

On the Latency Impact of Remote Peering

Fabricio Mazzola, Pedro Marcos, Ignacio Castro,
Matthew Luckie, and Marinho Barcellos

Traffic delivery is an **increasingly complex** aspect of the Internet today...

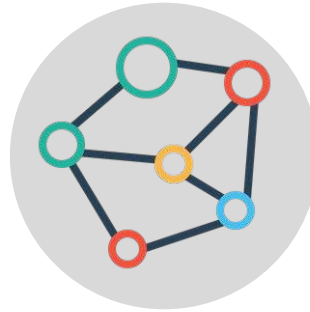


Large volumes of traffic
and strict service
requirements

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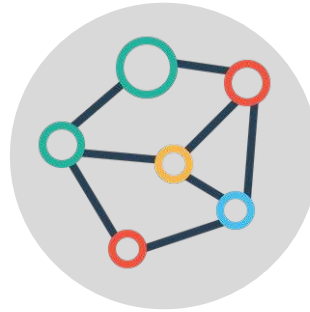


Need for **enhanced**
interconnection capacities
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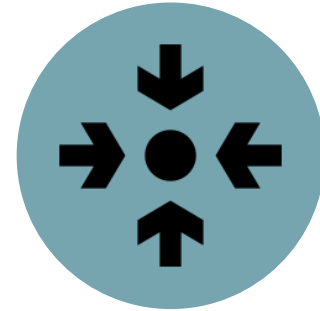
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IXPs are key elements to
help shorten paths and
reduce interconnection
cost

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Quicker and easier setup




Lower installation costs



No need for additional hardware

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995 member ASNs
12 new applications in 2022
95 applications in 2021
1780 connected member ports
1045 member-facing 10GigE ports
345 member-facing 100GigE ports
1 member-facing 400GigE ports
over 6.89Tb/sec of peak traffic
45.739Tb of connected capacity
880 members

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Ability to interconnect with remote members at IXPs **adds complexity to traffic engineering!!**

easier setup

Lower installation costs

No need for additional hardware

Despite being widely used, there are **mixed feelings** by the community about **RP performance**, which is currently **data-poor...**

Let's step back and consider what's going on

- So what's a global community to do next?
 - Should we continue to throw remote peering links halfway around the globe?
- Can we make it easier to place content locally?
 - Let's admit it, there are some places around the globe that are just hard to build into!
- The draw of a large IX in distance lands can't be ignored!



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The debate

- **L2 service adding more complexity**
 - Harder to monitor
 - Complex to debug issues compared to L1
 - Added latency
- **Remote peering can lead to routing inefficiency**
 - Breaks the model of "Peering keeps local traffic local"
 - Latency benefits could disappear?
 - Higher adoption of remote peering could lead to routing problems or anomalies
- Dropping bits on the floor waiting on BGP timers
 - L2 service drops but you have to wait on timers
 - Argue: How is this different from peering across multiple switches?
- Commitment issues
 - Not physically present may mean you are not really serious about peering in the region

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Challenges with Remote Peering

- Networks want to know how „local“ a peer is
 - Optimize routing
 - Avoid insane paths
- RTT seems to be the right choice
- Easy to use and independent API needed
 - Provide (ASN, IXP, RTT), get binary res
 - Could Euro-IX / IX-F be a host / provide



Where networks meet
www.de-cix.net



Virtual or Remote Peering

Tue Aug 15 15:00:39 UTC 2017

>

Its like buying regular ip-transit, but worse.

Our goal is to investigate the **latency impact of RP** by contributing **data** to the performance discussion



Challenges of
inferring RP

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RP's numbers on
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RP's latency impact
on the data plane

Which IXPs and datasets do we analyze?

- **IXPs:** 8 IXPs (6 of the 10 largest IXPs by membership in the world)

IXP	Location	Observed Interfaces	BGP VPs	
			LG	PCH
PTT-SP	Sao Paulo, BR	2,169	✓	✗
LINX	London, UK	911	✓	✓
AMS-IX	Amsterdam, NL	907	✓	✓
NAPAfrica	Johannesburg, ZA	542	✗	✓
PTT-RJ	Rio de Janeiro, BR	462	✓	✗
PTT-CE	Fortaleza, BR	395	✓	✗
Eq-Ash	Ashburn, VA, US	365	✗	✓
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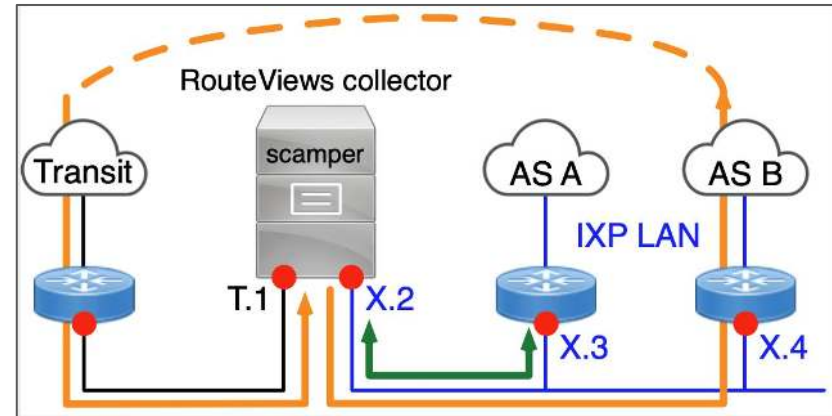
- **Datasets and tools:**



Scamper

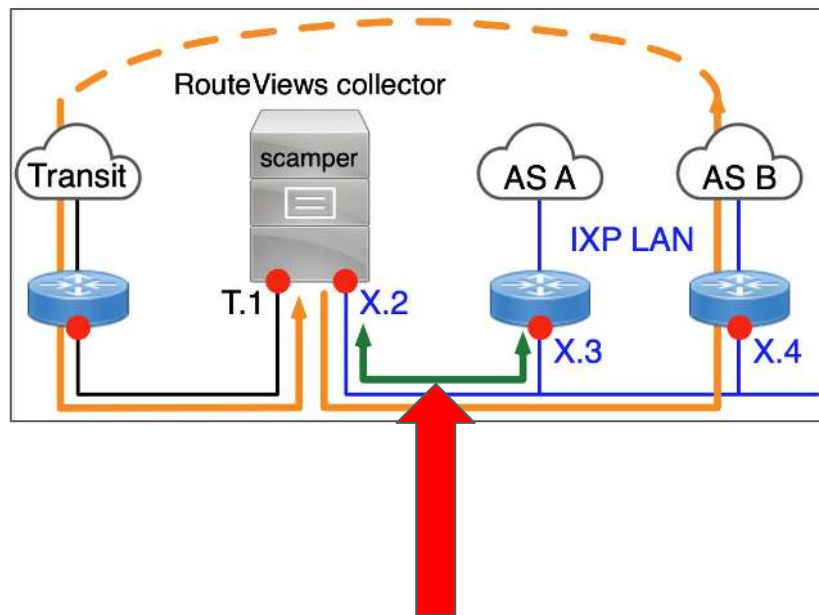
How and from where do we perform our measurements?

- Most RouteViews collectors are directly connected to an IXP LAN



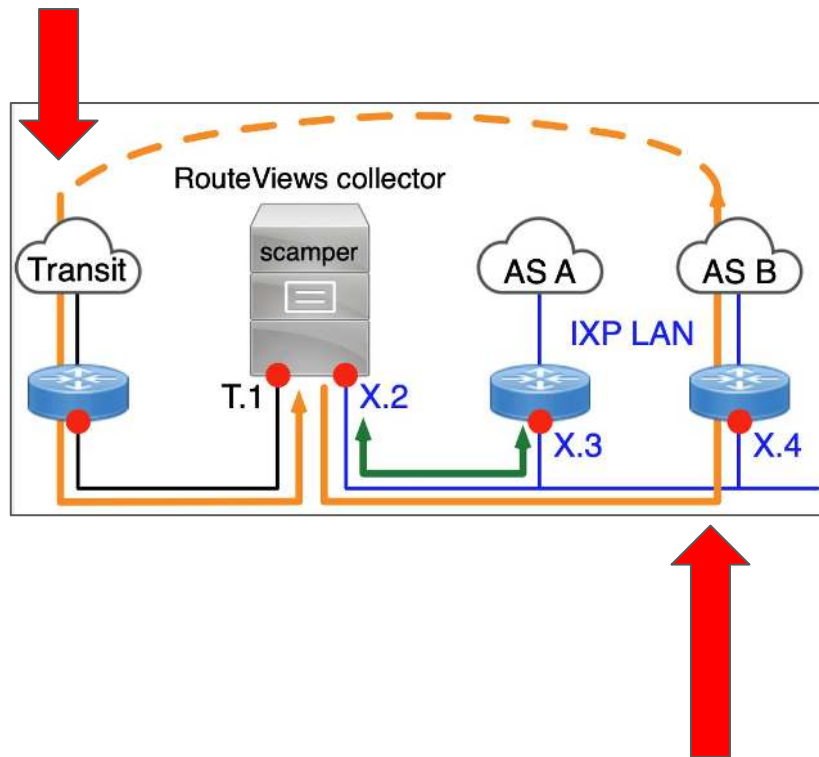
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 1. Latency to each IXP member's interface
 2. Path and latency to prefixes announced by remote IXP members using remote, local peering and transit connections




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We analyse two RP perspectives:

- **Geographical RP** - Interfaces with min RTT higher than 10ms threshold
- **Reseller RP** - Interfaces shown in the Reseller ground truth (PTT-SP, LINX, PTT-RJ, and PTT-CE)

How widely deployed is RP? How does it reflect on routing data?

RP is widely deployed at IXPs, but that does not reflect on the announced remote routes/prefixes...



RP interfaces

Geographical RP usage
varies in different IXPs:

Max of 35.2% of interfaces
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Less than 13.3% for other
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Remote peers announced **proportionally fewer routes/prefixes** than local peers

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Complexity to traffic engineering!

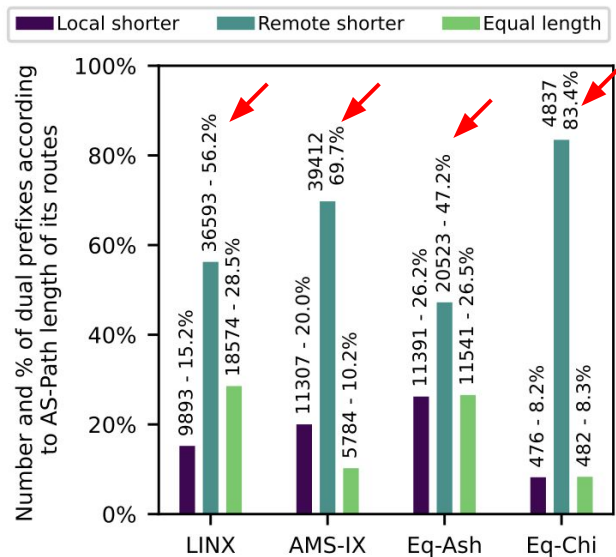
Which route has the best performance latency-wise?

For prefixes with multiple route alternatives at IXPs,
which routes are shorter and preferred?
Is there a latency penalty using a remote route?

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Routes according to their AS-Path length

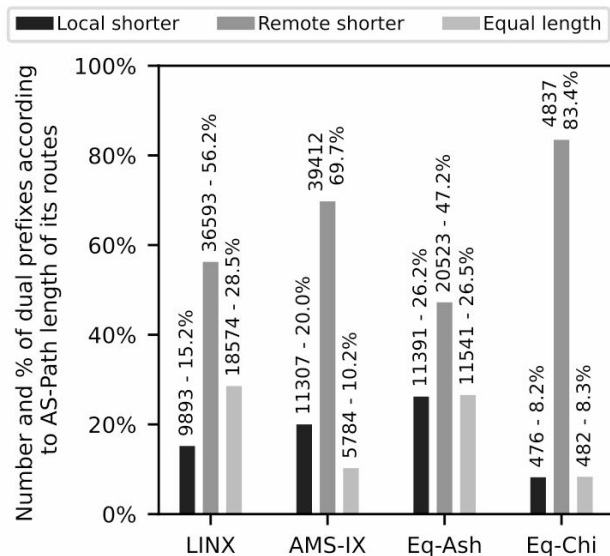


(a) Geographical RP.

Remote routes tend to be shorter
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Latency measurements to prefixes
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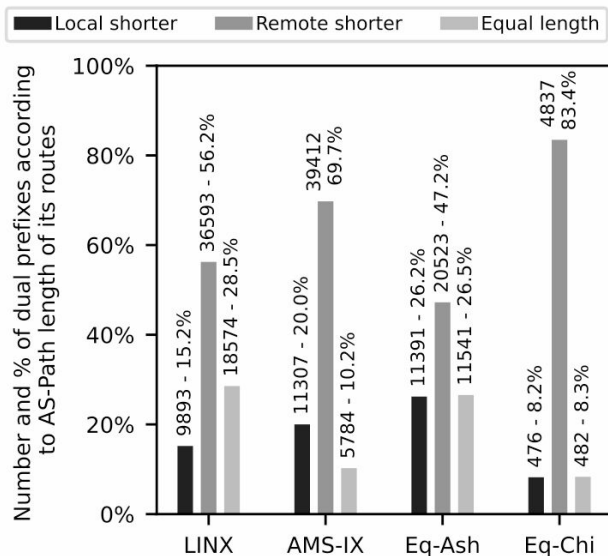
IXP	Geographical RP	
	Remote lower	Local lower
LINX	13,721 (33.0%)	27,903 (67.0%)
AMS-IX	6,644 (38.8%)	10,477 (61.2%)
Eq-Ash	2,230 (9.4%)	21,561 (90.6%)
Eq-Chi	830 (25.0%)	2,486 (75.0%)

For most prefixes, local
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Latency benefit higher
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Proper traffic engineering to decide which route to steer the traffic can lead to alternatives with better latencies!

And for prefixes with **only remote routes** at IXPs, is it better to **rely on them or use a transit provider** to deliver traffic?

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LINX	2,724 (71.0%)	1,108 (29.0%)
AMS-IX	2,651 (57.6%)	1,950 (42.4%)
NAPAfrica	1,787 (98.1%)	35 (1.9%)
PTT-RJ	1,113 (59.6%)	754 (40.4%)
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But latency diff was below 5ms for more than 78.1% prefixes at 6 IXPs

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Relying on remote routes at IXPs can be a beneficial option for end-to-end latencies!

What did we learn in our investigations?



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Despite being shorter and preferred, RP routes had higher latencies for a considerable % of prefixes



In most cases, remote routes are better latency-wise than transit, but not by much

What are we looking forward to next?



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Understand if the findings for IPv4 reflect on IPv6 prefixes

Thanks for the attention!

If you are interested in contributing to our work
or have any questions, please send us an email!

Fabricio Mazzola
fmazzola@inf.ufrgs.br

Joint work with:

Pedro Marcos

Ignacio Castro

Matthew Luckie

Marinho Barcellos

For further details, have a look on our PAM 2022 paper!
https://link.springer.com/chapter/10.1007/978-3-030-98785-5_16