Facebook is a company with billions of people, and to provide quality service for the users across the world, it has servers distributed across continents. These servers obtain their IP address from an IP block which is registered in the US. Since these servers’ IP are registered in the US, many online IP databases can’t get correct geolocation of these servers. In this project, we are trying to find out where these servers really are and also we examined some internet providers’ performance to connect to the Facebook server.