




The Internet Peering Playbook 

Understanding the

Internet Transit Playbook



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Internet Transit Playbook

Tricks of the Trade for Connecting to the Edge of the Internet

Transit Playbook

- “What are the tricks of the trade used when purchasing transit?”
- **Not recommended** – you need to know they exist...
...and helps understand the context
- I lived in Ann Arbor – maneuvers to get across town
 - Drive across parking lots
 - Drive through schools with multiple entrances
 - Drive through gas stations
 - By application you understand the layout of the town better

Problem Set

- You have learned everything you need to do this.
- Can you come up with any “Tricks of the Trade” on your own?
 - ways that reduce the monthly Internet Transit costs?
- Assume you are purchasing Internet Transit in an Internet Region with:
 1. Price Declines Yearly
 2. 95th Percentile Zero Commit for \$20/Mbps
 3. 95th Percentile Commits as shown below
 4. Open market for Transit
 - Pricing Varies Widely (20-50%)
 - Terms are negotiable
 - Highly Competitive Market

Commit	Unit Price	MinSpend
10 Mbps	\$12 per Mbps	\$120 /month
100 Mbps	\$5 per Mbps	\$500 /month
1 Gbps	\$3.50 per Mbps	\$3,500 /month
10 Gbps	\$1.20 per Mbps	\$12,000 /month
100 Gbps	\$0.70 per Mbps	\$70,000 /month

The Internet Transit Playbook

1. Optimal Internet Transit
2. Gaming the 95th percentile
3. Multi-home
4. Renegotiate multi-year term contracts every year
5. Play the market
6. Resell Transit
7. Secret Sauce Transit
8. Build into Cheap Transit Internet Region
9. Internet Transit Troughs
10. Capture Content and Access Customers

The Internet Transit Playbook

11. Short-term Transit

12. Deploy Trial Gear into Operational Environment

13. Build into better Transit Market

Tactic 1 – Optimal Transit

Commit

10 Mbps
100 Mbps
1 Gbps
10 Gbps
100 Gbps

Unit Price

\$12 per Mbps
\$5 per Mbps
\$3.50 per Mbps
\$1.20 per Mbps
\$0.70 per Mbps

MinSpend

\$120 /month
\$500 /month
\$3,500 /month
\$12,000 /month
\$70,000 /month

Look at 10Mbps commit
& look at 100Mbps commit
across the # of Mbps I might send

Traffic	Commit	Unit Price	Monthly Bill
800Mbps	10Mbps@	\$12	\$9600
800Mbps	100Mbps@	\$5	\$4000
800Mbps	1000Mbps@	\$3.50	\$2800→\$3500
800Mbps	10000Mbps@	\$1.20	\$960→\$70,000

Tactic 1 – Optimal Transit

Traffic volume	10Mcommit	100Mcommit
1 Mbps=	\$120 /month	\$500 /month
2 Mbps=	\$120 /month	\$500 /month
3 Mbps=	\$120 /month	\$500 /month
4 Mbps=	\$120 /month	\$500 /month
5 Mbps=	\$120 /month	\$500 /month
6 Mbps=	\$120 /month	\$500 /month
7 Mbps=	\$120 /month	\$500 /month
8 Mbps=	\$120 /month	\$500 /month
9 Mbps=	\$120 /month	\$500 /month
10 Mbps=	\$120 /month	\$500 /month
11 Mbps=	\$132 /month	\$500 /month
12 Mbps=	\$144 /month	\$500 /month

With 10 Mbps commit it is cheaper than 100M commit
if you send a little traffic ...

Tactic 1 – Optimal Transit

Traffic volume	10Mcommit	100Mcommit
1 Mbps=	\$120 /month	\$500 /month
2 Mbps=	\$120 /month	\$500 /month
3 Mbps=	\$120 /month	\$500 /month
4 Mbps=	\$120 /month	\$500 /month
5 Mbps=	\$120 /month	\$500 /month
6 Mbps=	\$120 /month	\$500 /month
7 Mbps=	\$120 /month	\$500 /month
8 Mbps=	\$120 /month	\$500 /month
9 Mbps=	\$120 /month	\$500 /month
10 Mbps=	\$120 /month	\$500 /month
11 Mbps=	\$132 /month	\$500 /month
12 Mbps=	\$144 /month	\$500 /month
39 Mbps=	\$468 /month	\$500 /month
40 Mbps=	\$480 /month	\$500 /month
41 Mbps=	\$492 /month	\$500 /month
42 Mbps=	\$504 /month	\$500 /month
43 Mbps=	\$516 /month	\$500 /month
44 Mbps=	\$528 /month	\$500 /month
45 Mbps=	\$540 /month	\$500 /month
46 Mbps=	\$552 /month	\$500 /month

Tactic 1 – Optimal Transit

Commit	Unit Price	MinSpend
10 Mbps	\$12 per Mbps	\$120 /month
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10 Gbps	\$1.20 per Mbps	\$12,000 /month
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$$\text{optimalTransitMonthlyBill} = \min(T_v * P_c, C_{+1} * P_{c+1})$$

where

$T_v = \text{transitVolume_in_Mbps}$

$P_c = \text{unitPrice_at_commitLevel_in_}_\$ _\text{per_Mbps}$

$C = \text{transitCommitLevel_in_Mbps}$

$C_{+1} = \text{transitCommitAtNextLevel_in_Mbps}$

$P_{c+1} = \text{unitPrice_at_nextCommitLevel_in_}_\$ _\text{per_Mbps}$

Tactic 2 – Gaming 95th Percentile

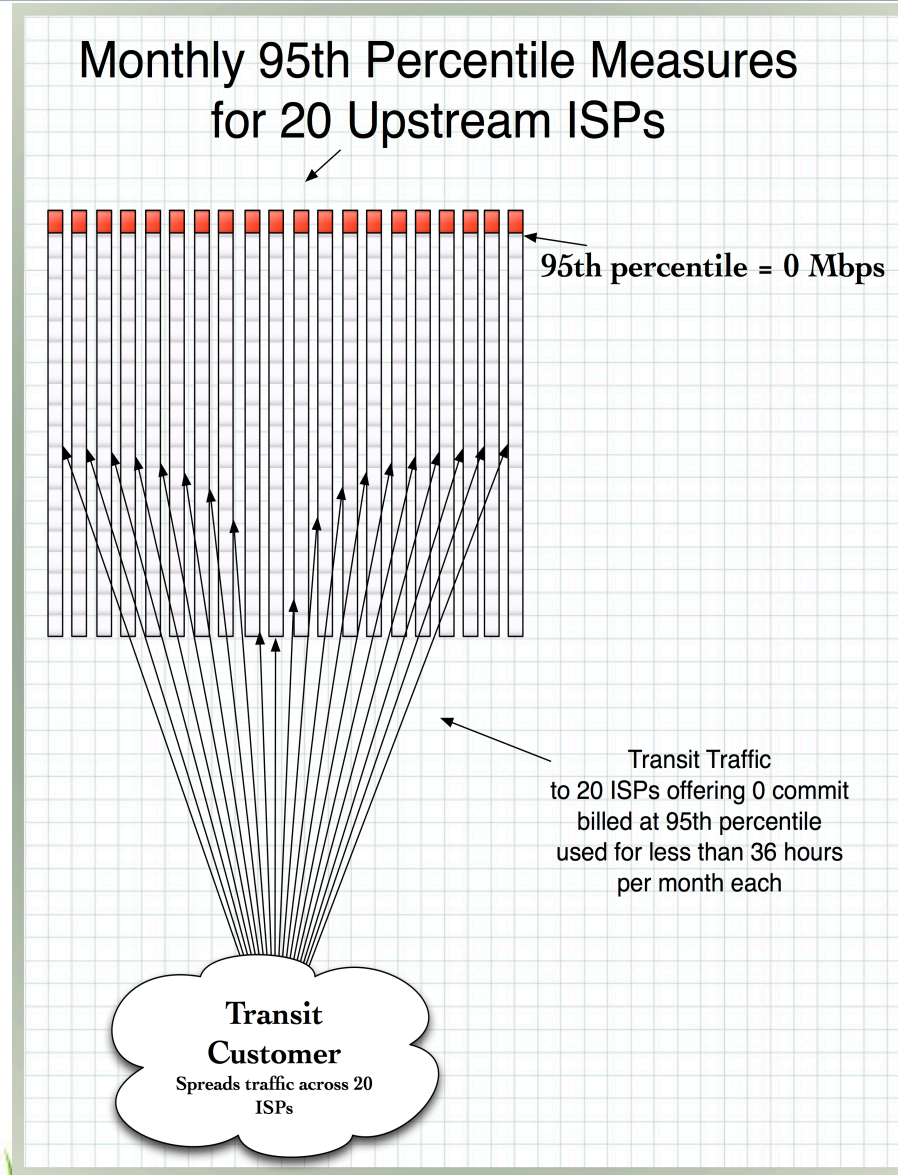
- PEERING GEEKY FUN FUN FUN
- In this tactic, an ISP can (theoretically) create a \$0 cost Internet Transit service by leveraging two facets of the pricing models discussed so far:
 - 1) 95th percentile allows one to burst above the 95th percentile mark without any cost, and
 - 2) there are some ISPs that sell a zero commit Internet Transit service.

Can you guess it?

Tactic 2 – Gaming 95th Percentile

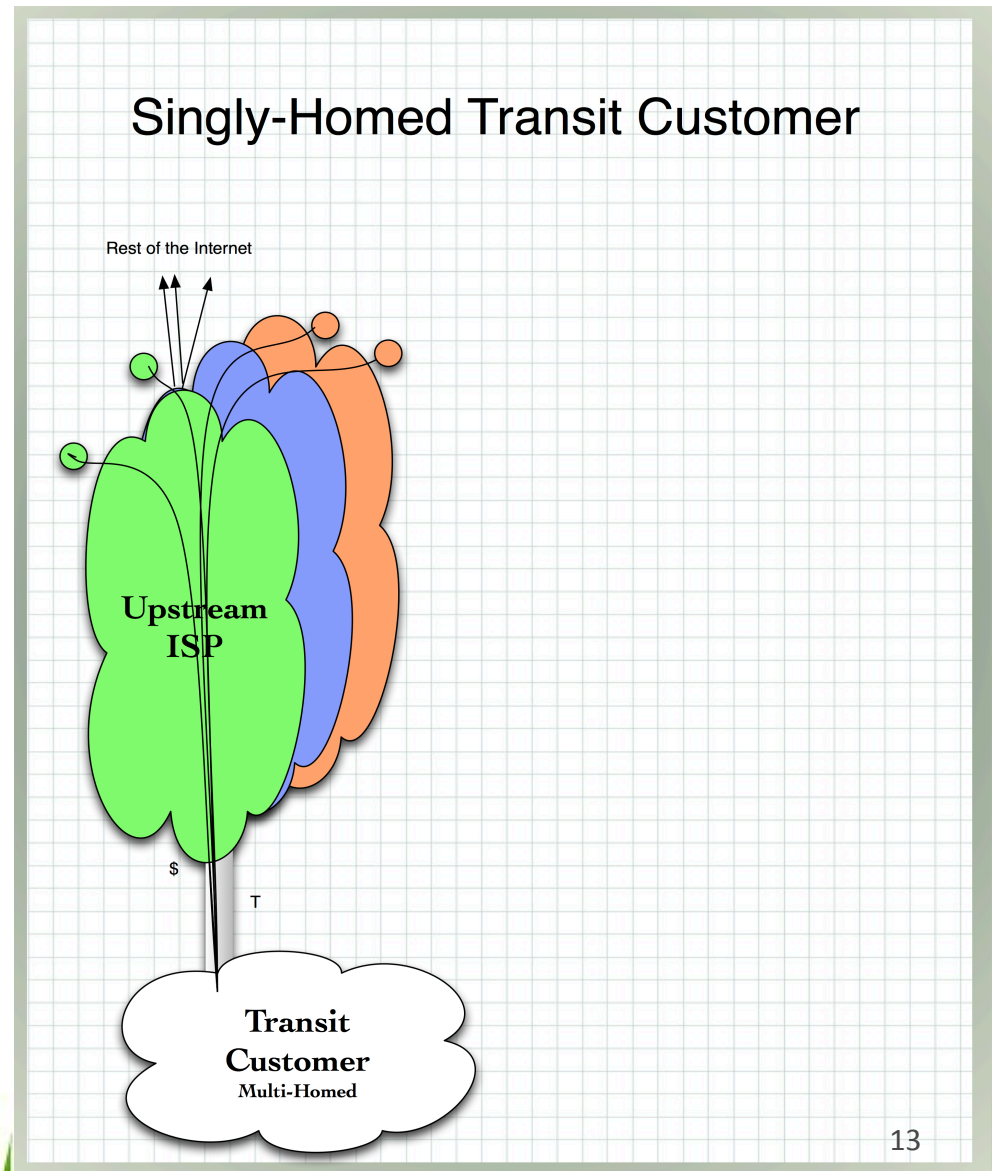
- 95th percentile
- 5% of month=36hrs
- 20 ISPs*35.9 hrs=1 mo

- Whoopie:
 - Free Transit!
- Gotchas?



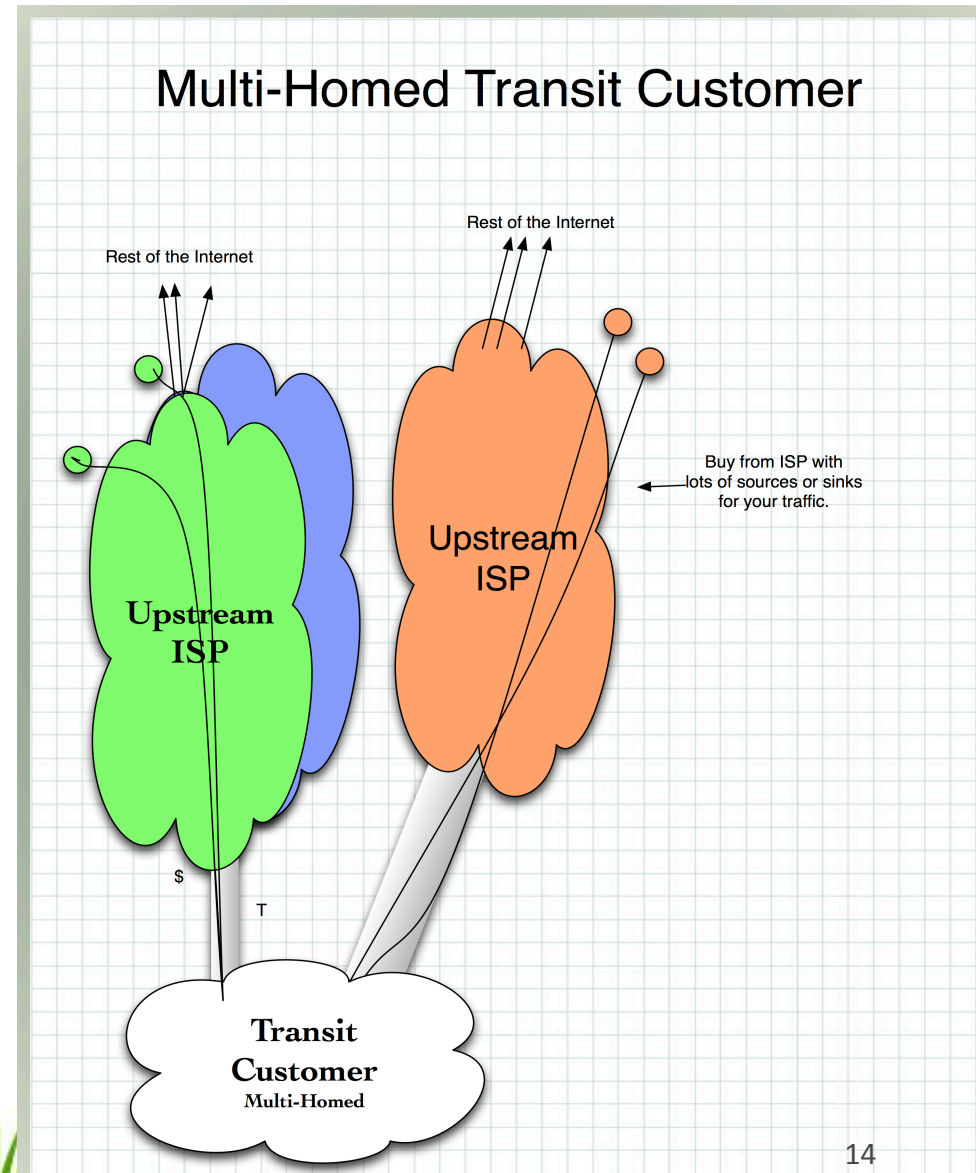
Tactic 3 – Multi-Home

- Many are singly homed
 - “is negligent”
 - “doesn’t buy you much”
- No redundancy
- Conceptual Hurdle



Tactic 3 – Multi-Home

- Lock it down story
- Benefits to Multi-Homing:
 - Migration to Peering
 - Open Market at home
 - Open Market at IX
 - Path to open market at colo



Tactic 4 – Renegotiate multi-year agreement every year

- Highly Competitive Market

- Lock-in for 3 yr. commit?

Historical Internet Transit Pricing Data

Source: <http://DrPeering.net>

Year	Internet Transit Price
1998	\$1,200.00 per Mbps
1999	\$800.00 per Mbps
2000	\$675.00 per Mbps
2001	\$400.00 per Mbps
2002	\$200.00 per Mbps
2003	\$120.00 per Mbps
2004	\$90.00 per Mbps
2005	\$75.00 per Mbps
2006	\$50.00 per Mbps
2007	\$25.00 per Mbps
2008	\$12.00 per Mbps
2009	\$9.00 per Mbps
2010	\$5.00 per Mbps
2011	\$3.25 per Mbps
2012	\$2.34 per Mbps
2013	\$1.57 per Mbps
2014	\$0.94 per Mbps
2015	\$0.63 per Mbps

Tactic 4 – Renegotiate multi-year agreement every year

- Max 18 mo commit
- Clever Burst Strategy
 - Min commit/ monthly burst competition

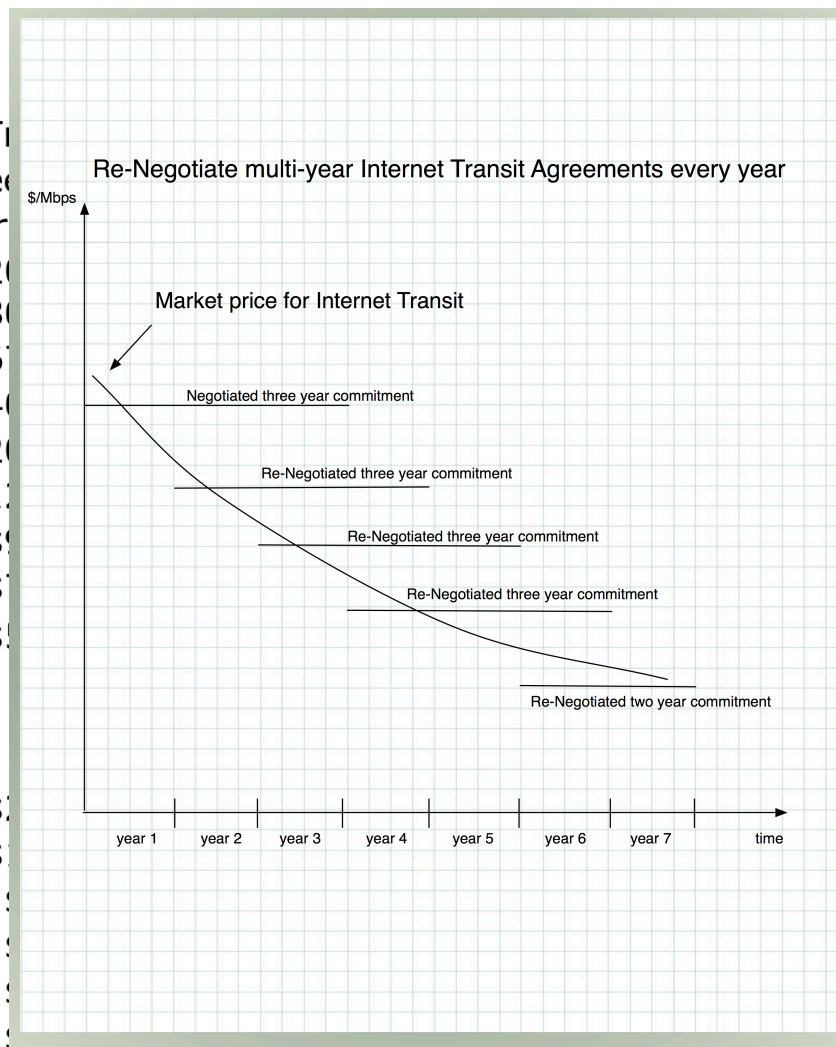
Historical Internet Transit

Source: <http://DrPea>

Year Internet Tr

1998	\$1,200
1999	\$800
2000	\$600
2001	\$400
2002	\$200
2003	\$100
2004	\$50
2005	\$25
2006	\$12.5

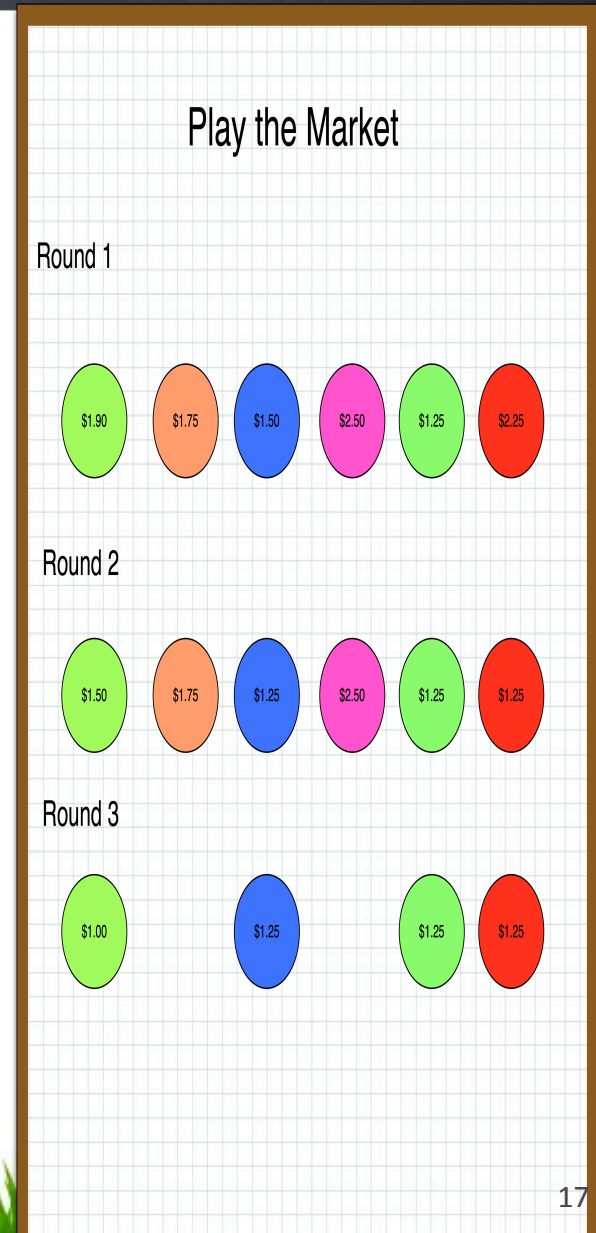
2007	\$6.25
2008	\$3.125
2009	\$1.5625
2010	\$0.78125
2011	\$0.390625
2012	\$0.1953125
2013	\$0.09765625
2014	\$0.048828125
2015	\$0.0244140625



2013	\$1.57	per Mbps
2014	\$0.94	per Mbps
2015	\$0.63	per Mbps

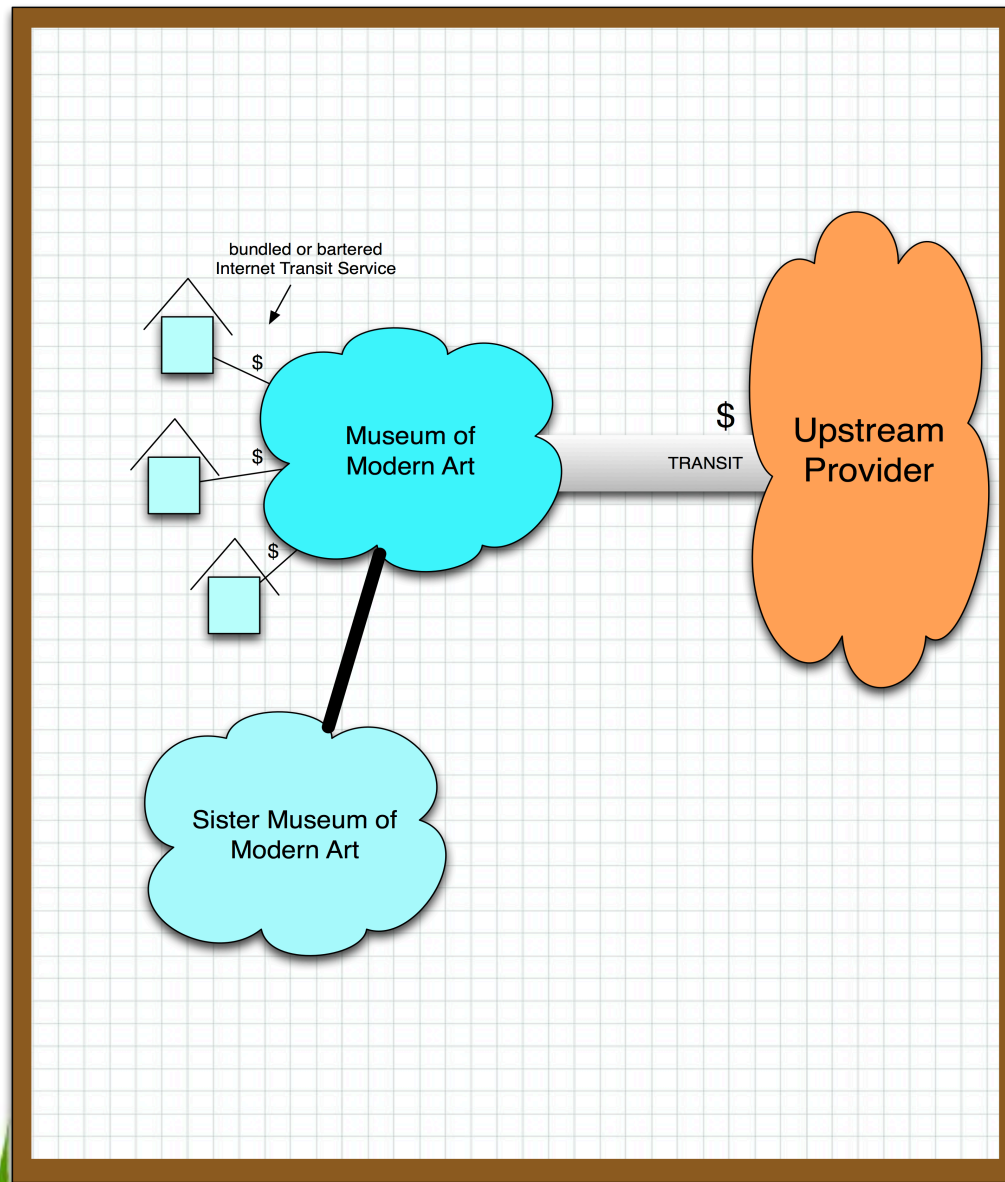
Tactic 5 – Play the Market

- Play ISPs off each other
- Beyond the 11th hour
- Beyond the signing
- Trench warfare?
Unethical?
- This is the ISP market today.



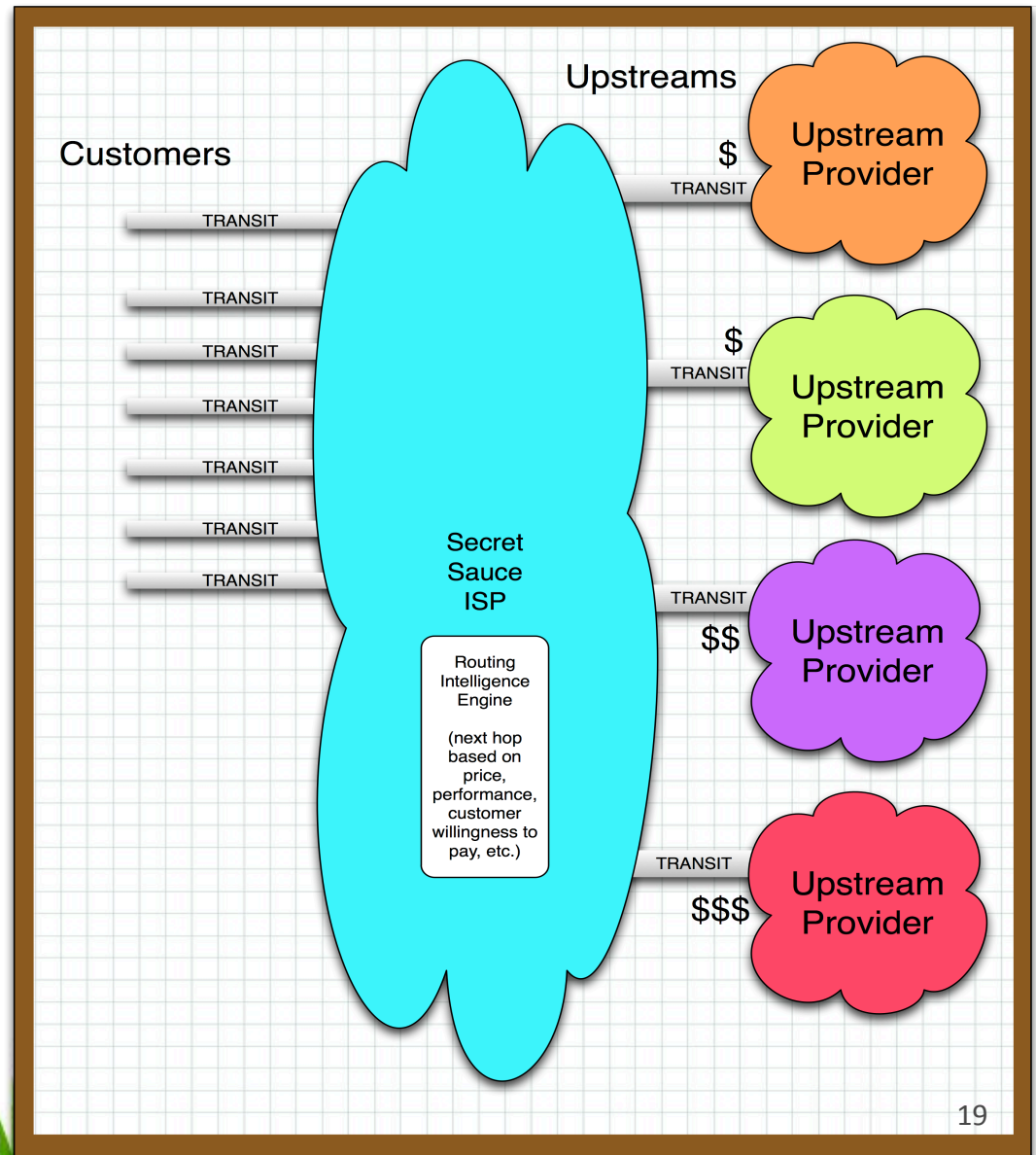
Tactic 6 – Resell Transit

- Share expense
- No service
- Friends
- Office parks



Tactic 7 – Secret Sauce Transit

- BGP Doesn't use price for routing decisions
 - Blend Transit
 - Requires Expertise
 - “Secret Sauce”
 - Long sales cycle
- Example: InterNAP



Tactic 8 – Build into Cheap Transit Internet Region

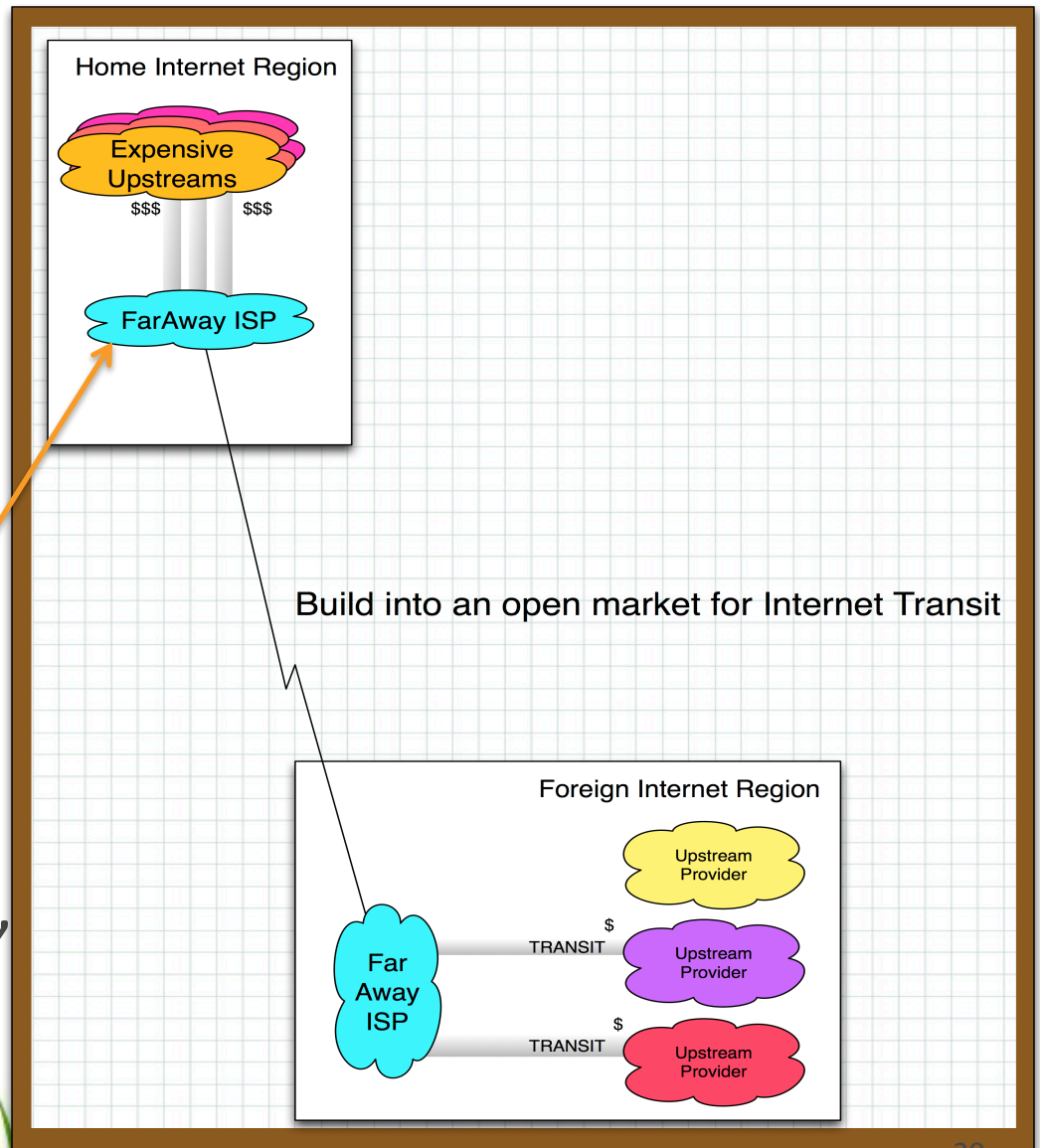
Expensive Ecosystems

- Africa
- Middle East
- Eastern Europe

You are here
And you pay too much for transit

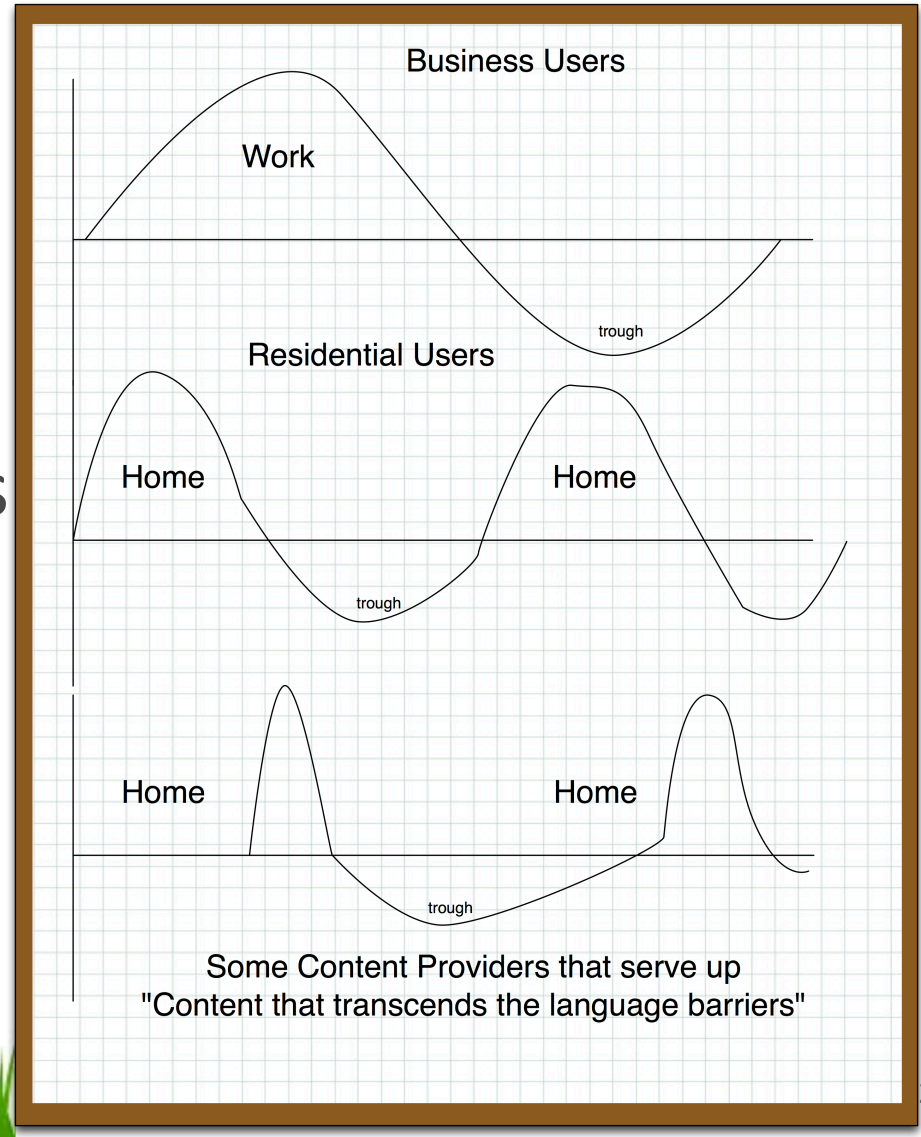
Cheap Ecosystems

- London, Amsterdam, Frankfurt, U.S., etc.



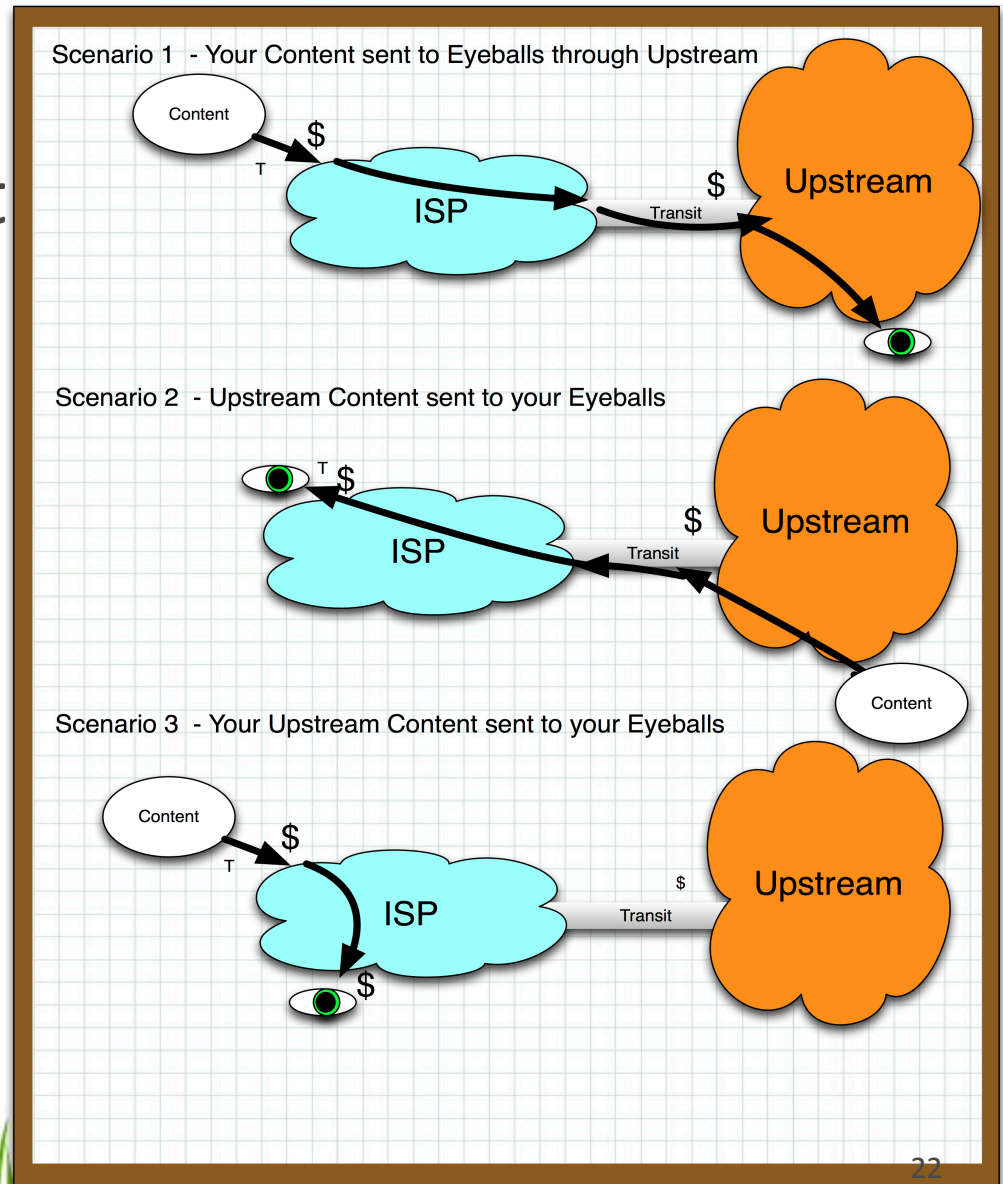
Tactic 9 – Leverage Traffic Troughs

- Manage Traffic
- Customer Mix
- Timing
- Night Bulk Transfers
- Slow Bleed – Grid Networks
- Wrong Direction traffic is free



Tactic 10 – Capture Content and Access Customers

- Keep Traffic On-Net
- 3 Scenarios
- Build Data Centers
- Cheap Transit
- Free Parking



11. Short-term Transit

- 0 commit
- Month-to-month
- 6 month
- Assumption: Prices will continue to drop yielding better deals if you wait.

12. Deploy Trial Gear into Operational Environment

- Cisco loaner gear actually
- Sales guy shows up – “coming back from testing next month”
- Next month – “problems with the scripts, rerunning this weekend”
- Next month – “shipped back – should be here tomorrow”
- Next week – “can’t get ahold of shipping”
- Next week – “on vacation”

Observations: Internet Transit

- Simple Service
- Customer-Supplier Relationship
- May have SLAs (joke)
- Transit Commits and Discounts
- Contract Terms
- Is a Commodity
- Metered Service

...And yet still able to do creative maneuvers

Questions?

- What other mechanisms have you seen?
- Any ideas of ones you would do?
- Monthly Auctions – automate buy from whoever has the lowest price, until that is no longer true
- Equinix Direct – facilitating the purchase of transit on monthly commit...

Break

Coming up next:

Internet Peering: Connecting to the Core of the Internet