

FFS

Fault Finding System

J o s e L e i t a o & D a n i e l R o d r i g u e z | N I E | D u b l i n





Jose → **Daniel**

Andrei



facebook scale

as of June 2018



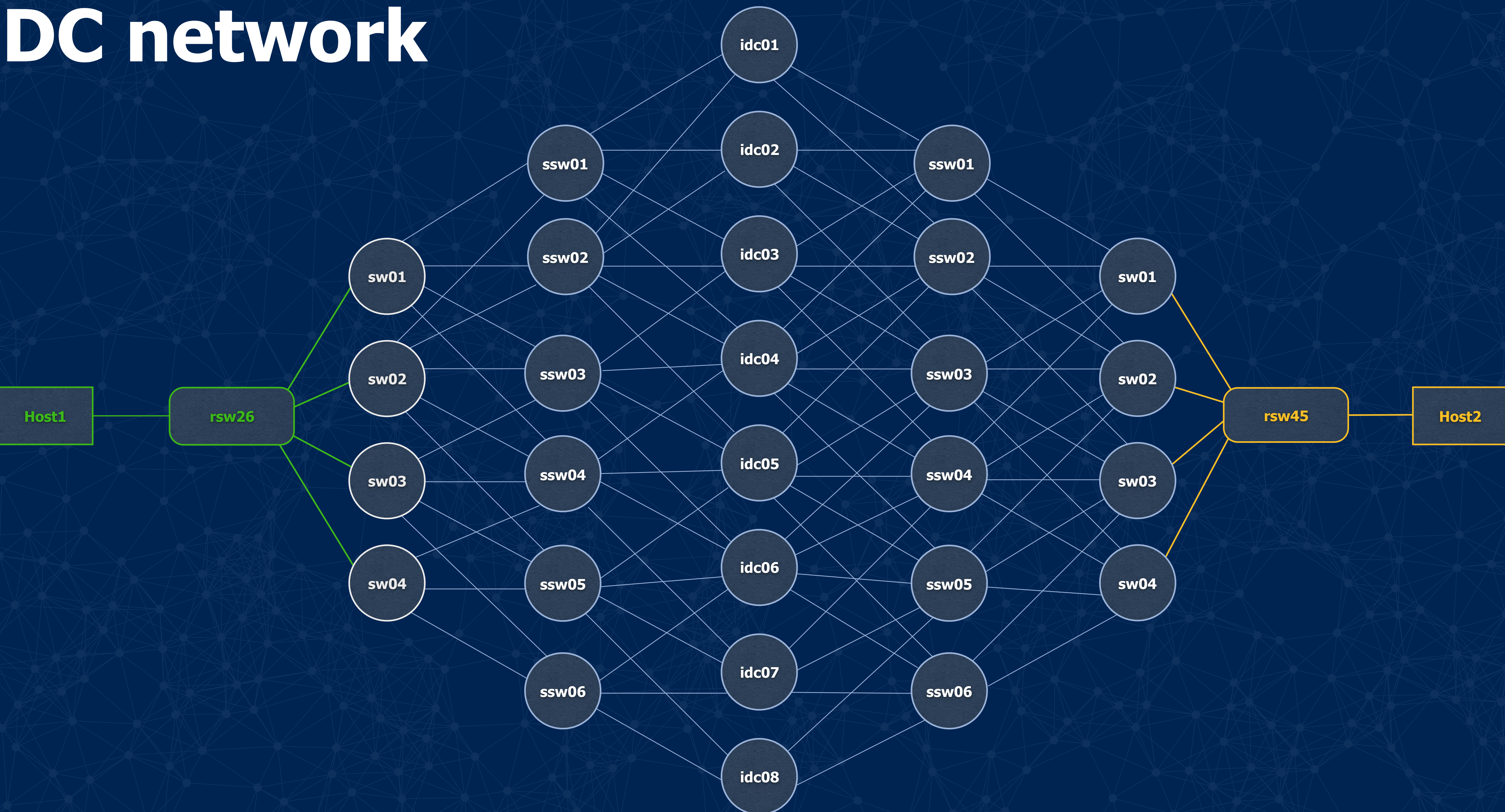
1.47 billion daily
active users



2.23 billion monthly
active users



DC network



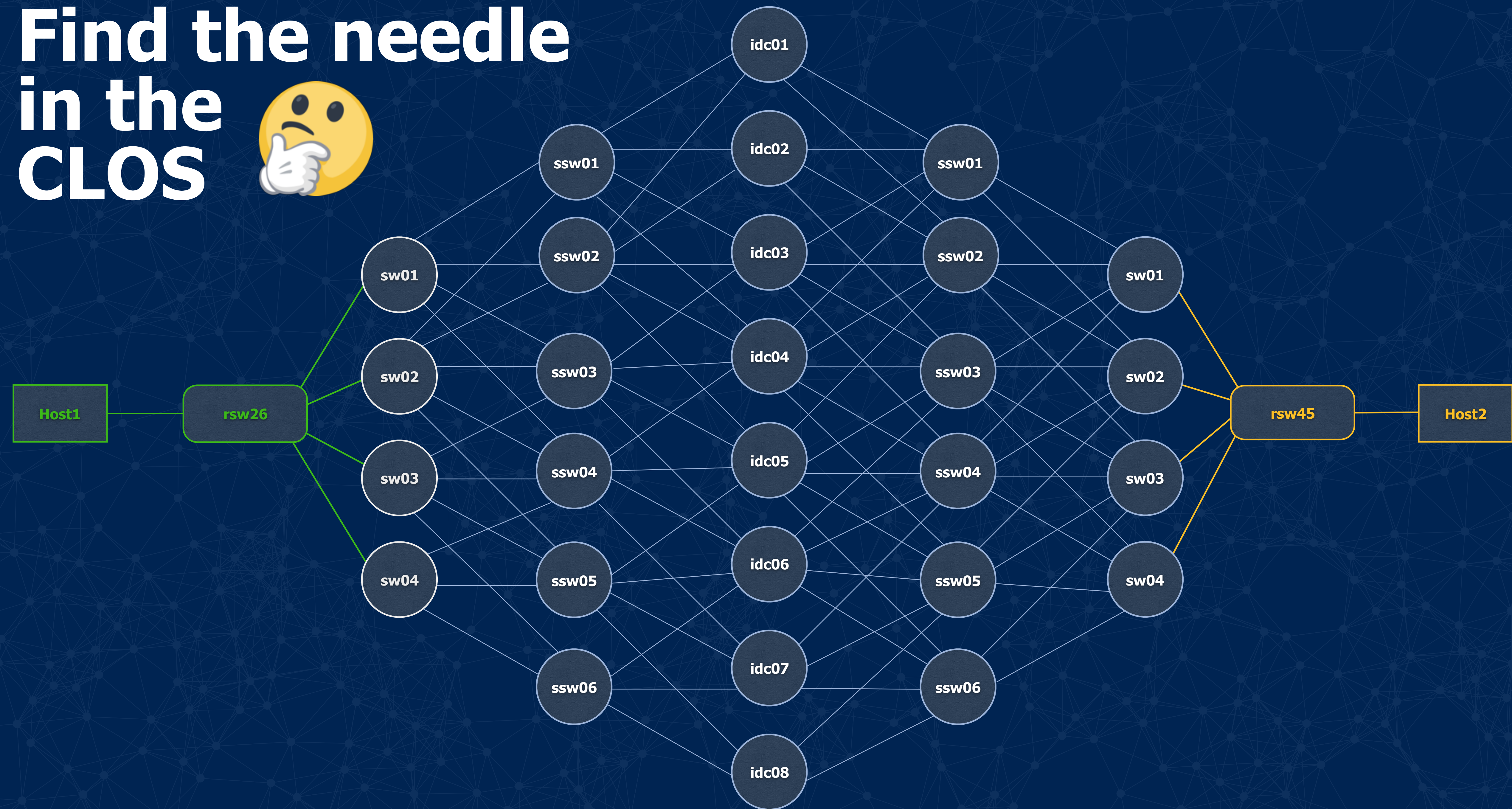
Fault Finding System for the network



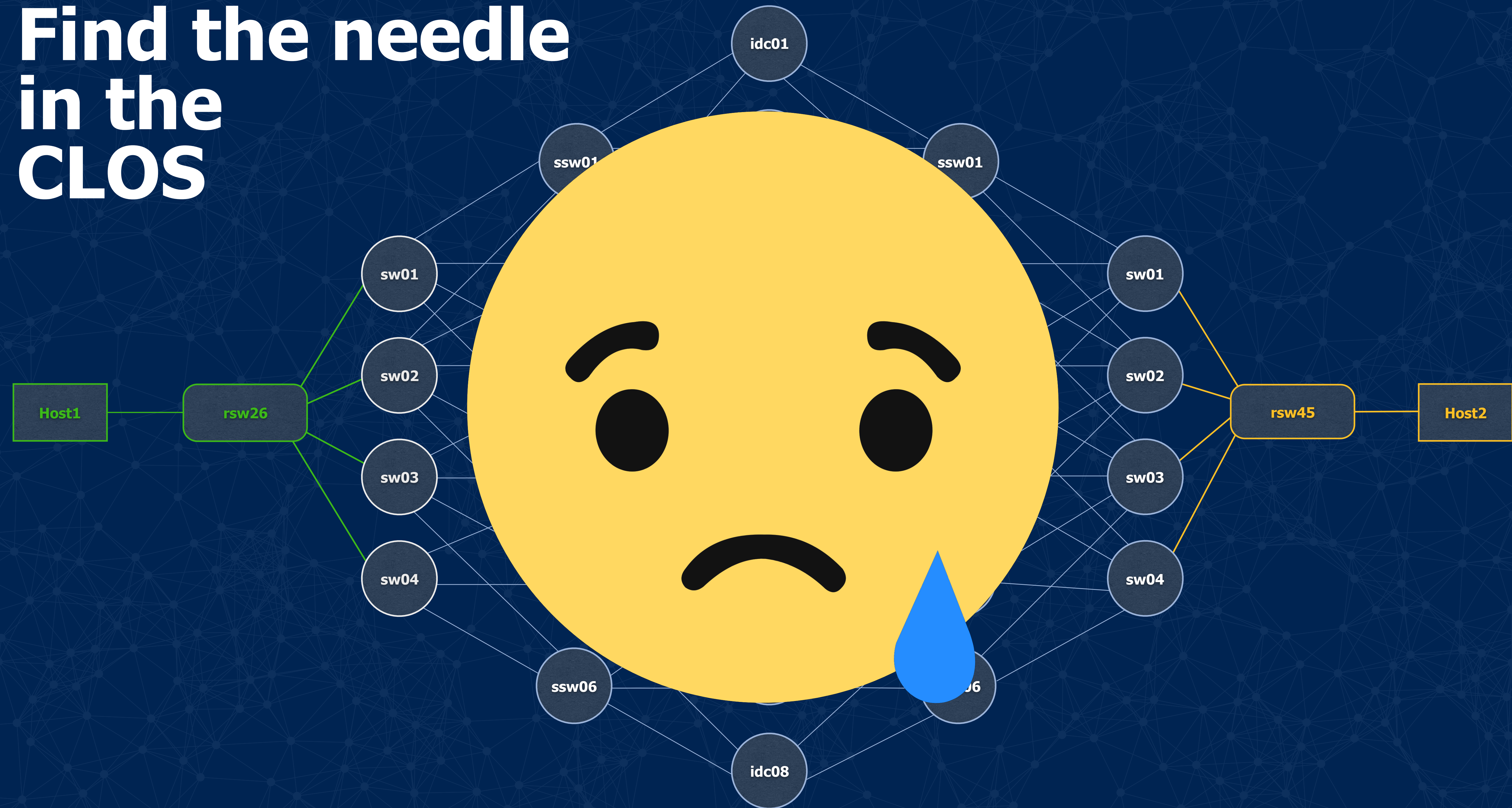
FFS:
why?



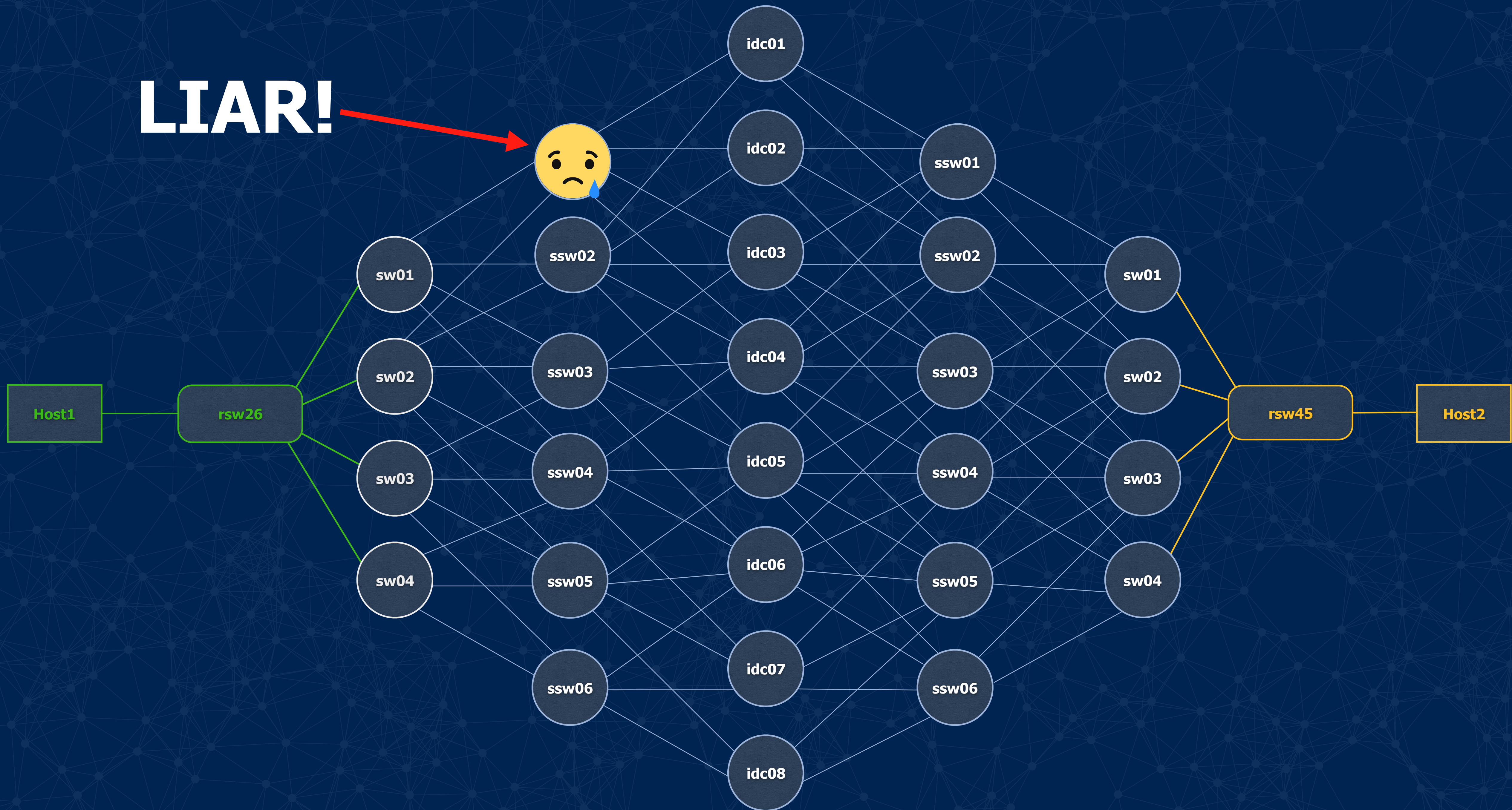
Find the needle in the CLOS



Find the needle in the CLOS



LIAR!



Our needs



**Traffic similar
to Production**



**ECMP-
Ready**

**ffic
to**

**ur
eds**



**Independent
of the
devices**

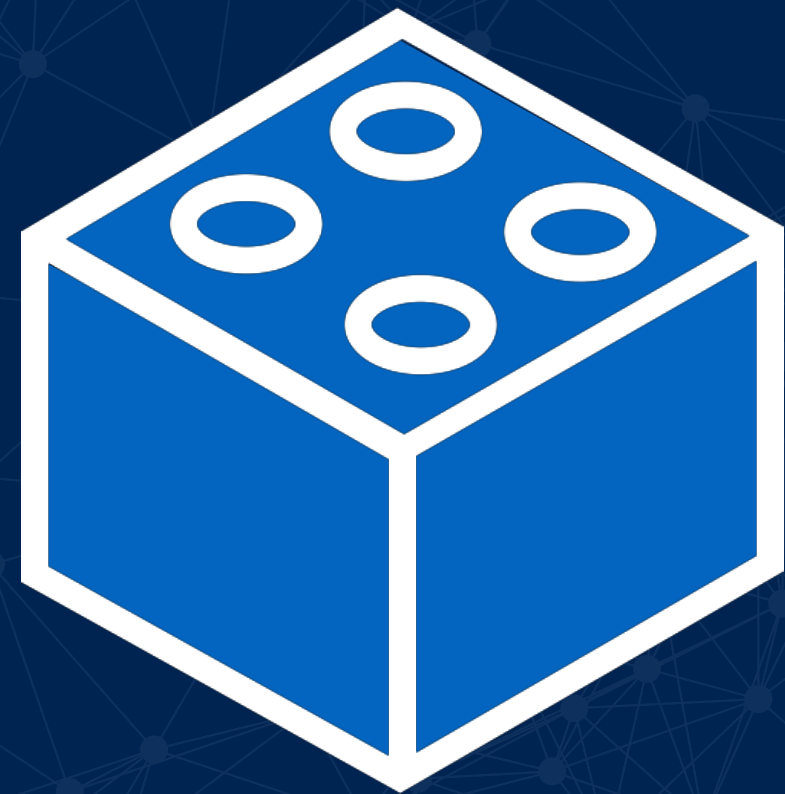


**Precise
enough for
automation**



Building blocks of a PoC

Building blocks



Network Tracer

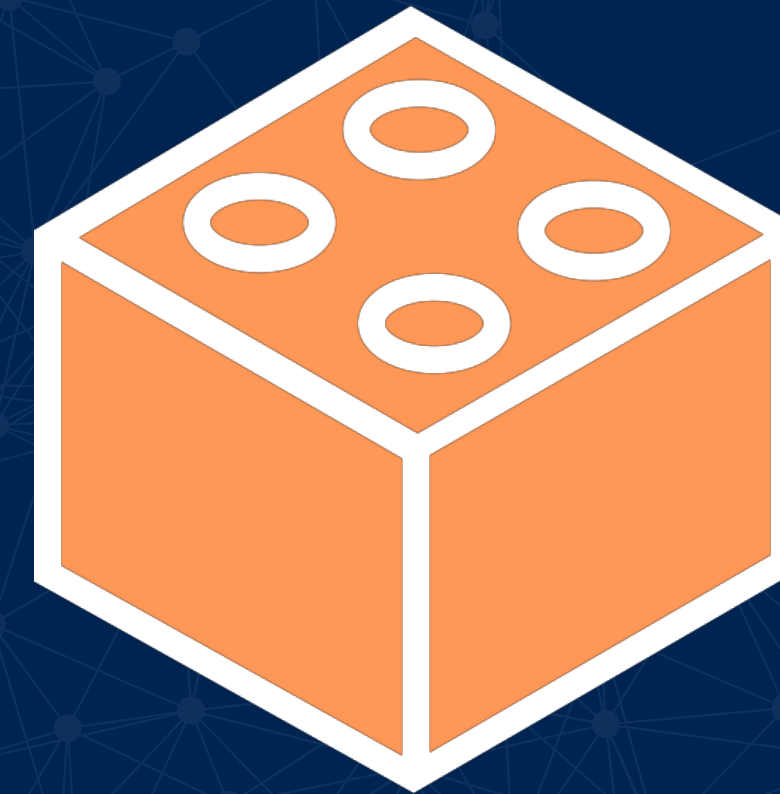
Maps the paths of the network

Building blocks



Network Tracer

Maps the paths of the network



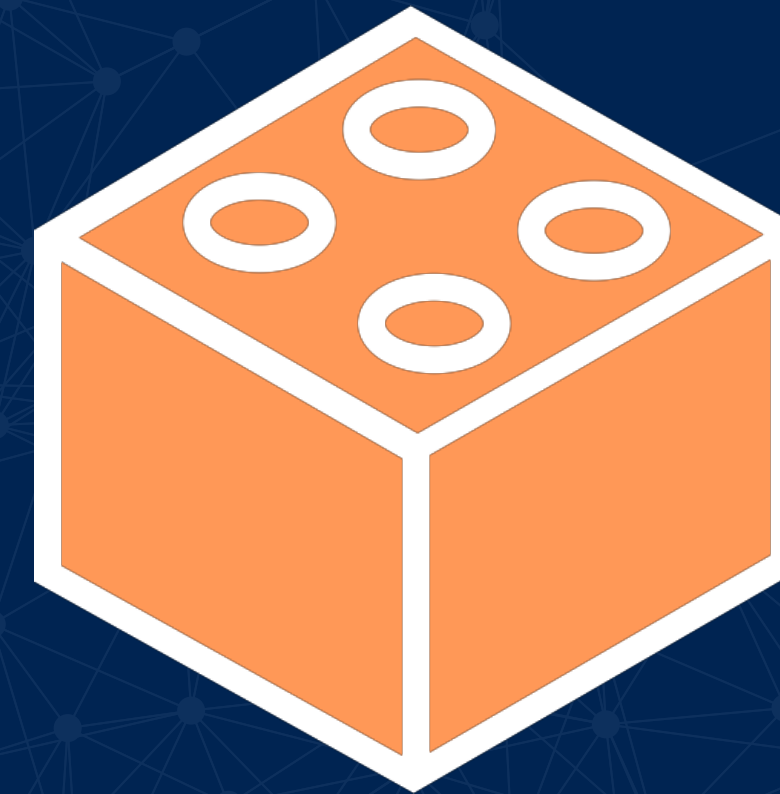
Traffic Generator

Generate prod-like traffic at scale

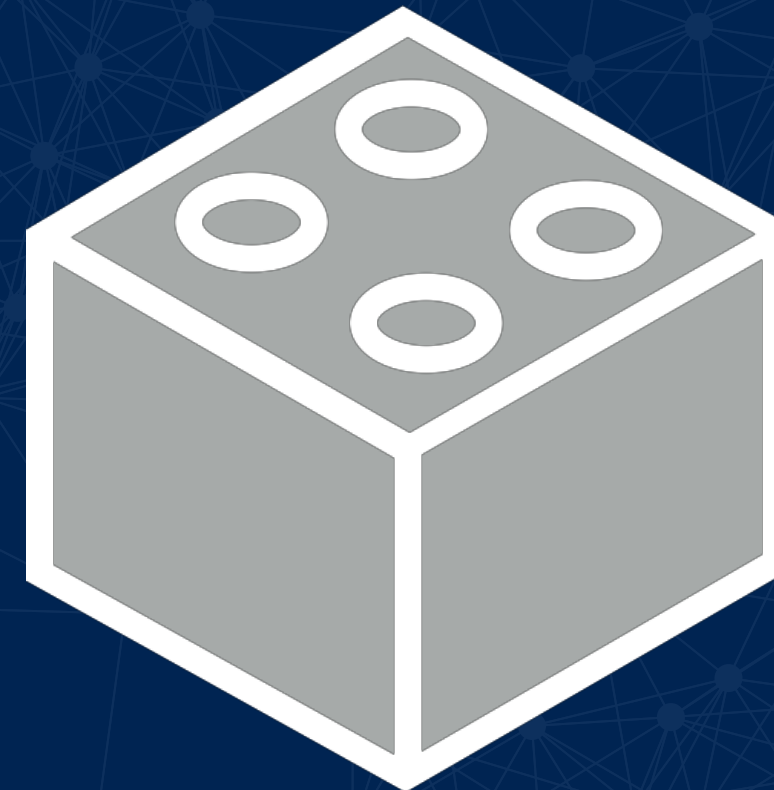
Building blocks



Network Tracer
Maps the paths of the network



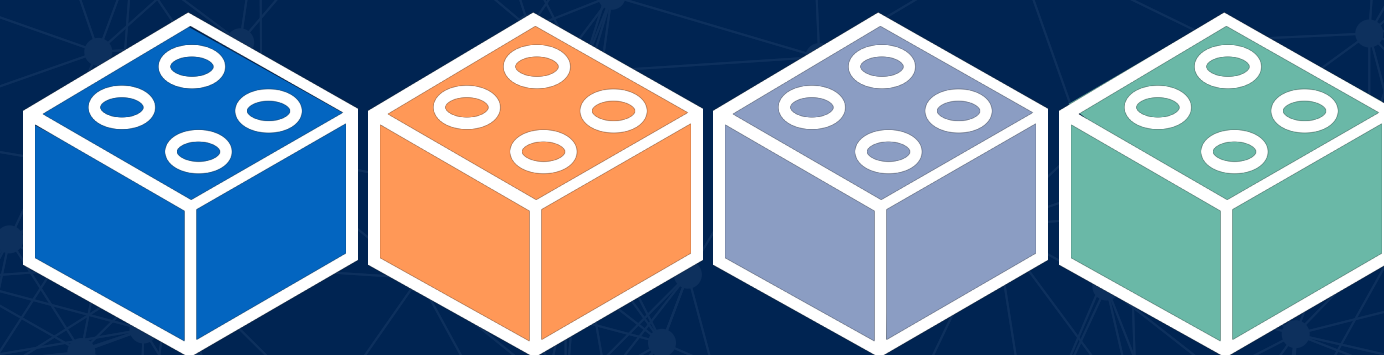
Traffic Generator
Generate prod-like traffic at scale



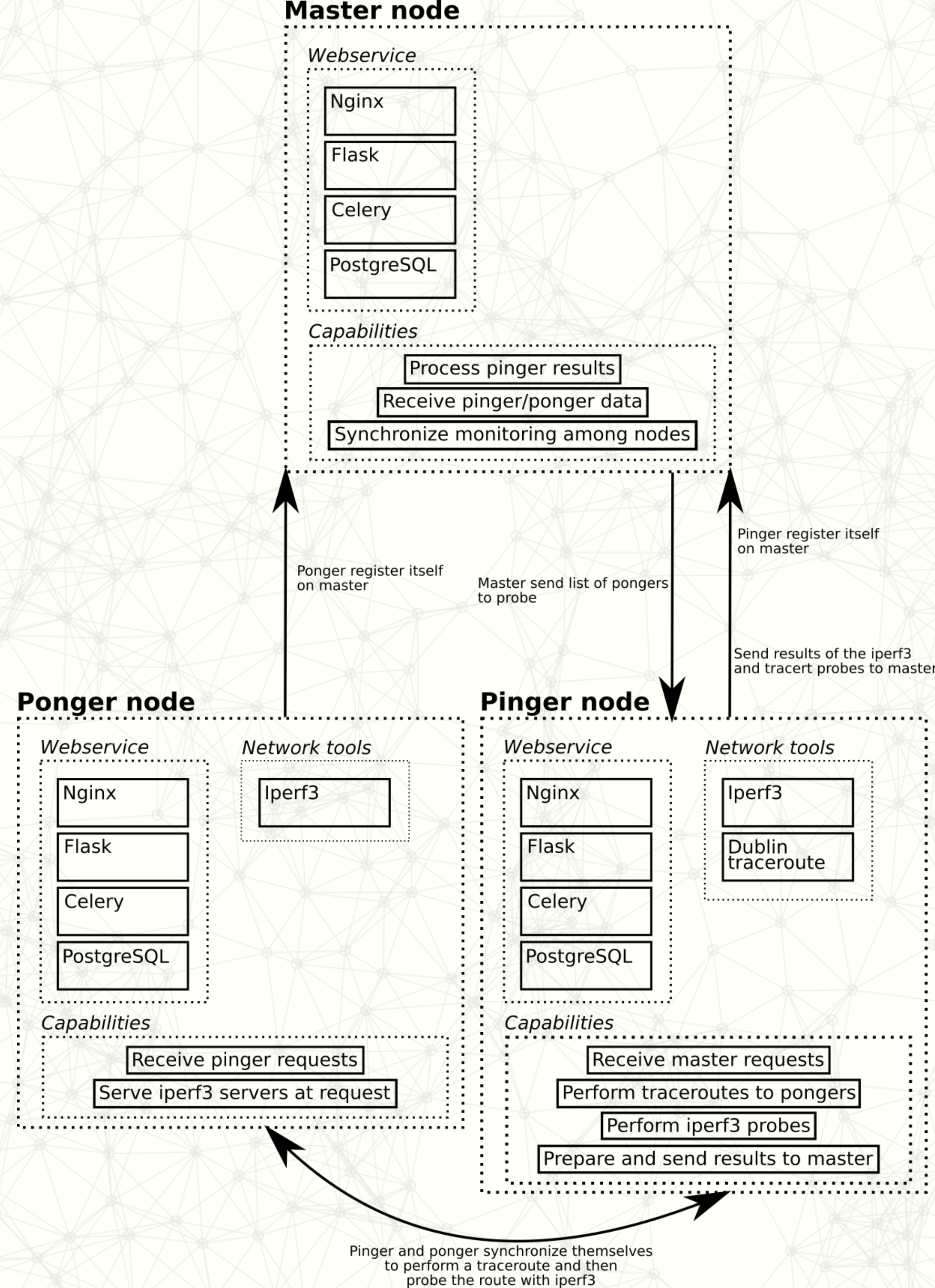
Master / Backend
Receiver of inputs. Coordinator of pingers

FFS: Network Fault Finding System

<https://github.com/facebookexperimental/ffs>

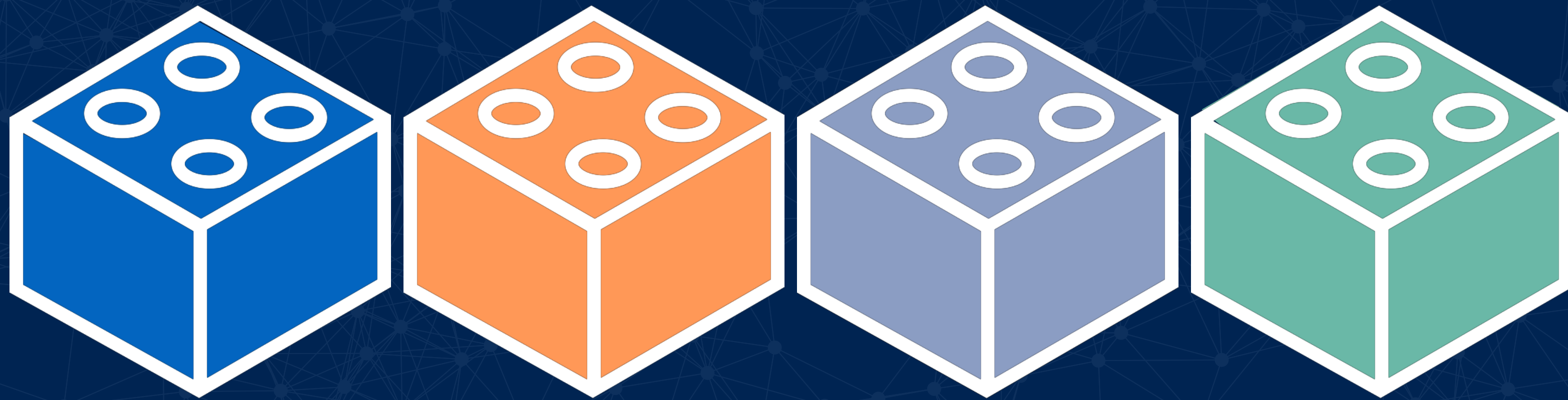


FFS Architecture

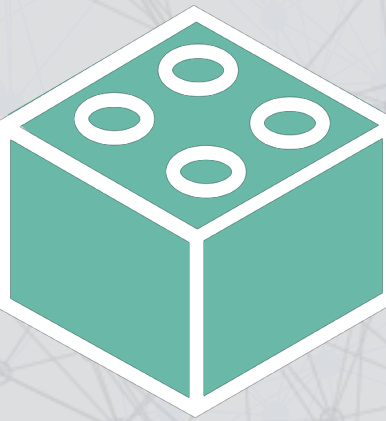
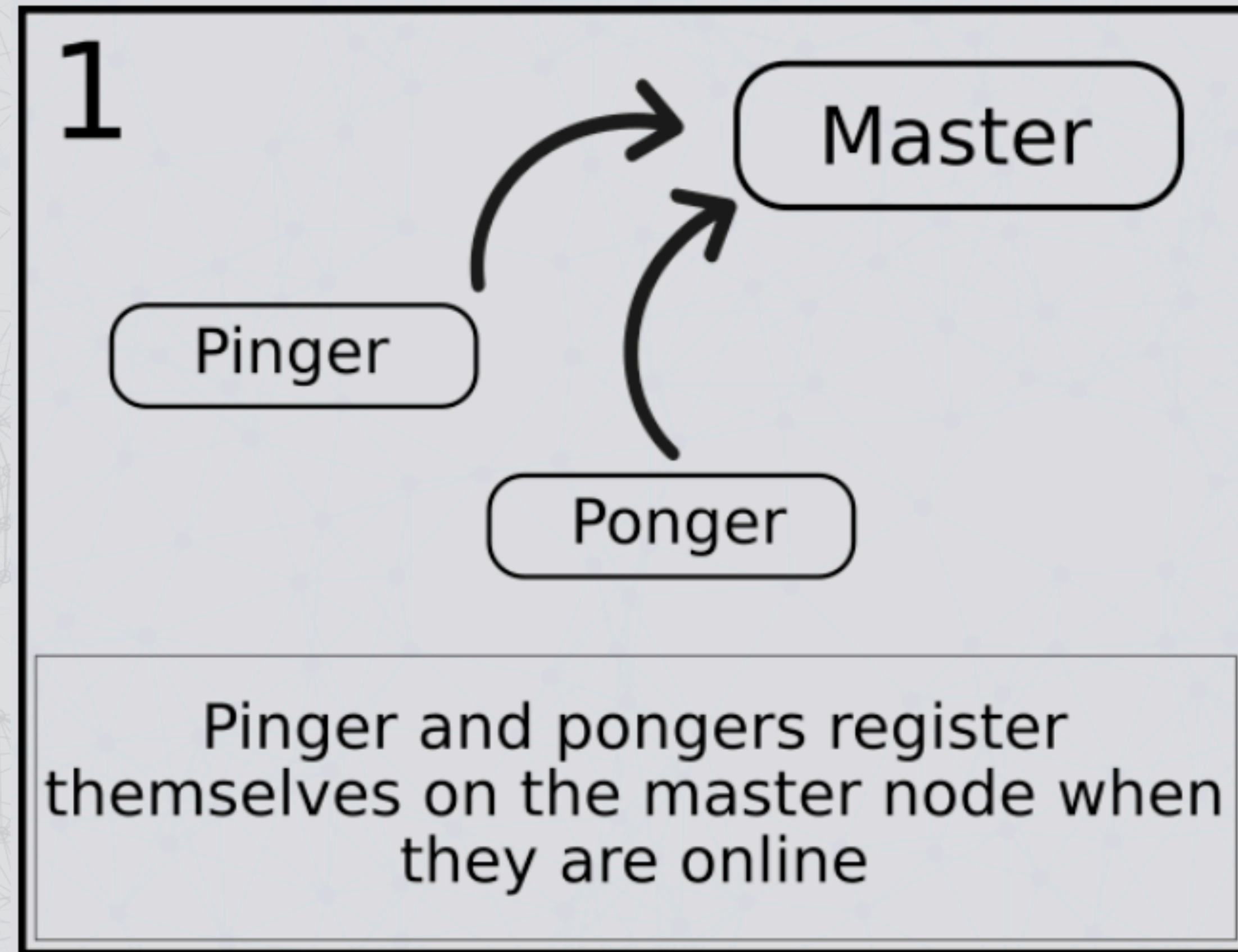


FFS
Architecture

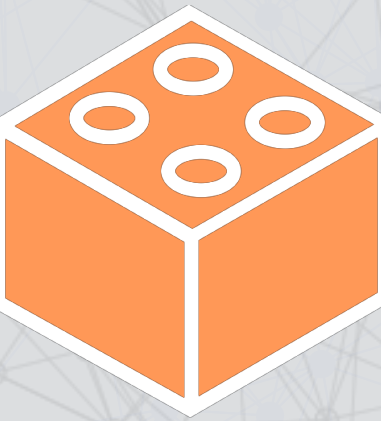
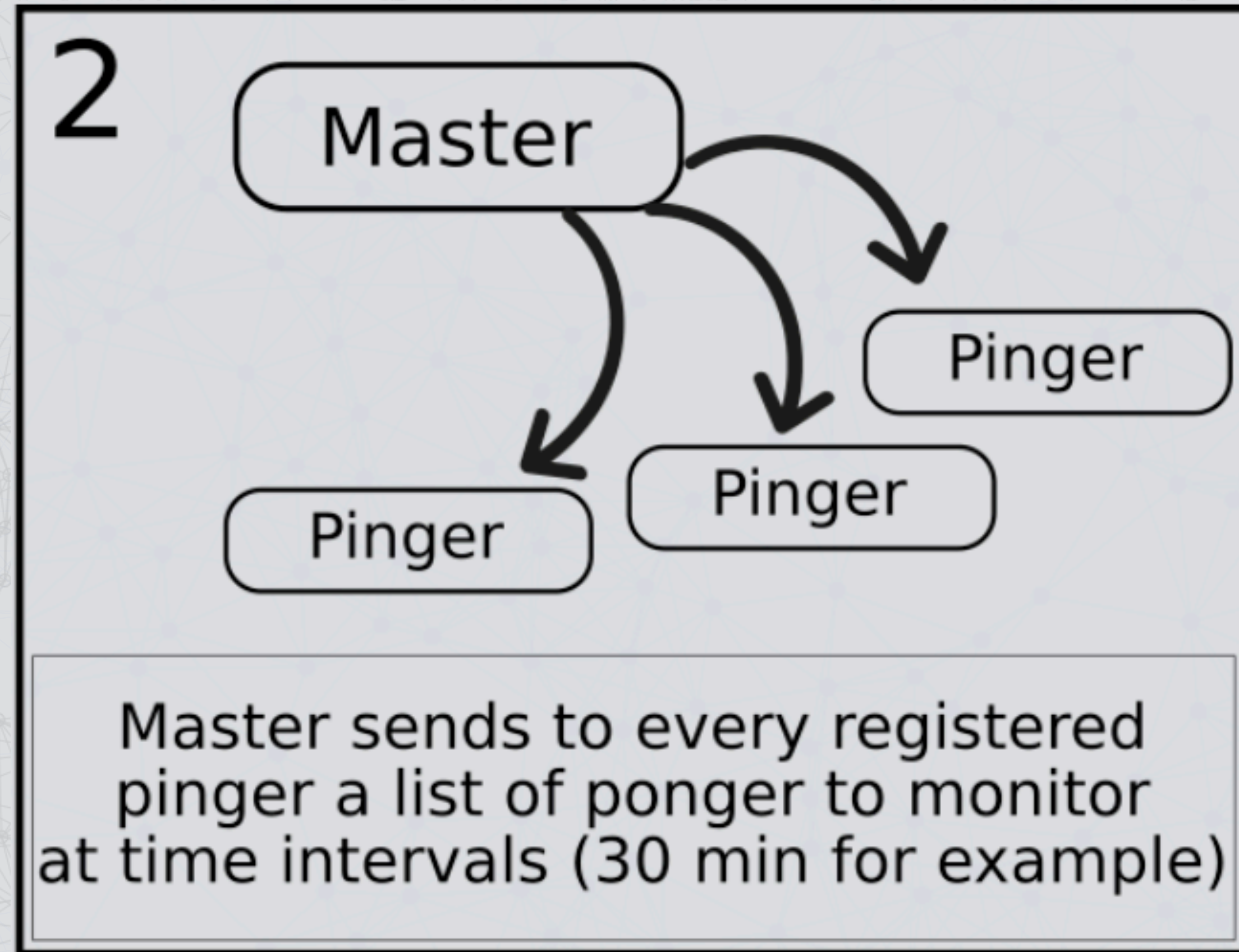
Workflow



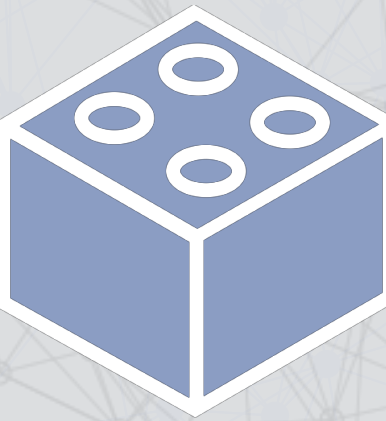
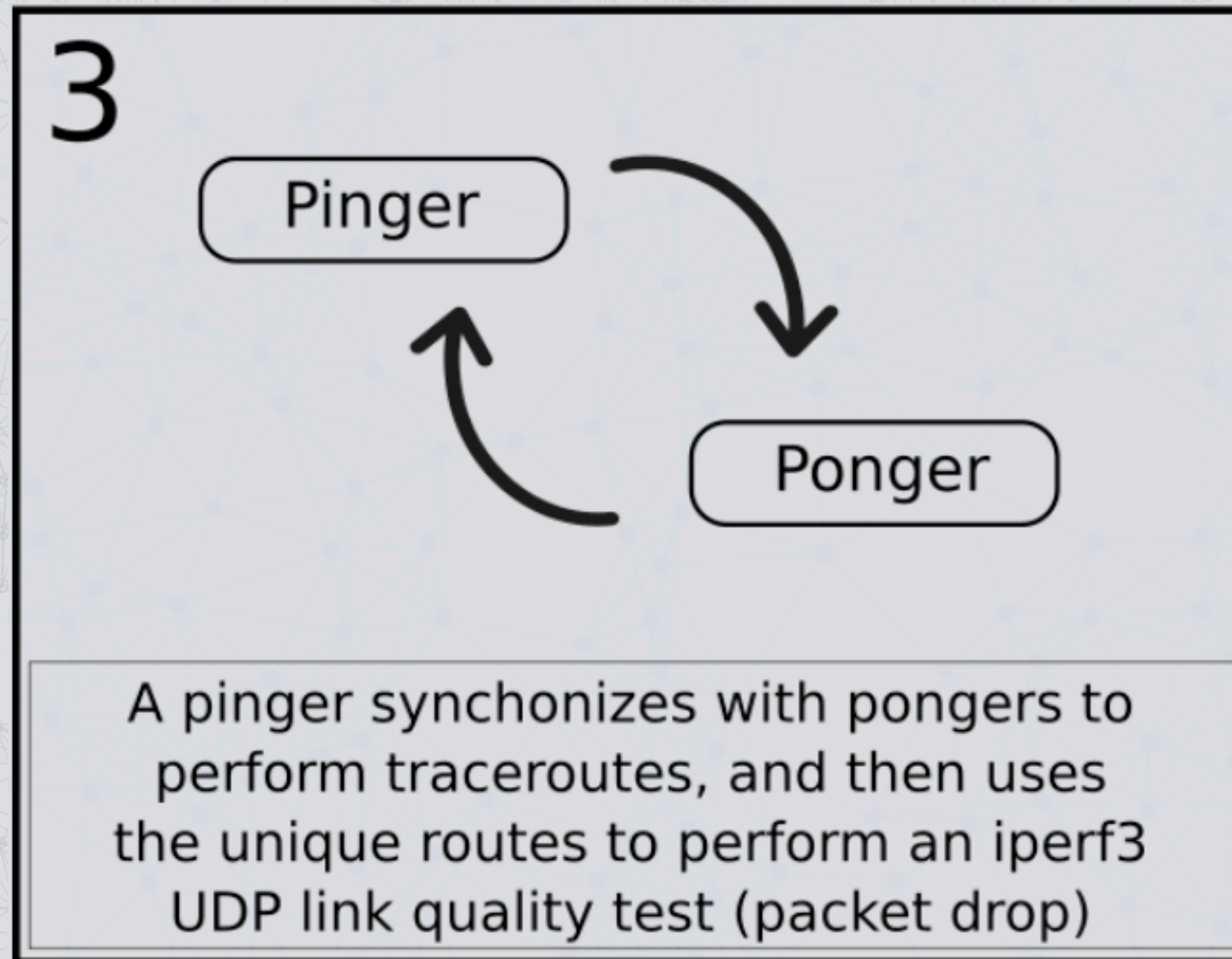
Workflow



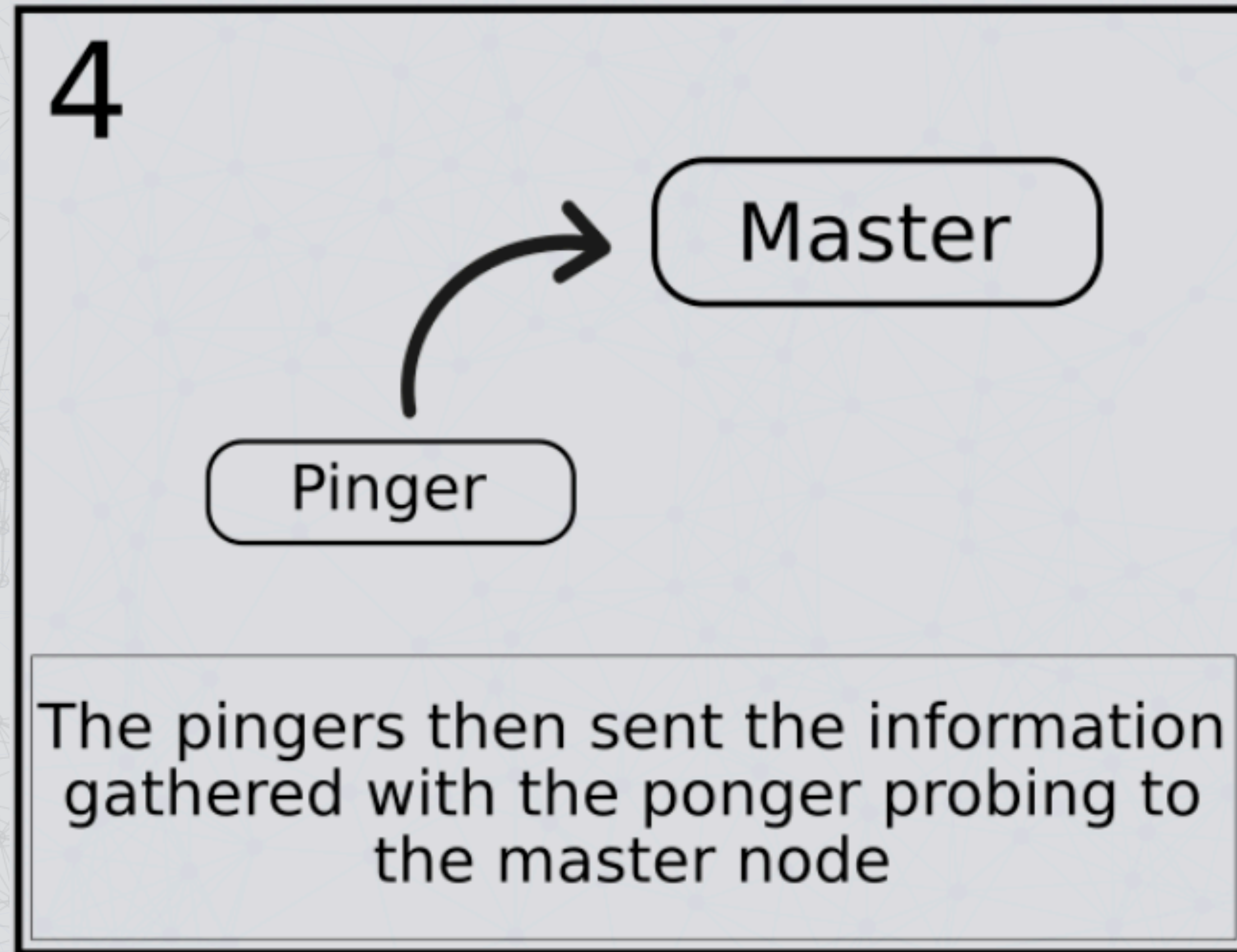
Workflow



Workflow



Workflow



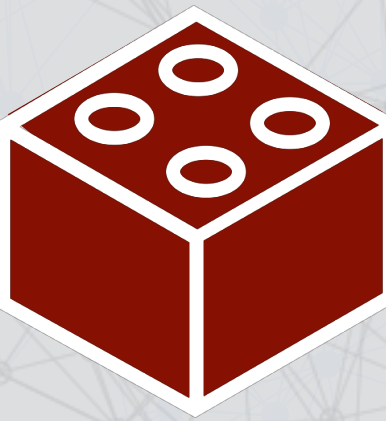
Workflow

5

Master



With all the pingers information the master node then processes all paths to estimate the hops more likely to generate packet loss



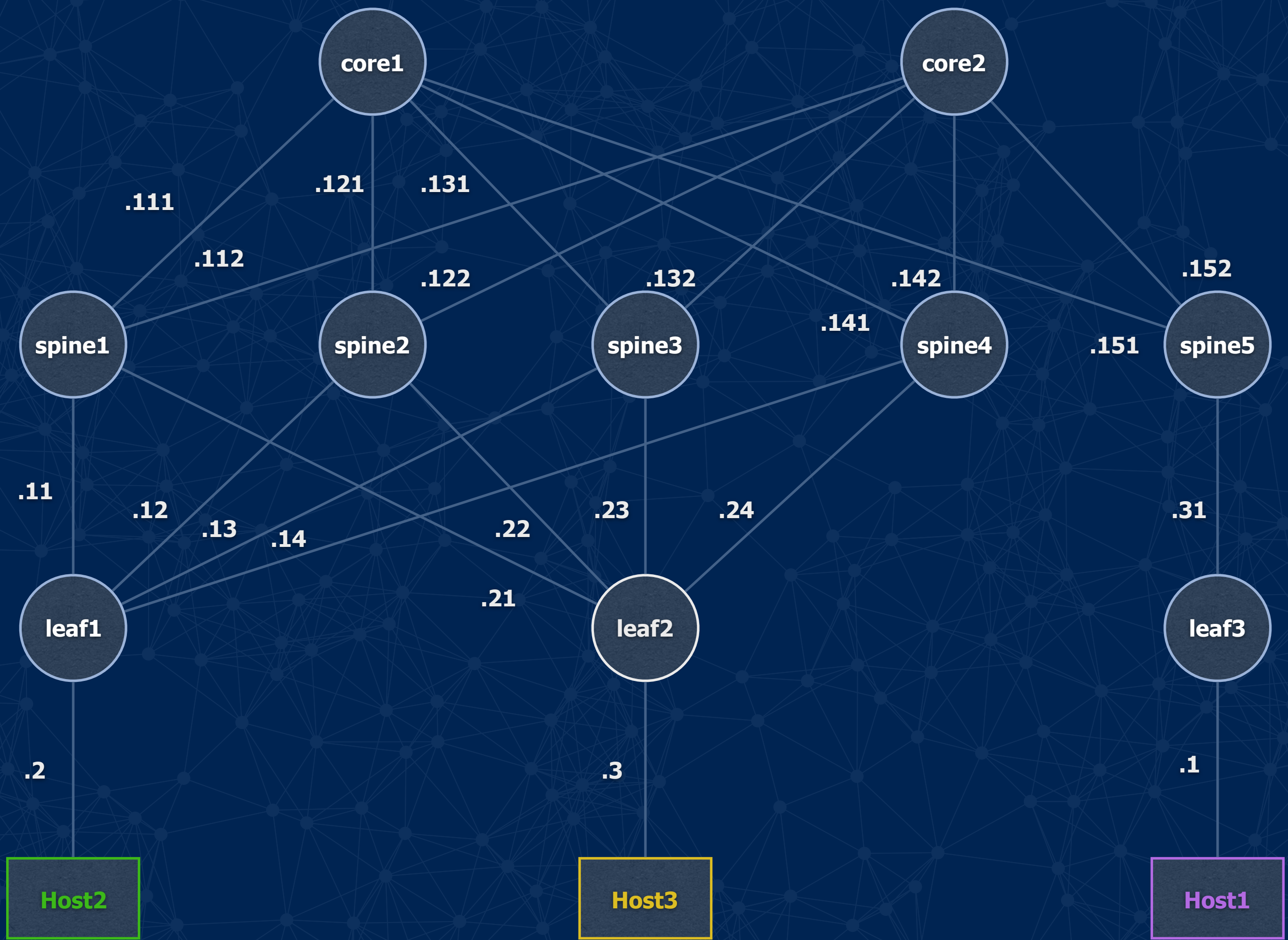
Demo



Demo

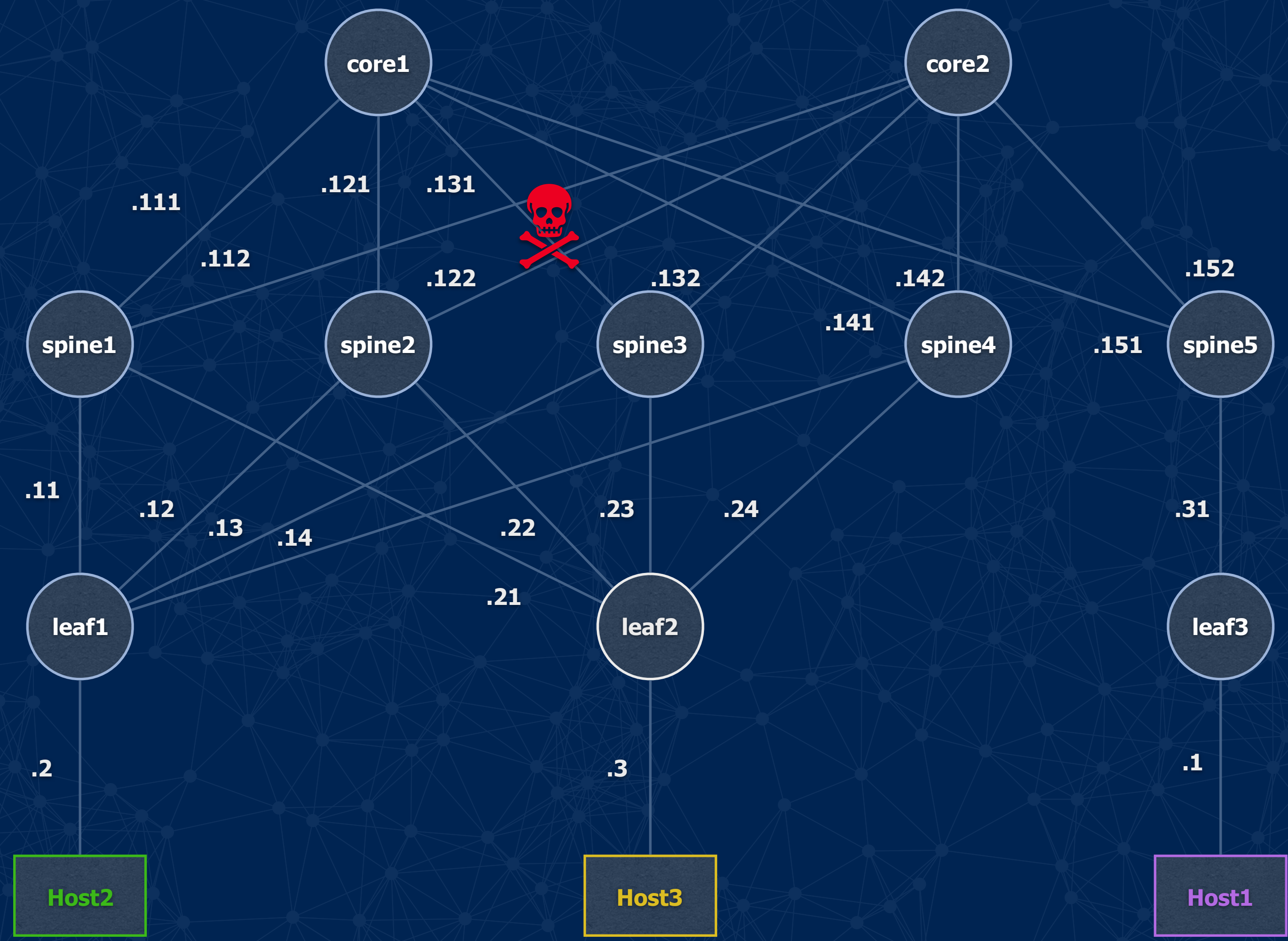


DEMO



Base net **10.0.x.0/24**

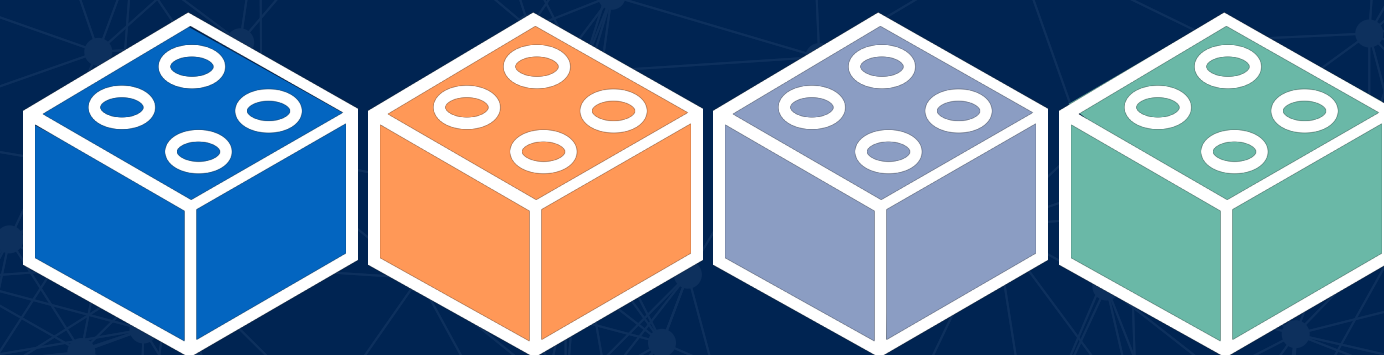
DEMO



Base net 10.0.x.0/24

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Q&A

