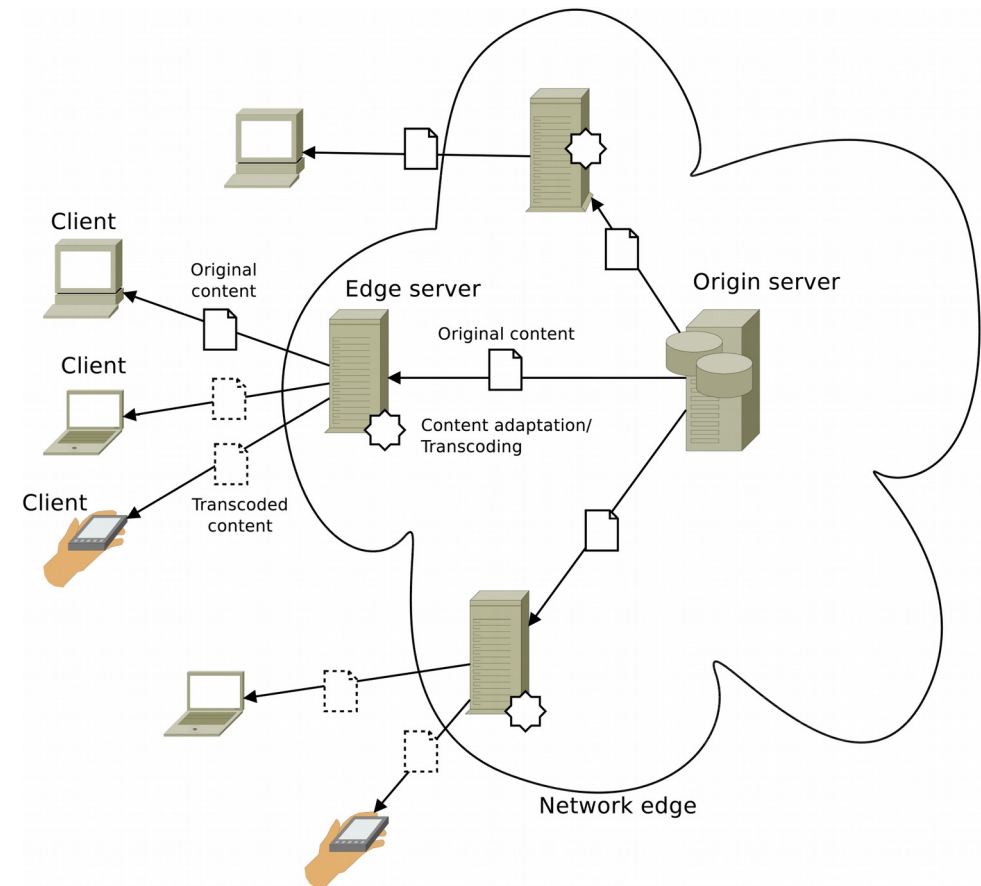

Designing a Private CDN with an Off-Sourced Network Infrastructure: Model and Case Study

Claudia Canali, Andrea Corbelli, Riccardo Lancellotti

*University of Modena and Reggio Emilia
Department of engineering “Enzo Ferrari”*

CDN overview

- Content Delivery Network
- Origin server
- Edge servers
 - De-multiplexing
 - Transcoding
 - Located on network edge
- Heterogeneous clients



Introducing P-CDN

- Content provider is also:
 - Content consumer
 - CDN manager
- Network infrastructure outsourced
- Differences with traditional CDN
 - Different workload
 - Limited control over network infrastructure
- → Available literature not suitable for this scenario

Model overview (simplified)

- Minimize number of edge server (1.1)
- Do not exceed download bandwidth (1.2)
- Do not exceed origin server bandwidth (1.3)

$$\min \sum_{l \in \mathbf{L}} E_l \quad \left\{ \begin{array}{l} 1 \text{ if edge} \\ 0 \text{ otherwise} \end{array} \right. \quad (1.1)$$

subject to:

$$BW d_l \geq \overline{E}_l \sum_{t \in \mathbf{T}} BW_t \cdot |C_{t,l}| + E_l \cdot \max BW_t \quad \forall l \in \mathbf{L},$$

BW of location l

(1.2)

$$BW o \geq \sum_{l \in \mathbf{L}} \overline{E}_l \sum_{t \in \mathbf{T}} BW_t \cdot |C_{t,l}| + \sum_{l \in \mathbf{L}} E_l \cdot \max BW_t \quad (1.3)$$

- Allocate bandwidth to clients
- Possible outcome
 - No clients supported
 - Some clients not supported
 - Partial client support
 - Complete client support
- Place edge servers (Thr)
- Manage satellite locations

Algorithm 1 Client bandwidth allocation

Require: C_l
Ensure: $t_c \forall c \in C_l$
for $t \in \text{sort}(\mathbf{T} \cup \{na\} \uparrow)$ **do**
 for $c \in C_l$ **do**
 $BWd_l \leftarrow BWd_l + BW_{t_c} - BW_t$
 if $BWd_l \geq 0$ **then**
 $t_c \leftarrow t$
 else
 break
 end if
 end for
end for

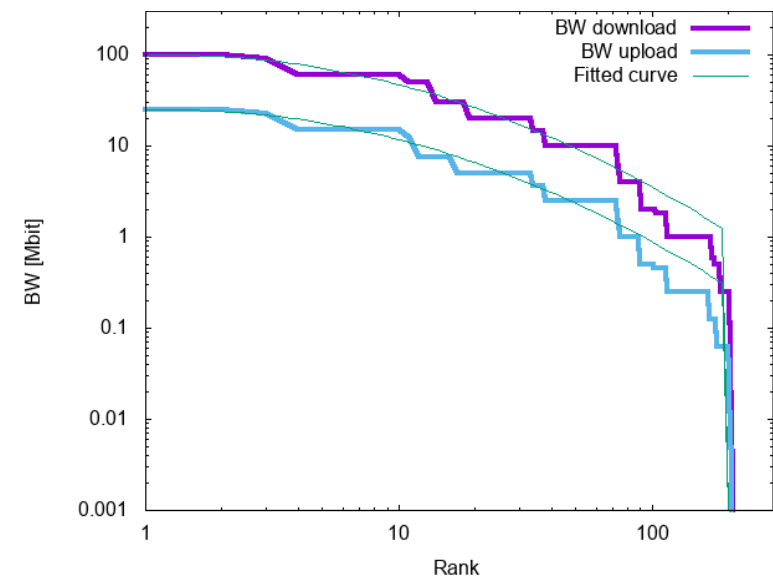
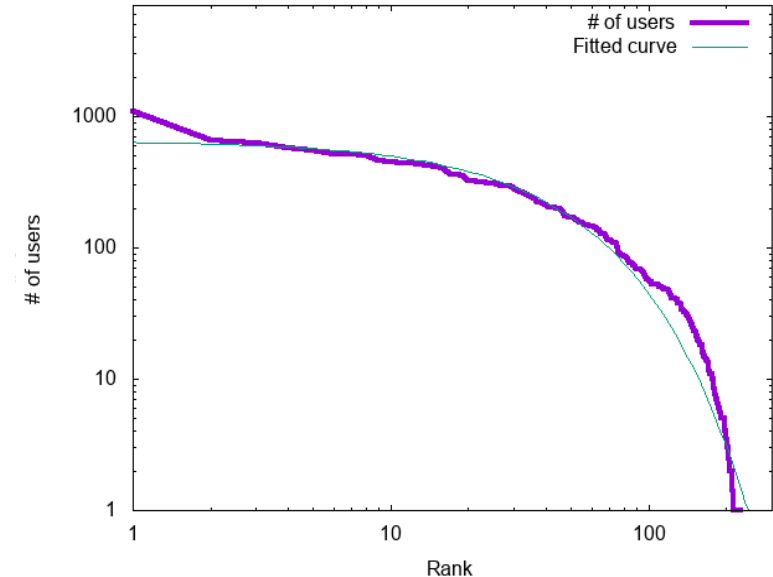
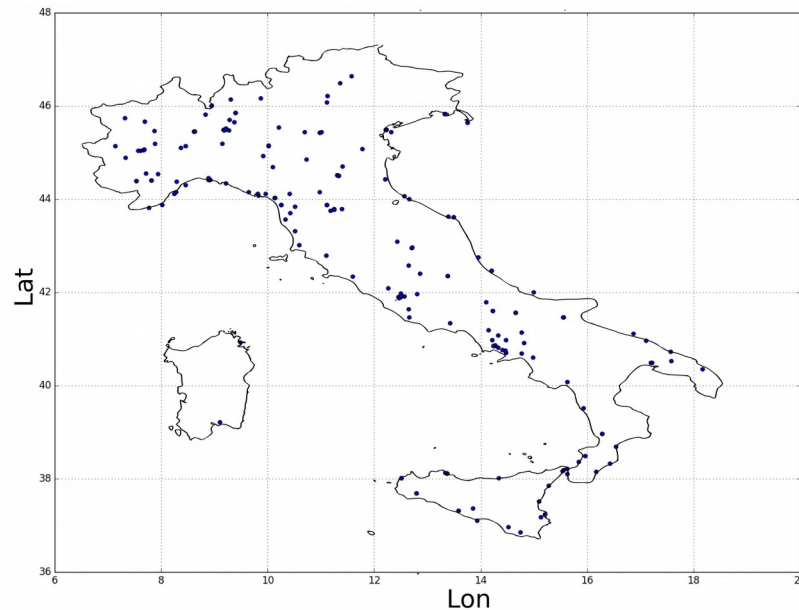
- Find closest locations to each edge
- Try to add as satellite locations (if BW is OK)
- Re-iterate
- Note:
 - NO Satellite locations too far from edge
 - Should be an optimization

Algorithm 2 Management of Satellite locations

Require: $L, L_e, niter, minBW$
Ensure: $L_{s_e}, \forall e \in L_e$
 $L_s \leftarrow L - L_e$
 $L_{s_e} \leftarrow \emptyset, \forall e \in L_e$
for $i \in [1, niter]$ **do**
 for $s \in L_s$ **do**
 $e \leftarrow \text{nearestEdge}(s, L_e)$
 Add s to $L_{s'_e}$
 end for
 for $e \in L_e$ **do**
 for $s \in \text{sort}(L_{s'_e}, \text{from nearest})$ **do**
 if $BWu_e \geq BWd_s$ **then**
 Add s to L_{s_e}
 $BWu_e \leftarrow BWu_e - BWd_s$
 Remove s from L_s
 end if
 end for
 if $BWu_e < minBW$ **then**
 Remove e from L_e
 end if
 end for
end for

Experimental scenario

- Preliminary analysis of data
- Fitting with lognormal & exponential truncated distributions
- → No heavy tailed behavior

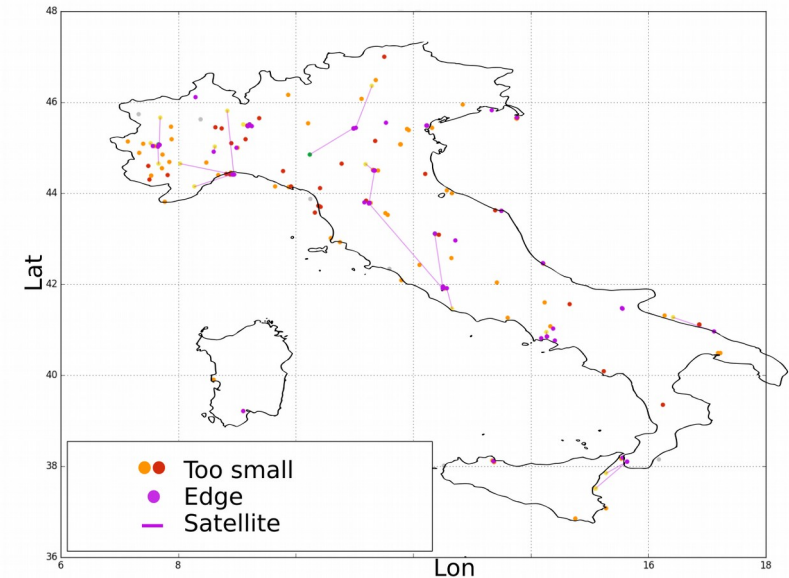


Experimental setup

- Focus on live streaming scenario
- Locations with $BW < 512\text{Kb/s}$ not considered
- 3 encodings for clients
 - LD: 512 Kb/s
 - SD: 1Mb/s
 - HD: 1.5 Mb/s
- Our HD is far from YouTube-like HD quality

P-CDN evaluation

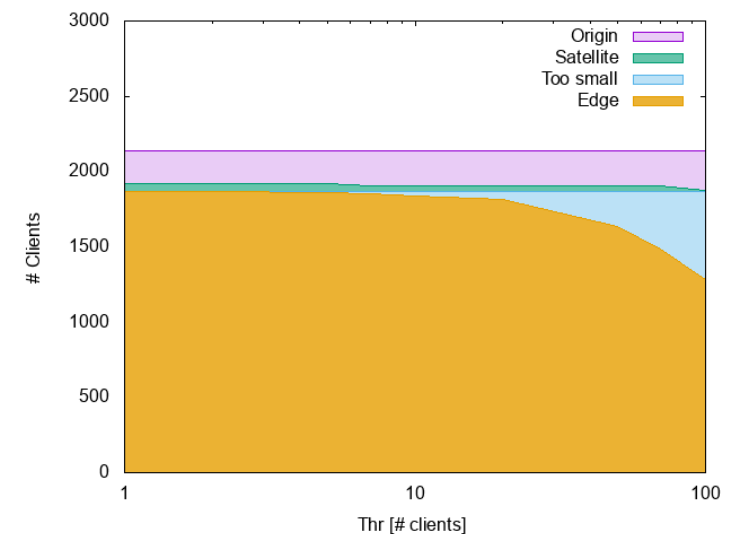
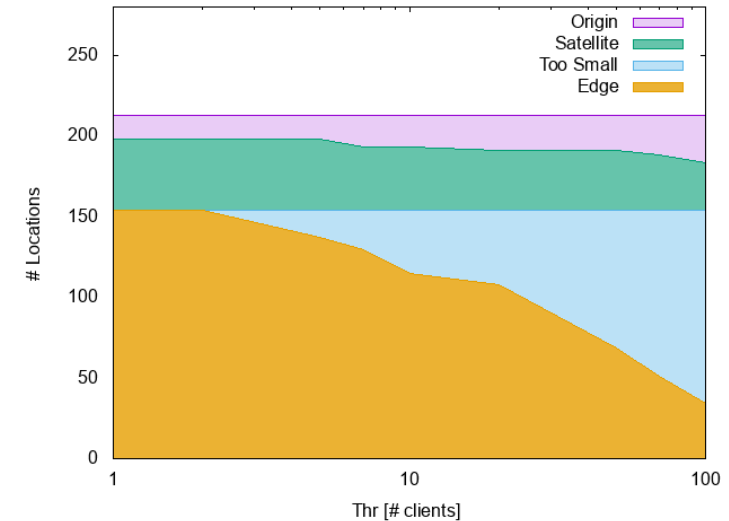
	P-CDN	No P-CDN
	# Locations	
Too small	99	0
Edge	77	0
Satellite	19	0
Origin	18	213
	# Clients	
LD	1577	1986
SD	94	94
HD	466	57



- HD clients: 57 → 466. Improvement **> 7X**
- Locations served by origin servers: 213 → 18+77.
Drop **> 55%**

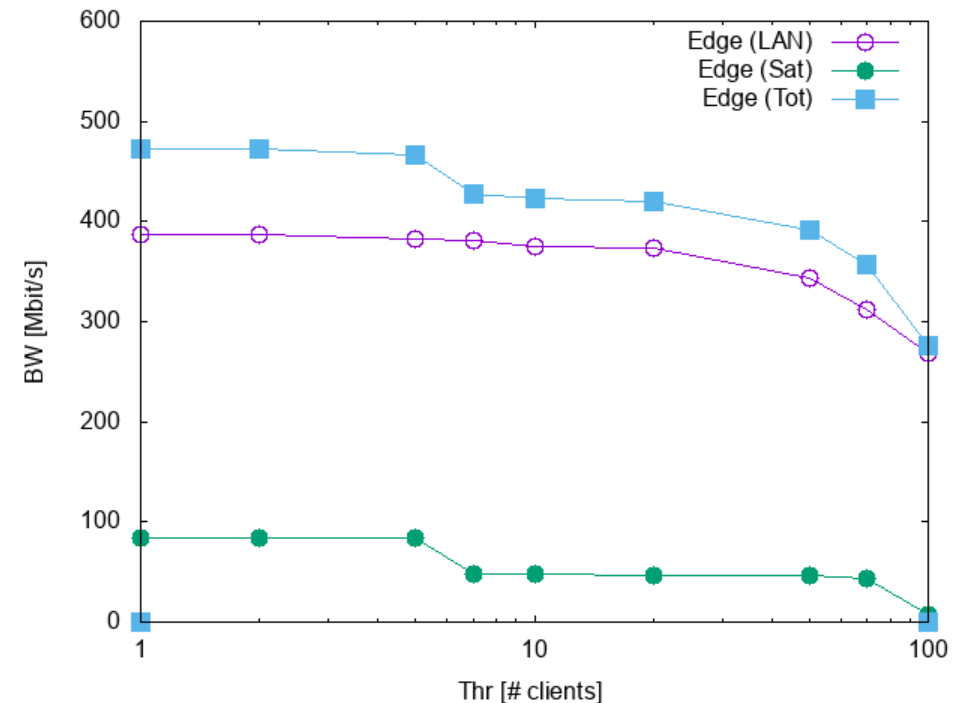
Sensitivity to *Thr* parameter

- Impact on locations (*Thr* grows)
 - *Too Small* locations grows
 - Satellite locations drops (less edge servers)
- Impact on clients (*Thr* grows)
 - Similar to locations
 - Effect less evident (impact on locations with few clients)



Sensitivity to *Thr* parameter

- Increasing *Thr* reduces the Edge server BW
- Satellite locations are a minor contribution
- Increasing *Thr* further reduces impact of satellites



Conclusions

- Design of a Private CDN
 - Problem not discussed widely in literature
 - Specific constraints (workload & infrastructure)
- Proposal of formal model & heuristics
- Application to a case study (nationwide Italian company)
 - Positive impact of P-CDN infrastructure
 - High cost: need to keep low number of edge servers
 - BW may be an issue (low data rate for HD)

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