



Peer locally
... with local network
... on local IXs
... or not!

Martin J. Levy
Cloudflare, Inc.

(Alternate title: Remote peering is bad for ... \$content)

The premise of this talk

- [1] *Peering is (and will possibly always be) a local thing.*
- [2] *It started like that and it continues to this day.*
- [3] *But a few decades ago it started getting global. Very global!*
- [4] *Times and networks have changed. Content has moved closer to eyeballs over the past decade. IXs have sprouted up in nearly every geography.*
- [5] *Every community centered around NOGs, NOFs, IXs, and peering forums have now proliferated to all four corners of the globe.*
- [6] *Heck even those telco-centric Capacity meetings have started to offer “peering days”.*

Agenda-du-jour (approximately)

- The fairytale history of peering
 - Maybe just a brief overview
 - There is no magic fairy
- Remote peering
 - We have been doing it forever
 - We maybe shouldn't be doing it as much as we should
- Keep in mind:
 - These are the thoughts and rantings of an Industry veteran. (Like that should matter!)

The fairytale history of peering

Once upon a time there was this little network and it wanted to become a bigger network.

It was clear that all the big-boys were happily-connected to the local Internet Exchange (OK, so one of them were called NAs - it's all the same-same).

So the little network connected and once its 10 megabit per second port was configured correctly, it became a happy peering network. Traffic flowed. More traffic flowed. All was good.

Soon other networks connected and all was still good. That little network could peer with a local network, a distant network, heck - it could even peer with a big foreign network! All was good at the local peering exchange point.

Until it wasn't.

Here's the rub. There is no magic fairy

- The speed of light is fixed
 - c = some-big-number (like 671,000,000 mph)
 - A nanosecond is maybe hard to visualize^[1]; a whole second is forever!
- The distance between locations is fixed
 - There's no getting around the fact that users of the Internet are geographically spread out.
 - It would be much simpler if everyone lived in one single place.
- Combine speed and distance ...
 - ... latency happens



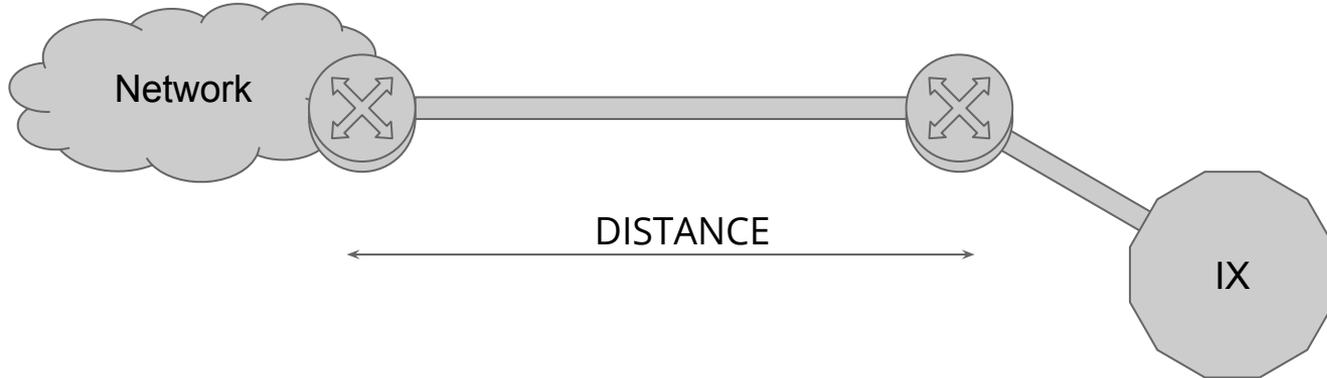
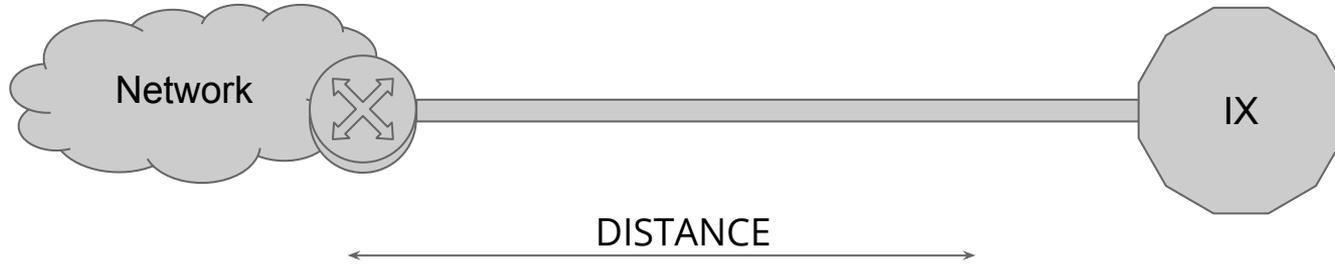
So networks from far away need to peer

- When networks ruled the world
 - (i.e. content existed within networks), all was good
- When content started to build its own networks
 - all was still good
- When content started to move into geographically diverse locations ...
 - ... there were issues.

Define remote peering (or peering remotely)

- A network far far away
- A network far far away, close to local peering and/or content but doesn't peer locally
- A network far far away, close to local peering and actively participating in that local peering

Layer 2 or Layer 3 ... does it matter?



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!

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

- Should we encourage or dissuade large IX organizations from building into every remote location they can squeeze into or connecting networks from far-away?
 - Should we be encouraging local networks to gain the expertise to both run IX and operate local peering networks?
 - ISOC (and some of the RIRs) have been pursuing this and building communities - which is the first step!

Or, maybe we just ignore this ...

Maybe it can all live harmoniously together?

Some homework (the analytical approach) ...

Please read

<https://labs.ripe.net/Members/vgiotsas/uncovering-remote-peering-at-internet-exchange-points> if you want some deep technical review of this subject.

Q&A

"We have time for just one long-winded, self-indulgent question that relates to nothing we've been talking about."



Martin J. Levy
Distinguished Engineer
Cloudflare, Inc.

martin@cloudflare.com
+1-408-499-3801

<https://cloudflare.com/>

@mahtin ... many places