

# Tracing the Path to YouTube - A Quantification of Path Lengths and Latencies towards Content Caches

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# Introduction

Previous work [2]:

- ▶ Measuring YouTube performance for popular videos
- ▶ Performance over IPv6 is worse than over IPv4
- ▶ **Speculation:**  
**Content caches not dual-stacked?**

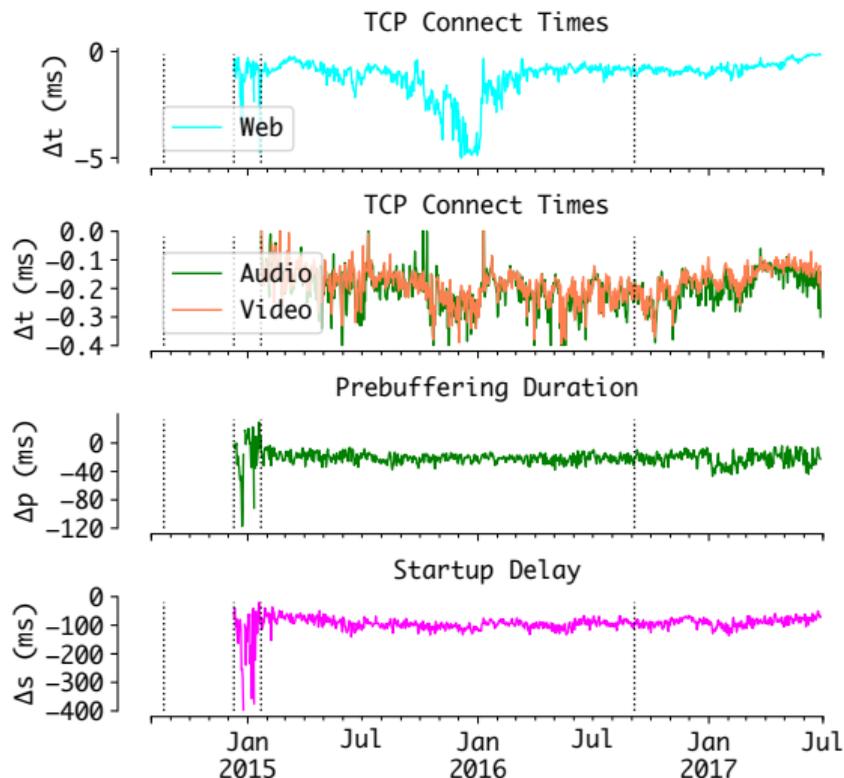


Figure 1: Difference of YouTube performance metrics over IPv4 and IPv6

- 1. How far are content caches from users?**
- 2. How much benefit do these caches provide?**
- 3. How do these metrics compare quantitatively over IPv4 and IPv6?**

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# Methodology



Figure 2: Map of SamKnows probes



Figure 3: Example of measurement probe: SamKnows Whitebox 8.0<sup>1</sup>

- ▶  $\approx$  100 probes deployed around the world since 2014
- ▶ Deployed in **dual-stacked** residential networks, NRENs, business networks, research labs, data centers, IXPs, ...
- ▶ Active measurement studies from **fixed-line networks**

<sup>1</sup> <https://blog.samknows.com/new-testing-superfast-broadband-27a7abcf1303> [accessed 2018-08-07]

- ▶ Hourly traceroute measurements over IPv4 & IPv6
  - ▶ Using `scamper` [3] for `paris` traceroute over ICMP
- ▶ Targets: YouTube media servers
  - ▶ Media servers identified by `youtube test` [1] that mimics video streaming from YouTube
  - ▶ DNS resolution for this streaming directly on the probe
    - ⇒ Redirected to best/closest cache, determined by YouTube
  - ▶ Identified IP addresses of media servers to `scamper` for measurements
  - ▶ Time period: since May 2016

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# Analysis

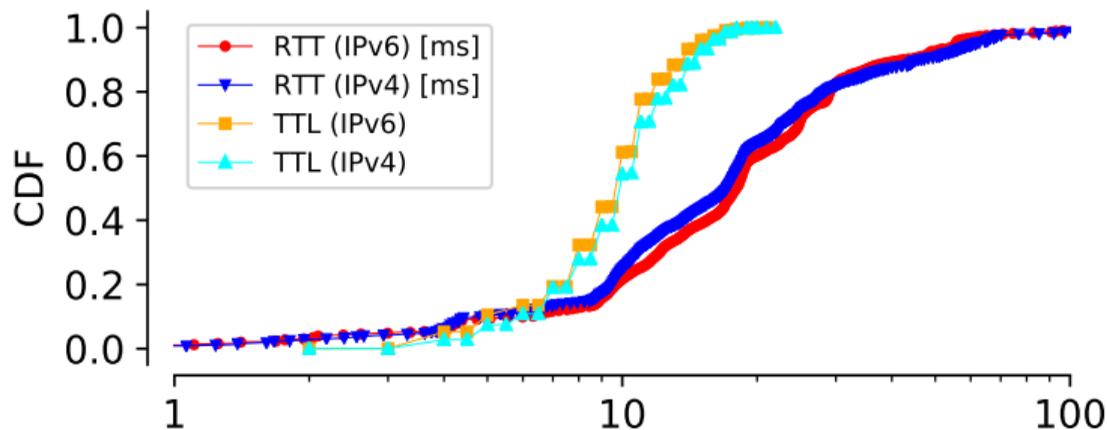


Figure 4: CDF of median IP path TTL and RTT

- ▶ Comparable number of paths observed
  - ▶ 78% with  $TTL \leq 12$  (IPv4),  $\leq 11$  (IPv6)  
→ IPv6 paths more often shorter
  - ▶ 74% with  $RTT \leq 25$  ms (IPv4), 72% over (IPv6)  
→ IPv6 more often slower

However, no direct comparison possible  $\Rightarrow$  look at *destination pairs*

unit_id	dtime	source	destination	status	ttl	endpoint	rtt
239416	2016-06-07 16:45:35	2001:67c:::fef0:d612	2a00:1450:400f:f::a	COMPLETED	9	2a00:1450:400f:f::a	10.522
239416	2016-06-07 16:45:36	10.0.1.3	83.255.235.81	COMPLETED	7	83.255.235.81	13.178

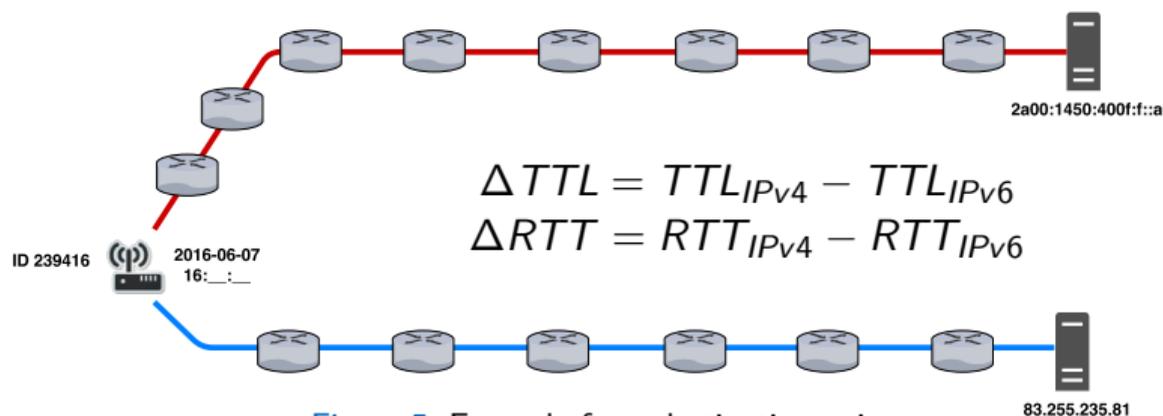


Figure 5: Example for a destination pair

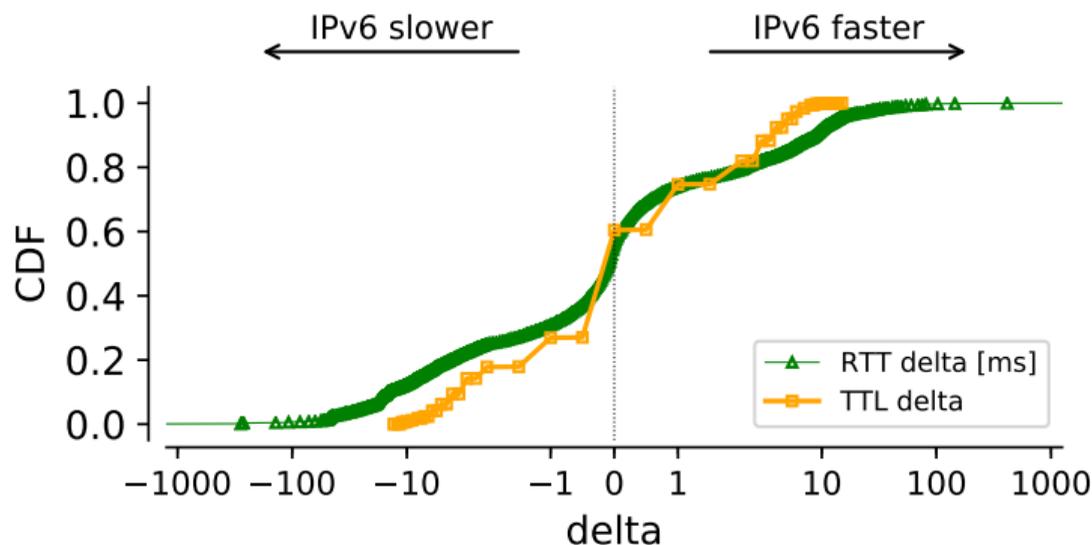


Figure 6: CDF of median destination pair deltas

### ▶ TTL:

- ▶ 27% with  $\Delta TTL < 0$
- ▶ 33% with  $\Delta TTL = 0$
- ▶ 40% with  $\Delta TTL > 0$

### ▶ RTT:

- ▶  $\approx 50\%$  with  $\Delta RTT < 0$
- ▶  $\approx 50\%$  with  $\Delta RTT > 0$

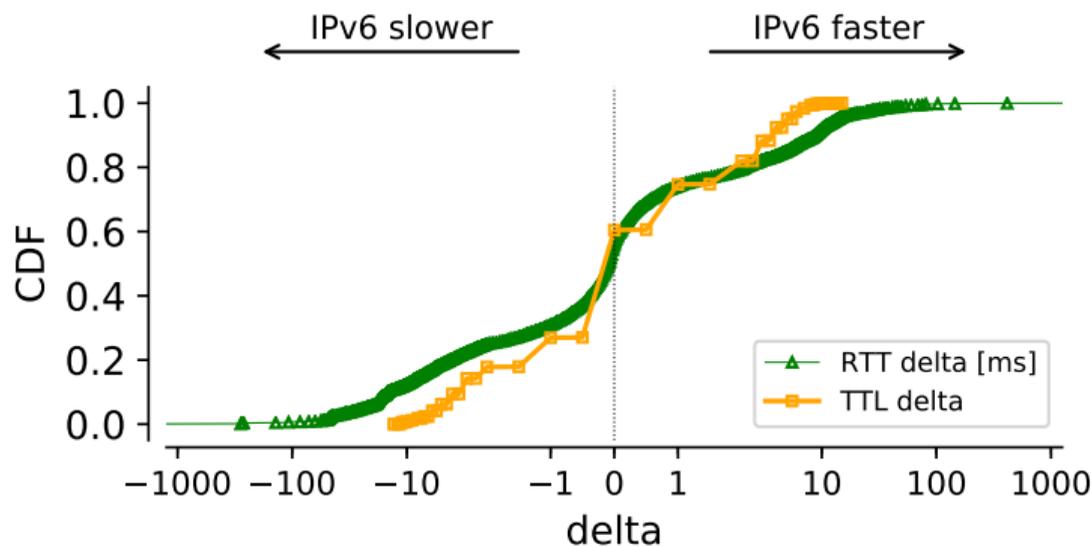


Figure 6: CDF of median destination pair deltas

► Overall:

- TTL: 91% within  $[-5; +5]$
- RTT: 91% within  $[-20; +20]$  ms

- ▶ Content caches usually deployed within ISP networks
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- ▶ How to identify caches?
  - ▶ Matching AS numbers for source and destination  
→ `src ASN == dst ASN`
  - ▶ Reverse DNS lookups of destination IP addresses to retrieve human-readable hostnames  
→ keywords: `cache` or `ggc`
  - ▶ Lookups using RIPEstat<sup>2</sup>

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<sup>2</sup> <https://stat.ripe.net/>

Possible scenarios for identification of caches when comparing between different address families.

IPv4 \ IPv6	Cache	No Cache
Cache	both ○	IPv4 only △
No Cache	IPv6 only □	neither ◇

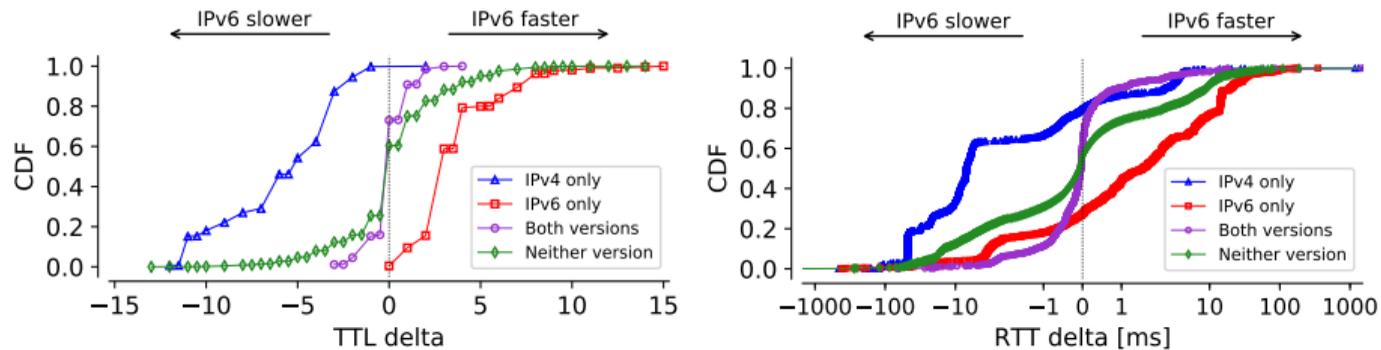


Figure 7: CDF of median destination pair deltas (split)

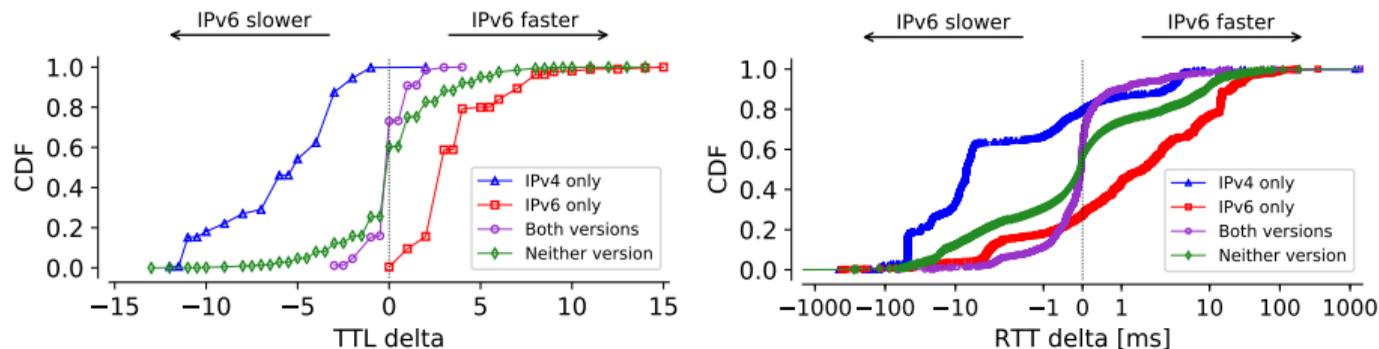


Figure 7: CDF of median destination pair deltas (split)

- ▶ IPv4 cache only ( $\triangle$ ): shifted to left side; RTT lower over IPv4 for  $\approx 80\%$

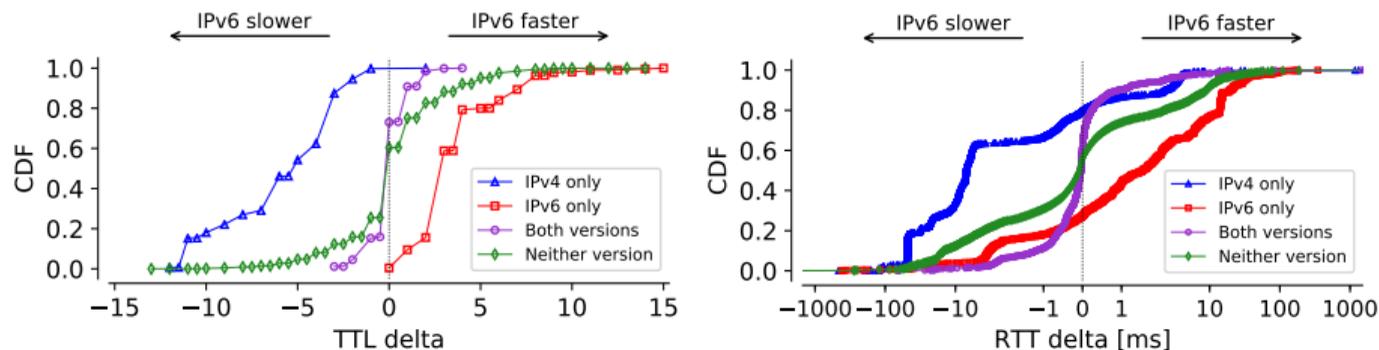


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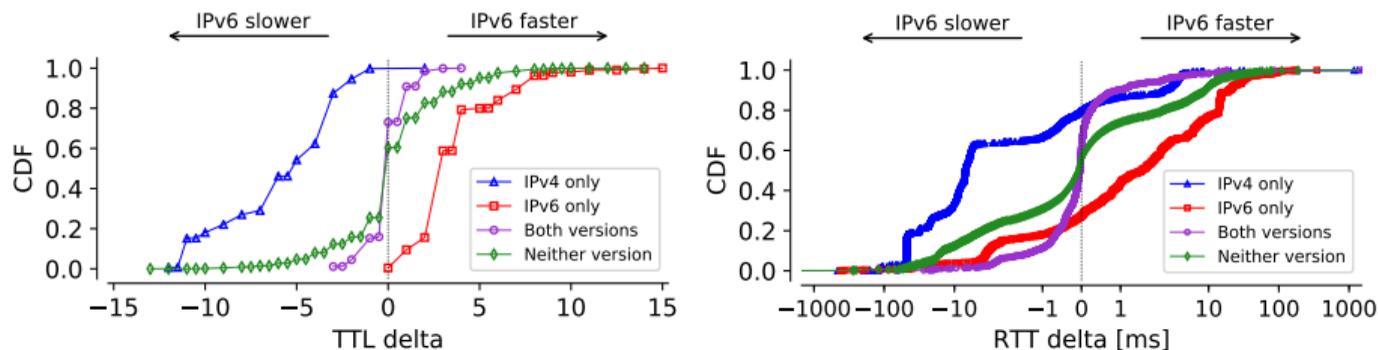


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- ▶ Both ( $\circ$ ): deltas converging towards zero; 60% of the time faster over IPv4, 40% of the time faster over IPv6, however  $\approx 80\%$  within  $[-1, +1]$  ms

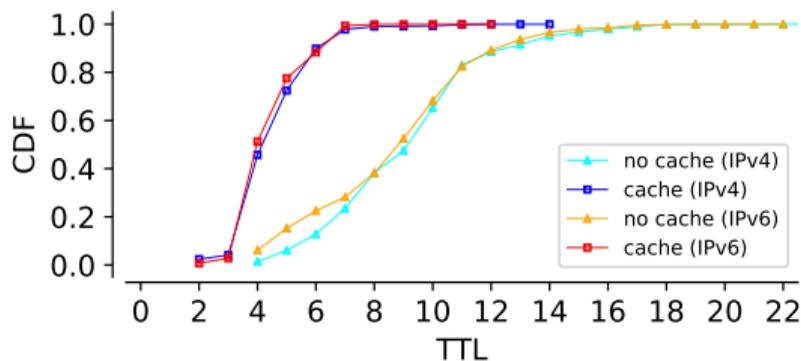


Figure 8: CDF of cache vs no cache path values for all traces (TTL)

- ▶  $\approx 100\%$  of ISP caches reachable within 7 IP hops
- ▶ Cache vs no cache
  - ▶  $\leq 6$  IP hops for  $\approx 90\%$  of the cache measurements
  - ▶  $\leq 12$  IP hops for  $\approx 89\%$  of the no cache measurements

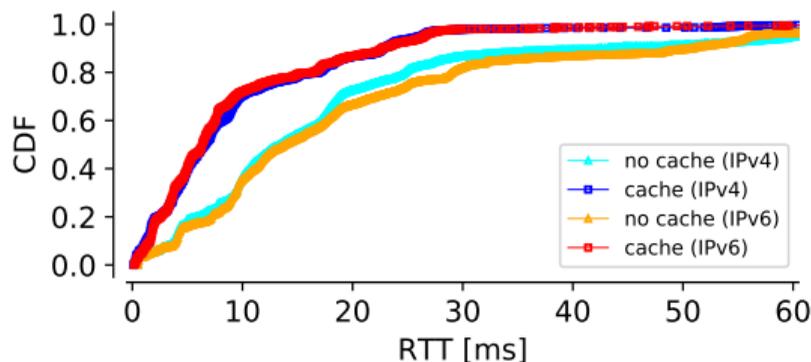


Figure 9: CDF of cache vs no cache path values for all traces (RTT)

- ▶ Majority of caches reachable within 20 ms (87%)
- ▶ For 80% of the measurements (no cache  $\rightarrow$  cache)
  - ▶ IPv4: 25 ms  $\rightarrow$  17 ms;  $\approx 1/3$  improvement
  - ▶ IPv6: 29 ms  $\rightarrow$  16 ms;  $\approx 1/2$  improvement

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- ▶ *IP path length*: up to 6 hops lower (i.e.  $\frac{1}{2}$ ) for both IPv4 and IPv6
- ▶ *Latency*: up to  $\approx 10$  ms lower; relative improvement of IPv6 caches higher
  - ▶ IPv4: up to 8 ms ( $\frac{1}{3}$ ); IPv6: up to 13 ms ( $\frac{1}{2}$ )
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**Takeaways:** Room for improvement regarding IPv6 content delivery:

- ▶ Ensure caches are dual-stacked within ISP networks (see  $\triangle$  and  $\square$  cases),
- ▶ Optimize delivery regarding performance, routing, forwarding, ...
- ▶ Caches are not the end of the story regarding IPv4 and IPv6 discrepancy

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Dataset and code publicly available at:

<https://github.com/tv-doan/youtube-traceroutes>

✉ [doan@in.tum.de](mailto:doan@in.tum.de)

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# Backup Slides

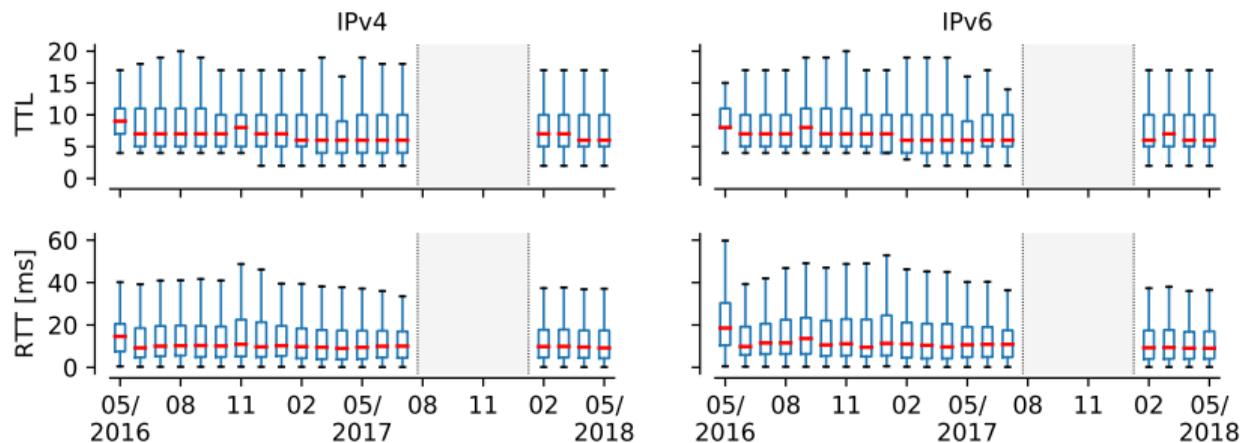


Figure 10: Boxplots of path TTL and RTT values, aggregated by month

- ▶ Median TTL across all months: 7 IP hops (both IPv4 and IPv6)
- ▶ Median RTT across all months: 9.9 ms (IPv4), 10.7 ms (IPv6)

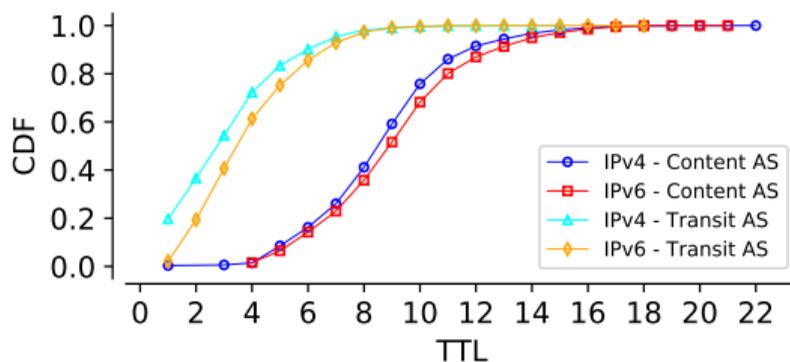


Figure 11: CDF of all TTL values by version and AS type<sup>3</sup>

$TTL \approx 7$  as a separator for both IPv4 and IPv6:

- ▶ Transit/Access ASes:  $TTL \leq 7$  for 93%
- ▶ Content ASes:  $TTL \geq 7$  for 85%

<sup>3</sup> CAIDA AS Classification: <https://www.caida.org/data/as-classification/>

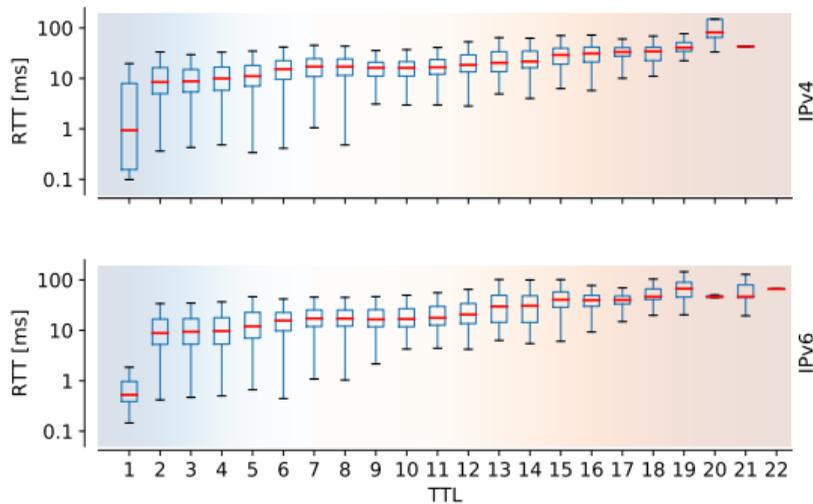


Figure 12: Boxplots of RTT by TTL

- ▶ Destination reached in  $TTL < 7$  (blue gradient):  
ISP cache in Transit/Access AS
- ▶ Destination reached in  $TTL > 7$  (orange gradient):  
origin content server in Content AS