

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

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Previous work [2]:

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

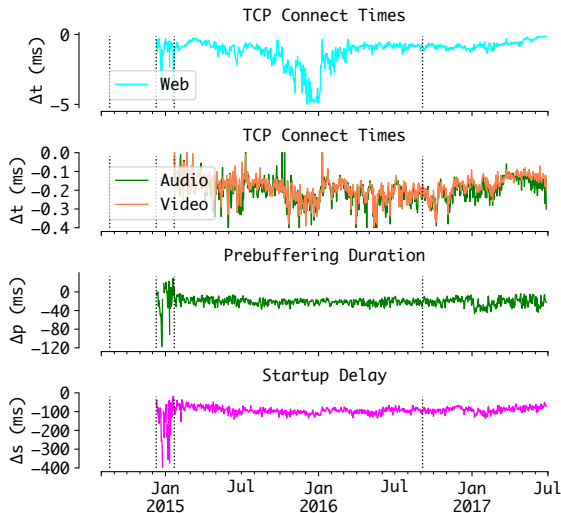


Figure 1: Difference of YouTube performance metrics over IPv4 and IPv6

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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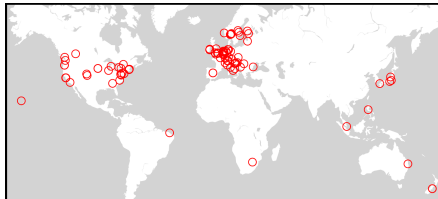


Figure 2: Map of SamKnows probes



Figure 3: Example of measurement probe: SamKnows Whitebox 8.0¹

- ▶ ≈ 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**

¹ <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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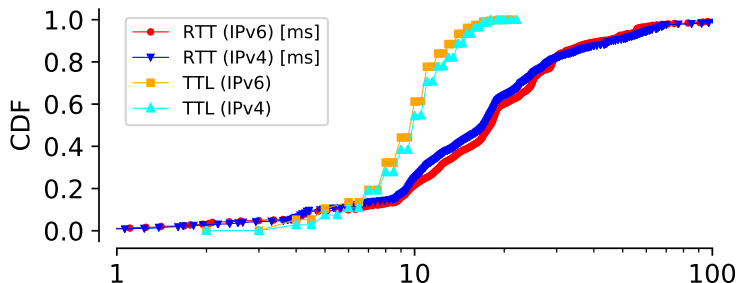


Figure 4: CDF of median IP path TTL and RTT

- ▶ Comparable number of paths observed
 - ▶ 78% with $TTL \leq 12$ (IPv4), ≤ 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

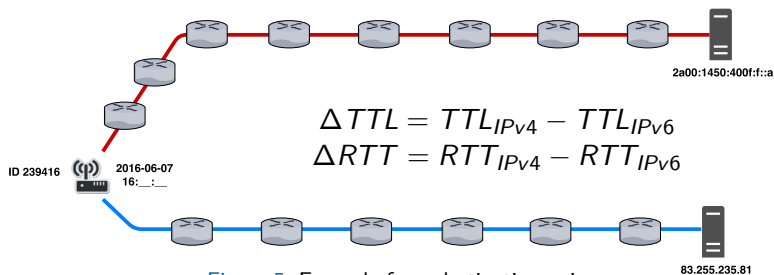


Figure 5: Example for a destination pair

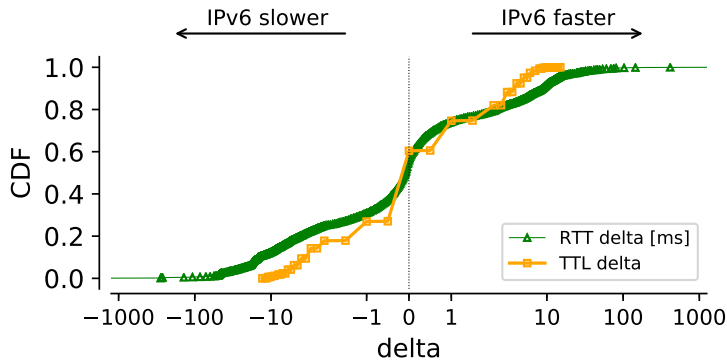


Figure 6: CDF of median destination pair deltas

► 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 $\Delta RTT > 0$

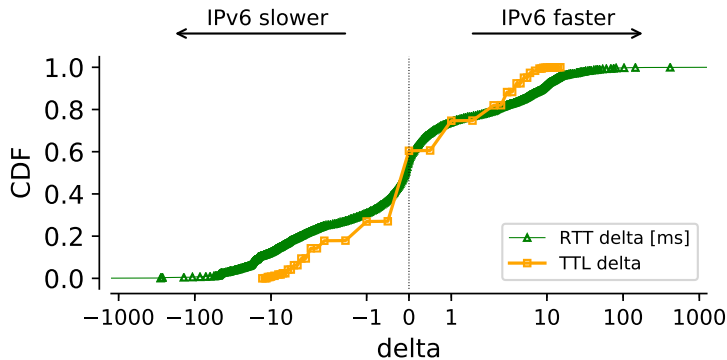


Figure 6: CDF of median destination pair deltas

► 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 RIPEstat²

² <https://stat.ripe.net/>

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

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

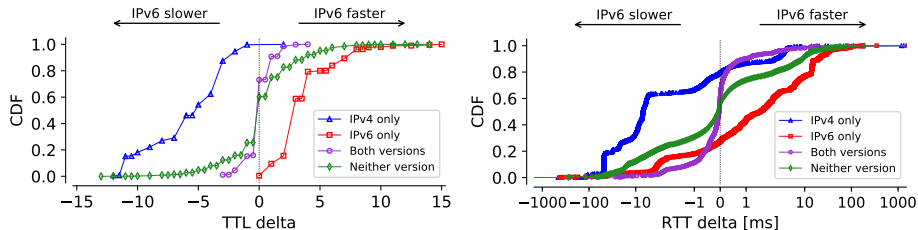


Figure 7: CDF of median destination pair deltas (split)

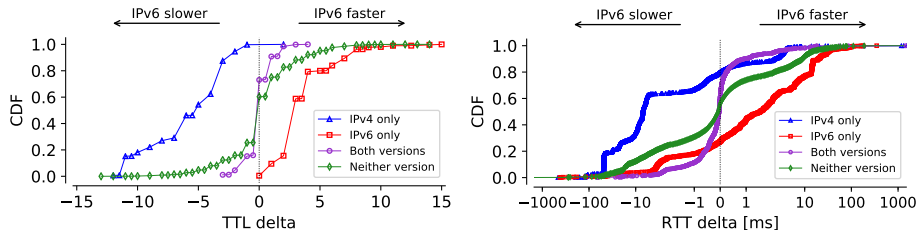


Figure 7: CDF of median destination pair deltas (split)

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

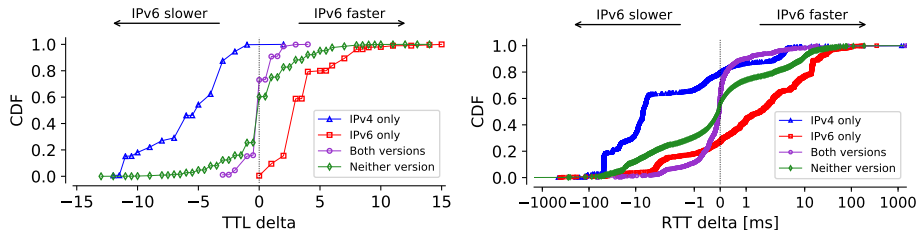


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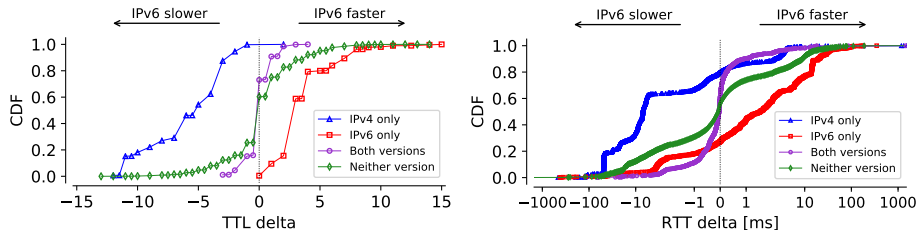


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- ▶ Both (\circ): deltas converging towards zero; 60% of the time faster over IPv4, 40% of the time faster over IPv6, however $\approx 80\%$ within $[-1, +1]$ ms

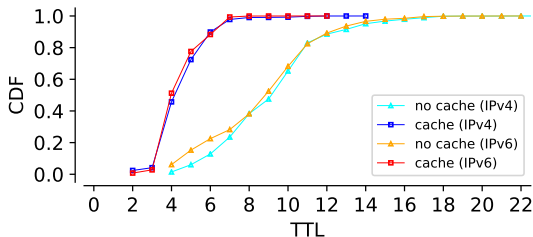


Figure 8: CDF of cache vs no cache path values for all traces (TTL)

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

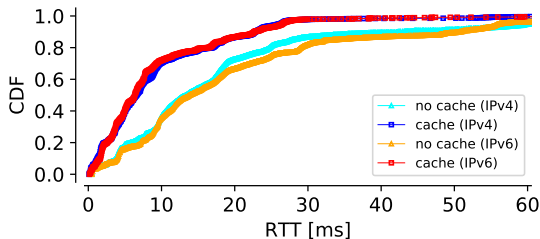


Figure 9: CDF of cache vs no cache path values for all traces (RTT)

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

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2.&3. Benefits of caches? Performance over IPv4 vs IPv6?

- ▶ *IP path length*: up to 6 hops lower (i.e. $\frac{1}{2}$) for both IPv4 and IPv6
- ▶ *Latency*: up to ≈ 10 ms lower; relative improvement of IPv6 caches higher
 - ▶ IPv4: up to 8 ms ($\frac{1}{3}$); IPv6: up to 13 ms ($\frac{1}{2}$)
- ▶ *Surprise*: IPv6 caches higher RTT than IPv4 non-caches despite lower TTL



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Takeaways: Room for improvement regarding IPv6 content delivery:

- ▶ Ensure caches are dual-stacked within ISP networks (see  and  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

- [1] AHSAN, S., BAJPAI, V., OTT, J., AND SCHÖNWÄLDER, J.
Measuring YouTube from Dual-Stacked Hosts.
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Backup Slides

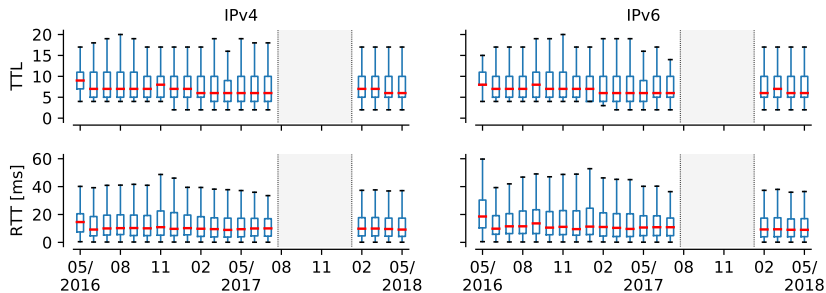


Figure 10: Boxplots of path TTL and RTT values, aggregated by month

- ▶ 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)

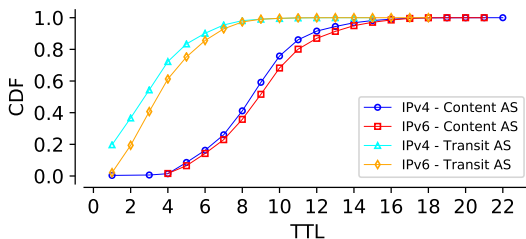


Figure 11: CDF of all TTL values by version and AS type³

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

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

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

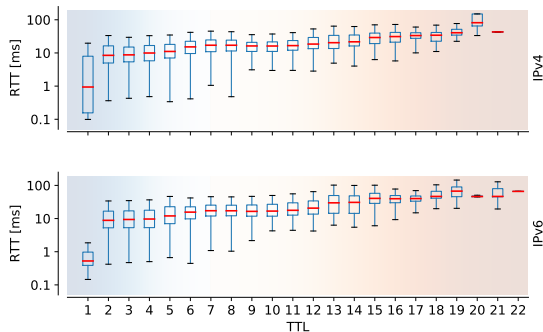


Figure 12: Boxplots of RTT by TTL

- ▶ 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