

Experiences with Fault Resolution Process

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Fault Resolution Document

- The ordering and fault resolution process for multi-domain Lightpaths across hybrid networks
 - Rene Hatem (CANARIE)
 - Almar Giesberts (SURFnet)
 - Erik-Jan Bos (SURFnet)
- GLIF Technical Workgroup Document
- July 2006, time to evaluate



Parties Involved

- The following parties are involved in the ordering and fault resolution process:
 - End-sites (the scientists)
 - NRENs and their NOCs
 - GOLE operators
 - Carriers (OC192 providers)



Ordering Processes

- The Fault Resolution Document describes 2 ordering processes:
 - parallel *Master Contractor*
 - serial *Peering Relationship*



Current Practice

- Current ordering process usually does not follow *Master* or *Peering* process
- Often no clear sourcing organisation
- Long email thread with many people involved



Fault Resolution

- Similar to ordering process
- i.e. email to all parties involved in the ordering process
- No per lightpath email list as suggested in the Fault Resolution Document



Problems Encountered

- No clear provider/consumer relationships
- Little to none sub-tasking
 - everybody on the same email list
- GOLE operators do not care about IP addresses at end sites
- End sites do not care about ports and timeslots



Problems Encountered

- Not clear who to contact in case of outages
- 24x7 support difficult during setup and debug phase (many alarms on the NEs)



Improvement

- Some suggestions for improvement:
 - make fault resolution not dependent on ordering process (use one procedure for all lightpaths)
 - lightpath source and destination organisations are the only ones who interact with end-users



Improvement

- Setup effective information flow between GOLEs (broadcasting not the best way)
- Setup good monitoring system
 - topology (domains involved)
 - (alarm) status
 - where did fault occur



Improvement

- Separate planning and provisioning better
- Debugging tools
 - easy way to set loopbacks
 - dump of MAC tables
 - Ethernet traffic statistics
- How are we going to deal with dynamic lightpaths?



Comments? Suggestions?

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