Common TSN for Converging Networks

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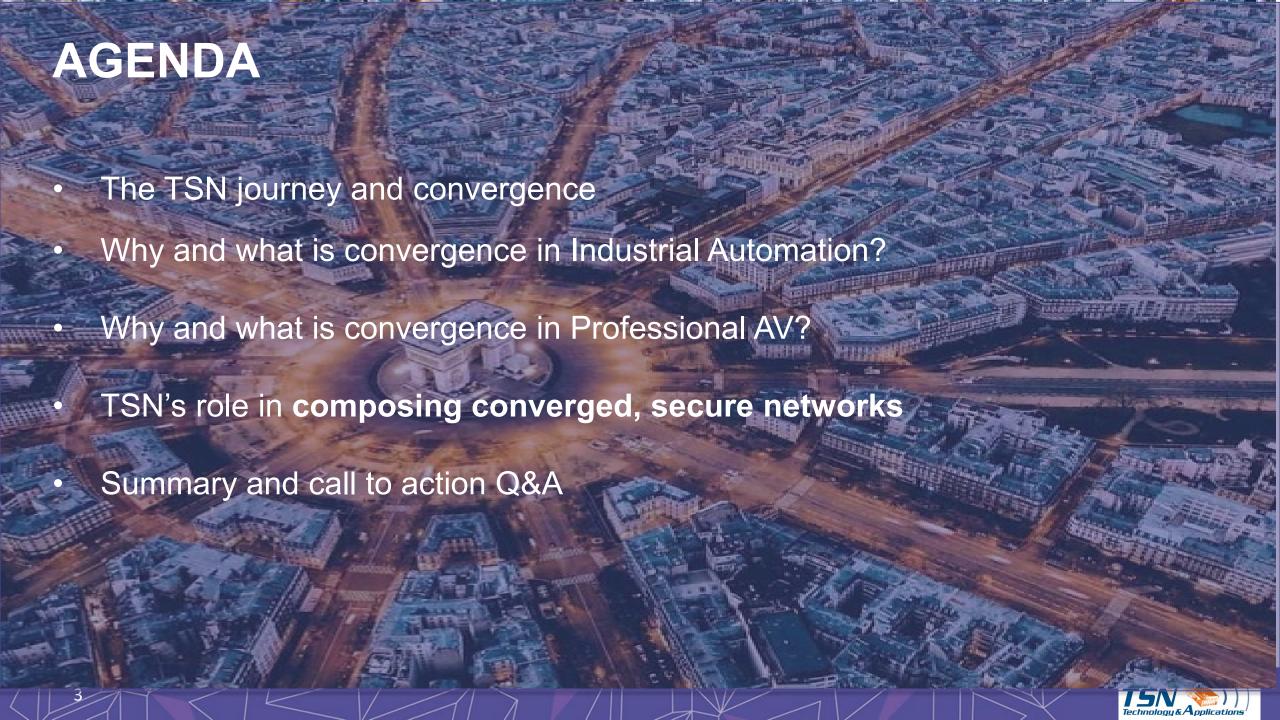
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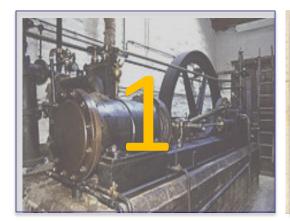
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Industrial revolutions



Power



Electricity,
Communications
(Telegraph)
Railroads



Digital / Compute



Hyper connectivity
Information Technology

Common theme:

A convergence of technology and disciplines that previously were separate



"Convergence"

Convergence is a term that comes up often in the discussion of technology trends, including Industry 4.0

"The convergence of IT/OT"

"The merging of AV/IT"

But what is does convergence really mean for future networksand what role does TSN play?

What end goal should we keep in mind as we build an ecosystem



Convergence has always been the goal of TSN

"Many vendors and users desire a **single network infrastructure** to carry various multimedia applications such as digital video, high-fidelity digital audio, and gaming traffic, as well as non-time-sensitive traffic (e.g., data traffic)...."

https://grouper.ieee.org/groups/802/1/pages/802.1at.html

There is significant vendor and end-user interest and market opportunity to consolidate layer 2 solution for both computer networking (e.g. internet access) and audio video services (e.g. home consumer electronics, professional A/V applications, etc) in mixed wired and wireless environments. The use of such consolidated network will realize operational and equipment cost benefits.

https://www.ieee802.org/1/pages/802.1av.html



Network convergence in Industrial Automation

What's a converged network?

A converged network allows to connect applications / transport data with different quality of service requirements and it supports means to guarantee the requested quality of service.

Why is this a requirement?

Industrial automation, professional audio & video, ... need communication, connectivity and plug & produce to fulfill the requirements of the customers.

Modular machines and applications are plugged into the network, communication and connectivity needs to be established providing the required quality of service.

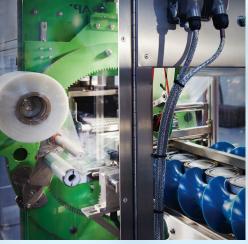
Getting rid of separated networks (and the gateways between them)!

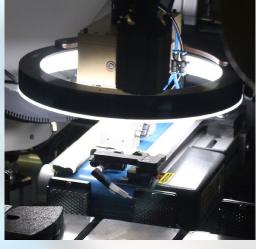


Different industries All requiring a converged network











Factory Automation

Process Automation

Motion Control

Camera Integration

Worker Environment

One converged network needs to cover concurrently the requirements of the different industrial verticals



Converged Network Quantities

A vehicle manufacturing facility uses more than 50,000 Ethernet nodes in manufacturing.

Bigger production cells implement Layer 2 networks with up to 1000 nodes.

Automation devices requires up to 2000 streams or timesensitive streams. This number doubles if seamless redundancy is demanded.

Multiple wireless connected AGVs or robots are entering and leaving the production cell concurrently.

Flexible production requires adding and removing of machines or machine-parts, AGVs, and robots or robot-tools without production disturbance.









Global mega-trend in all ProAV markets:

- Full digitalisation of venues and mobile systems:
 - → All parts of systems need to be networked
- ,Networked' means ,accessible', ,manageable', ,configurable' <u>as one system by software</u>
 - → Enhanced functionality and versatility

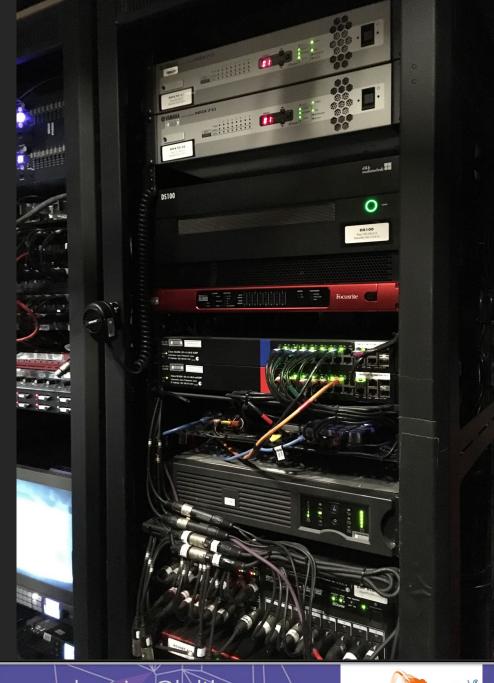
Problem: Most manufacturers have been thinking of ,network' as something they could define on their own, isolated from others





Challenges (1):

- Different <u>technologies</u> with different properties and requirements
 - Incompatibilities in protocols (e.g. PTP V1/V2, gPTP)
 - Very different requirements in bandwidth, criticality, latency, availability, security
 - real-time' is somewhat different depending on context
- Mixed criticality is standard in ProAV
 - Meanwhile systems need to remain variable:
 Efforts for system design & maintenance are over-critical



Challenges (2):

- Different *disciplines* coming together in one network
 - Video
 - Light
 - Audio
 - Staging and mechanics
 - Pyro
 - Signage
 - Communication
 - Remote services
 - General IT services
- Each of them with complex and ever changing requirements



Challenges (3):

- Many different *users* of the same network:
 - Video systems engineer(s)
 - Audio systems engineer(s)
 - Lighting systems engineer(s)
 - Venue IT management

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- Usually these users work independent and ,asynchronous'
- How could a network support untuned and very independent workflows while offering determinism?



Challenges (4):

- Components/devices from <u>different industries</u> on the same network:
 - Industrial components used for staging/lights
 - ProAV products in industrial/automotive contexts
 - Chipsets / IP with broad fields of application

Convergence challenges the silo-thinking of isolated vertical markets





Technical aspects of network convergence

- Coexistence
- Composability
- Interoperability

These aspects have certain dependencies



Coexistence

 Devices must be able to share the same network system / structure without technical conflicts

2 stages of coexistence

- a) Sharing same physical network but in separate logical networks (Vlans)
- b) True coexistence within one subnet/Vlan

Key problem in ProAV: Isolation in VLans is the standard method for ,solving' incompatibilities.

- Once networks are split in isolated sub-systems it is very hard to achieve any meaningful interoperability.
- True coexistence is most often a precondition for any convergence



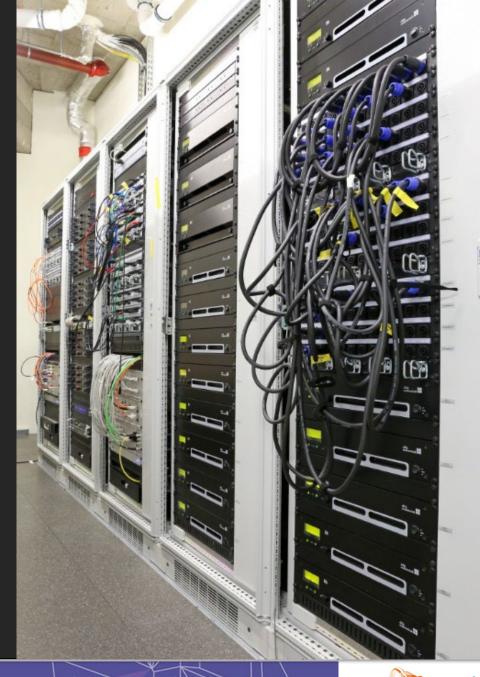


Composability

Components of a network system can be selected and assembled in many combinations with a deep flexibility

- Ease of deployment: Plug-and-play / Plug- and-Produce
- Scale, size of network
- Resilience of system to errors
- Safety aspects

How easily can the integrity of a network be maintained?



Interoperability

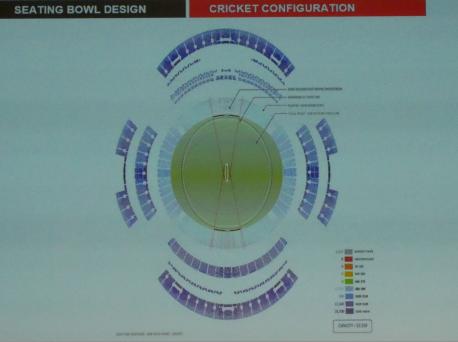
- Highest requirements are within disciplines (Audio, Video, Light)
- But: Digitalisation comes with a promise/need for total system control
 - Minimum: Read/modify operational status of each device

This is a function expected from ,the network itself'

 Ideally the network doesn't limit the degree of interoperability manufacturers can design into devices.

This was the promise when Ethernet became the choice





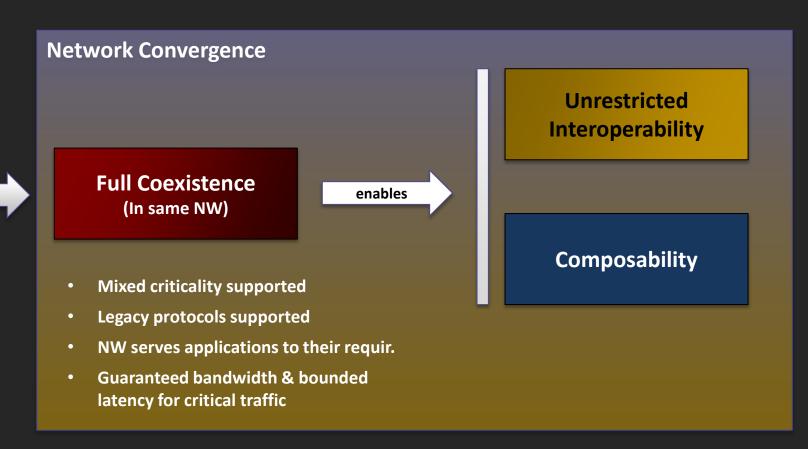


Dependencies

Limited Coexistence (in logical separation)

- Separate NW / Vlan by discipline/user
- Exclusive choices for protocols in same physical network

Low/no roday convergence possible



= Precondition for convergence



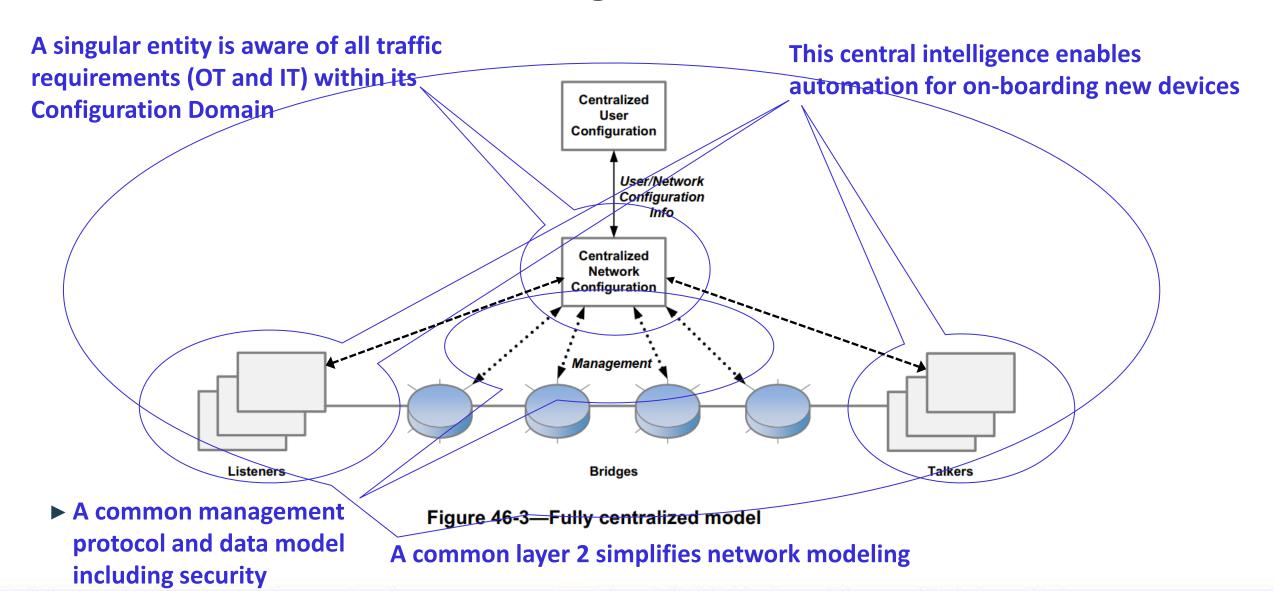
The role of TSN and Profiles in converged networks

- TSN <u>IS</u> Ethernet
 - These features are extensions to standard Ethernet
 - Includes IP and non-IP transactions
- A common layer 2 lays a foundation for all communication
- Profiles provide a common set of "rules of the road"
- These rules help avoid "mis-behaving traffic" from interfering with network operation
- A common layer 2 also enables a common approach to management
- Can span across mediums (wired and wireless)





Common Resource Management



Building the traffic infrastructure for convergence



- A Common Layer 2 Enables:
 - A Common Approach to Resource Management
 - Remote Management
 - Security (Identity)
 - Boundary Port Protection
 - Simplifies Network Modeling
 - Simplifies automation for onboarding new devices
 - Elimination (minimization) of Data Silos
 - Economies of Scale



Summary and call to action

- Converged networks have always been part of the vision for TSN. Market and user needs now require it
- Both AV and Industrial (and likely others) markets require convergence for common needs
- TSN enables a common layer 2 to support coexistence of mixed criticality traffic and the interfaces to compose networks that respond to dynamic requirements
- This common layer must be deployed as such in the ecosystem: with mechanisms to support all traffic and diffused into standard network tools and ecosystem. There is no "TSN traffic"



Questions and discussion

