

Tradeoffs in Cloud and Peerassisted Content Delivery Systems

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panding reality

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- Content provider wanting to minimize its delivery cost
 - Catalogue of many contents
 - Different popularity
 - Average service guarantees



- Cost-efficient solution must scale with regards to both:
 - Request rate
 - Number of available contents





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- Client can download from either
 - Origin servers (all contents)
 - Cloud storage/servers (subset of contents)
 - Other clients (peers)

Harrat



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Attailizet



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- -Atalevett, chada
- 2: get GS UNIVERS

- Client can download from either
 - Origin servers (all contents)
 - Cloud storage/servers (some contents)
 - Other clients (peers)



- Client can download from either
 - Origin servers (all contents)
 - Cloud storage/servers (subset of contents)
 - Other clients (peers)

Hailrat


















































unoterich "



 $B(\lambda_i) \approx \lambda \sum_{k=1}^{\infty} \frac{(\lambda L/U)^k}{k!} e^{-\lambda L/U} \frac{k!}{(k+1)^k} L$



- Consider **missing piece** policy
 - Server upload only one piece at a time whenever there is at least one piece missing among peer set

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- Consider missing piece policy
 - Server upload only one piece at a time whenever there is at least one piece missing among peer set
- Assume (for simplicity)
 - Poisson arrivals, piece fractions, and independent pieces on each peer

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Peer k missing 1/(k+1) Peer k-1 missing 2/(k+1)

Peer 1 missing k/(k+1)



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Assume (for simplicity)

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Peer k missing 1/(k+1)





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Consider **missing piece** policy



- Approximation fairly accurate
- Very small benefit prioritizing young peers (with few pieces)
- Self sustainability



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Help out, but only during download/service















WGS UNI













Example allocation for optimal policy (when no seeding or bundling) Intermediately popular files pushed to the cloud



Policy comparison (which files to push to cloud)

- Optimal (intermediate) vs. baseline policies
- Big differences when either
 - High/low load

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- High popularity skew
- Catalogue size has little impact (not shown)



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How to best use this bandwidth?



GS UNI



Bundling only (UT > L)



Hybrid

600

800

1000

Server (only) Cloud (only)



Hybrid (UT > L)

Popularity rank of files

Seeding (only)



Inflate most popular Depends less on cloud



Popularity rank of files



Hybrid



Policy comparison

- How did we decide which files to "inflate"?
- Baseline inflation policies with different complexity
 - Proportional: $\phi_i \propto \lambda_i$ (based on random peer interest, to help friends, for example)
 - Random: $\phi_i \propto 1$ (same for all)
 - Basic: yes/no decision using base allocation; same to all
 - □ Fine: Greedy search (with "basic" as starting point)
 - Other baseline inflation policies [IFIP Networking '10]
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 - Up to 20% benefit using hybrid approach
 - Reckless use of bundling can be costly
 - Simpler (basic) policies achieves most of the benefits





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Contributions

- Derive and evaluate bounds and approximations of the minimum server bandwidth required to ensure target average download rate
- Compare simple policy classes for which content to push to the cloud and provide insights regarding the importance of careful content selection
- Compare the best usage of the peer upload bandwidth, including policies determining how seeding and torrent inflation should be best utilized
- Also (in paper):
 - Where to direct clients in systems where the cloud provider has a differentiated cost model and charges based on the locality of the clients that are served

Thank you!

- Niklas Carlsson
- György Dan

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- Derek Eager
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