

## Digging in to Ground Truth in Network Measurement

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## The Internet and the Cave

(discussion)



imagine prisoners in a cave,  
chained to the wall

they cannot see the real world,  
instead only shadows of objects

(shadows of objects,  
not even of the real world)

what is real?  
the shadows? the objects that  
the world above that inspire

what is our cave?

\* is ripe atlas the cave

- think about some pre-conceived idea
- cave = traceroute, shadows=output
- shadows? the measurements we take objects? the ground truth real world? the devices we do not see the people holding the objects?

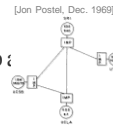
the companies (or agencies) managing (or manipulate)

## Welcome to Maynooth!



## The Internet and the Cave

- at one time the Internet fit on a napkin
- those days are long past...
  - many networks: >4M /24s
  - many computers: ~800M on public internet
  - many protocols
- what to do?



## Plato's Allegory of the Cave



imagine prisoners in a cave,  
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instead only shadows of objects

(shadows of objects,  
not even of the real things!)

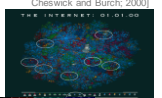
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the shadows? the objects that cast them?  
the world above that inspired them?

## The Internet and the Cave

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- those days are long past...
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  - many computers: ~800M on public internet
  - many protocols
- what to do?



[map by CAIDA; data from Cheswick and Burch; 2000]



[Cable and Wireless (only); 1999, by Ramesh Govindan]

## The Internet and the Cave



imagine prisoners in a cave, chained to the wall

researchers are “chained” limited in what we measure

they cannot see the real world, instead only shadows of objects

some things we can measure—but we see incomplete shadows

(shadows of objects, not even of the real thing)

we should make inferences about the objects behind what we measure

what is real? the shadows? the objects that cast the world above that inspired them

we must try to imagine ideal future networks (better than we have)

## What To Measure?

(my take)

- topology
  - core (routers and links) and edges (hosts)
  - relationships: inter-AS relationships, AS-to-orgs
- size and capacity
  - numbers of end-systems, routers
  - amount of traffic
  - capacity of pipes and interconnection points
- traffic and applications
  - ~~volume of traffic~~, QoE
- reliability
  - packet loss, outages, censorship

## Outline

- intro: Plato's cave
- **what do we want?**
- 4 case studies and 5 ground truths
- conclusions

## Established Research Topics

### what

- topology
  - core (routers and links) and edges (hosts)
  - relationships: inter-AS relationships, AS-to-orgs
- size and capacity
  - numbers of end-systems, routers
  - amount of traffic, capacity of pipes and interconnection points
- traffic
  - classification, trends
  - quality-of-experience
- reliability
  - packet loss, outages, censorship

### how

- traceroute
- ping
- BGP peering (RouteViews)
- traffic analysis: HTTP, TCP, NTP
- (wireless stuff, also)
- platforms:
  - RIPE Atlas, CAIDA Ark, PlanetLab, private platforms
  - testbeds and emulation: DETER, Mininet
  - private
  - from clients: Netlyr, apps, Google ads
  - simulations: ns-2, ns-3, OpNet, custom

## What To Measure?

(discussion)

- how DNS resolvers are selecting?
- anomalies in traffic
- discovering structure in the address space and in routers and links that hook them up
- congestion on links IXPs
- protocol performance (QUIC vs. TCP, etc.)
- malicious queries in applications over the Internet
- deployment of new features, constraints and bugs

## Defining Ground Truth

- goal: is what we measure correct?
- ground truth: **defines** what is correct
  - but sometimes it is incomplete
  - often unobtainable

*but never forget that it exists; we must strive for it  
(there is an “outsidethecave”)*

## Elusive Ground Truth

(discussion)

- consider measuring height
  - ruler measured in cm: says  $h = 180\text{cm}$
  - true height with ruler with infinite precision:  $h = 180.340\text{cm}$
- is that true?
  - limitations on how accurately you can measure
  - you're taller in the morning
  - (is meter well defined)

## Cave ElusGndt?

(my take)

- heights actually varies by around 1cm each day
  - how to fix?
    - could define height more precisely
      - height must be measured at 9am
    - could define height as a range or distribution
      - $180 \pm 1\text{cm}$
      - an "envelope of truth"
    - maybe we shouldn't measure height? (it's non-stationary)
  - both approaches have their place
    - range seems easier
    - WHY are you measuring?
- $\Rightarrow$  "truth" is not always one and the same

## Elusive Ground Truth

(my take)

- consider measuring height
  - ruler measured in cm: says  $h = 180\text{cm}$
  - true height with infinite precision:  $h = 180.340\text{cm}$
- is that true?
  - heights actually varies by around 1cm each day
  - even if true now, not true in 6 hours
- sometimes the truth varies;  
sometimes *no single* truth ever exists

## Aside: Truth is Often an Envelope

- TCP performance as a function of loss ( $p$ ) and RTT?
  - bitrate  $= RTT^{-1} \sqrt{3/(2bp)}$
  - but there are many, different implementations
    - BSD, Linux, Windows
    - Vegas, FAST, CUBIC, BBR
- where does this matter?
- validating TCP in ns-2
  - TCP friendliness: congestion control that tries to be "like" TCP
  - future TCPs (CUBIC, BBR, etc.)
  - future *other* protocols (QUIC, etc.)

## Cave ElusGndt?

(discussion)

- heights actually varies by around 1cm each day
- how to fix?
  - defining high parameters carefully
  - compute and report an average, measure multiple times
  - report error rates
  - we took height at 2:30pm

## Outline

- intro: Plato's cave
- what do we want?
- 4 case studies and 5 ground truths**
- conclusions

## Where to Get Ground Truth?

(discussion)

- DPI for traffic classification
  - modulo encryption
- SNMP to get data on congestion
- friendly network operators
- there are tradeoffs in privacy and propriety
- testbeds
  - complete control: good: you have control, bad: you set it up, so you have know the parameters and assumptions

## Ground Truth 1: from the Operator

- ground truth: use a few research networks
  - “Heuristics for Internet Map Discovery” Govindan and Tangmunarunkit, INFOCOM 2000
    - 2 regional networks: Los Nettos and Calnet
  - “Measuring Internet Topologies with Rocketfuel” Spring, Mahajan, Wetherall, SIGCOMM 2002
    - 3 (private) ISPs gave qualitative results
- (the Huffaker et al 2001 paper did not evaluate correctness)

## Where to Get Ground Truth?

(my take)

- from the network operator
- from testbed experiments
- from simulations
- as seen in prior results

## Defining Good

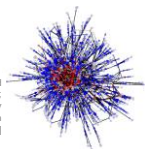
(discussion)

- ground truth: defines what is correct
- but what does “correct” mean?
- unambiguous
- something that fits the purpose of this experiment
- optimum... algorithms can prove they're the best possible
- scalable
- has high probability of being reproduced
- we can compare the

## Case Study 1: Network Topology Mapping

- question: can we map ISPs, or the whole Internet?
- early work
  - “Heuristics for Internet Map Discovery” Govindan and Tangmunarunkit, INFOCOM 2000
  - “Measuring Internet Topologies with Rocketfuel” Spring, Mahajan, Wetherall, SIGCOMM 2002
  - “Macroscopic analyses of the infrastructure: measurement and visualization of Internet connectivity and performance” Huffaker, Fomenkov, Moore, Claffy, PAM 2001
- recent work
  - ITDK-2016 from CAIDA

[Cable and  
Wireless (only);  
1999, by  
Ramesh  
Govindan]



## Defining Good

(my take)

- ground truth: defines what is correct
- but what does “correct” mean?
- from info theory
  - precision: is what you claim always true?
  - recall: is what you claim the *complete* truth?
  - accuracy: is what you claim and reject both correct



## Enterprises are Not Perfect

- USC has ~89k IPv4 addresses
- management is partially decentralized
  - *no one* has complete, current status of all addr
- current status is sensitive
  - anti-file sharing requests: who was using IP.x and time *t*?
  - will not share DHCP information with researchers
- operator knowledge ages
  - address use changes over time; tracking is incomplete
- the **network operators don't know the ground truth**
  - **big is hard!** (even where big == one enterprise)

## Advantages at *Your* Enterprise

- getting all the local traffic
- combining *passive* and *active* to get bigger view
- still not perfect
  - passive at edge misses hosts with local-only traffic
    - printers, internal telephones, etc.
  - hard to get all traffic at the edge
    - modems? internal caches? direct peering?
  - and operators don't know everything
  - and... how do we know U.S.C. is representative of the Internet as a whole?

## Evaluating at USC (Our Enterprise)

USC Survey (82k hosts)

| category:        |        | any  | active |
|------------------|--------|------|--------|
| addresses probed | 81,664 |      |        |
| non-responding   | 54,078 |      |        |
| responding any   | 27,586 | 100% |        |
| ICMP or TCP      | 19,866 | 72%  | 100%   |
| ICMP             | 17,054 | 62%  | 86%    |
| TCP              | 14,794 | 54%  | 74%    |
| Passive          | 25,706 | 93%  |        |
| ICMP only        | 656    |      |        |
| TCP only         | 1,081  |      |        |
| Passive only     | 7,720  |      |        |

define **ground truth**  
as responds to any  
(TCP, ICMP, or passive traffic)

Census is *incomplete*,  
but can *estimate* error  
=> recall is 62%

## Ground Truth 3: Random Sampling

(for Case Study: Edge Address Activity) (discussion)

- take a *random sample* of all Internet addresses
- pro:
  - could do it repeatedly
  - there is no bias
- con:
  - use of IP address space is not equally distributed
    - so many of what we pick might not be used
  - and some parts are reserved for private use
  - don't know if they *can* use
    - ~~visible~~ **USC used** ~~passive~~
    - fix: probe with TCP and ICMP

## Evaluating at USC (Our Enterprise)

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| Passive only     | 7,720  |      |        |

different **ground truth**,  
active probing only

Census is still *incomplete*,  
but can *estimate* error  
=> recall now 86%

## Ground Truth 3: Random Sampling

(for Case Study: Edge Address Activity) (my take)

- take a *random sample* of all Internet addresses
- pro:
  - should be unbiased (by definition)
- con:
  - what is their truth?
  - what about rare parts of the Internet?
    - 1M addresses might only get 10 servers (!), or 10 users in developing world...

## Random Sampling for Active Addresses

random addresses (1M hosts)

| category:         | active      |
|-------------------|-------------|
| addresses probed  | 1,000,000   |
| non-responding    | 945,703     |
| responding either | 54,297 100% |
| ICMP              | 40,033 74%  |
| TCP               | 34,182 62%  |
| both ICMP and TCP | 19,918      |
| ICMP only         | 20,115      |
| TCP only          | 14,264      |

only have  
weaker ground truth,  
active probing only

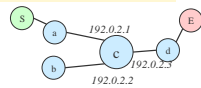
Census is still incomplete,  
but can estimate error  
=> recall now 74%  
=> confirms prior results

## Ground Truth in IP Alias Resolution

- early work
  - “Heuristics for Internet Map Discovery” Govindan and Tangmunarunkit, INFOCOM 2000
    - does not explicitly validate alias resolution (!)
  - “Measuring ISP Topologies with Rocketfuel” S. Pring, Mahajan, Wetherall, SIGCOMM 2002
    - compares to prior work (Mercator) and DNS names
- recent work:
  - “Fixing A Bly Growing Pains with Velocity”
    - compares to prior work: known ground truth dataset (from Mercator) and Rocketfuel
  - “Primitives for Active Internet Topology Mapping toward High-Frequency Characterization” Beverly, Berger, Xie, IMC 2010
    - focuses on performance, not validation of results
  - “Internet Scale IP Alias Resolution Techniques” K. C. C. R. D.
    - validates against datasets from 5 academic networks
  - “Mapping Peer Interconnections to Reality” Giotsas, Smaragdakis, Huffaker, Luckie, Claffy, CoNEXT 2015 (also goes much further)
    - validates against 2 CDNs, DNS records, BGP community strings, DPs

## Case Study 3: IP Alias Resolution

- question: when are IP addresses in traceroutes the same device?
  - early work
    - “Heuristics for Internet Map Discovery” Govindan and Tangmunarunkit, INFOCOM 2000
      - 2 regional networks: Los Netos and Calnet2
    - “Measuring ISP Topologies with Rocketfuel” S. Pring, Mahajan, Wetherall, SIGCOMM 2002
      - 3 (private) ISPs gave qualitative results
  - recent work:
    - “Fixing A Bly Growing Pains with Velocity”
      - Sherwood, Spring, IMC 2008
    - “Primitives for Active Internet Topology Mapping toward High-Frequency Characterization” Beverly, Xie, IMC 2010
    - “Internet Scale IP Alias Resolution Techniques” K. C. C. R. D.
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IP Alias Resolution Challenge:  
C is a multi-homed router  
w/ 192.0.2.1, .2, and .3  
traceroutes from S to E  
could return any or all of these  
how to tell they are all C

## Case Study 4: Effects of Cable Cuts

- question: what are the effects of breaks in undersea cables on the countries they serve?
- work-in-progress (tech report)
  - “A Holistic Framework for Bridging Regional Threats to User QoE” Cai, Heidemann, Willinger, ISI-TR-687, 2013



Ex: the SeMeWe-4 cable was cut near Singapore on 2012-06-06. What is the impact on the Internet?

## Ground Truth 4: Prior Work

- can compare to prior published work
  - or get and run prior code
- but can compare to prior results
- challenge:
  - errors can propagate
  - “better than before” gives no clue about “good”

## Challenges in Country-Level Internet Evaluation

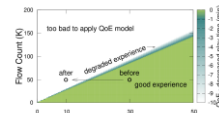
- specific question: how does cable outage affect YouTube in countries served by the cable?
- challenges:
  - multiple YouTube sites
  - multiple ISPs in each country
  - unknown routing, peering, ISP capacities
  - unknown other traffic on links
- yet understanding Internet fragility is critical!

## Ground Truth 5: Modeling

(discussion)

- idea: let's model the network as best we can
- pros:
  - simplifies the problems
  - can compare your results to alternatives, based on your knowledge
- cons:
  - simplifies the problems
  - but maybe alternatives that you consider are not right or missing

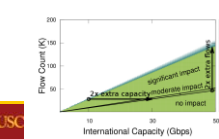
## Modeling What Ifs



can evaluate likely outcome of cable cut (~20Gb/s capacity) for assumed traffic load (50k flows)

what-if:

2x capacity: always  
2x flows: right on ed



1/2 traffic defects after failure?  
now rest are ok!



## Ground Truth 5: Modeling All Options

(my take)

- idea: let's model the network as best we can
  - look at all possible parameters
- pros:
  - can look at many parameters quickly
  - if all parameters give same result, have answer!
  - if most parameters give same result, answer is likely
  - worst case: provide possible outcomes, others (w/more info, or in future) can fill in
- cons:
  - can be lots of parameters!
  - each layer of model adds uncertainty
  - not ground truth, but all possible truths (many incorrect!)

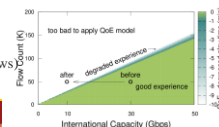
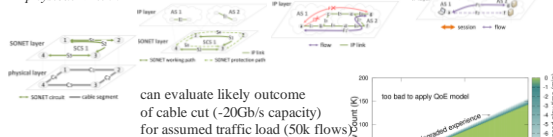
## Some Options for Ground Truth

- ask the operators
- your enterprise
- random sampling
- prior work
- model all the things!
- (your ideas here)

## Modeling Instead of Ground Truth: Cable Cuts

multiple layers of modeling; most layers are adaptive -> transport -> app

physical -> link -> network (policy) -> network (routing)



## Outline

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**what is real?**  
the shadows? the objects that cast them?  
the world above that inspired them?

## So What Is Real? (the truth we cannot directly see)

[Shadow picture from  
Quora post by Shyamala;  
diagram from wikipedia]

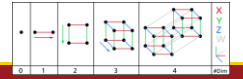
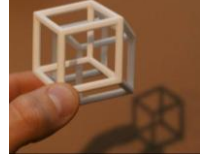


the shadows?

the objects that cast them?

the world above that inspired  
them?

an ideal world that  
*could* exist?



## So What Is Real? (from physical to abstract)



the shadows?

the objects that cast them?

the world above that inspired them?

an ideal world that *could* exist?



## Conclusions

- strive to search for **the truth**
  - don't stop at what you see
  - “best available data” today... can you do better tomorrow?
  - not not just what exists, but *what should be*
- use strong correctness (from info theory)
  - precision *and* recall, not just “correctness”
- be creative about ground truth
  - you can often dig it out, if you work
  - explore all possibilities if that's the best you can do

## So What Is Real? (misleading objects)

[Art by Red Hong Yi]



the shadows?

the objects that cast them?

the world above that inspired them?

an ideal world that *could* exist?

*perhaps a long time ago in a galaxy far away...*

