# Effect of anycast on K-root 

## Some early results

## RIPE NCC <br> K root anycast deployment

- 3 global nodes (BGP transit)
- LINX
- ... 54592515225152 i
- AMS-IX
- ... 251522515225152 i
- Tokyo (since 5/2005)
- ... 25152251522515225152 i
- ~10 local nodes (announced with no-export)
- Future nodes will be global
- Miami (live as we speak?)
- India
- West coast?


## RIPE NCC

## Node structure

- 2 machines running nsd, switches, routers
- Production IP: OSPF load balancing
- K-root IP address: 193.0.14.129
- Service interfaces
- Normally firewalled, don't reply to queries
- LINX: 193.0.16.1, 193.0.16.2
- AMS-IX: 193.0.17.1, 193.0.17.2
- ...
- Management interfaces, ...


## Why anycast?

- Reasons for anycasting:
- Provide resiliency and stability
- Reduce latency
- Spread server and network load, contain DOS attacks
- Does it work?


## Stability

## RIPE NCC <br> Instance switches

- Resiliency is pretty much a given
- The more servers there are,
- the more they can withstand
- the more localised the impact of an attack
- What about stability?
- The more routes competing in BGP, the more churn
- Doesn't matter for single-packet exchanges (UDP)
- Does matter for TCP queries
- How frequent are instance switches?


## RIPE Detecting instance switches

- Measure at the server
- Look at instance switches that actually occur
- Procedure:
- Look at packet dumps
- At the time, there were only 2 global nodes
- Extract all port 53/UDP traffic
- For each IP address, remember where it was last seen
- If the same IP is seen elsewhere, log a switch
- Caveats:
- K nodes are only NTP synchronized


## RIPE <br> Time since last switch <br> NCC



## RIPETime since last switch, log-log




## RIPE <br> NCC <br> Top switching IPs



## Stability: conclusions

- Nice power laws, but what do they mean?
- We don't know yet
- Further analysis needed


## Latency

## RIPE NCC <br> Latency comparison

- Ideally, BGP should choose the instance with the lowest RTT.
- Does it?
- Measure RTTs from the Internet to:
- Anycasted IP address (193.0.14.129)
- Service interfaces of global nodes (not anycasted)
- Compare results
- Just to make sure this is apples to apples:
- Are AS-paths to service interfaces the same as to production IP?
- According to the RIS, "mostly yes"


## RIPE Probe locations: TTM (bias?)

$210^{\circ}$
$240^{\circ}$
$240^{\circ} \quad 270^{\circ}$
$330^{\circ} \quad 0^{\circ}$


## RIPE

## Method

- Send DNS queries from all test-boxes
- For each K-root IP:
- Do a "dig hostname.bind"
- Extract RTT
- Take minimum value of 5 queries
- Compare results of anycast IP with those of service interfaces
- $\alpha=\mathrm{RTT}_{\mathrm{K}} / \min \left(\mathrm{RTT}_{\mathrm{i}}\right)$
$-\alpha \approx 1$ : BGP picks the right node
$-\alpha>1$ : BGP picks the wrong node
$-\alpha<1$ : local node?


## RIPE <br> NCC <br> Latency comparison



## RIPE NCC Local worse than global?

```
$ cat tt89
193.0.14.129 k2.denic 29 k2.denic 30 k2.denic 29 k2.denic 30 k2.denic 29
193.0.16.1 k1.linx 4 k1.linx 3 k1.linx 3 k1.linx 3 k1.linx 3
193.0.16.2 k2.linx 3 k2.linx 3 k2.linx 3 k2.linx 3 k2.linx 4
193.0.17.1 k1.ams-ix 12 k1.ams-ix 11 k1.ams-ix 12 k1.ams-ix 13 k1.ams-ix 13
193.0.17.2 k2.ams-ix 12 k2.ams-ix 13 k2.ams-ix 11 k2.ams-ix 12 k2.ams-ix 13
```

(This example has since been fixed)

- What's going on here? Perhaps:
- Local node announcements don't necessarily leak
- But they do get announced to customers
...and customers of customers
...where they compete with announcements from global nodes
...which lose out due to prepending


## RIPE Latency comparison (global)



## RIPE NCC <br> Latency: conclusions

- Local nodes "confuse" the situation due to transit and prepending
- But all in all, BGP does a surprisingly good job
- Even though the AS-paths are of different lengths!
- This contrasts with other work (Ballani \& Francis)
- Perhaps it is because K only has two global nodes
- Will it get worse when more nodes are deployed?


## Load balancing

## RIPE Usefulness of local nodes NCC

- How much traffic does a local node get?
- Do local nodes take load off the global nodes?
- Where do local queries come from?
- From the global K nodes?
- From the other root servers?


## RIPE <br> NCC <br> Local queries



## RIPE <br> NCC <br> Local queries (cumulative)

Local node queries, cumulative


## RIPE <br> NCC <br> Local vs global

Local vs global queries


## RIPE Load balancing: conclusions

- The traffic a local node gets depends on where it is
- Wide variation
- Location must be chosen carefully to maximise usefulness
- Local nodes do take load off the global nodes
- but not much
- Increase in local traffic does not correspond to decrease in global traffic
- Traffic mostly seems to come from the other roots


## Questions?

