

IPv6 versus IPv4 RTTs

Could be done for ICMP and TCP.

A motivation might be to validate some of the information in:

The latency differences in the presentation below are quite interesting. We (Umar & Les) didn't observe the same differences.

<https://www.youtube.com/watch?v=aTi4fia5s-k&feature=youtu.be&t=3477>

https://pc.nanog.org/static/published/meetings/NANOG76/1991/20190610_Howard_Prisoner_Of_Ipv4_v1.pdf

Cited Paper:

<https://dl.acm.org/citation.cfm?doid=2959424.2959429>

Umar heard a scientist who claimed that only 2% of the live v6 space is pingable today. He will followup with him to decipher what this statement means. The more important (in terms of being closer to the behavior of applications and data transfer) item would be to measure tcp rtt (using `nping -tcp`). Also it appears tcp should work to a larger set of ipv6 hosts than complete thus making it easier to get a larger measurement population