

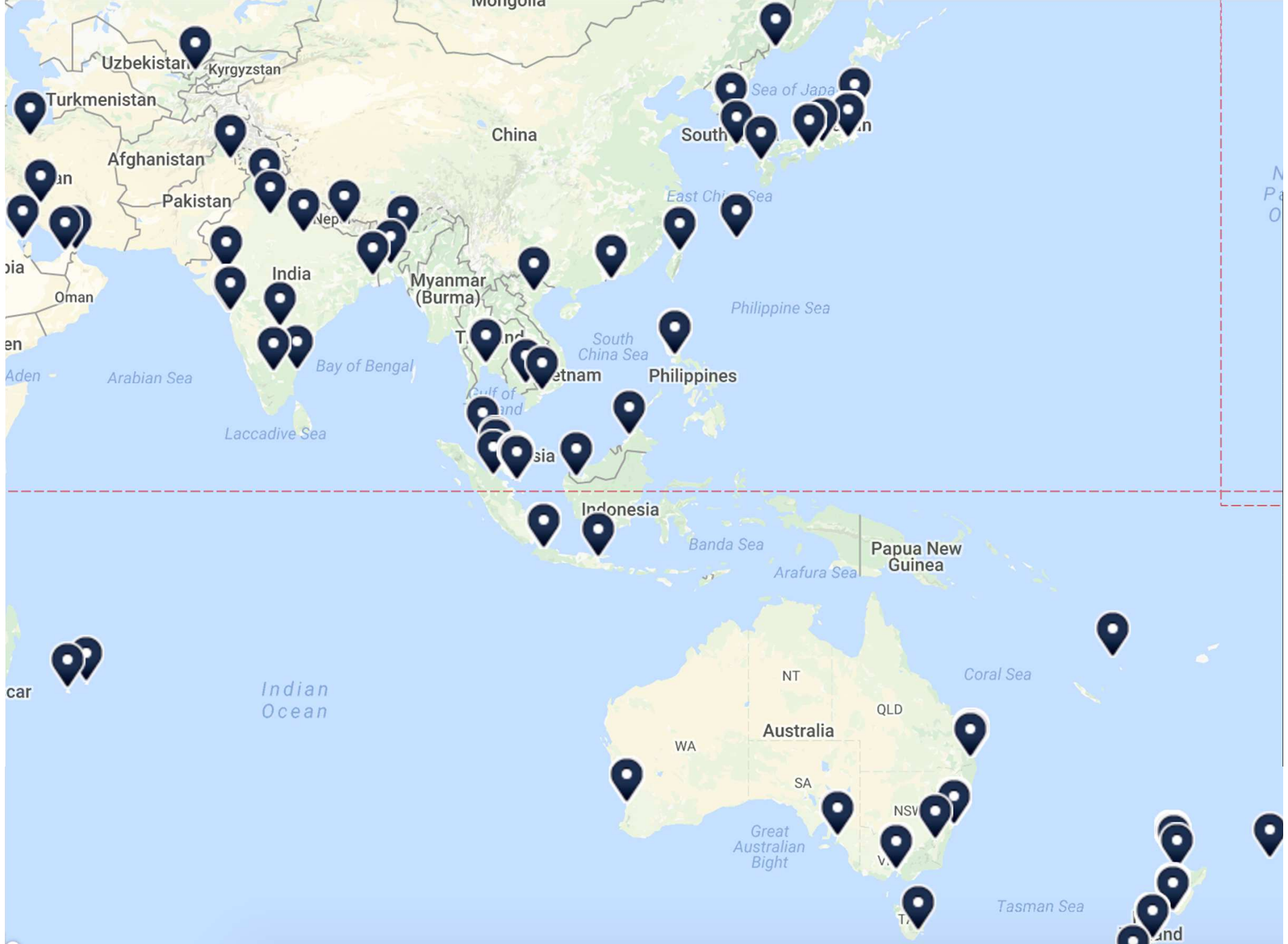
Games of Peering

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Welcome

- First Taiwan Peering Forum
- Peering 101
- Experts in the room
- Different roads sometimes lead to the same castle



Uzbekistan, Kyrgyzstan, Turkmenistan, Afghanistan, Pakistan, India, Nepal, Myanmar (Burma), Thailand, Vietnam, Philippines, Indonesia, Papua New Guinea, Australia (WA, SA, NSW, V., T., NT, QLD), and parts of China, South Korea, and Japan.

Arabian Sea, Bay of Bengal, Laccadive Sea, Gulf of Thailand, South China Sea, East China Sea, Philippine Sea, Banda Sea, Arafura Sea, Coral Sea, Indian Ocean, Great Australian Bight, Tasman Sea.

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The Good

- Australia
- Hong Kong
- Japan
- Malaysia
- New Zealand
- Singapore
- Taiwan

The Good

- Many well established Internet Exchanges in these countries.
- Peering concept is well established.
 - Does not mean...
- Maybe language...

The Bad

- China
- India*
- Indonesia*
- Pakistan
- Bangladesh
- Philippines
- Vietnam
- Thailand

The Bad

- ~3B Population with no real Internet Exchanges
 - Incumbents are anti-Internet Exchange
 - Or really anti-anything that lowers their revenues
- Too many Internet Exchanges
 - Diversity is good but.

The Ugly

- The things we love destroy us every time, Remember that.
- FAKE!!! Internet Exchanges
 - ISPs using “IXP Name but really selling transit”
- Port Price Games
 - If price isn't published publicly..
- Force to Peer
 - Force you to peer over Internet Exchange and block private connections

The Developments

- Another IXP In Korea - message me for more info
- India is developing very well.
- Summer will end soon enough but childhood as well..

The Summary

- Fear cuts deeper than swords.
- Peering is good
- Established IX/Peering drive lots of other development
 - Datacenters
 - Subsea Cables
 - Jobs Jobs Jobs

Contact

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