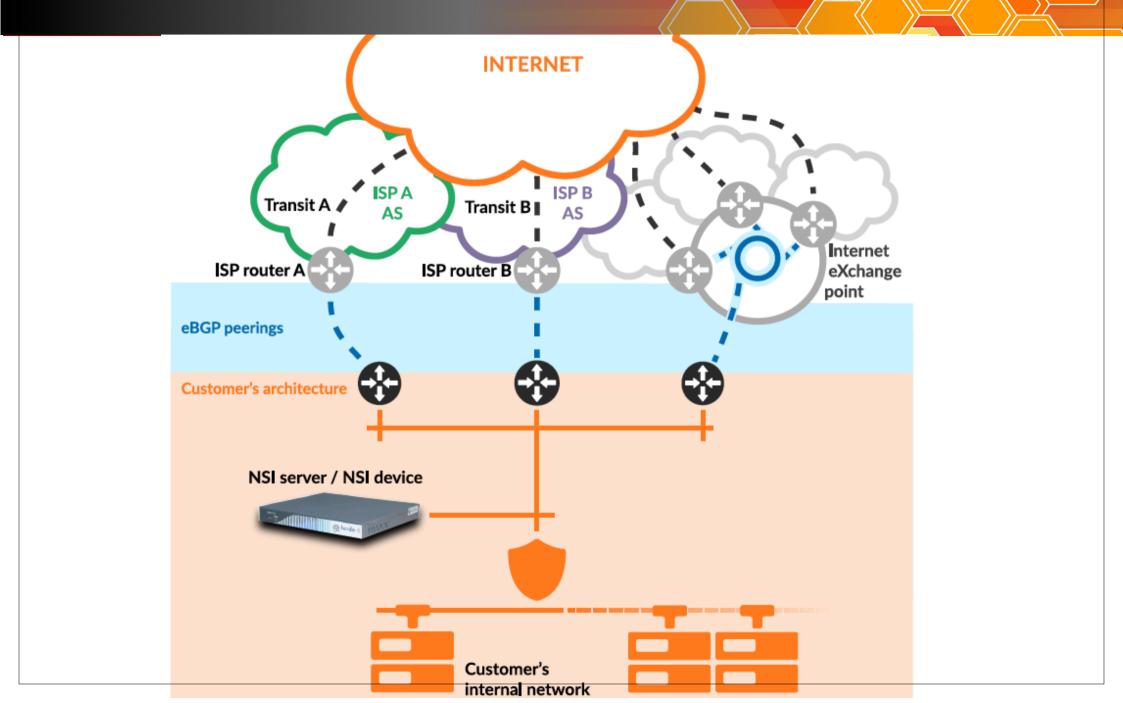
- BORDER 6 NSI concepts - francois.devienne@border6.com



BGP multi-homed access

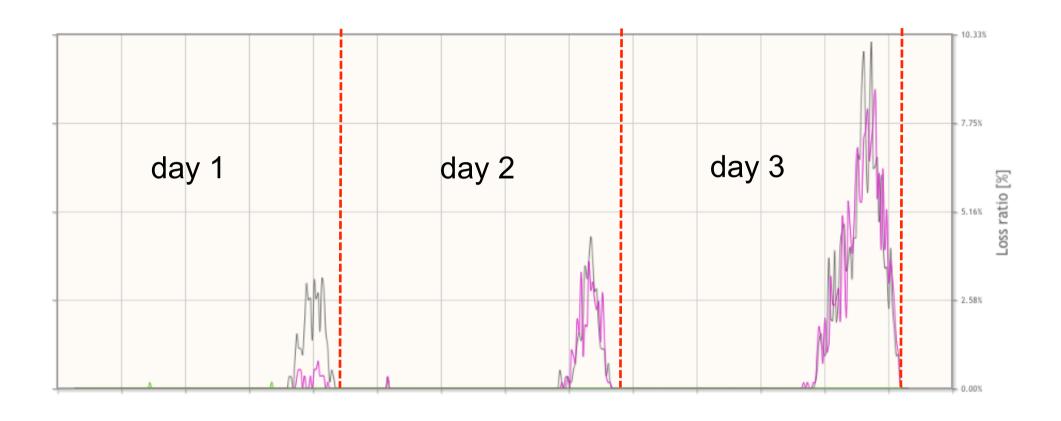


Internet routing

Internet = BGP (Border Gateway Protocol)

- Routing decisions are based on administrative length of paths (+ random Tie-Break)
- No performance control
 - No information about the actual length of routes(Round Trip Delay)
 - Quality of routes? (Packet loss, jitter)
 Increased quality problems due to OTT offerings
- Poor failure detection
 - e.g. Access-list
 - e.g. broken "Forwarding plane"
- No capacity management
 - Links congestions
 - Poor/static load balancing
 - Costs of bursts (CDR/interface speed)

Packet loss

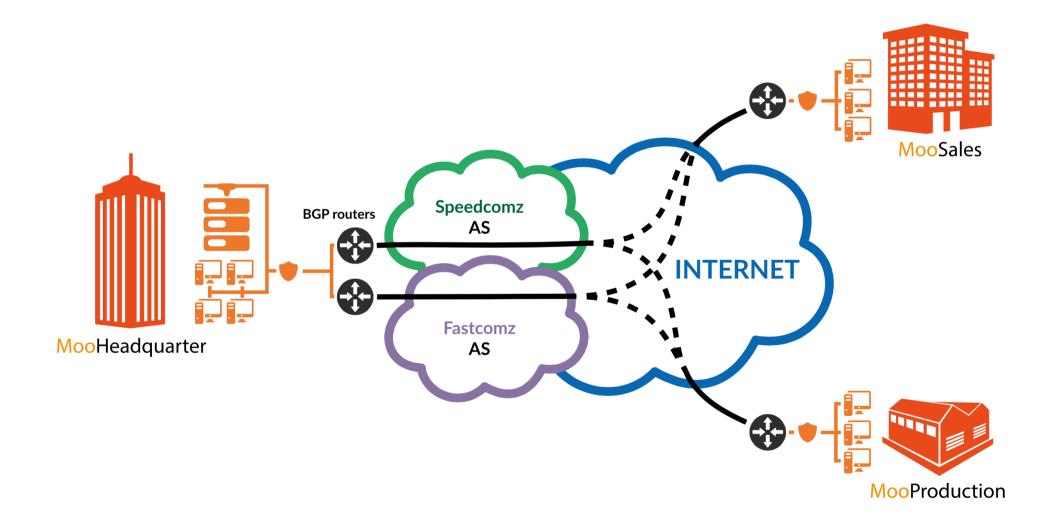


Packet loss: - Transit 1

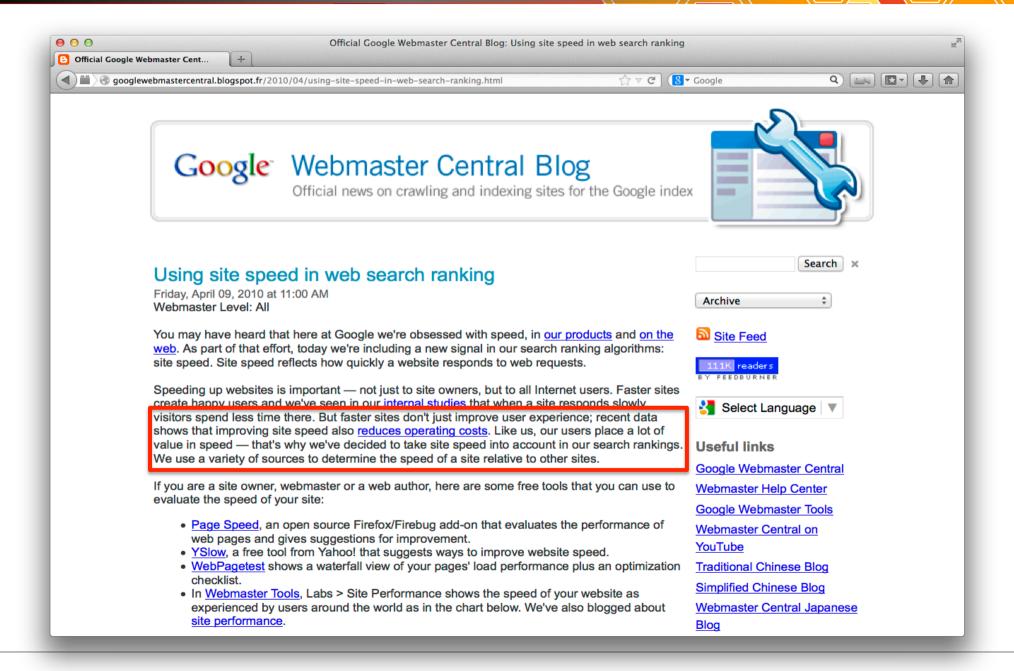
- Transit 2

- Actual BGP path

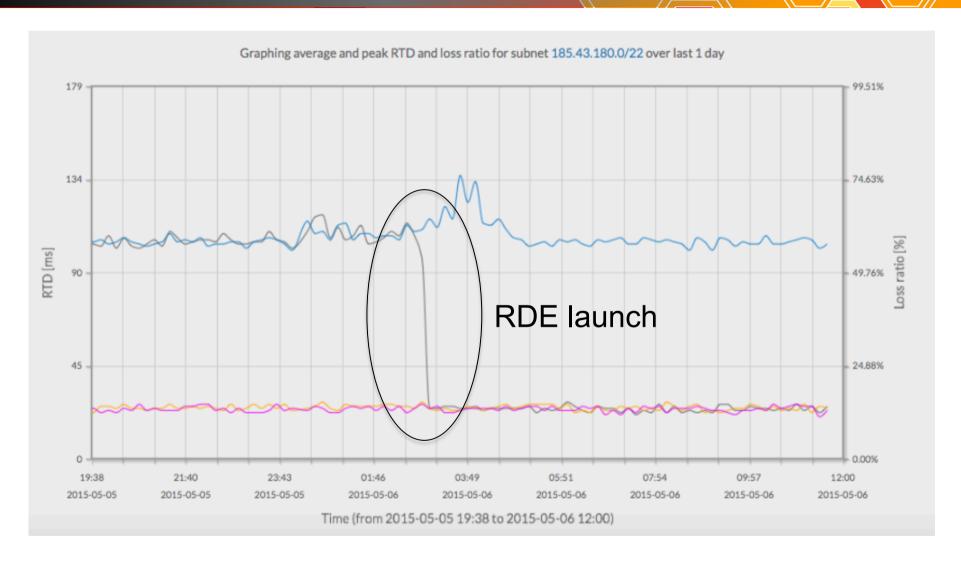
Packet loss / use case -> IPSec Mesh



Google ranking



High RTD



RTD:

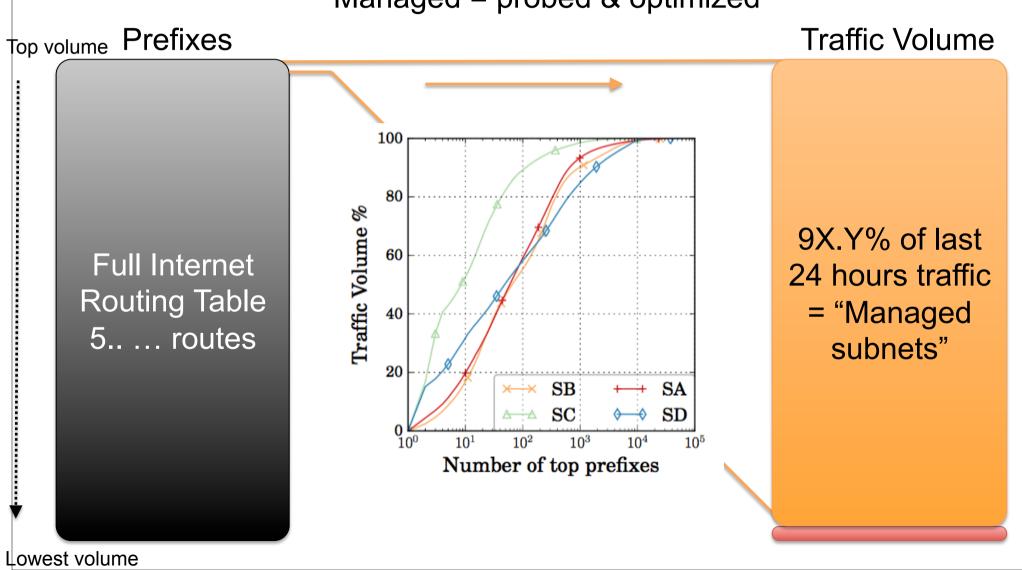
- Transit 1 Transit 3

 - Transit 2 Actual BGP path

Routing only the important Internet

Top 1K to 10K prefixes automatically "managed" for 7 days

Managed = probed & optimized



Probing

