Abstract

Measurements and Analysis of End-to-End Internet Dynamics

by

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Accurately characterizing end-to-end Internet dynamics—the performance that a user actually obtains from the lengthy series of network links that comprise a path through the Internet—is exceptionally difficult, due to the network's immense heterogeneity. It can be impossible to gauge the generality of findings based on measurements of a handful of paths, yet logistically it has proven very difficult to obtain end-to-end measurements on larger scales.

At the heart of our work is a "measurement framework" we devised in which a number of sites around the Internet host a specialized measurement service. By coordinating "probes" between pairs of these sites we can measure end-to-end behavior along $O(N^2)$ paths for a framework consisting of N sites. Consequently, we obtain a superlinear scaling that allows us to measure a rich cross-section of Internet behavior without requiring huge numbers of observation points. 37 sites participated in our study, allowing us to measure more than 1,000 distinct Internet paths.

The first part of our work looks at the behavior of end-to-end routing: the series of routers over which a connection's packets travel. Based on 40,000 measurements made using our framework, we analyze: routing "pathologies" such as loops, outages, and flutter; the stability of routes over time; and the symmetry of routing along the two directions of an end-to-end path. We find that pathologies increased significantly over the course of 1995, indicating that, by one metric, routing *degraded* over the year; that Internet paths are heavily dominated by a single route, but that routing lifetimes range from seconds to many days, with most lasting for days; and that, at the end of 1995, about half of all Internet paths included a major routing asymmetry.

The second part of our work studies end-to-end Internet packet dynamics. We analyze 20,000 TCP transfers of 100 Kbyte each to investigate the performance of both the TCP endpoints and the Internet paths. The measurements used for this part of our study are much richer than those for the first part, but require a great degree of attention to issues of *calibration*, which we address by applying *self-consistency checks* to the measurements whenever possible. We find that packet filters are capable of a wide range of measurement errors, some of which, if undetected, can significantly taint subsequent analysis. We further find that network clocks exhibit adjustments and skews relative to other clocks frequently enough that a failure to detect and remove these effects will likewise pollute subsequent packet timing analysis.

Using TCP transfers for our network path "measurement probes" gains a number of advantages, the chief of which is the ability to probe fine time scales without unduly loading the network. However, using TCP also requires us to accurately distinguish between connection dy-

namics due to the behavior of the TCP endpoints, and dynamics due to the behavior of the network path between them. To address this problem, we develop an analysis program, `tcpanaly`, that has coded into it knowledge of how the different TCP implementations in our study function. In the process of developing `tcpanaly`, we thus in tandem develop detailed descriptions of the performance and congestion-avoidance behavior of the different implementations. We find that some of the implementations suffer from gross problems, the most serious of which would devastate overall Internet performance, were the implementations ubiquitously deployed.

With the measurements calibrated and the TCP behavior understood, we then can turn to analyzing the dynamics of Internet paths. We first need to determine a path's *bottleneck bandwidth*, meaning the fastest transfer rate the path can sustain. Knowing the bottleneck bandwidth then lets us determine which packets a sender transmits must necessarily *queue* behind their predecessors, due to the load the sender imposes on the path. This in turn allows us to determine which of our probes are perforce *correlated*. We identify several problems with the existing bottleneck estimation technique, "packet pair," and devise a robust estimation algorithm, PBM ("packet bunch modes"), that addresses these difficulties. We calibrate PBM by gauging the degree to which the bottleneck rates it estimates accord with known link speeds, and find good agreement. We then characterize the scope of Internet path bottleneck rates, finding wide variation, not infrequent asymmetries, but considerable stability over time.

We next turn to an analysis of packet loss along Internet paths. To do so, we distinguish between losses of "loaded" data packets, meaning those which necessarily queued behind a predecessor at the bottleneck; "unloaded" data packets, which did not do so; and the small "acknowledgement" packets returned to a TCP sender by the TCP receiver. We find that network paths are well characterized by two general states, "quiescent," in which no loss occurs, and "busy," in which one or more packets of a connection are lost. The prevalence of quiescent connections remained about 50% in both our datasets, but for busy connections, packet loss rates increased significantly over the course of 1995. We further find that loss rates vary dramatically between different regions of the network, with European and especially trans-Atlantic connections faring much worse than those confined to the United States.

We also characterize: loss symmetry, finding that loss rates along the two directions of an Internet path are nearly uncorrelated; loss "outages," finding that outage durations exhibit clear Pareto distributions, indicating they span a large range of time scales; the degree to which a connection's loss patterns predict those of future connections, finding that observing quiescence is a good predictor of observing quiescence in the future, and likewise for observing a busy network path, but that the proportion of lost packets does not well predict the future proportion; and the efficacy of TCP implementations in dealing with loss efficiently, by retransmitting only when necessary. We find that most TCPs retransmit fairly efficiently, and that deploying the proposed "selective acknowledgement" option would eliminate almost all of their remaining unnecessary retransmissions. However, some TCPs incorrectly determine how long to wait before retransmitting, and these can suffer large numbers of unnecessary retransmissions.

We finish our study with a look at variations in packet transit delays. We find great "peak-to-peak" variation, meaning that maximum delays far exceed minimum delays. Delay variations along the two directions of an Internet path are only lightly correlated, but correlate well with loss rates observed in the same direction along the path. We identify three types of "timing compression," in which packets arrive at their receiver spaced more closely together than when originally

transmitted. The prevalence of none of the three is such as to significantly perturb network performance, but all three occur frequently enough to require judicious filtering by network measurement procedures to avoid deriving false timing conclusions.

We then look at the question of the time scales on which most of a path's queueing variations occur. We find that, overall, most variation occurs on time scales of 100–1000 msec, which means that transport connections might effectively adapt their transmission to the variations, but only if they act quickly. However, as with many Internet path properties, we find wide ranges of behavior, with not insignificant queueing variations occurring on time scales as small as 10 msec and as large as one minute.

The last aspect of packet delay variations we investigate is the degree to which it reflects an Internet path's *available bandwidth*. We show that the ratio between the delay variations packets incur due to their connection's own loading of the network, versus the total delay variations incurred, correlates well with the connection's overall throughput. We further find that Internet paths exhibit wide variation in available bandwidth, ranging from very little available to virtually all. The degree of available bandwidth diminished markedly over the course of 1995, but, as for packet loss rates, we also find sharp geographic differences, so the overall trend cannot be summarized in completely simple terms. Finally, we investigate the degree to which the available bandwidth observed by a connection accurately predicts that observed by future connections, finding that the predictive power is fairly good for time scales of minutes to hours, but diminishes significantly for longer time periods.

We argue that our work supports several general themes:

- The N^2 scaling property of our measurement framework serves to measure a sufficiently diverse set of Internet paths that we might plausibly interpret the resulting analysis as accurately reflecting general Internet behavior.
- To cope with such large-scaled measurements requires attention to calibration using self-consistency checks; robust statistics to avoid skewing by outliers; and automated "micro-analysis," such as that performed by `tcpanaly`, that we might see the forest as well as the trees.
- With due diligence to remove packet filter errors and TCP effects, TCP-based measurement provides a viable means for assessing end-to-end packet dynamics.
- We find wide ranges of behavior, so we must exercise great caution in regarding any aspect of packet dynamics as "typical."
- Some common assumptions such as in-order packet delivery, FIFO bottleneck queueing, independent loss events, single congestion time scales, and path symmetries are all sometimes violated.
- The combination of path asymmetries and reverse-path noise render sender-only measurement techniques markedly inferior to those that include receiver-cooperation.

Finally, we believe an important aspect of this work is how it might contribute towards developing a "measurement infrastructure" for the Internet: one that proves ubiquitous, informative, and sound.