Why peer? A View for managers

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What is peering?

- A direct connection between one ISP and another for the purpose of exchanging *customer* traffic

- Not transit
  - Full routes (or default) exchanged

- Not customer
  - Full routes (or default) exchanged

Benefits

- Reduced cost (often)
- Reduced latency (mostly)
- Reduced packet loss (mostly)
- Control of your own network

Costs

- Can be more expensive (if you don't plan carefully)

- Can result in higher latency (if you do stupid things)

- Can result in increased packet loss (bad network design)

Types of Peering

- Local
  - In country
- Regional
  - Within your region
- Long distance
  - Outside your region

Local Peering

- Costs usually low
- Can be private or public (IXP)
- Local traffic stays local
- *Very* good if you have content
- May be less good if you have eyeballs
- If available then go for it

Regional Peering

- Costs may be higher (backhaul)

- Still good if your content is regionally biassed (language or material)

- Be careful about traffic routing (but peers may have consistent routing requirements)

- Check your costings v. Transit very carefully (but may be able to offset costs with remote customer traffic)

Long Distance

- Check costs *very* carefully

- Check routing very carefully

- May still be worth it for valuable remote content

- May give you better control over your network performance (if that is important)

- Depends on local transit costs

- May be able to use reverse direction for remote customer traffic

Examples

- Transit costs = 1 unit
- Local peering = 0.25 units ✔
- Regional Peering = 1 unit ✔
- Long distance peering = 5 units ✘

Summary

- Local peering almost always worth while

- Regional peering may be worth while for performance reasons or bragging points

- Long distance probably only worth while if you can use the reverse direction for remote customer traffic

Questions

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