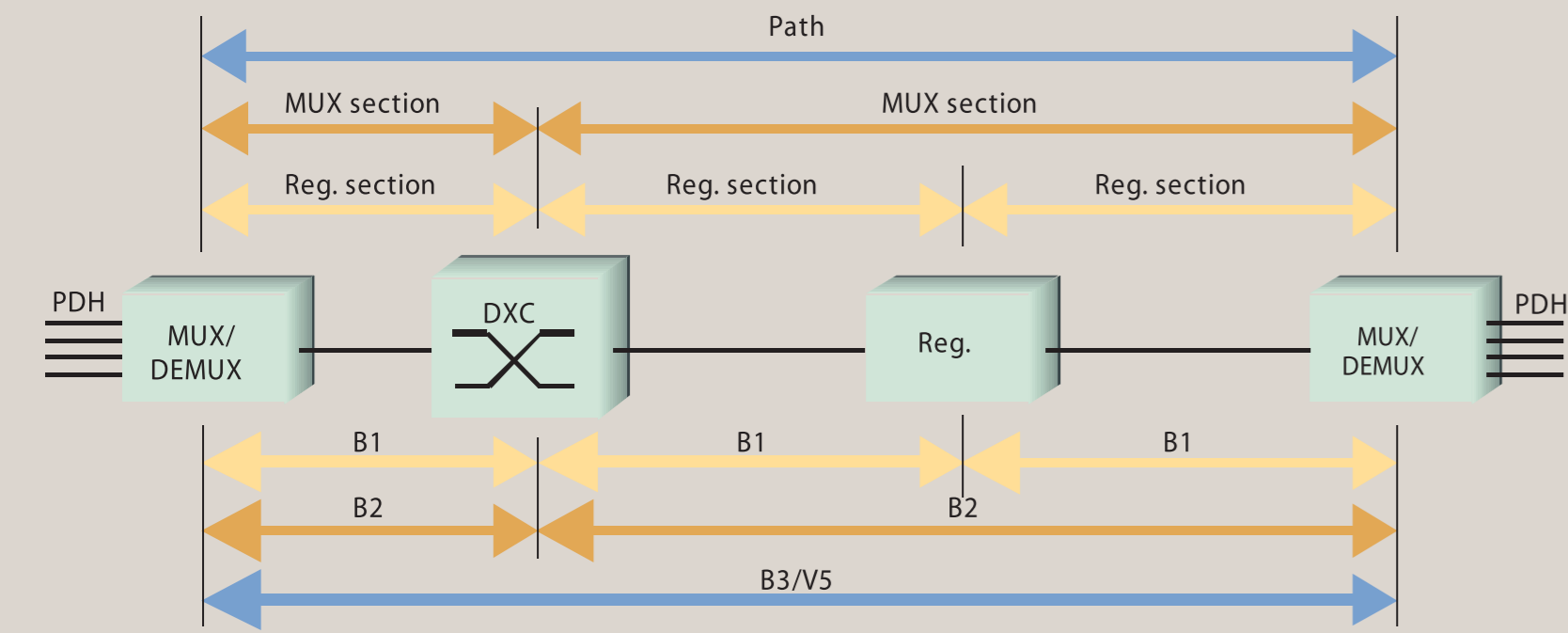
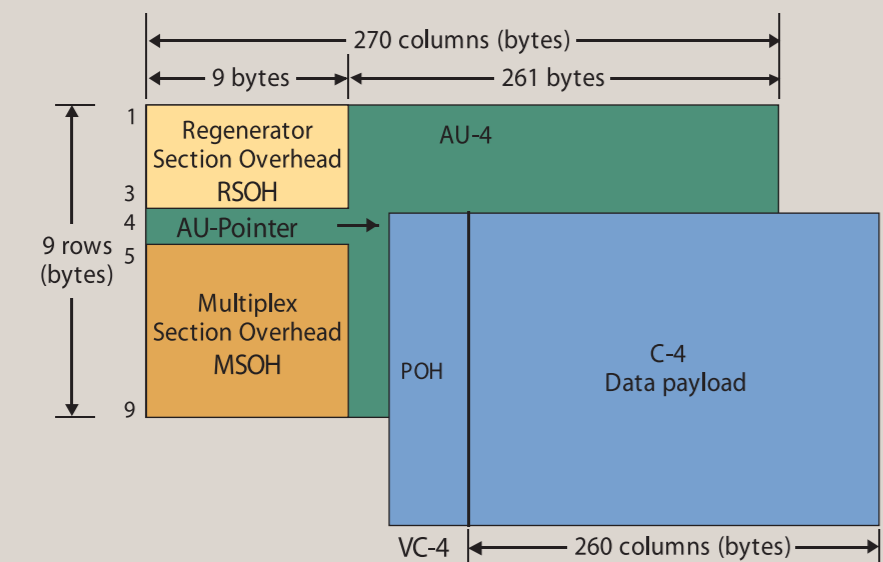


# Speed up your SDH Analysis

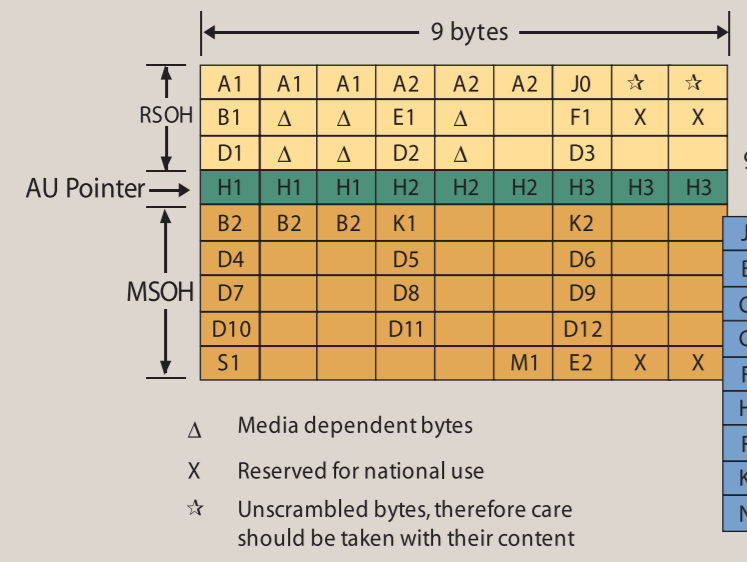
## Network Segments and their Protection Schemes



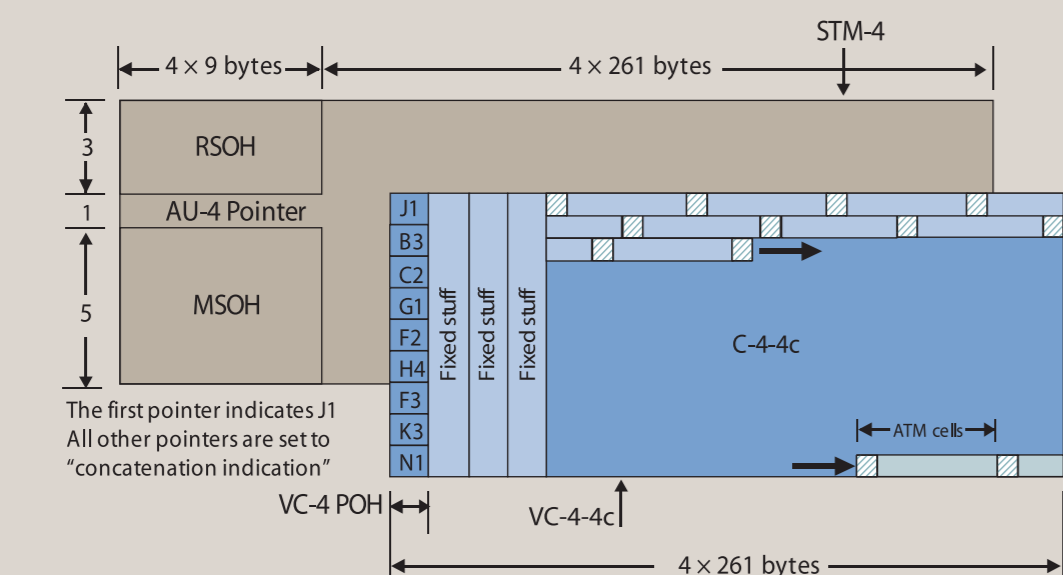
## STM-1 Frame Structure



## STM-1 SOH & POH



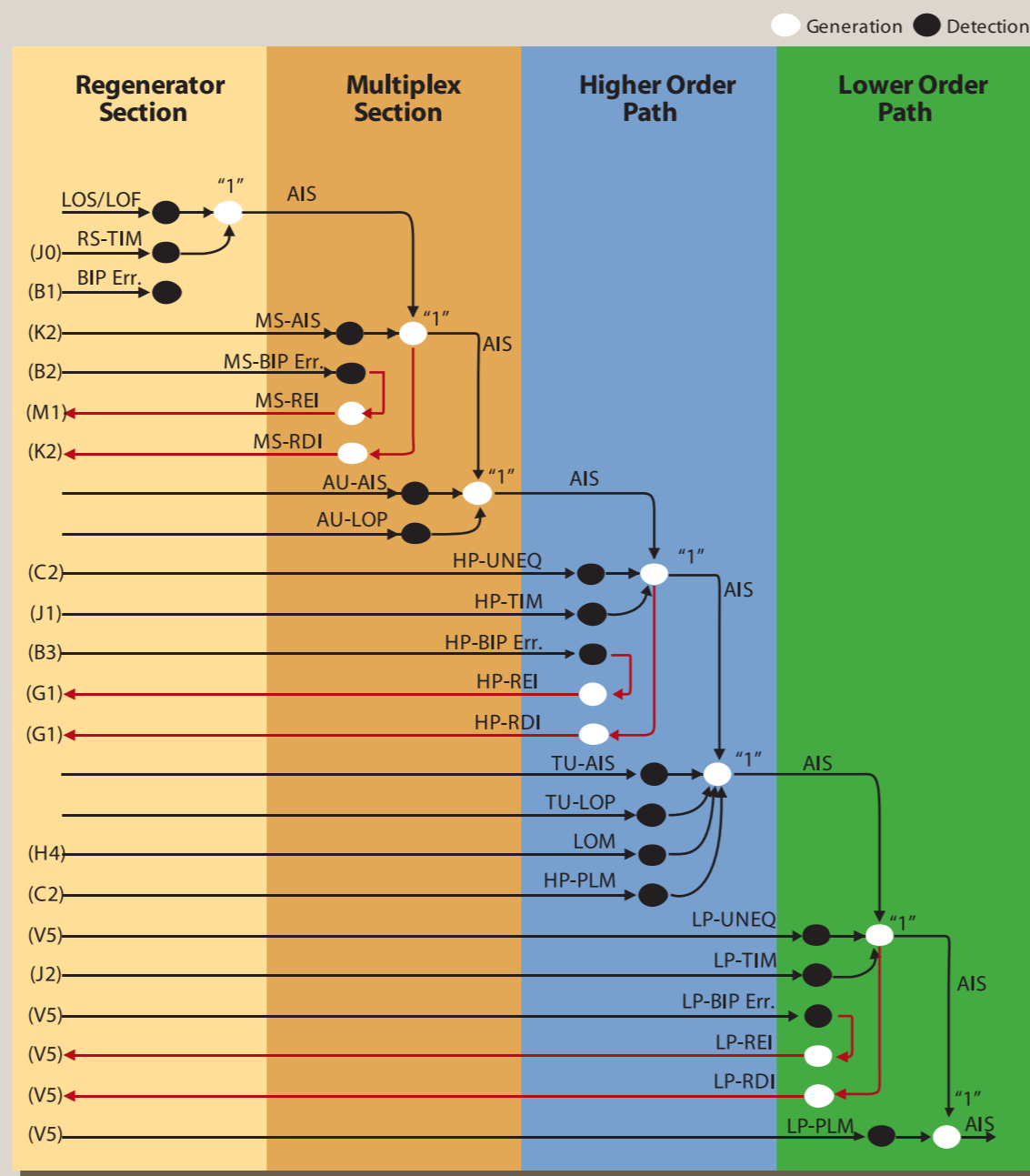
## VC-4 Concatenation



## Bit rates

| SDH Designation | SONET Designation | Data rate Mb/s |
|-----------------|-------------------|----------------|
| STM-0           | STS-1/OC-1        | 51.84          |
| STM-1           | STS-3/OC-3        | 155.52         |
| STM-4           | OC-12             | 622.08         |
| STM-16          | OC-48             | 2,488.32       |
| STM-64          | OC-192            | 9,953.28       |
| STM-256         | OC-768            | 39,813.12      |

## SDH Maintenance Interactions



| Anomalies/Defects | Detection criteria                            |  |
|-------------------|---|--|
| LOS               | Loss of Signal                                | Drop of incoming optical power level causes high bit error rate  |
| LOF               | Loss of Frame                                 | A1, A2 incorrect for ≥ 625 μs  |
| RS-BIP Error      | Regenerator Section BIP Error (B1)            | Mismatch of the recovered and expected BIP-8 covers the whole STM-N frame  |
| RS-TIM            | Regenerator Section Trace Identifier Mismatch | Mismatch of the accepted and expected Trace Identifier in byte J0  |
| MS-BIP Error      | Multiplex Section BIP Error (B2)              | Mismatch of the recovered and computed N × BIP-24 covers the whole frame, except RSOH  |
| MS-AIS            | Multiplex Section AIS                         | K2 (bits 6, 7, 8) = 111 for ≥ 3 frames   |
| MS-REI            | Multiplex Section Remote Error Indication     | Number of detected B2 errors in the sink side encoded in byte M1 of the source side  |
| MS-RDI            | Multiplex Section Remote Defect Indication    | K2 (bits 6, 7, 8) = 110 for ≥ 3 frames (z = 3 - 5)   |
| AU-AIS            | Administrative Unit AIS                       | All "1" in the AU pointer bytes H1, H2   |
| AU-LOP            | Administrative Unit Loss of Pointer           | 8 - 10 NDF Enable, 8 - 10 invalid pointers   |
| HP-BIP Error      | HO Path BIP Error (B3)                        | Mismatch of the recovered and computed BIP-8 covers entire VC-n  |
| HP-UNEQ           | HO Path Unequipped                            | C2 = "0" for ≥ 5 frames  |
| HP-TIM            | HO Path Trace Identifier Mismatch             | Mismatch of the accepted and expected Trace Identifier in byte J1  |
| HP-REI            | HO Path Remote Error Indication               | Number of detected B3 errors in the sink side encoded in byte G1 (bits 1, 2, 3, 4) of the source side  |
| HP-RDI            | HO Path Remote Defect Indication              | G1 (bit 5) = 1 for ≥ 2 frames (z = 3, 5, or 10)  |
| HP-PLM            | HO Path Payload Label Mismatch                | Mismatch of the accepted and expected Payload Label in byte C2   |
| TU-AIS            | Tributary Unit AIS                            | All "1" in the TU pointer bytes V1, V2   |
| TU-LOP            | Loss of Pointer                               | 8 - 10 NDF enable, 8 - 10 invalid pointers   |
| LP-BIP Error      | LO Path BIP Error                             | Mismatch of the recovered and computed BIP-8 (B3) or BIP-2 (V5 bits 1, 2) covers entire VC-n   |
| LP-UNEQ           | LO Path Unequipped                            | VC-3: C2 = "0" for ≥ 5 frames, VC-m (m = 2, 11, 12): V5 (bits 5, 6, 7) = 000 for ≥ 5 multiframe  |
| LP-TIM            | LO Path Trace Identifier Mismatch             | Mismatch of the accepted and expected Trace Identifier in byte J1 (VC-3) or J2 (VC-m)  |
| LP-REI            | LO Path Remote Error Indication               | VC-3: Number of detected B3 errors in the sink side encoded in byte G1 (bits 1, 2, 3, 4) of the source side, VC-m (m = 2, 11, 12): If one or more BIP-2 errors detected sink side, byte V5 (bits 3) = 1 on the source side |
| LP-RDI            | LO Path Remote Defect Indication              | VC-3: G1 (bit 5) = 1 for ≥ 2 frames, VC-m (m = 2, 11, 12): B5 (bit 8) = 1 for ≥ 2 multiframe (z = 3, 5 or 10)  |
| LP-PLM            | LO Path Payload Label Mismatch                | Mismatch of the accepted and expected Payload Label in byte C2 or V5 (bits 5, 6, 7)  |

Speed up Your SDH Analysis

## RSOH Regenerator Section Overhead

**A1, A2:** Indicates the beginning of the STM-1 (A1: 11110110, A2: 00101000). The frame alignment word of an STM-N (N ≤ 64) frame is composed of 3 × N A1 bytes followed by 3 × N A2 bytes. The frame alignment word of an STM-256 frame is composed 64 A1 bytes (byte No. 705 to No. 768) followed by 64 A2 bytes. A1 and A2 bytes are always unscrambled. The other bytes are reserved for future international standardization.

**J0:** Regenerator section trace. Used to transmit a section access point identifier so that a section receiver can verify its continued connection to the intended transmitter.

**Z0:** Spare. Reserved for future international standardization.

**B1:** Regenerator section error monitoring. The BIP-8 is computed over all bits of the previous STM-N frame after scrambling and is placed in the B1 byte of the current frame before scrambling.

**E1:** Provides orderwire channels for voice communication between regenerators.

**F1:** Reserved for user purposes (e.g. temporary data/voice channel connections for special maintenance purposes).

## AU Pointers

**H1, H2:** Pointer bytes. The pointer contained in these bytes designates the location of the VC-n frame. The last ten bits (b7 to b16) carry the pointer value (binary number with a range of 0 to 782).

**H3:** Pointer action byte. Is used for frequency justification. Depending on the pointer value, this byte is used to adjust the fill input buffers. It only carries valid information in the event of negative justification, otherwise it is not defined.

## MSOH Multiplex Section Overhead

**B2:** Multiplex section error monitoring. The BIP-N \* 24 is used to determine if a transmission error has occurred over a multiplex section. It is computed over all bits of the previous STM-N frame except for the first three rows and is placed in the B2 byte of the current frame.

**K1, K2:** Allocated for APS (Automatic Protection Switching) signaling for the protection of the multiplex section.

## Linear APS messages Ring APS messages

| ITU-T G.841 protection switching protocol           | ITU-T G.841 protection switching protocol                                     |
|---|---|
| K1 byte Condition                                   | K1 byte Condition   |
| b1-b4   | b1-b4   |
| 1111  | 1111  |
| Lockout of protection                               | Lockout of protection (span) or signal fail (protection) Forced switch (span) |
| 1110  | 1110  |
| Forced switch                                       | Forced switch (ring)  |
| 1101  | 1101  |
| Signal fail high priority                           | Signal fail (span)  |
| 1100  | 1100  |
| Signal fail low priority                            | Signal fail (ring)  |
| 1011  | 1011  |
| Signal degrade high priority                        | Signal degrade (protection)   |
| 1010  | 1010  |
| Signal degrade low priority                         | Signal degrade (ring)   |
| 1001  | 1001  |
| Unused  | 1001  |
| 1000  | 1000  |
| Manual switch                                       | Manual switch (span)  |
| 0111  | 0111  |
| Unused  | 0111  |
| 0110  | 0110  |
| Wait-to-restore                                     | Manual switch (ring)  |
| 0101  | 0101  |
| Unused  | Wait-to-restore   |
| 0100  | 0100  |
| Exercise  | Exercise (span)   |
| 0011  | 0011  |
| Unused  | Exercise (ring)   |
| 0010  | 0010  |
| Reserve request                                     | Reserve request (span)  |
| 0001  | 0001  |
| Do not revert                                       | Reserve request (ring)  |
| 0000  | 0000  |
| No request  | No request  |
| b5-b8   | b5-b8   |
| Selects channel used by APS messages                | Destination node ID   |
| K2 byte Condition                                   | K2 byte Condition   |
| b1-b4   | b1-b4   |
| Selects bridged channel used                        | Source node ID  |
| b5  | b5  |
| Determines automatic protection switch architecture | Path code: 0 = short path; 1 = long path                                      |
| b6-b8   | b6-b8   |
| 000 = Reserved for future use                       | 000 = Idle  |
| 001 = Reserved for future use                       | 001 = Bridged   |
| 010 = Reserved for future use                       | 010 = Bridged and switched  |
| 011 = Reserved for future use                       | 011 = Reserved for future use   |
| 100 = Reserved for future use                       | 100 = Reserved for future use   |
| 101 = Reserved for future use                       | 101 = Reserved for future use   |
| 110 = MS-RDI  | 110 = Reserved for future use   |
| 111 = MS-AIS  | 111 = MS-RDI  |

**D4 - D12:** Data communication channels (DCC). A 576 kb/s channel is used from a central location for alarms, control monitoring and administration functions.

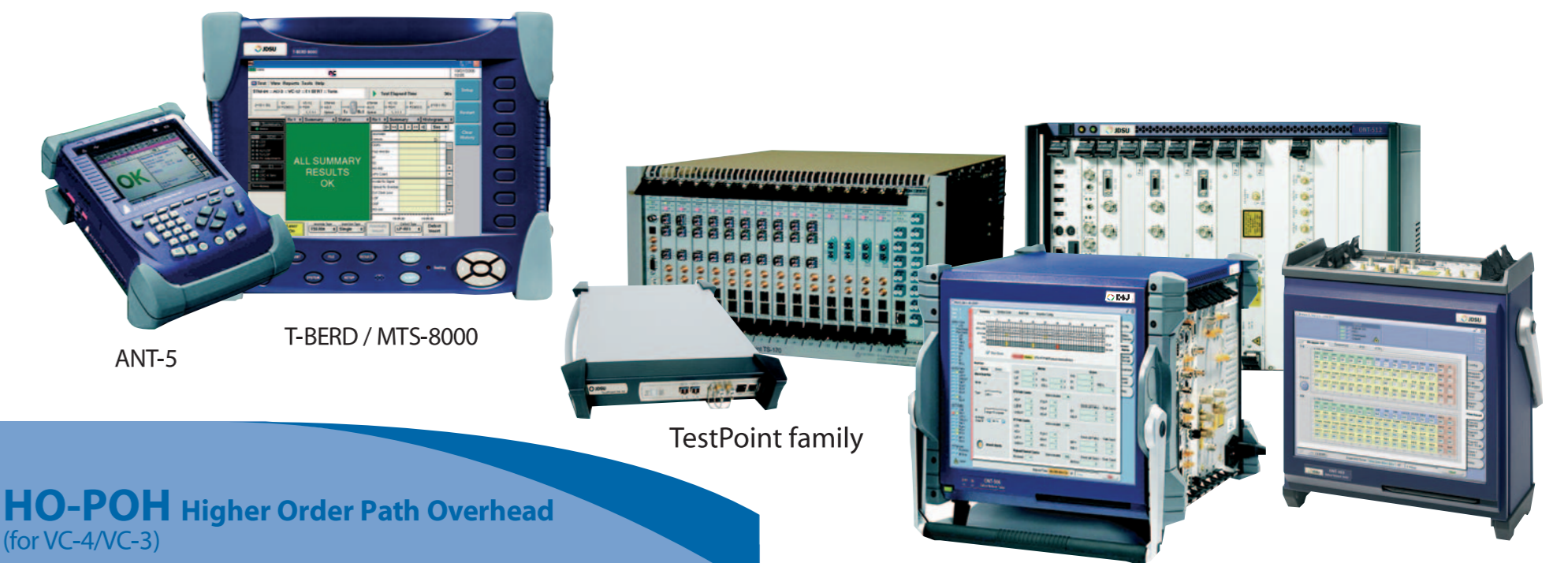
**S1:** Synchronization status. Bits 5 - 8 are used to carry the synchronization messages. The following is an assignment of bit patterns to the four synchronization levels agreed to within ITU-T.

| S1 byte | SDH synchronization quality level description      |
|---------|--|
| b5-b8   | b5-b8  |
| 0000    | Quality unknown (existing synchronization network) |
| 0001    | Reserved   |
| 0010    | Res. G.811   |
| 0011    | Reserved   |
| 0100    | SSUA   |
| 0101    | Reserved   |
| 0110    | Reserved   |
| 0111    | Reserved   |
| 1000    | SSUB   |
| 1001    | Reserved   |
| 1010    | Reserved   |
| 1011    | Reserved   |
| 1100    | Reserved   |
| 1101    | Reserved   |
| 1110    | Reserved   |
| 1111    | Do not use for synchronization                     |

**M1:** Allocated for use as a multiplex section REI. Conveys the count of interleaved bit blocks detected in error by B2.

**E2:** Provides orderwire channels for voice communication between multiplexers.

## Speed up Your SDH Analysis



## HO-POH Higher Order Path Overhead (for VC-4/VC-3)

**J1:** The first byte in the virtual container. Its location is indicated by the AU pointer. A 64-byte free format string or a 16-byte frame is transmitted so that a path receiving terminal can verify its continued connection to the intended transmitter.

**B3:** Higher order path error monitoring. The BIP-8 is calculated over all bits of the previous VC-n. Computed value is placed in the B3 byte.

**C2:** Signal label. Indicates the composition or the maintenance status of the VC-n.

## C2 byte coding

| b1-b4 | b5-b8 | Hex code | Interpretation  |
|-------|-------|----------|---|
| 0000  | 0000  | 00       | Unequipped or supervisory-unequipped                                |
| 0000  | 0001  | 01       | Reserved  |
| 0000  | 0010  | 02       | TUG structure   |
| 0000  | 0011  | 03       | Locked TUN  |
| 0000  | 0100  | 04       | Asynchronous mapping of 34 368 kb/s or 44 736 kb/s into container 3 |
| 0001  | 0010  | 12       | Asynchronous mapping of 139 364 kb/s into container 4               |
| 0001  | 0011  | 13       | ATM mapping   |
| 0001  | 0100  | 14       | MAN/DQDB mapping  |
| 0001  | 0101  | 15       | FDDI mapping  |
| 0001  | 0110  | 16       | Mapping of HDLC/PPP framed signals                                  |
| 0001  | 0111  | 17       | Mapping of simple data link with SDH self synchronization scrambler |
| 0001  | 1000  | 18       | Mapping of HDLC/APS framed signals                                  |
| 0001  | 1001  | 19       | Mapping of simple data link with SDH self synchronization scrambler |
| 0001  | 1010  | 1A       | Mapping of 10 Gb/s Ethernet frames                                  |
| 0001  | 1011  | 1B       | GFP mapping   |
| 0001  | 1100  | 1C       | Mapping of 10 Gb/s fiber channel frames                             |
| 1111  | 1110  | FE       | Test signal, 0.181 specific mapping                                 |
| 1111  | 1111  | FF       | VC-AIS  |

**G1:** Path status. Conveys the path status and performance back to the trail termination source as detected by a trail termination sink.



**F2, F3:** Path user channels. Allocated for user communication purposes between path elements and are payload dependent.

**H4:** Position and sequence indicator. Provides a multiframe and sequence indicator for virtual concatenation and a generalized position indicator for payloads.

**K3:** (b1 - b4) are allocated for higher order path Automatic Protection Switching (APS). (b5 - b8) are allocated for future use. Have no defined value. The receiver is required to ignore their content.

**N1:** Network operator byte. Allocated to provide a Tandem Connection Monitoring (TCM) function.

**N1 byte structure**

| IEC | TC-REI | OEI | TC-APId, TC-RDI ODI reserved |
|-----|--------|-----|------------------------------|
| b1  | b2     | b3  | b4                           |
| b5  | b6     | b7  | b8                           |

**b7-b8 multiframe structure**

**Frame # b7-b8 definition**

| Frame # | b7-b8 definition                            |
|---------|---|
| 1 - 8   | Frame alignment signal: 1111 1111 1110      |
| 9 - 12  | TC-APId byte # 1 [1 C, C, C, C, C, C, C, C] |
| 13 - 16 | TC-APId byte # 2 [0 XXXXXXX]                |
| 17 - 20 | TC-APId byte # 3 [0 XXXXXXX]                |
| ...     | ...   |
| 65 - 68 | TC-APId byte # 15 [0 XXXXXXX]               |
| 69 - 72 | TC-APId byte # 16 [0 XXXXXXX]               |
| 73 - 76 | TC-RDI, ODI and reserved                    |

**Frame # b8 definition**

| Frame # | b8 definition            | TC-RDI                   |
|---------|--------------------------|--------------------------|
| 73      | Reserved (default = "0") | Reserved (default = "0") |
| 74      | ODI                      | Reserved (default = "0") |
| 75      | Reserved (default = "0") | Reserved (default = "0") |
| 76      | Reserved (default = "0") | Reserved (default = "0") |

**VC-1/2 Extended signal label byte coding**

| b12-b15 | b16-b19 | Hex code | Interpretation                      |
|---------|---------|----------|-------------------------------------|
| 0000    | 1001    | 09       | ATM mapping                         |
| 0000    | 1010    | 0A       | Mapping of HDLC/PPP framed signals  |
| 0000    | 1011    | 0B       | Mapping of HDLC/LAPS framed signals |
| 0000    | 1100    | 0C       | GFP mapping                         |

**(b2)** is allocated for the LO virtual concatenation structure. (b3 - b4) are allocated for higher order path Automatic Protection Switching (APS). (b5 - b7) are reserved for an optional use. If this option is not used, these bits shall be set to "0000" or "1111" and the receiver is required to ignore the content. The bit contains a 32 frame multiframe.

**K4 (b5 - b7) coding and triggers**

| b5 | b6 | b7 | Meaning                   | Triggers         |
|----|----|----|---------------------------|------------------|
| 0  | 0  | 1  | No remote defect          | No remote defect |
| 0  | 1  | 0  | E-RDI payload defect      | PLM              |
| 1  | 0  | 1  | E-RDI server defect       | AIS, LOP         |
| 1  | 1  | 0  | E-RDI connectivity defect | TIM, UNEQ        |

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