Appendix I

Draft Text for new Annex B to G.8110.1

Annex B

Interconnection of PTN and PSN networks

(This annex forms an integral part of this Recommendation)

Three scenarios for interconnection are described below:

B.1 PTN client over a PSN server

In this case a LSP originates and terminates in a PTN network and crosses a PSN network. The end to end PTN LSP runs as a client over the PSN network. This is illustrated in figure B.1 below.
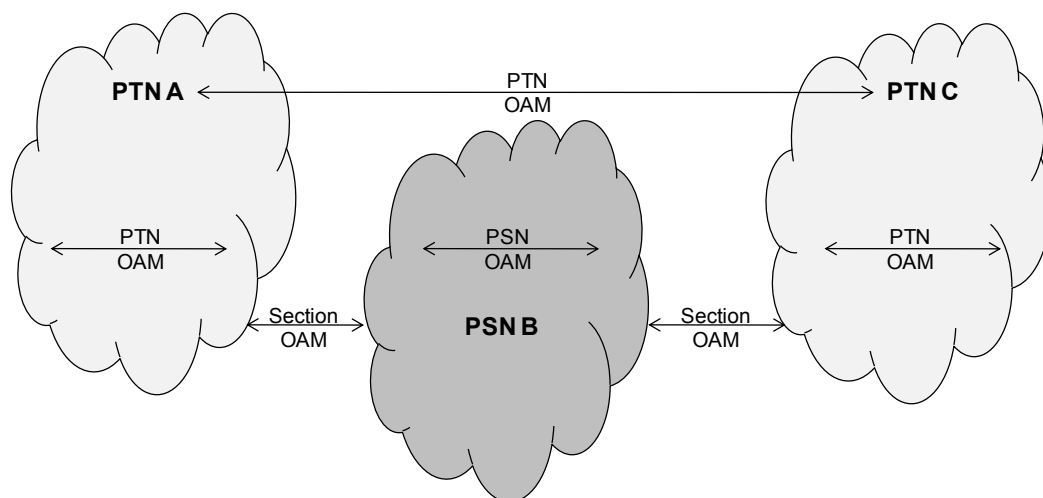

Figure B.1 Interconnection case 1) PTN client over a PSN server

Further details of this are provide in figure B.2 below:
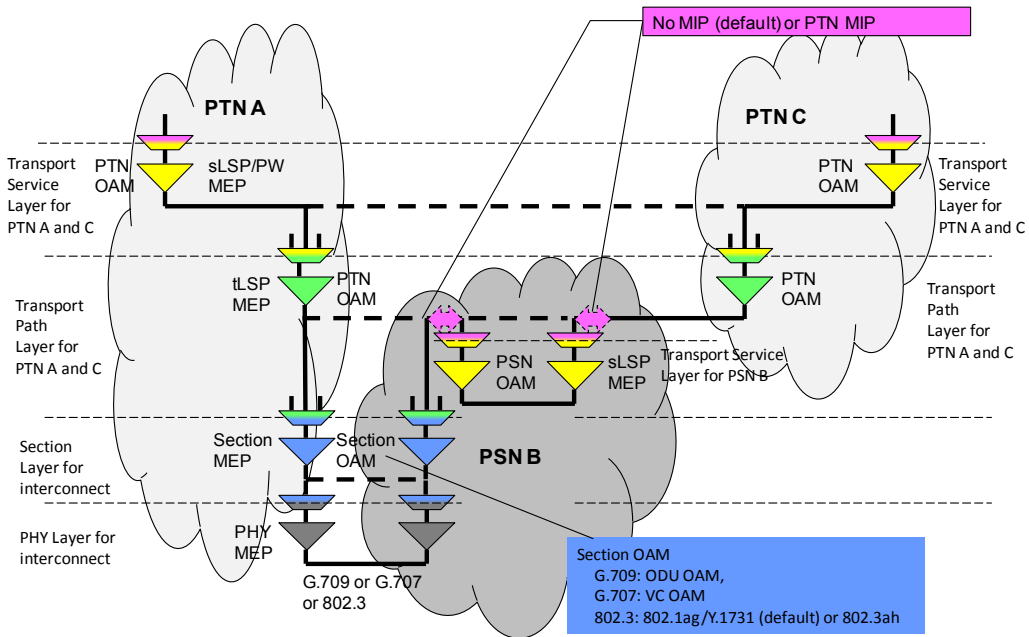
Figure B.2 Interconnection case 1) PTN client over a PSN server

Support of a PTN MIP within the PSN network is optional.

B.2   PSN client over a PTN server

In this case a LSP originates and terminates in a PSN network and crosses a PTN network. The end to end PSN LSP runs as a client over the PTN network. This is illustrated in figure B.3 below.
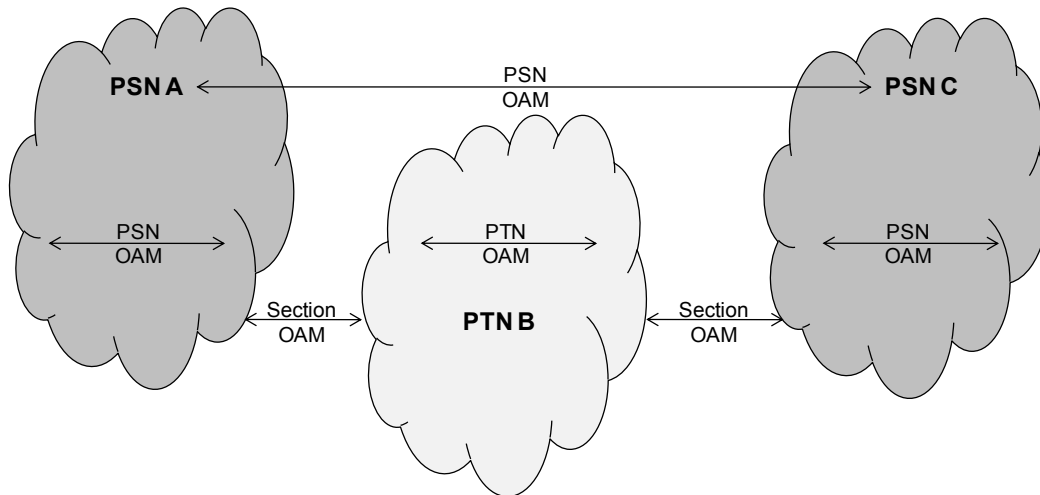

Figure B.3 Interconnection case 2) PSN client over a PTN server

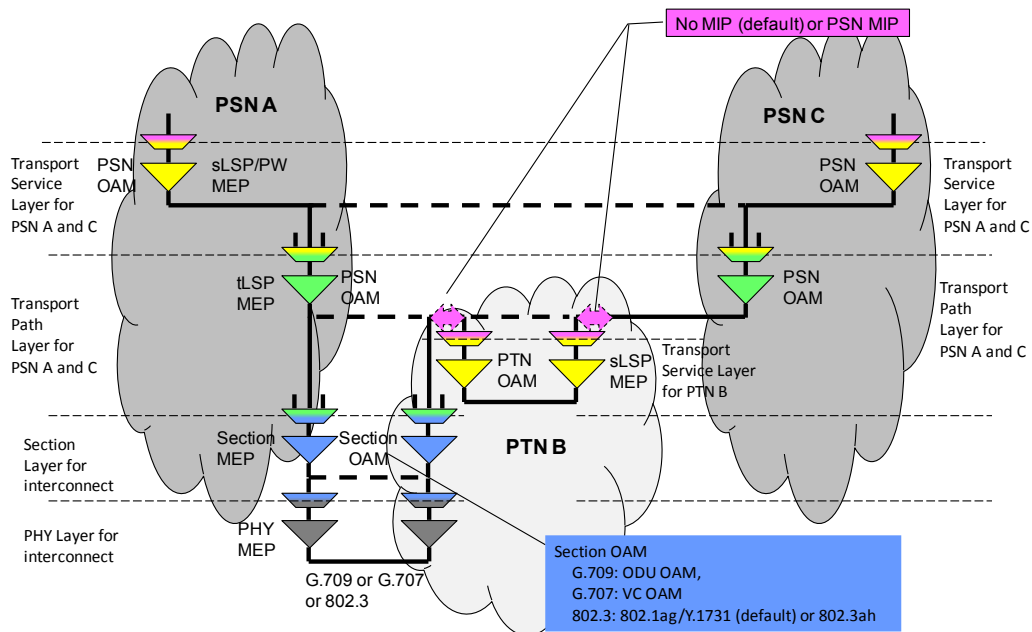Further details of this are provide in figure B.4 below:

Figure B.4 Interconnection case 2) PSN client over a PTN server

Support of a PSN MIP within the PTN network is optional.

B.3   LSP or PW originating in a PTN network and terminating in a PSN network

In this case the PW (or LSP) originates (or terminates) in a PTN and terminates (or originates) in a PSN. The default OAM for the end to end LSP or PW is PSN. PTN OAM may be if the network operators mutually agree to select this option. The default option is illustrated in Figure B.5 below.
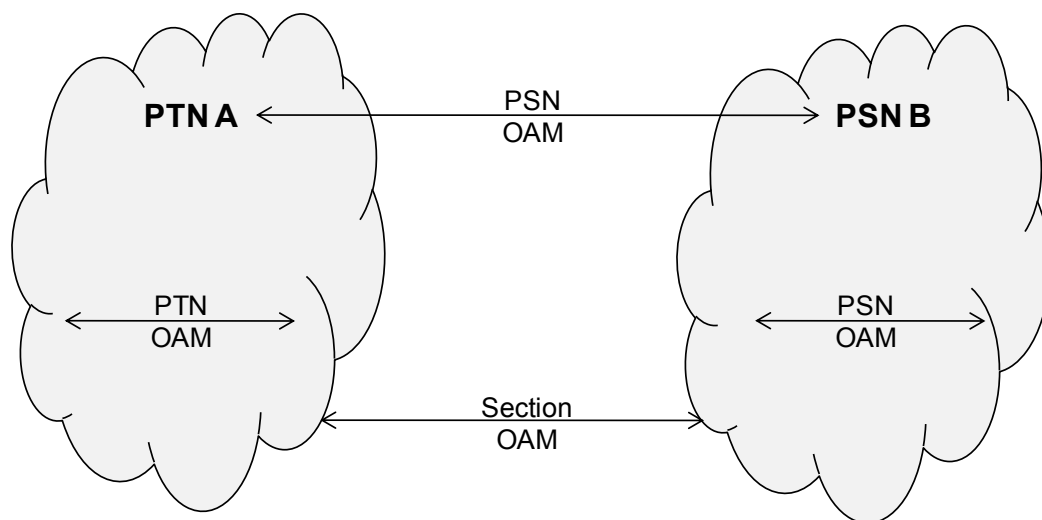

Figure B.5 Interconnection case 3) PTN to PSN

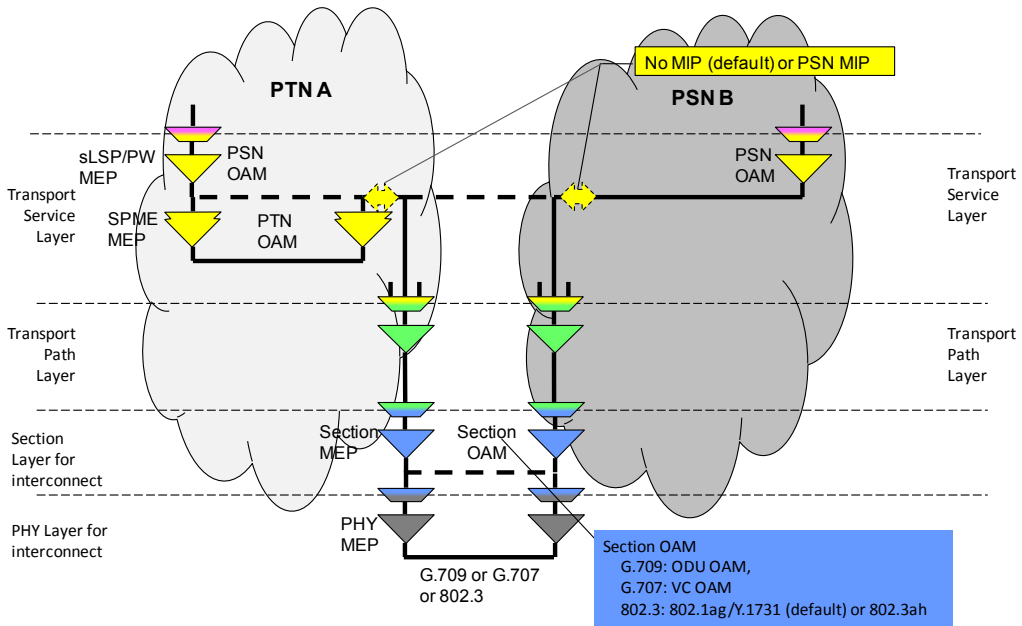Further details of the default option are provided in figure B.6 below.

Figure B.6 Interconnection case 3) PTN to PSN

In this case the PTN network is required to support PSN OAM for the termination or origination of an end to end LSP or PW. Support of the PSN MIP function in the PTN network is optional.

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