



IPv6 Council – (Belgian) Content provider view

Tim Vereecke, Senior Solutions Engineer

IPv6 Trends

State of the Internet IPv6 Adoption Visualization

Networks

Countries

telenet

X

RANK



IPv6 %

NETWORK

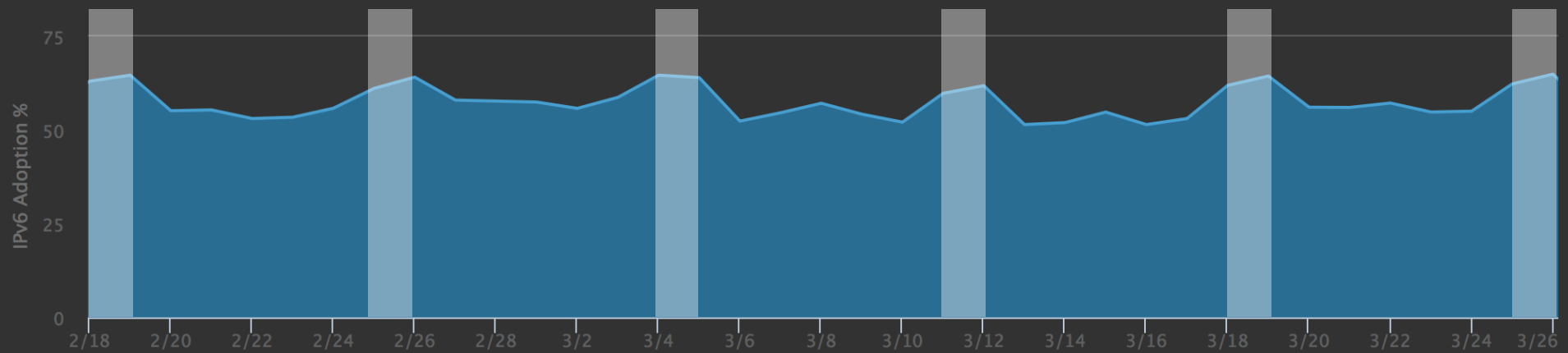
12

54.8%

TELENET



Reset zoom



Select with your mouse to zoom-in on graph

Source: Akamai State of the Internet Report

Data last updated: 3/27/2017

[Download network data](#) | [Download country data](#)

6

Peak: 5.8%

Belnet

5

Peak: 39.5%

Brussels

4

Peak: 49.7%

Proximus

3

Peak: 71.5%

Telenet

2

Peak: 73.8%

Voo

1

Peak: 81.5%

KBC

IPv6 Security

IPv6 Performance

A Case for Faster Mobile Web in Cellular IPv6 Networks

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ABSTRACT

The transition to IPv6 cellular networks creates uncertainty for content providers (CPs) and content delivery networks (CDNs) of whether and how to follow suit. Do CPs that update their CDN contracts to allow IPv6 hosting achieve better, or worse performance in mobile networks? Should CDNs continue to host mobile content over IPv4 networks, or persuade their CP customers the performance benefits of IPv6 content delivery?

In this paper we answer these questions through a comprehensive comparison of IPv4 and IPv6 mobile Web performance in cellular networks in the US from the point of view of Akamai's content delivery infrastructure. Our data show that IPv6 hosting outperforms legacy IPv4 paths in mobile Web. Our analysis leads to clear recommendations for CPs to transition to IPv6-hosted mobile

for cellular networks [51]. We argue that, unlike PlanetLab and Amazon EC2 datacenters [2, 15], Akamai's content delivery servers are so deeply deployed inside several cellular ISPs' networks that the end-to-end communication between mobile devices and Akamai's servers need not, strictly speaking, touch the wired public Internet outside the cellular network. As a result, Akamai's unique content delivery infrastructure enables us to view the end-to-end cellular ecosystem between mobile devices and cellular gateways and evaluate how content is delivered over cellular IPv6 networks from the perspective of content providers (CPs), ISPs, and other content delivery networks (CDNs) [6, 16].

CPs, such as Facebook and others, care about the experience of users with their respective applications. To deliver application content from datacenters to users in a timely manner, CPs make contractual agreements with CDNs to ensure content has high

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http://utkarshgoel.in/docs/Goel_IPv6.pdf

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Great

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US data

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Belgian view

One site

IPv6 and IPv4 enabled

Real users

Short timeframe

scalemates

RUM



Countries

Row	Country	Load Time	Beacons
1	Germany	1.11 s	2,005
2	United Kingdom	1.55 s	1,692
3	Netherlands	1.13 s	1,313
4	Australia	3.37 s	934
5	United States	2.27 s	833
6	Italy	1.77 s	637
7	Russia	1.88 s	633

Geography

Operating Systems

Row	Operating System	Load Time	Beacons
1	Windows	1.70 s	10,149
2	Android OS	2.31 s	2,672
3	iOS	2.37 s	1,132
4	Mac OS X	2.53 s	457
5	Chrome OS	300 ms	241
6	Windows Phone	2.40 s	96
7	Linux	3.08 s	41

Page Groups

Row	Page Group	Load Time	Beacons
1	Kits	2.63 s	5,208
2	Ajax Autocomplete	310 ms	2,830
3	Search	2.35 s	2,495
4	Ajax Other	250 ms	586

Browsers

Row	Browser	Load Time	Beacons
1	Chrome	1.95 s	5,385
2	Firefox	1.71 s	2,134
3	IE	1.39 s	2,076
4	Chrome Mobile	2.26 s	1,883

Summary

IPv4 ▼

Page Views
633.9K

Summary

IPv6 ▼

Page Views
155.2K

Summary

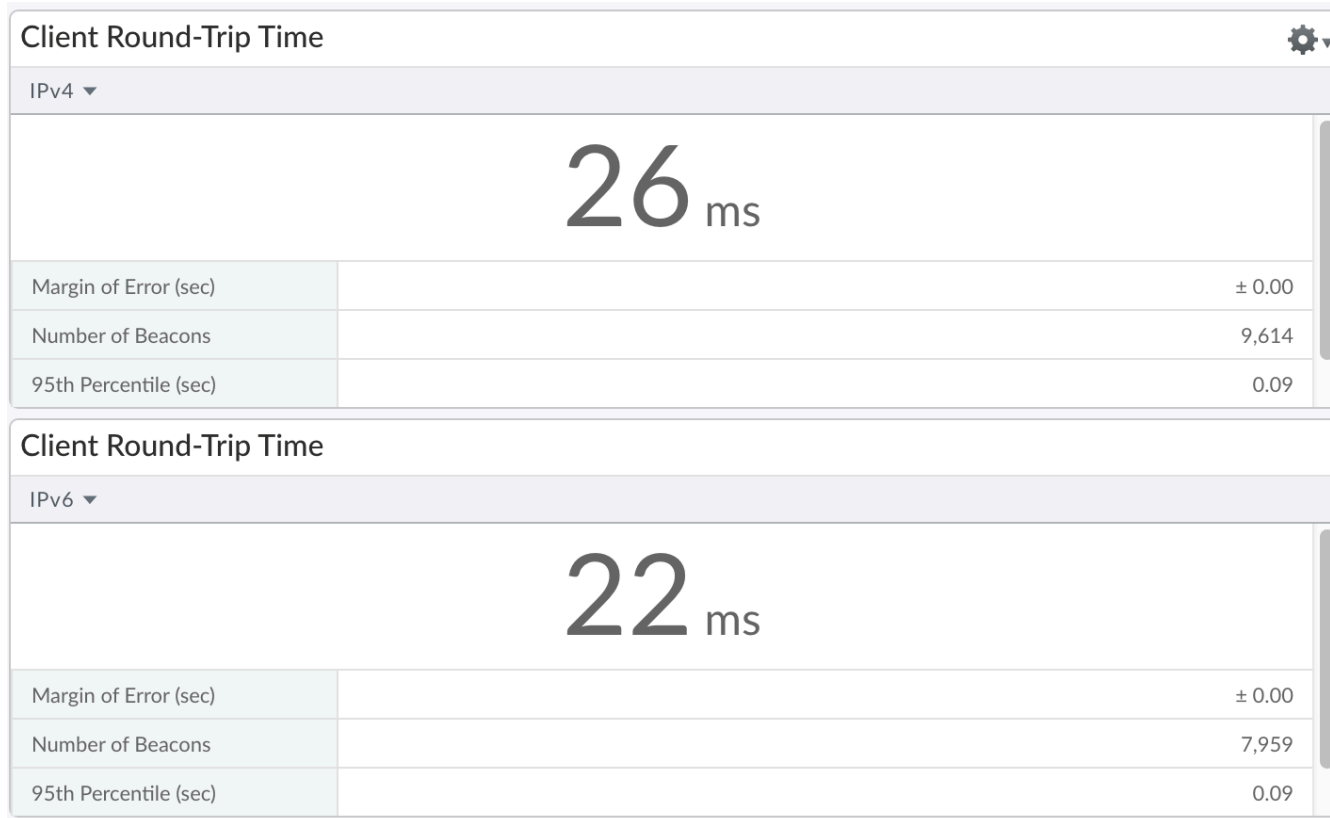
IPv4 ▼

Page Views
9.7K

Summary

IPv6 ▼

Page Views
8.1K



Client Round-Trip Time



IPv4 ▾

34_{ms}

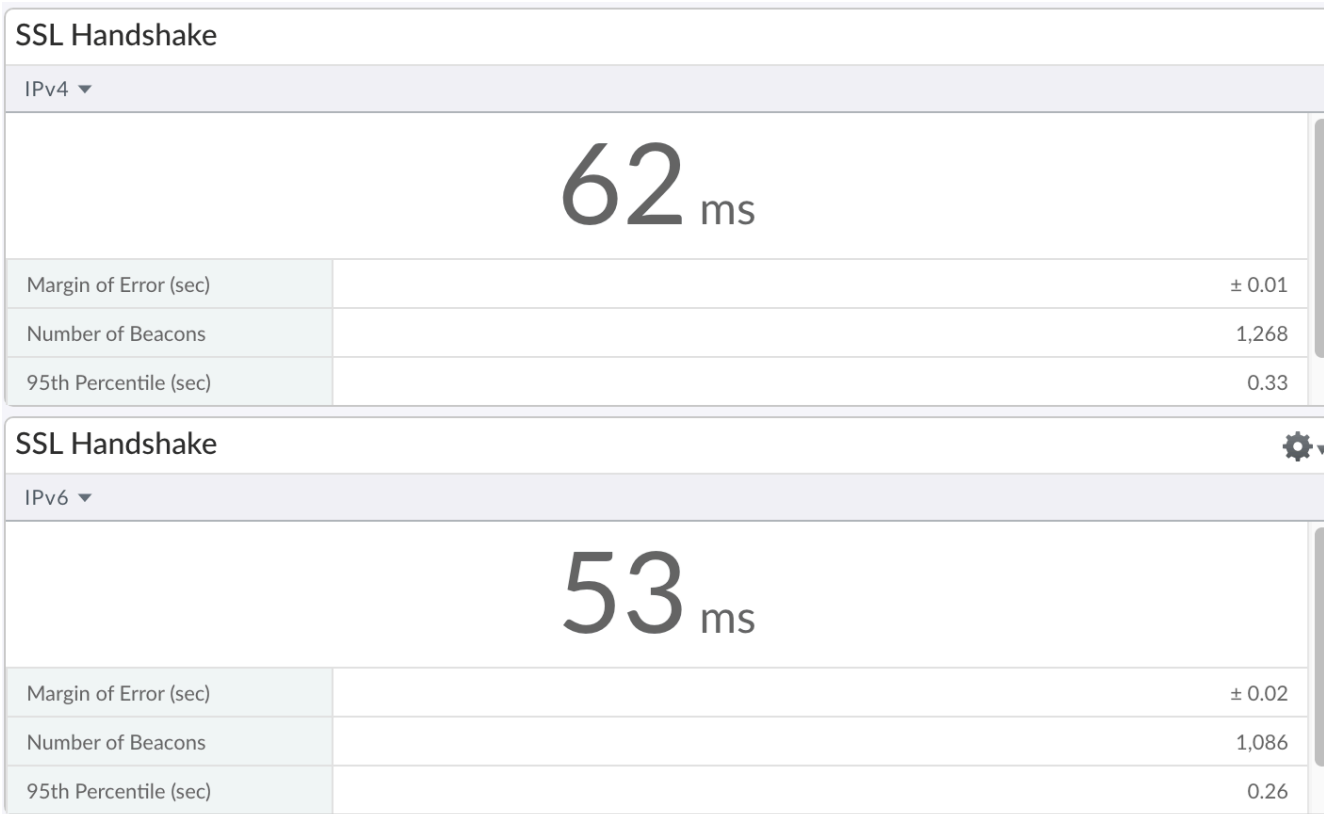
Margin of Error (sec)	± 0.01
Number of Beacons	1,501
95th Percentile (sec)	0.10

Client Round-Trip Time

IPv6 ▾

21_{ms}

Margin of Error (sec)	± 0.01
Number of Beacons	1,145
95th Percentile (sec)	0.09



Back-End Time

IPv4 ▼

116_{ms}

Margin of Error (sec)	± 0.03
Number of Beacons	9,627
95th Percentile (sec)	1.06

Back-End Time

IPv6 ▼

127_{ms}

Margin of Error (sec)	± 0.02
Number of Beacons	7,963
95th Percentile (sec)	0.89

Back-End Time

IPv4 ▼

175_{ms}

Margin of Error (sec)	± 0.08
Number of Beacons	1,522
95th Percentile (sec)	1.23

Back-End Time

IPv6 ▼

132_{ms}

Margin of Error (sec)	± 0.03
Number of Beacons	1,089
95th Percentile (sec)	0.80

IPv6 Privacy



Revive Adserver
@revive_adserver

Follow

Revive Adserver v4.1.4 released bit.ly/2Ilvt4T
#version4.1



Revive Adserver v4.1.4 released - Revive Adserver

This new version of the Revive Adserver software includes two new settings that help with GDPR compliance, and it fixes two bugs that were recently discovered.

revive-adserver.com

8:05 AM - 24 May 2018

10 Retweets 1 Like



Tweet your reply











Scalemates @ScalematesTim · 5h

Replying to @revive_adserver




Does anonymise viewer IP address also work for IPv6?



2018-05-25 00:11:04	GA	Mate 	2a01:e34:edd9:b6c0:fd33:**** G:1897727379
2018-05-24 23:09:53	GA	Mate 	87.213.221.*** G:1375551100
2018-05-24 21:13:02	GA	Mate 	2a02:a03f:4a97:7a00:d803:**** G:16093661
2018-05-24 21:12:34	GA	Mate 	2a02:a03f:4a97:7a00:d803:**** G:1609366194
2018-05-24 18:52:12	GA	Mate 	84.35.203.*** G:1824217792
2018-05-24 18:51:21	GA	Mate 	84.35.203.*** G:1824217792
2018-05-24 18:06:16	GA	Mate 	2a02:f68:bbb:2::**** G:2037914472
2018-05-24 16:33:44	GA	Mate 	217.123.238.***

2018-05-25 00:11:04	GA	Mate 	2a01:e34:edd9:b6c0:fd33:**** G:1897727379
2018-05-24 23:09:53	GA	Mate 	87.213.221.*** G:1375551100

What should I mask in IPv6?

2018-05-24 18:51:21	GA	Mate 	84.35.203.*** G:1824217792
2018-05-24 18:06:16	GA	Mate 	2a02:f68:bbb:2::**** G:2037914472
2018-05-24 16:33:44	GA	Mate 	217.123.238.***



Thank you!

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