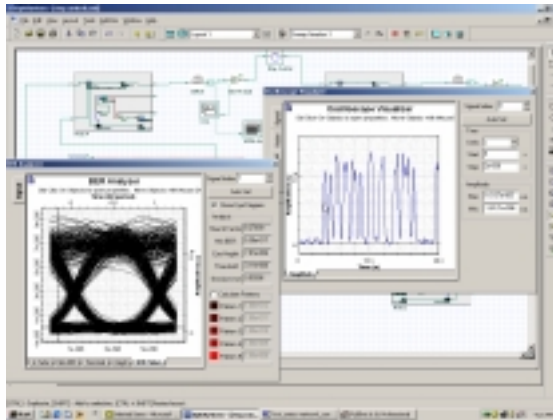


# Node detail

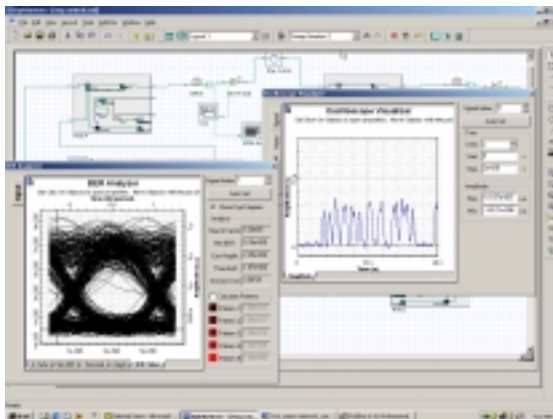




# Simulation results

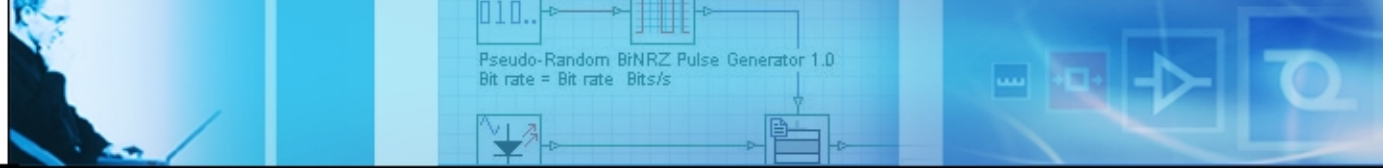


No temperature change at Node 3  
Q factor is about 8.3



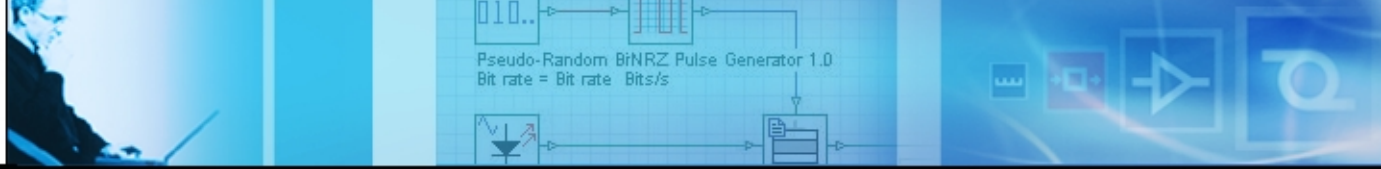
Temperature changes at Node 3  
Q factor is about 5.3

- Imperfection on the performance of add-drop MUX filters may greatly affect the overall network performance.
- We want to see if any center frequency deviation of the optical filter at Node 3 due to temperature change can affect the received signal at Node 4. Note that these two nodes are communicating on two different channels.

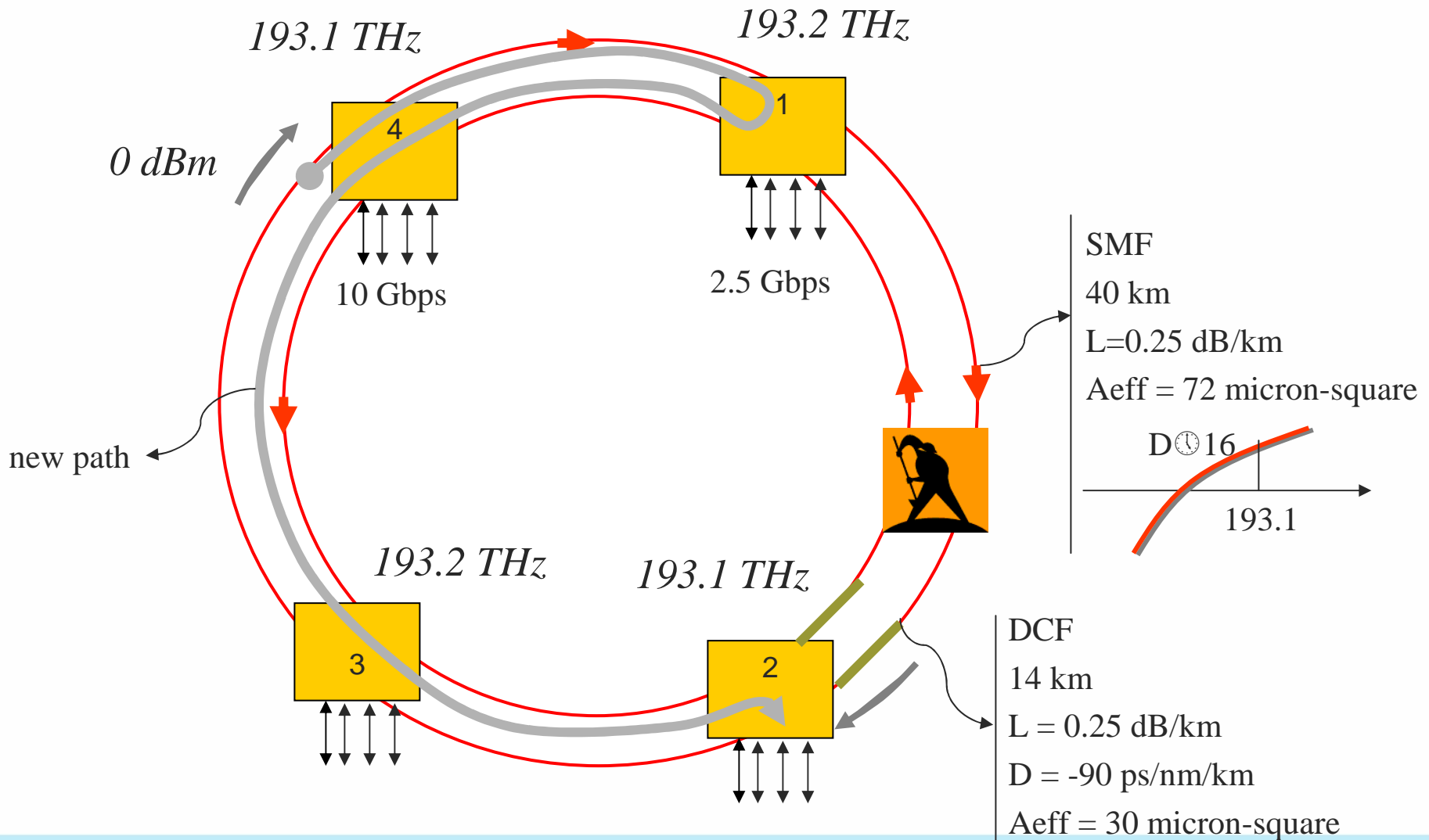


# Dual fiber protected ring architecture

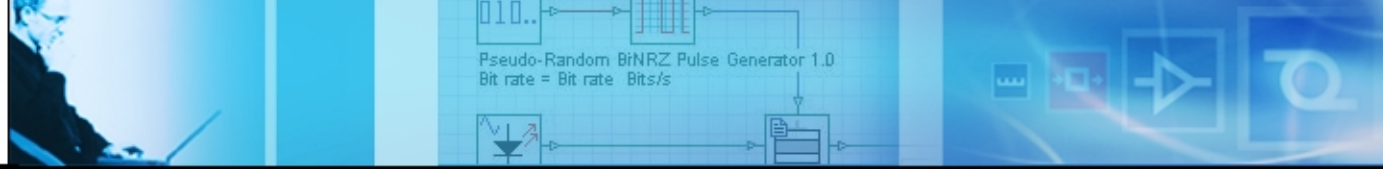
- In this example, we show design of a dual fiber protected ring architecture and investigate
  - How a “lumped” dispersion compensation behaves for a dynamic network
  - How the bit rate affects the network performance



# Topology layout



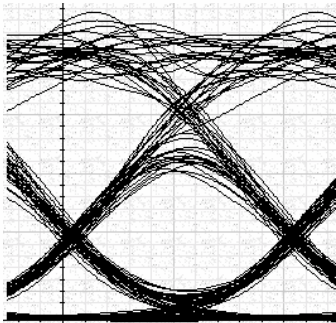




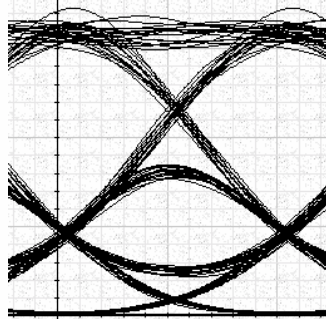
# Simulation results

normal operation

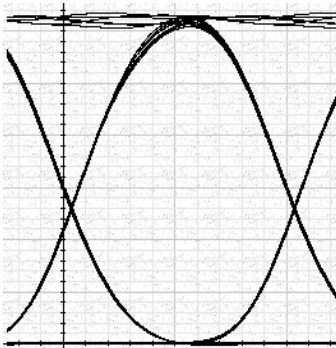
fiber cut



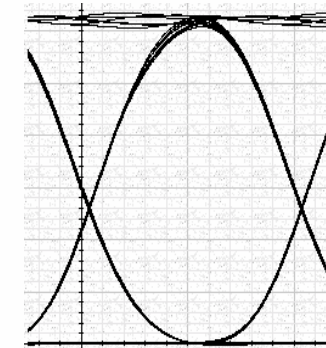
Ch 1 on primary path



Ch 1 on secondary path

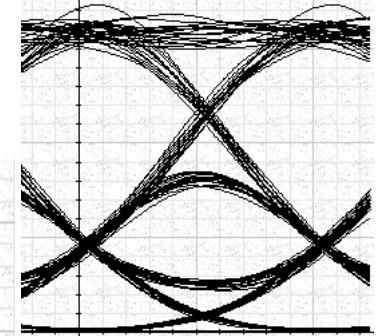
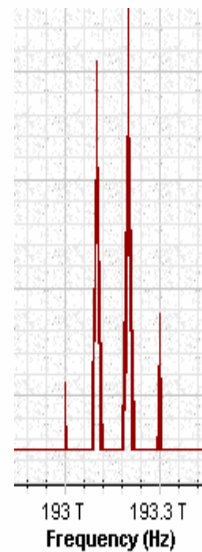
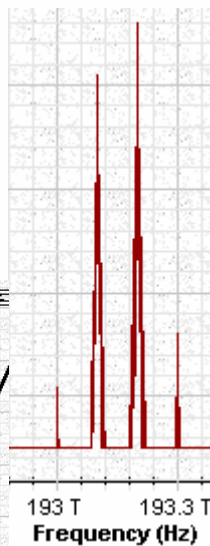


Ch 2 on primary path

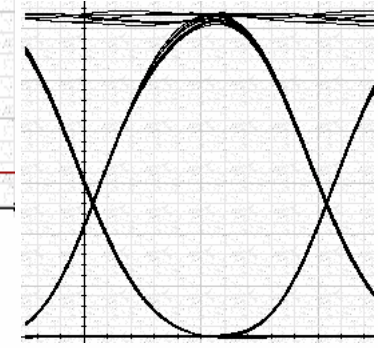


Ch 2 on secondary path

Spectrums over the paths



Ch 1 on new path



Ch 2 on new path