# A World of Pure Approximation

**Rules of Thumb and other Fun Facts** 

Matt Ringel // 2024-Feb-13 // ringel@gmail.com

## "How the #%\$\*@# did you know that?"

- Network Planning is the intersection of technology, geography, and arithmetic.
- Also, a lot of educated guesses based on incomplete information.
- Cached information is important, but the cache isn't that big, and most information changes.
- Here are some rules of thumb (and other fun facts) that are not likely to change all that much, that I use to make better decisions about planning networks, understanding network costs, and generally reasoning about the world.

Ready? Here we go.

#### **Distance and Time**

- 1ms RTT = 100km in fiber
  - The speed of light hates us all equally.
- Use driving distances to approximate fiber length btw. 2 points on land.
  - Great Circle is OK for water, but on land fiber goes where the roads go.
- NYC to LA = 80 ms RTT
- NYC to London, UK = 90ms RTT
- MIA to São Paulo, BR = 120ms RTT (this is a really important one)
- Geosync orbit = ~250ms RTT

## **Speed and Size**

- 7 Mbit/sec = 1080p video streaming (w/ compression)
- 632 GB = 1 Mbit/sec/month
  - e.g. 632 GB/(Mbit/sec/month) \* \$0.09/GB = \$56.88 Mbit/sec/month
- The TCP Delay Equation
  - At higher bandwidth, bits don't get faster; they just get smaller.

### **Places**

#### The United States: The "Big 9" (and a couple of others)



### **Places**

South America is only kind of South of North America

São Paulo is 2 timezones east of US EST.

This is also why fiber from MIA to RIO/GRU is such a shlep.



## **Putting It Together**

- Sanity checks on point-to-point fiber connections
  - 1200km = 12ms as a theoretical lower limit.
  - Getting quoted 30ms is bad. Getting quoted 7ms is impossible.
- You can't get a 7 Mbit/sec live stream from MIA to GRU over TCP
  - The most you can hope for is 4-5 Mbit/sec, because physics.
- Bogotá, Colombia is due south of Miami (through Cuba)
- Cloud egress can be incredibly expensive.
  - "Logs in, toothpicks out."

# **Any Questions?**

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