

A History of Internet Exchanges

(Lessons learned --
the hard way)

Steve Feldman

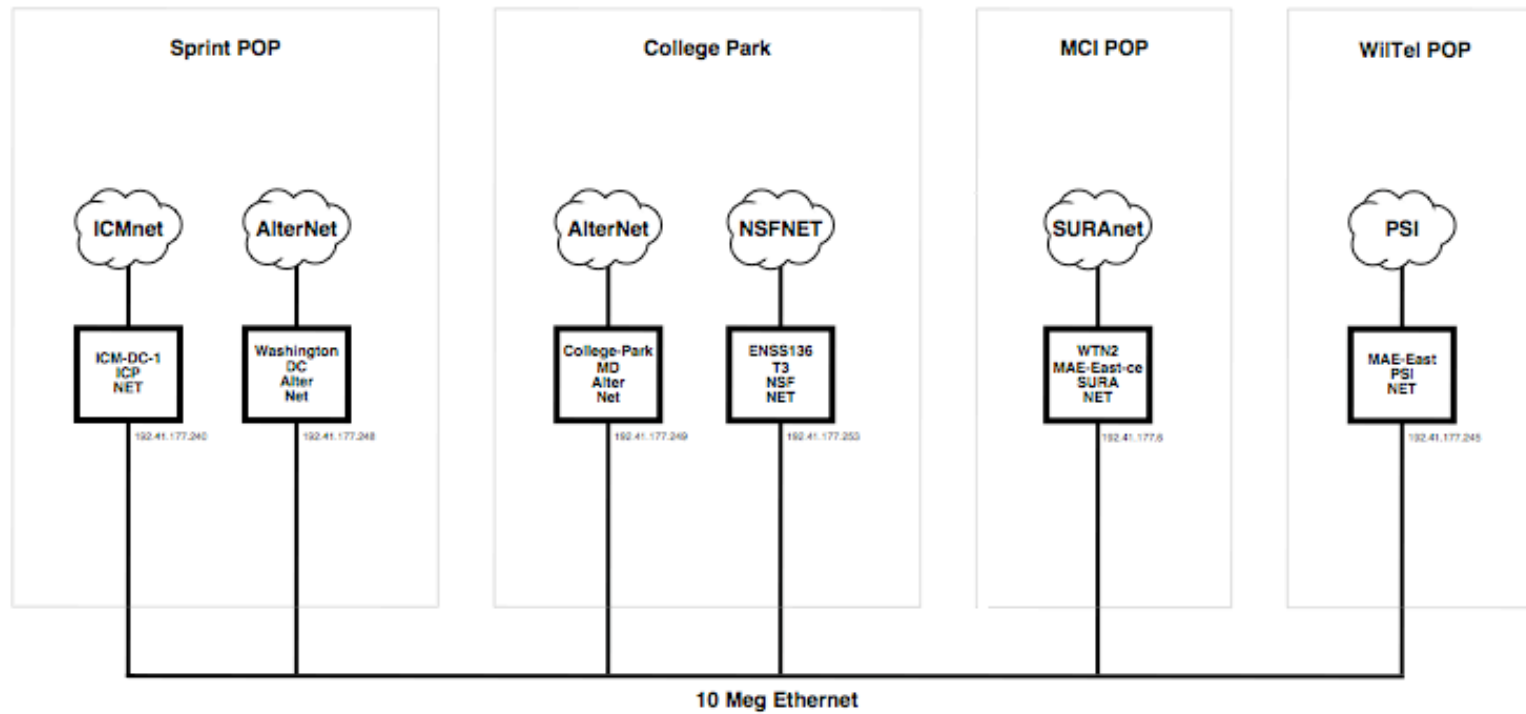
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Myth #1: 10 Megabits is Enough

- Original MAE East
 - Distributed around metro Washington, DC
 - Shared 10 megabits/sec
 - Ethernet interface
 - Proprietary DS3 ring structure
 - It worked great -- until it got full.

MAE-East Configuration 2/23/93



For more information contact: mae-east@uunet.uu.net
<ftp.uu.net/inet/maps/mae-east/mae-east.ps.Z>

Myth #2: Only One Exchange is Possible

- “Global Internet Exchange”
- Reality: BGP works
 - Hot-potato routing
 - Symmetric paths not necessary

Myth #3: IXs Need NSF Blessing

- 1993 NSF NAP solicitation
- Everyone wanted a piece of the pie!
- But:
 - MAE West
 - PAIX
 - Regional exchanges
 - etc.

Myth #4: Join MAE East, Peer With the World!

- Selective peering policies
- Clueless salespeople
- Clueless ISP wannabes


Myth #5: “If You Build It, They Will Come”

- Do you remember MAE New York?
- Or MAE Zurich?

Myth #6: 100 Megabits is Enough

- See Myth #1
- Shared media fills up
- You need an upgrade path!

Myth #7: Peering Means Never Having to Say You're Sorry

- “I’m sorry.” -- Stephen Stuart, Digital Equipment Corp, Jan. 1997.
-  -- Steve Feldman, MFS Datnet, Oct. 1997.

Myth #8: IXs Need Disco Lights!



Myth #9a: ATM Will Fix Everything!

Myth #9b: ATM is Useless!

- ATM-based NAPs took a long time to work out the kinks.
- Some are still successful today.
- ATM is one tool in the toolbox, use it where appropriate.

Myth #10: Layer Two is Easy

- Ethernet
 - Spanning tree
 - Bridging loops
- Virtual circuits (ATM, frame relay, etc.)
 - Asymmetry
 - Policing
- Hybrids: Ethernet over virtual circuits
 - Combines the worst features of both!



Thanks!

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