

# The Observer Effect in Computer Networks

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# The Uncertainty Principle in Physics

The position and momentum of a particle cannot both be measured precisely.

The uncertainty relation:

$$\Delta x \cdot \Delta p \geq \hbar$$

Uncertainty in position      Uncertainty in momentum      Plank's constant



Werner Heisenberg

Image credit: Bundesarchiv, Bild 183-R57262 / Unknown author / CC-BY-SA 3.0

# The **Observer Effect** in Physics

The measurement of a system affects the measured system.

$$\Delta x \cdot \Delta p \geq \hbar$$

The uncertainty in the position of a particle, measured using a Gamma ray.

The uncertainty in the momentum, which is affected by the Gamma ray.



Werner Heisenberg

Image credit: Bundesarchiv, Bild 183-R57262 / Unknown author / CC-BY-SA 3.0

# This Paper: **The Observer Effect in Networks**

The act of measuring the performance of a network affects the network's performance.

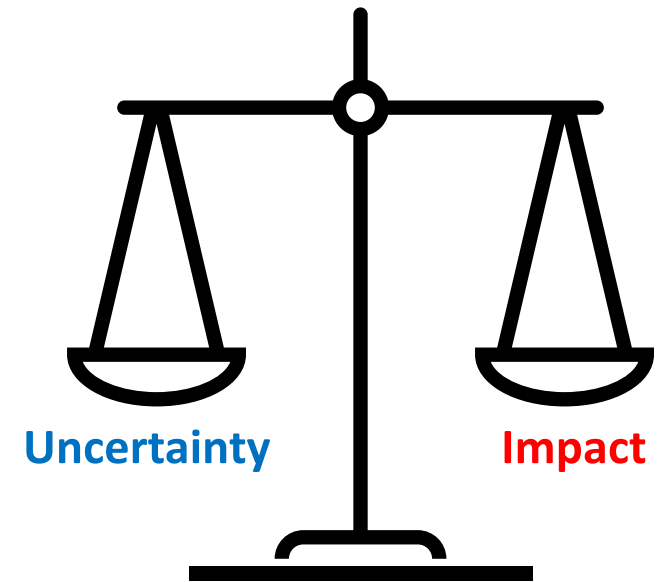
The uncertainty relation in networks:

$$\Delta M \cdot \Delta P \geq \eta$$

The **uncertainty** in a measured metric M

The **impact** of the measurement on a performance metric P

The **observer factor**



# Understanding the Observer Effect in Networks

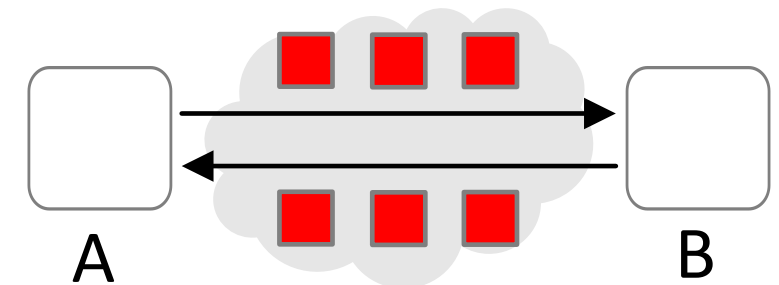
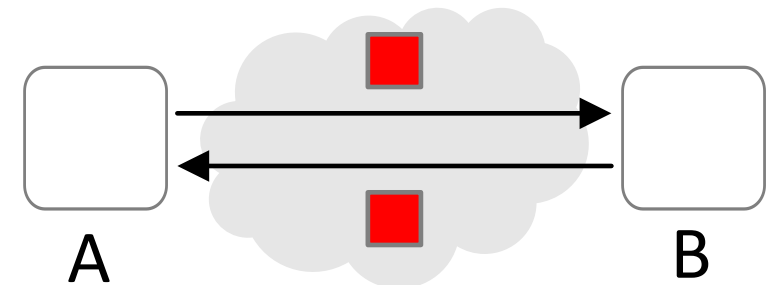
Measurement has **overhead**.

The overhead may affect the network performance.

Example:

Active measurement: performed by exchanging control messages.

Less uncertainty → more **overhead**.

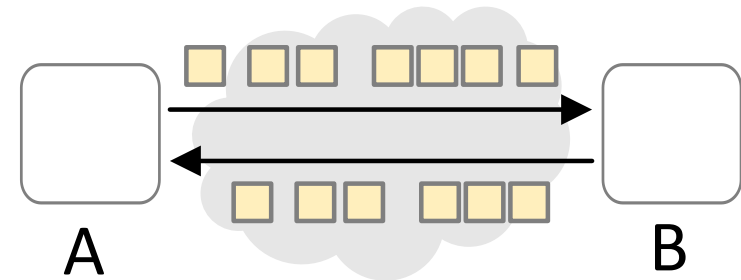


# Why Overhead Matters

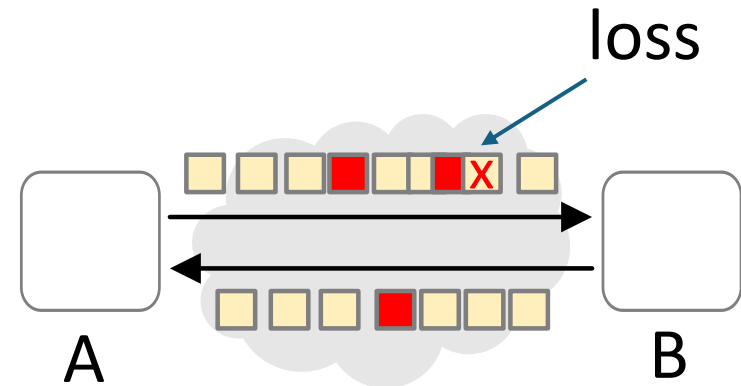
Example:

□ data  
■ overhead

High load without measurement.



The measurement overhead increases the load and can cause packet loss.



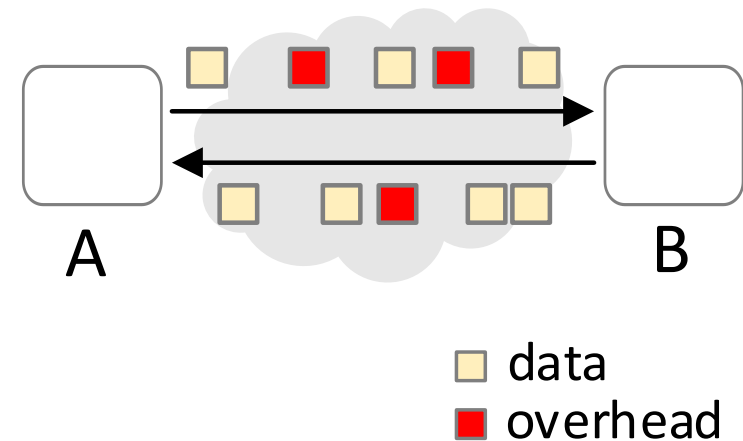
# Why Overhead Matters

Overprovisioned network:

Network is not loaded

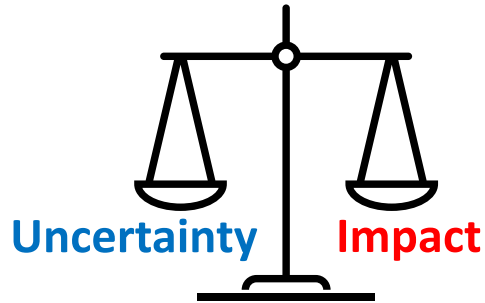
→ Overhead does not cause packet loss.

Excess resources can accommodate the measurement overhead.



However, excess resources have a **cost**.

# The Impact of the Measurement Overhead



Various ways to quantify the **impact**

Packet loss 

Power 

Overprovisioning cost

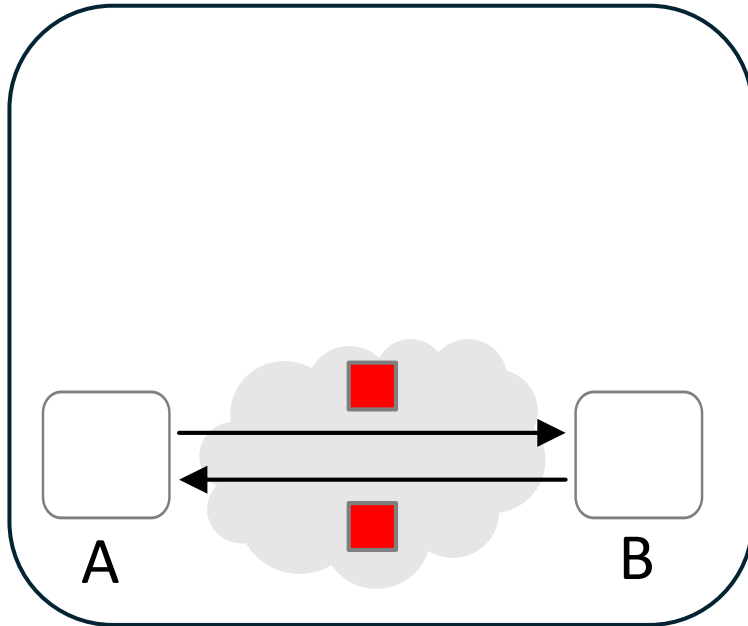
Excess traffic charges 

In this work we quantify the impact by the overhead **traffic rate** [bits per time unit].



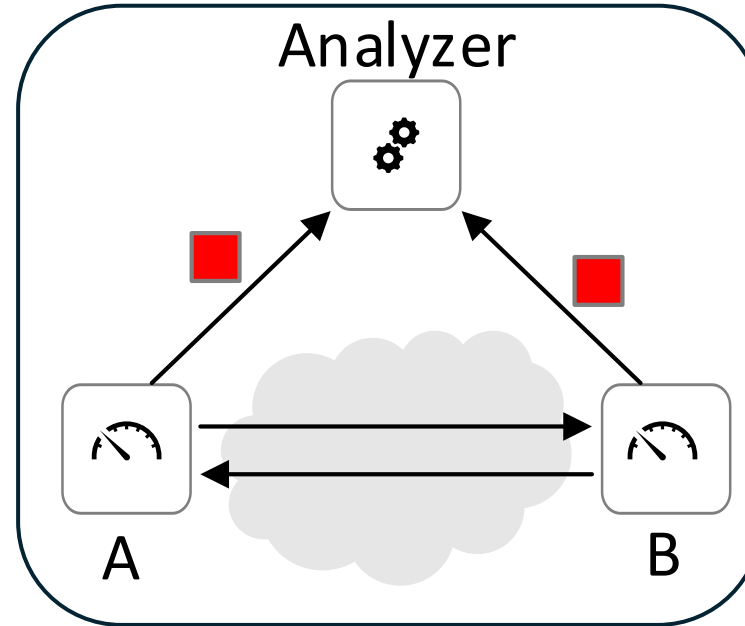
# A Classification of Measurement Methods

## Active measurement



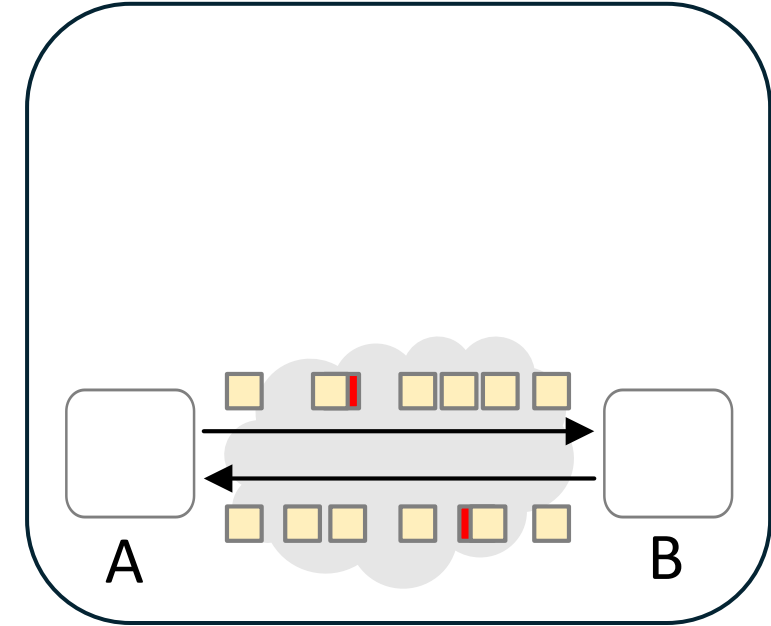
**Impact:** rate of control plane messages [bits per second per flow].

## Passive measurement



**Impact:** rate of management plane messages sent to the external analyzer [bits per second per flow].

## In-situ measurement

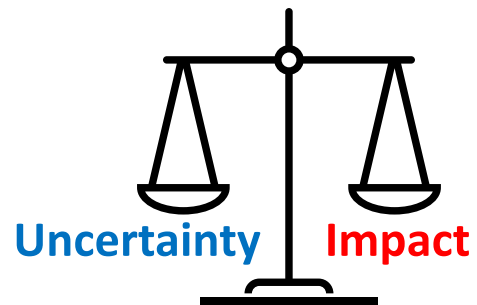


**Impact:** average rate of data plane overhead bits [bits per second per flow].

# The Scope of our Theoretical Model

We focus on:

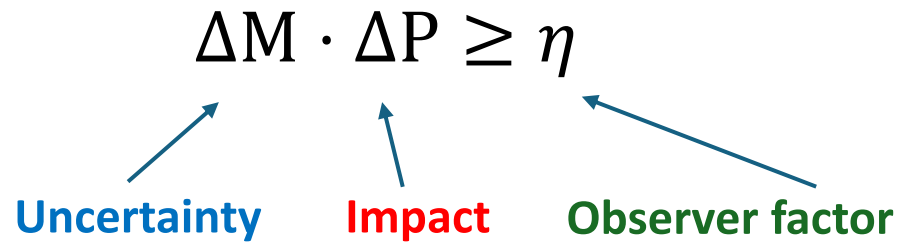
- Periodic measurements.
- The **uncertainty** depends on the measurement period.
- The **impact** depends on the overhead traffic rate.

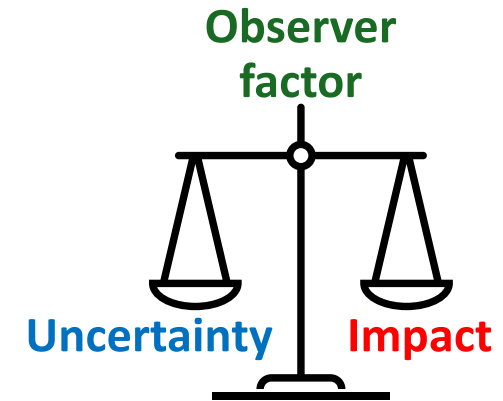


# The Observer Factor

$$\Delta M \cdot \Delta P \geq \eta$$

Uncertainty      Impact      Observer factor



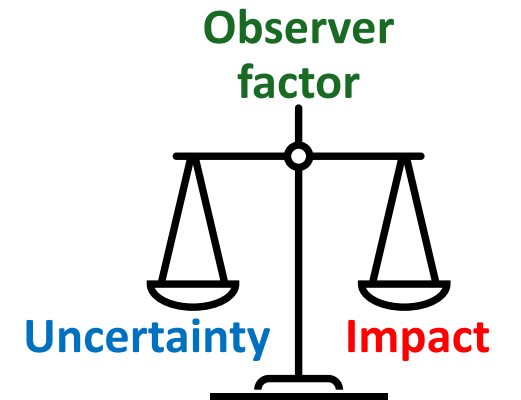


The **observer factor**: the number of overhead bits per measurement period [per flow].

# The Observer Factor in Practice

The observer factor in 3 measurement methods, based on 3 open source code repositories used in our evaluation.

Measurement Method	Observer Factor [bytes per measurement period]
Active – CCM [1]	101
Passive – gNMI [2]	204
In-situ – IOAM [3]	80



[1] Active measurement using periodic IEEE 802.1ag Continuity Check Messages (CCM).

<https://github.com/vnrick/dot1ag-utils>

[2] Passive measurement using local counters and streaming telemetry using gNMI. Our analysis used a Stratum/BMv2 switch.

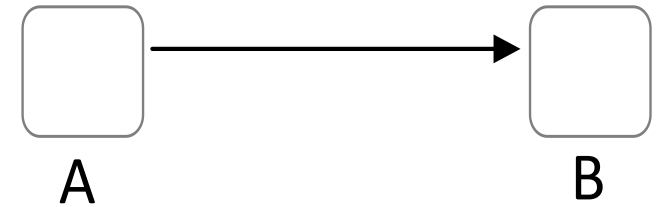
<https://github.com/stratum/stratum>

[3] In-situ measurement using In-situ OAM (IOAM) [RFC 9197]. Assuming a 3-hop network, with 8 overhead bytes per hop, and an IPv6 tunnel.

<https://github.com/Advanced-Observability/ioam-linux-kernel>

# The Observer Factor in Practice – Example

- $A \rightarrow B$  is monitored using a periodic measurement.
- We want to know that **time** at which  $A \rightarrow B$  fails.
- **Uncertainty** = measurement period.



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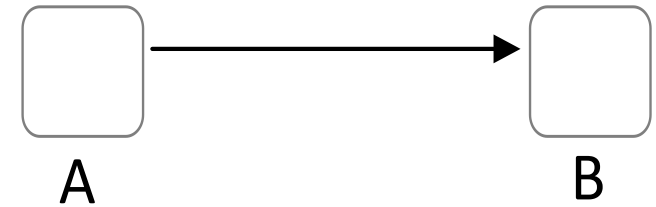
$$\Delta M \cdot \Delta P \geq \eta$$

Diagram illustrating the equation  $\Delta M \cdot \Delta P \geq \eta$ . Three arrows point from the terms below to the equation:

- Uncertainty (blue text) points to  $\Delta M$ .
- Impact (red text) points to  $\Delta P$ .
- Observer factor (green text) points to  $\eta$ .

# The Observer Factor in Practice – Example

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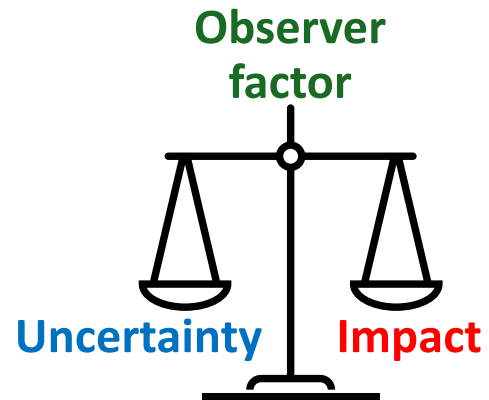
- Uncertainty (blue text) points to  $\Delta M$ .
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- Observer factor (green text) points to  $\eta$ .

Given the desired uncertainty, we can estimate the impact of each of the three methods above by:

$$\text{Impact} \geq \text{Observer factor} / \text{Uncertainty}$$

# The Observer Factor in Practice

The observer factor allows an apples-to-apples comparison between different measurement methods.

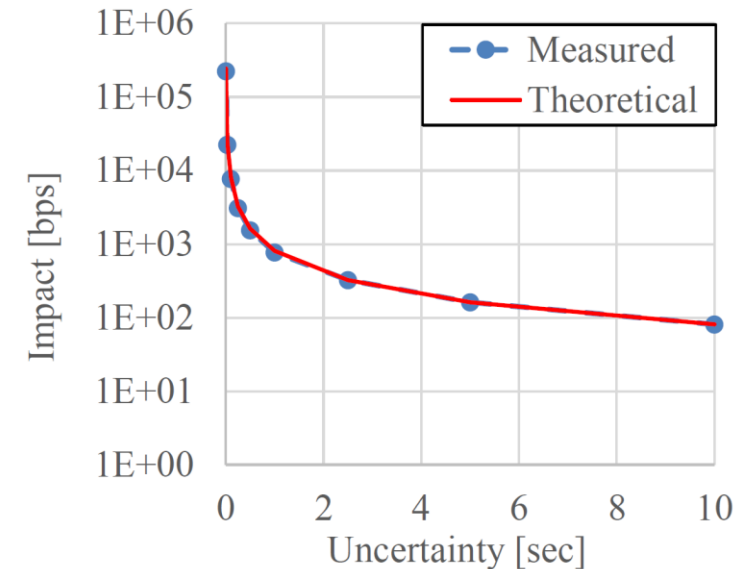


# Evaluating the Uncertainty Relation

Our evaluation used 3 open source code repositories, implementing 3 measurement protocols.

Measured vs. theoretical of [1].

The theoretical curve is defined by the uncertainty relation:  $\Delta P = \eta / \Delta M$



$$\Delta M \cdot \Delta P \geq \eta$$

Uncertainty

Impact

Observer factor

[1] Active measurement using periodic IEEE 802.1ag Continuity Check Messages (CCM).  
<https://github.com/vnricks/dot1ag-utils>



# Conclusion

## The observer effect in networks:

The act of measuring the performance of a network affects the network's performance.

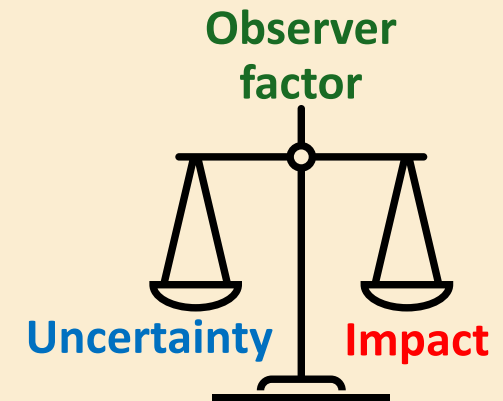
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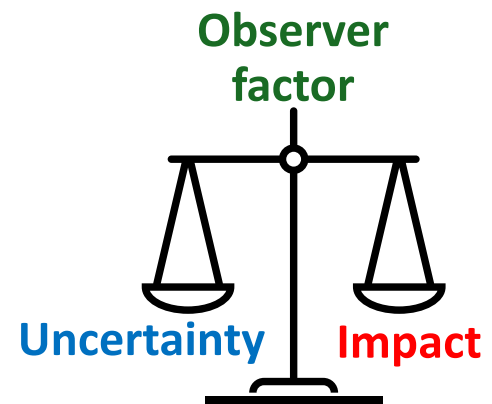
- Uncertainty** (blue text) points to  $\Delta M$ .
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- Observer factor** (green text) points to  $\eta$ .

## The observer factor:

- A practical metric of the overhead caused by the measurement.
- The observer factor is an important property of every existing / future measurement method.



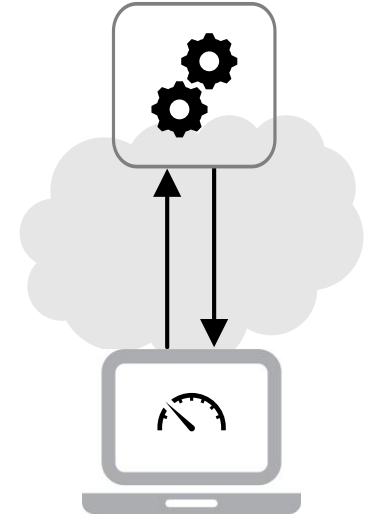
# Thanks!



# Example: Speed Test

An example of the observer effect:

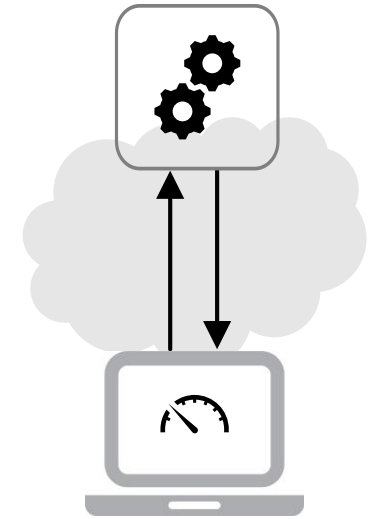
Running a speed test affects the performance of other applications running in the background.



# Example: Speed Test

An example of the observer effect:

Running a speed test affects the performance of other applications running in the background.



An example not related to the observer effect:

Some systems are *designed* to improve their performance under tests.

- “Internet magically gets faster when opening speedtest?” [1]
- “Internet speed goes up if you run a speed test” [2]

[1] <https://news.ycombinator.com/item?id=31062799>

[2] <https://www.thestudentroom.co.uk/showthread.php?t=5205408>

# References

[1] T. Mizrahi, M. Schapira, and Y. Moses, “The observer effect in computer networks”, ACM Applied Networking Research Workshop (ANRW), <https://dl.acm.org/doi/10.1145/3673422.3674894>, 2024.

[2] T. Mizrahi, M. Schapira, and Y. Moses, “The observer effect in computer networks”, extended version, ArXiv 2406.09093, <https://arxiv.org/abs/2406.09093>, 2024.