

Distributed Algorithms for Content Allocation in Interconnected Content Distribution Networks

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Booming Content Delivery Market

Content Distribution in the Internet

- 2009: P2P traffic \rightarrow up to 70 % of Internet traffic
- 2013: Netflix + YouTube \rightarrow 50 % fixed network traffic
- 2017: Video traffic \rightarrow 80 % of IP traffic

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Content Delivery Networks (CDNs)

- \uparrow Delivered content on behalf of OTT providers
- \uparrow 2017: delivery of $\frac{2}{3}$ of total video traffic
- \uparrow REVENUE

Network Operator Managed CDNs

Network operators

- Content distribution stresses network infrastructure (OTT, P2P)
- Network operators not part of revenue chain



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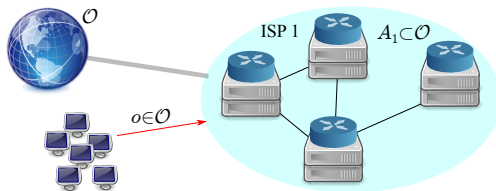
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Content Allocation Problem

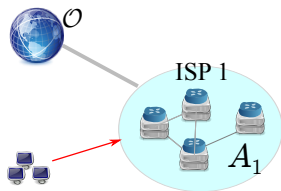
- nCDNs periodically update content allocation based on predicted demands
- **Pre-fetching:** nCDN i decides on allocation $A_i \in \mathcal{O}$ and fetches the content

Autonomous Content Delivery Networks



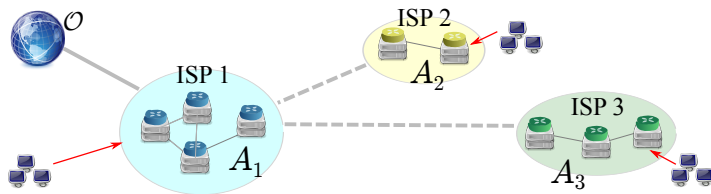
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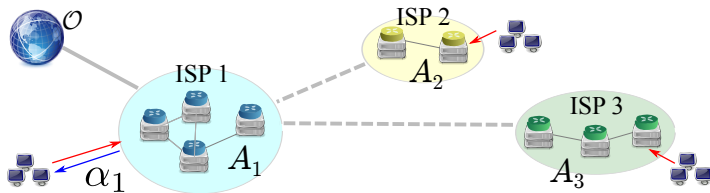


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Interconnected nCDNs

- Maximize users' QoE
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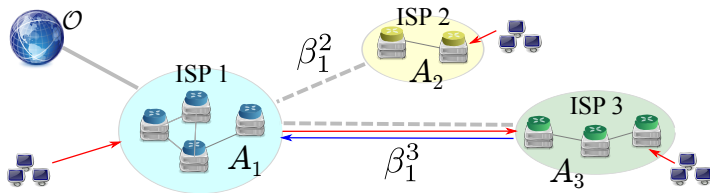
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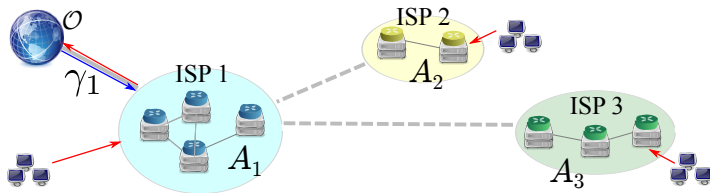
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- γ_i from content provider

$$\alpha_i \leq \beta_i^j < \gamma_i$$

Interconnected nCDNs - The Cost Model

- K_i storage capacity of nCDN i
- $w_i^o \in \mathbb{R}_+$ demand for item $o \in \mathcal{O}$ at nCDN i
- $\mathcal{R}_i = \bigcup_{j \in \mathcal{N}(i)} A_j \rightarrow$ content available from connected nCDNs
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Average latency experienced by customers of operator i :

$$C_i(A_i, A_{-i}) = \sum_{A_i} w_i^o \alpha_i$$

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Distributed algorithm - desiderata

- 1 nCDN i exchange information only with connected $\mathcal{N}(i)$

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- $r_i(A)$ cost saving ratio for nCDN i in allocation A

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$$r_i(A) \geq 1$$

A_i **individually rational**

Self-enforcing Content Allocations

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$$(A_i^*)_{i \in N} \text{ s.t. } A_i^* \in \arg \min_{A_i} C_i(A_i, A_{-i}^*).$$



Nash Equilibrium of strategic game $\Gamma = \langle N, (A_i)_{i \in N}, (C_i)_{i \in N} \rangle$

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Distributed *Local-Greedy* Algorithm

- For each nCDN i
- Compute cost saving for each $o \in \mathcal{O}$ given A_{-i}

$$CS_i^o(1, A_{-i}) = \begin{cases} w_i^o [\gamma_i - \alpha_i] & \text{if } o \notin \mathcal{R}_i \\ w_i^o [\beta_i^o(A_{-i}) - \alpha_i] & \text{if } o \in \mathcal{R}_i \end{cases}$$

- Store K_i items with highest cost saving

Failure of Distributed *Local-Greedy*

Open questions

- \exists self-enforcing content allocation $A^* = (A_i^*)_{i \in N}$
- Convergence of Distributed *Local-Greedy* to A^*

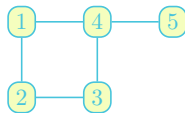
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Example

- nCDNs $N = \{1, \dots, 5\}$
- Content items $\mathcal{O} = \{a, b, c, d\}$
- $\exists \alpha_i, \beta_i^j, \gamma_i$ and w_i^o



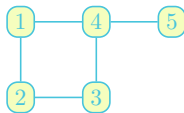
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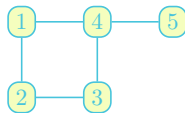
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Theorem: Self-enforcing content allocations might not exist

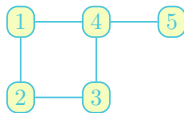
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Corollary: $\alpha_i = \alpha, \gamma_i = \gamma$, and $\beta_i^j = \beta_j^i$ do not help!

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Bilateral compensation-based algorithms in a nutshell

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Synchronization schemes

Asynchronous

$$|N_t| = 1$$

Plesiochronous

$$N_t \subset N$$

Synchronous

$$N_t = N$$

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Plesiochronous operation, $N_t \subset N$

Theorem: If N_t is 2-independent set of $\mathcal{G} \Rightarrow$ AC algorithm terminates in a finite number of steps (\mathcal{I}^2 -AC)

- Distance between any two vertexes of N_t is at least 3
 - Few nodes update at each time step
 - Needs coordination scheme over 2-hops neighbours

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- \uparrow On average $|\mathcal{I}^1| \gg |\mathcal{I}^2|$
- \downarrow \mathcal{I}^1 -OC reveals more information about w_i^o

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 - ① \forall nCDN $i \in N_t$ computes $A_i(t)$ that decreases its cost, i.e. $\Delta C_i < 0$
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 - ③ $j \in \mathcal{N}(N_t)$ offers compensation $p_{j,o}^k = \Delta C_j^o$ **for each individual item** o to nCDN $k \in N_t$ s.t.
 - nCDN k evicting item o **and**
 - lowest latency, i.e. $k = \min_{i \in \mathcal{N}(j)} \{\beta_j^i | o \in A_i\}$
 - ④ nCDN i updates its content allocation to $A_i(t)$ **only if**

$$\sum_{j \in \mathcal{N}(i)} \sum_{o \in \mathcal{O}} p_{j,o}^i < -\Delta C_i(t)$$

Plesiochronous operation, $N_t \subset N$

Theorem: If N_t is 1-independent set of $\mathcal{G} \Rightarrow$ OC algorithm terminates in a finite number of steps (\mathcal{I}^1 -OC)

- \uparrow On average $|\mathcal{I}^1| \gg |\mathcal{I}^2|$
- \downarrow \mathcal{I}^1 -OC reveals more information about w_i^o
- Neither AC nor OC ensure individual rationality!

Achieving Individual Rationality

OPT OUT scheme

- Set $N_{\text{COOP}} \leftarrow N$, until individual rationality achieved **do**
 - ① Run algorithm AC or OC \leftarrow termination in \mathbf{A}
 - ② Exclude nCDNs k s.t. $r_k(\mathbf{A}) < 1$,
 - $N_{\text{COOP}} \leftarrow \{i | r_i(\mathbf{A}) \geq 1\}$
 - Excluded nCDNs k do not cooperate, i.e. A_k^I

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NUMERICAL RESULTS - IMPACT OF GRAPH TOPOLOGY

- CAIDA dataset - AS-level topology
- European ASes with $> 2^{16}$ alloc. IPs
- **CAIDA**: $|N| = 638$, avg. node degree 10.8
- **CAIDA-ER**: Erdős-Rényi
- **CAIDA-BA**: Barabási-Albert

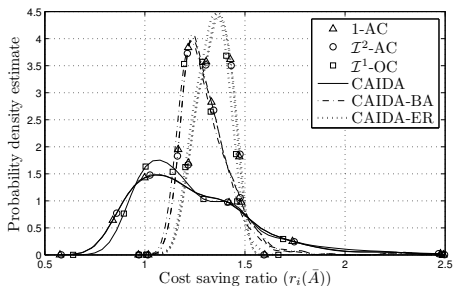
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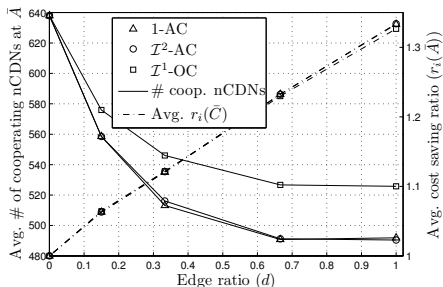
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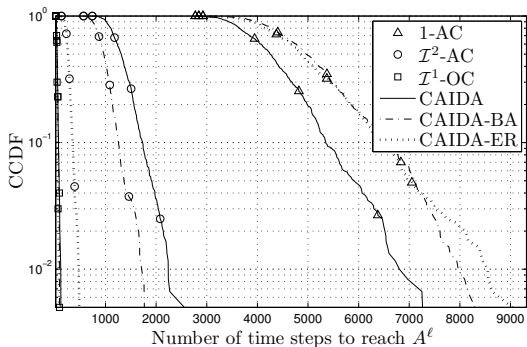
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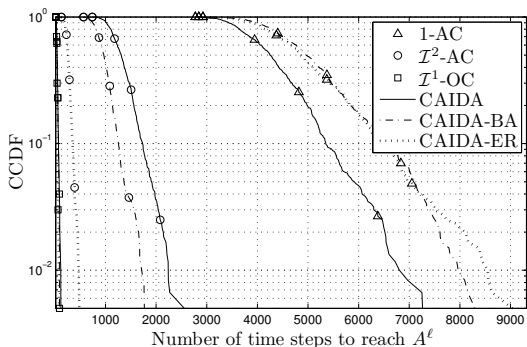
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Numerical Results - Convergence Rate



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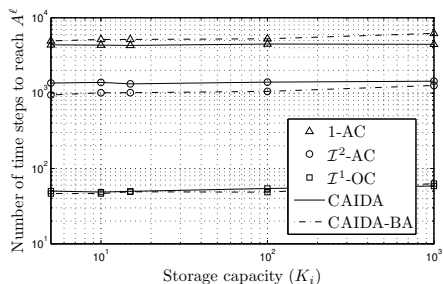
Graph	\mathcal{I}^1 sets avg. size	\mathcal{I}^2 sets avg. size
CAIDA	39.8	2.9
CAIDA-BA	63.8	4.9
CAIDA-ER	79.8	17.8

Numerical Results - Scaling for Storage Capacity

- Increasing storage capacity K_i at every nCDN $i \in N$

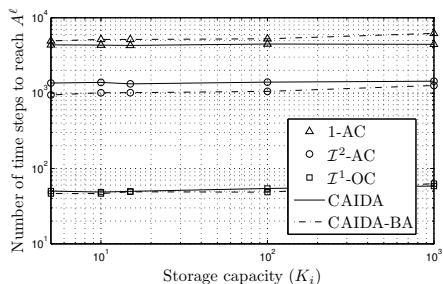
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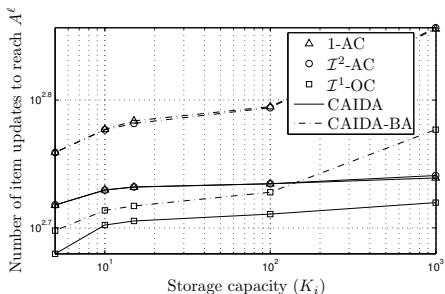
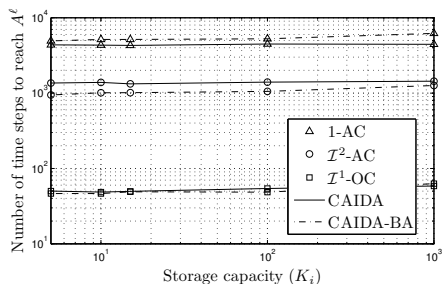
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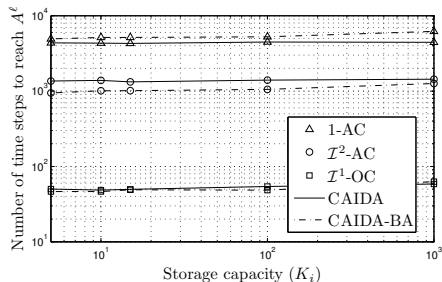
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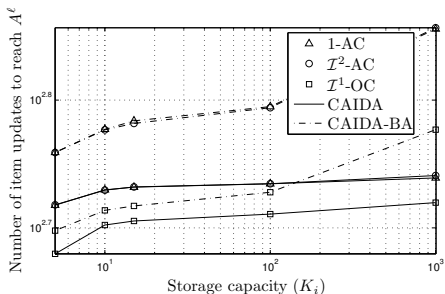
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- *-AC: Same # of item updates
- \mathcal{I}^1 -OC more efficient
- \uparrow # item updates \neq \uparrow conv. rate

Conclusion

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- Individually rational content allocation

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Individual Rationality

- Individual rationality of stable allocations depends on graph topology
- At least 80% of nCDNs have incentive to cooperate

Distributed Algorithms for Content Allocation in Interconnected Content Distribution Networks

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Hong Kong, April 30, 2015