# Fast Optical Switch for Data Communication Applications 

## - Overview -

- Data communication networks around the world use optical fibers because of the large bandwidth.
- Data routing is done by switch devices that interconnect different fibers.
- "Old way" switch converted the optical signal to electric then back to optic
- Too slow when rate increases $\rightarrow$ bottle neck.
- Very high energy consumption.



## - Optical switch -

Function:

- Directly connects any N input fibers to N output fibers (NxN)
- Rate agnostic

Usage:

- Data centers
- ROADM

- Network aggregation


## - Market Drivers -

- Exponential increase of the data traffic due to cloud computing, mobile devices (tablets, smartphones), social networking.

Exabytes per Month
78\% CAGR 2011-2016


- Other Portable Devices (2.2\%)
- M2M (4.7\%)
- Home Gateways (4.8\%)
- Non-Smartphones (5.7\%)
- Tablets (10.0\%)
- Laptops and Netbooks (24.2\%)
- Smartphones (48.3\%)


# - Optical switch market share - 



fiberoptics, inc
polatis

## - Current technology -

- O-MEMS based
- Mirrors on gimbals mount
- Mirror reoriented to redirect the beam



## - Current technology -

## PROS

- Large number of port (320)
- Low insertion loss (3db)
- \$300-\$700 per port


## CONS

- Custom made element
- Millisecond response time
- Sensitive to vibration
- Sensitive to input energy
- Sensitive to failure
- Hinge failure (small MTBF)
- Power consumption (45W)
- \$300-\$700 per port


## -Our Approach-O-MEMS $\rightarrow$ DMD



- Used in projectors
- Television
- Medical/automotive display
$-12 \mu \mathrm{~s}$ switching time (vs 25 ms )
- Bistable (reduced power)
- Mass produced (cheap)
- Highly reliable ( $10^{12}$ flips)
- Large number of elements (1024×720)


How do you steer a beam with a binary device?

## -Our Approach II- <br> Reflection $\rightarrow$ Diffraction

Holograms:

- Binary pattern
- Calculated by iterative Fourier transform
- Diffract light in deterministic way

Printed hologram


Diffraction


# -Our Approach III- <br> Reflection $\rightarrow$ Diffraction 



- Robust (distributed information)
- Scalable (thousand of ports)
- Handle beam power (distributed energy)
- True non-blocking (all ports accessible)
- Addition/division functions (ROADM)


## -Our Approach III-

No exotic parts


## -Characterization-

## Non-blocking



All ports accessible $9 \times 9$ visible / 7x7 IR


Loss map per port


Normalized Loss Legend

## -Characterization II-

Testbed insertion \& video transmission


## - Tech Comparison-

| Vendor | Technology | Port count | Loss | speed | Power | Reliability |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Calient | 3D MEMS | High | Low | ms | 45 W | Low |
| CrossFiber | 3D MEMS | Low (1x8) | Low | ms | 1W | Low |
| Polatis <br> DirectLight | Micro-actuatio <br> n | Moderate | Low | ms | 128W | Good |
| Nistica* | DMD wavelength switch | High | Low | $\mu \mathrm{s}$ | 1W | High |
| UA | DMD <br> Hologram | High | High <br> Addressed in next phase | $\mu \mathrm{s}$ | 1W | High |

* The Nistica product is a wavelength switch (not space) using the DMD


## Loss budget

50\% Fiber injection

- Analysis of the injection condition
- Solution found (replacing lens)

50\% Diffraction

- Binary amplitude grating 10\% efficiency
- 8 level phase grating $90 \%$ efficiency
- Require a piston DMD


## - Competitive Advantage -- Commercial Appeal -

Disruptive technology !

- Faster (100x)
- Scalable (1,000s of ports)
- Robust ( $10^{12}$ mirror cycles)
- Cheaper per port (<\$100)
- Low power consumption (1 Watt)


## - Commercial significance -

- Bill-Of-Material $\rightarrow$ manufacturing cost $<\$ 100 /$ port
- Preliminary Data Sheets
- Assessment of Packaging and Integration Options
- Interaction with
- Texas Instrument
- Fujitsu
- Nistica
- UCSD



## Next steps

| Metrics | Current | Phase 1 | Phase 2 |
| :--- | :---: | :---: | :---: |
| Ports count | $7 \times 7$ | $30 \times 30$ | $128 \times 128$ |
| OSNR [db] | $>8$ | $>10$ | $>100$ |
| Insertion loss [db] | 36 | 16 | 5 |
| Homogeneity [db] | 5 | 3 | 1 |
| Repeatability [db] | N.A. | 0.5 | 0.1 |
| Cross talk [db] | $<-73$ | $<-100$ | $<-100$ |
| Speed [ $\mu \mathrm{c}$ ] | 50 | 12 | 5 |

