

November 18th 2013, SC13 Network Performance Tutorial
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OWAMP

OWAMP: What is it

- OWAMP is:
 - Command line client application
 - Policy and scheduling daemon
 - Used to determine **one way** latencies between hosts.
- Implementation of the OWAMP protocol as defined by <http://www.rfc-editor.org/rfc/rfc4656.txt>
 - Command Protocol to speak between client and server, server and server
 - Test protocol
- Different attempts to do this in the past:
 - Surveyor
 - RIPE

Why *One Way* Latency?

- Passive Measurements (e.g. SNMP)
 - Higher polling interval may mask queue depths
 - Active probing gives a better picture of *real* traffic
- Round Trip Measurements:
 - Hard to isolate the direction of a problem
 - Congestion and queuing can be masked in the final measurement
 - Can be done with a single ‘beacon’ (e.g. using ICMP responses)
- One Way Measurements:
 - Direction of a problem is implicit
 - Detects asymmetric behavior
 - See congestion or queuing in one direction first (normal behavior)
 - Requires ‘2 Ends’ to measure properly

OWAMP Control Protocol

- Supports authentication and authorization of the users that will test
- Used to configure the parameters of a test
 - Endpoint controlled port numbers
 - Extremely configurable *send schedule*
 - Configurable packet sizes
- Used to start/stop tests
- Used to retrieve results
 - Provisions for dealing with partial session results in the event of a failure

OWAMP Test Protocol

- “*Lightweight*” compared to the control protocol
- Uses UDP as the transport protocol, since the protocol needs to be able to measure individual packet delivery times
- Supports varying packet sizes
- Data needed to calculate experimental errors on the final result is in every packet
- Packets can be “open”, “authenticated”, or “encrypted”

Sample Implementation

- Applications
 - Daemon (owampd)
 - Clients (owping, powstream)
- Open Source License & Development
 - Modified BSD (<http://www.internet2.edu/membership/ip.html>)
 - Mailing lists for developer communication – come join us!
- Protocol Abstraction Library
 - Will support development of new clients
 - Add custom ‘hooks’ into the policy (e.g. add authentication via OpenID or similar)

OWAMP – Quick Demo

- Basic syntax:
 - **owping HOST**
 - **owping -c 1000 -i .01 HOST**
- Try at your own risk to other servers, suggestions:
 - owamp.salt.net.internet2.edu
 - To not overwhelm the server, also try replacing ‘salt’ with:
 - atla
 - chic
 - hous
 - kans
 - losa
 - newy
 - seat
 - wash

OWPING Example

```
boote@nms-rlat.chic.net.internet2.edu: /home/boote
boote@nms-rlat:~[360]$ owping nms-rlat.newy.net.internet2.edu
Approximately 13.0 seconds until results available

--- owping statistics from [64.57.17.34]:45355 to [nms-rlat.newy.net.internet2.edu]:44244 ---
SID:      40391162cbec228e81118c1953a5eef9
first:    2008-05-31T19:16:31.627
last:     2008-05-31T19:16:43.362
100 sent, 0 lost (0.000%), 0 duplicates
one-way delay min/median/max = 11/11/11 ms, (err=0.0442 ms)
one-way jitter = 0 ms (P95-P50)
Hops = 3 (consistently)
no reordering

--- owping statistics from [nms-rlat.newy.net.internet2.edu]:44247 to [64.57.17.34]:45356 ---
SID:      40391122cbec228ebb1bde827906fe35
first:    2008-05-31T19:16:31.608
last:     2008-05-31T19:16:41.979
100 sent, 0 lost (0.000%), 0 duplicates
one-way delay min/median/max = 10.9/11/11 ms, (err=0.0442 ms)
one-way jitter = 0 ms (P95-P50)
Hops = 3 (consistently)
no reordering

boote@nms-rlat:~[361]$
```


OWAMP GUIs - Mesh

OWAMP - Internet2 Network IPv4 Latency

http://owamp.net.internet2.edu/cgi-bin/owamp.cgi

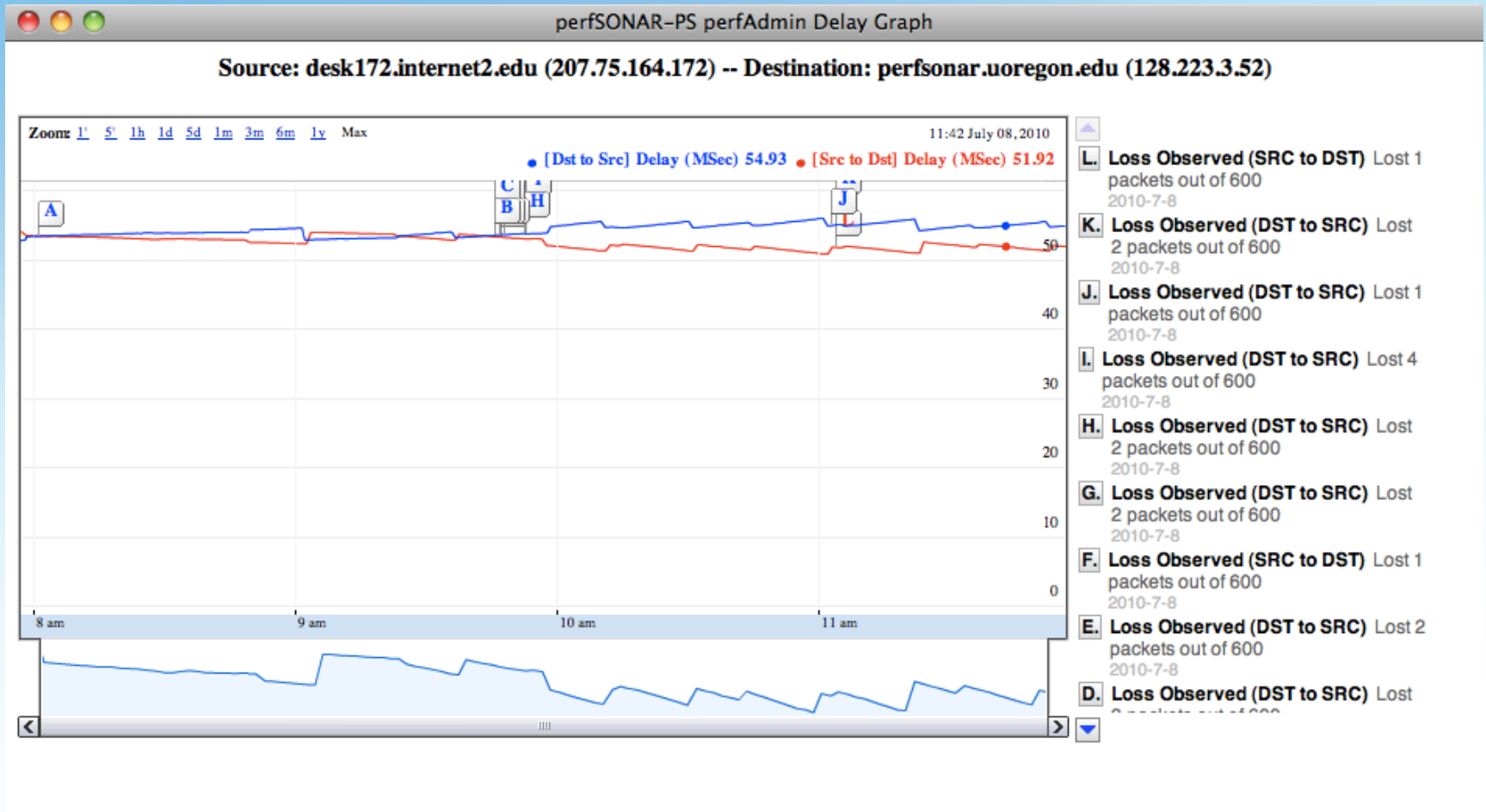
Google

MLab Apple Yahoo! Google Maps YouTube Wikipedia News (12550) Popular

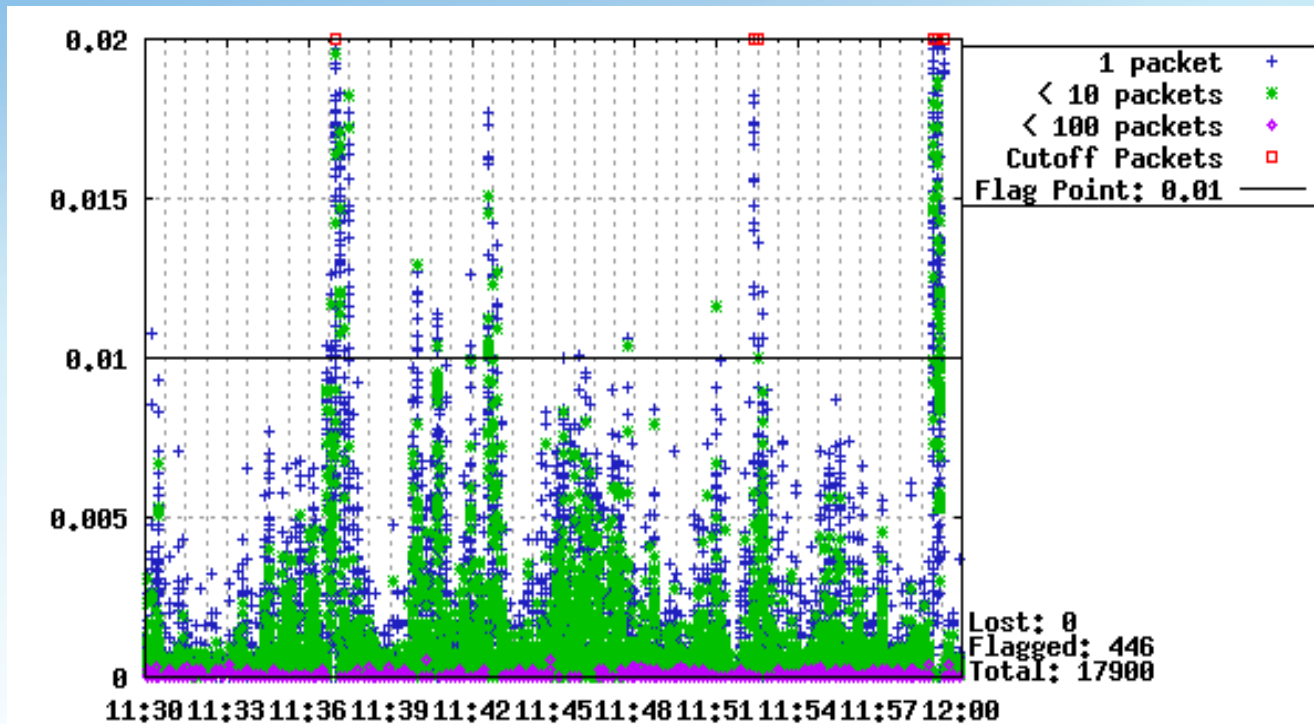
OWAMP - Internet2 Network IPv4 Latency

| powstream | Senders | | | | | | | | | |
|-----------|--------------------|-----------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|
| | | Atlanta Latency | Chicago Latency | Houston Latency | KansasCity Latency | LosAngeles Latency | NewYorkCity Latency | SaltLakeCity Latency | Seattle Latency | Washington Latency |
| | Atlanta Latency | | 9.57 ms / 2011-02-03 12:58:25UTC | 11.77 ms / 2011-02-03 12:58:01UTC | 14.13 ms / 2011-02-03 12:58:21UTC | 27.59 ms / 2011-02-03 12:58:04UTC | 9.51 ms / 2011-02-03 12:57:56UTC | 27.07 ms / 2011-02-03 12:58:03UTC | 35.50 ms / 2011-02-03 12:57:41UTC | 6.80 ms / 2011-02-03 12:57:54UTC |
| | Chicago Latency | 9.91 ms / 2011-02-03 12:57:28UTC | | 12.51 ms / 2011-02-03 12:57:31UTC | 4.62 ms / 2011-02-03 12:57:45UTC | 28.33 ms / 2011-02-03 12:57:39UTC | 13.67 ms / 2011-02-03 12:57:54UTC | 17.56 ms / 2011-02-03 12:58:24UTC | 25.99 ms / 2011-02-03 12:57:56UTC | 8.45 ms / 2011-02-03 12:58:25UTC |
| | Houston Latency | 11.75 ms / 2011-02-03 12:57:33UTC | 12.16 ms / 2011-02-03 12:58:07UTC | | 6.18 ms / 2011-02-03 12:58:05UTC | 15.88 ms / 2011-02-03 12:57:58UTC | 21.21 ms / 2011-02-03 12:58:20UTC | 19.12 ms / 2011-02-03 12:58:08UTC | 28.67 ms / 2011-02-03 12:58:25UTC | 18.50 ms / 2011-02-03 12:58:12UTC |
| | KansasCity Latency | 15.89 ms / 2011-02-03 12:58:08UTC | 6.05 ms / 2011-02-03 12:58:16UTC | 7.95 ms / 2011-02-03 12:57:32UTC | | 23.78 ms / 2011-02-03 12:58:29UTC | 19.66 ms / 2011-02-03 12:57:27UTC | 13.00 ms / 2011-02-03 12:57:46UTC | 21.43 ms / 2011-02-03 12:58:08UTC | 14.44 ms / 2011-02-03 12:58:13UTC |
| | LosAngeles Latency | 27.92 ms / 2011-02-03 | 28.32 ms / 2011-02-03 | 16.21 ms / 2011-02-03 | 22.32 ms / 2011-02-03 | | 37.37 ms / 2011-02-03 | 11.82 ms / 2011-02-03 | 12.85 ms / 2011-02-03 | 34.65 ms / 2011-02-03 |
| | Receivers | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

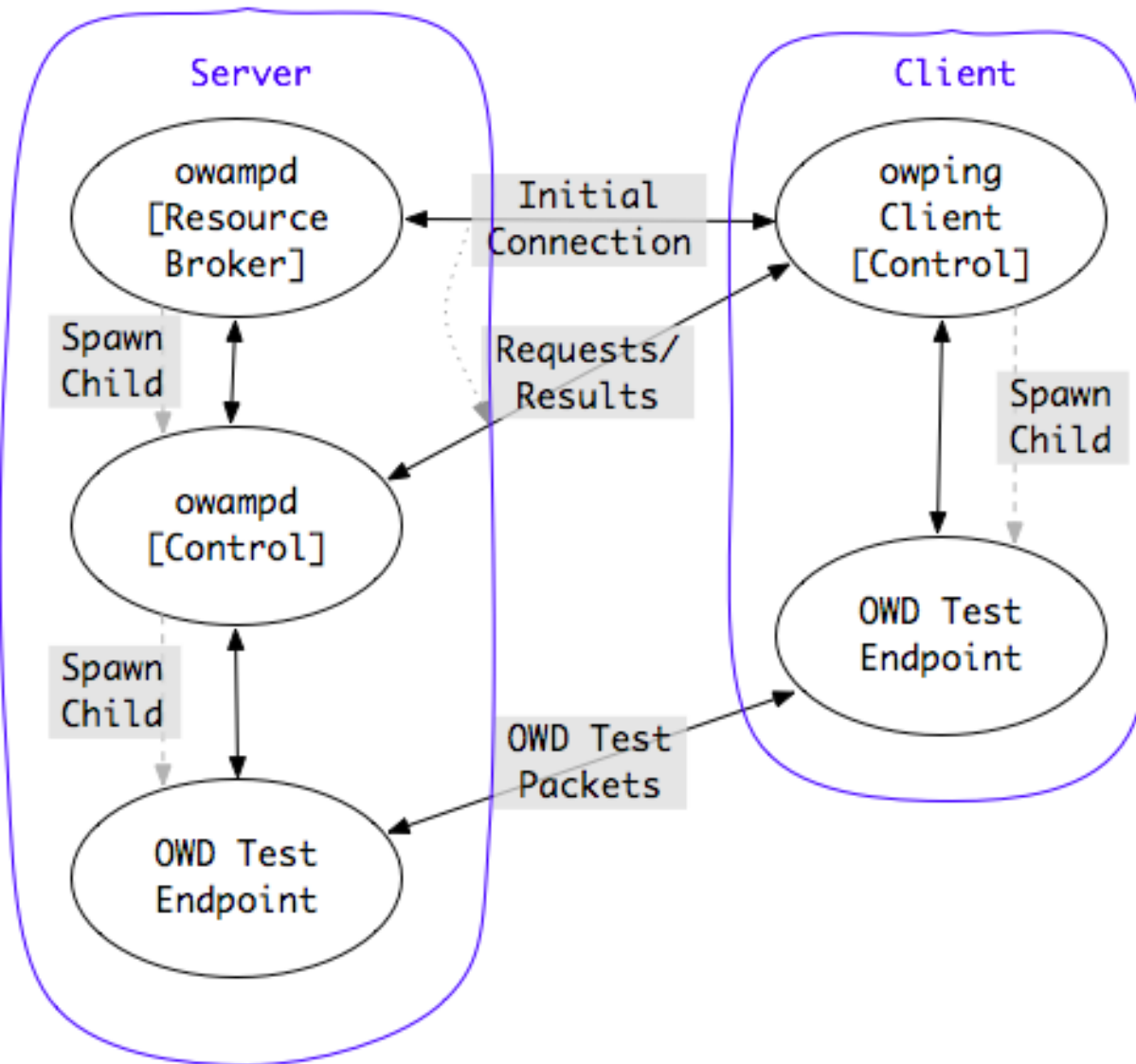
OWAMP GUIs – Delay/Loss Plot



OWAMP GUIs - Jitter



Architecture



OWAMP Requirements

- Clock requirement is the strongest
 - Doesn't work well in virtualized environments
 - Doesn't work well when machine is doing heavier testing (e.g. BWCTL), results may be suspect
- NTP (ntpd) synchronized clock on the local system
 - Specific configuration requirements as specified in NTP talk...
 - Strictly speaking, owamp will work without ntp. However, your results will be meaningless in many cases

General Requirements – Time Source

- NTP (ntpd) synchronized clock on the local system
 - Configure NTP properly (don't rely on system defaults!)
 - Strictly speaking, owamp will work without NTP. However, your results will be meaningless in many cases
 - More info here:
<http://www.internet2.edu/performance/owamp/details.html#NTP>

General Requirements – Support

- Source Code
 - All modern Unix distributions (Free BSD/Linux)
 - OS X
- Packages
 - Support for CentOS 5.x and 6.x (x86 and 64 Bit)
 - Packages have been shown to operate on similar systems (Fedora, RHEL, SL)
 - Avoid ‘alien’ on the non-RHEL variants, go with source instead

Hardware

- “Bare Metal” – virtualization is tricky
- Stable System Clock
 - Temperature controlled environment
 - No power management of CPU
 - Reduction of “background” services – may institute noise
- No strict requirements for CPU, Memory, Bus speed
 - More tasking schedules will require more capable hardware

Operational Concerns

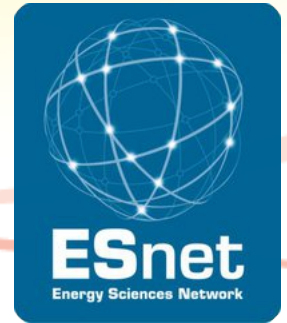
- Time:
 - NTP issues predominate the problems
 - Determining an accurate timestamp “error” is in many ways more difficult than getting a “very good” timestamp
 - Working as an “open” server requires UTC time source (For predefined test peers, other options available)
- Firewalls:
 - Port filter trade-off
 - Administrators like pre-defined port numbers
 - Vendor manufactures would probably like to “prioritize” test traffic
 - Owampd allows a range of ports to be specified for the receiver

Policy/Security Considerations

- Third-Party DoS source
 - Compromised server may send packets to other locations.
- DoS target
 - Excessive traffic will harm measurement results
 - Someone might attempt to affect statistics web pages to see how much impact they can have
- Resource consumption
 - Time slots
 - Memory (primary and secondary)
 - Network bandwidth
- Restrict overall bandwidth to something relatively small
 - Most OWAMP sessions do not require much
- Limit “open” tests to ensure they do not interfere with precision of other tests

Availability

- Currently available
 - <http://www.internet2.edu/performance/owamp>
 - <http://software.internet2.edu>
- Mail lists:
 - <https://lists.internet2.edu/sympa/info/owamp-users>
 - owamp-users@internet2.edu
 - <https://lists.internet2.edu/sympa/info/owamp-announce>
 - owamp-announce@internet2.edu



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For more information, visit <http://www.internet2.edu/workshops/npw>

