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ATHENS UNIVERSITY
OF ECONOMICS
AND BUSINESS

“QoS-Driven Multipath Routing for On-demand Video Streaming in a Publish-Subscribe Internet”

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DEPARTMENT
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Mobile Multimedia Laboratory

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Introduction

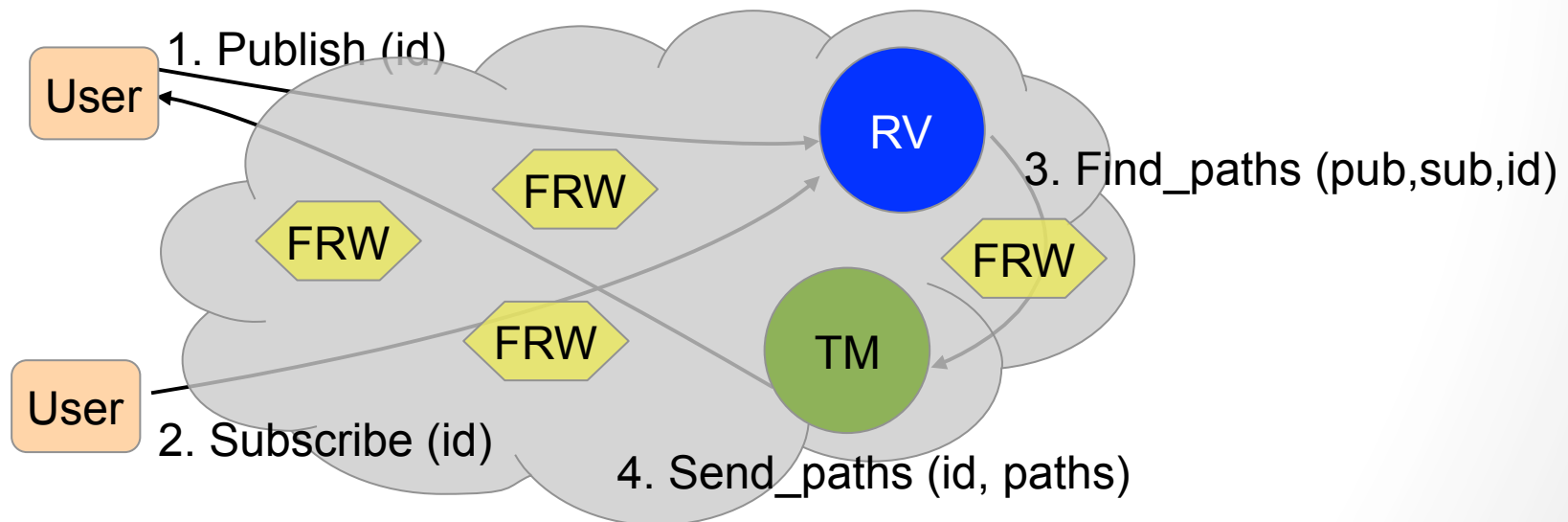
- Video traffic is dominating (80% of user traffic)
 - HD content anywhere, anytime and on any device
- Looking for efficient delivery techniques on both network and application-level
- Multipath communications is a well investigated solution
 - Increase throughput
 - Enhance resilience to failures
 - Provide better load balancing
- Multipath is not well supported in IP networks

Publish-Subscribe Internet (PSI)

- Clean-slate Information-Centric Network architecture
- All network operation relies upon content it-self and the pub/sub paradigm
- Separated network functionalities
 - Rendezvous
 - Topology Management
 - Forwarding
- Supports native
 - Caching, multicast, multisource/path among others

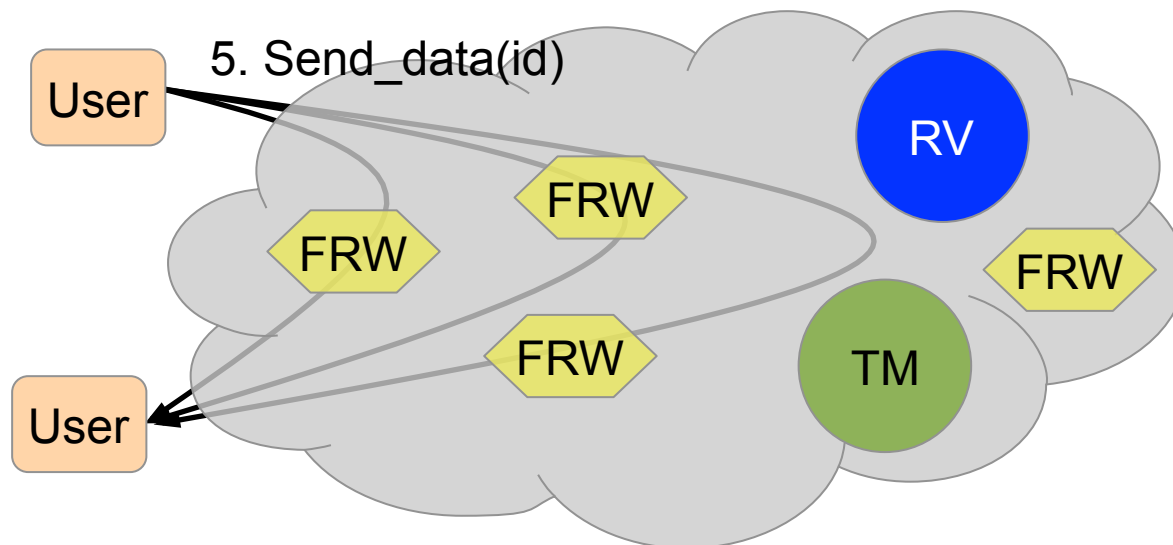
PSI: Network Operation

- Network undertakes content discovery via RV and path formation via TM and delivery via FRW
- TM is aware of network topology and state
 - Finds the “best” dissemination paths
 - Applies traffic engineering techniques



PSI: Network Operation

- Network undertakes content discovery via RV and path formation via TM and delivery via FRW
- FRWs implement bloom filter forwarding
 - Source routing across the entire network
 - Apply the transfer pattern (multisource/path etc) directed by TM



Path Formation Algorithms

- Single-Constrained Path problem (SCP)
 - Dijkstra's shortest path, Yen's k -shortest paths
- Multi-Constrained Path algorithms (MCP)
 - Self-Adaptive Multiple Constraint Routing Algorithm (SAMCRA)
 - link-Disjoint Multiple Constraints Routing Algorithm (DIMCRA)
- Hybrid algorithms
 - Wang and Crowcroft shortest-widest path algorithm

	Finds feasible path (correctness)	
	YES	NO
Single-path	Wang, Dijkstra, Yen, SAMCRA	-
Multipath	-	DIMCRA

Bandwidth-, Error-rate- and number-of-Paths-constrained MultiPath (BEPMP)

- **Multipath** formation algorithm that operates under **three** constraints
 - Bandwidth: the “sum” of all paths’ capacities - Additive metric
 - Error-rate: the maximum error-rate among all paths – Convex metric
 - Number of utilized paths: maximum number of paths that provide the required BW and error-rate
- Number of utilized paths
 - increases complexity during path computation
 - increases complexity during data distribution among the paths
 - After a certain point does not provide significant BW aggregation but is expected to increase the service error-rate

BEPMP operation

- Step 1
 - Run Yen's to find all paths that satisfy the error-rate constraint
- Step 2
 - Sort paths from the most wide to the least
- Step 3
 - Run Widest Augmenting Path (WAP) algorithm, until
 - the network flow calculated covers the bandwidth constraint, or
 - the number of paths added exceeds our requirement
- BEPMP is not optimal
- BEPMP is correct
 - given that Yen's algorithm is configured with k high enough

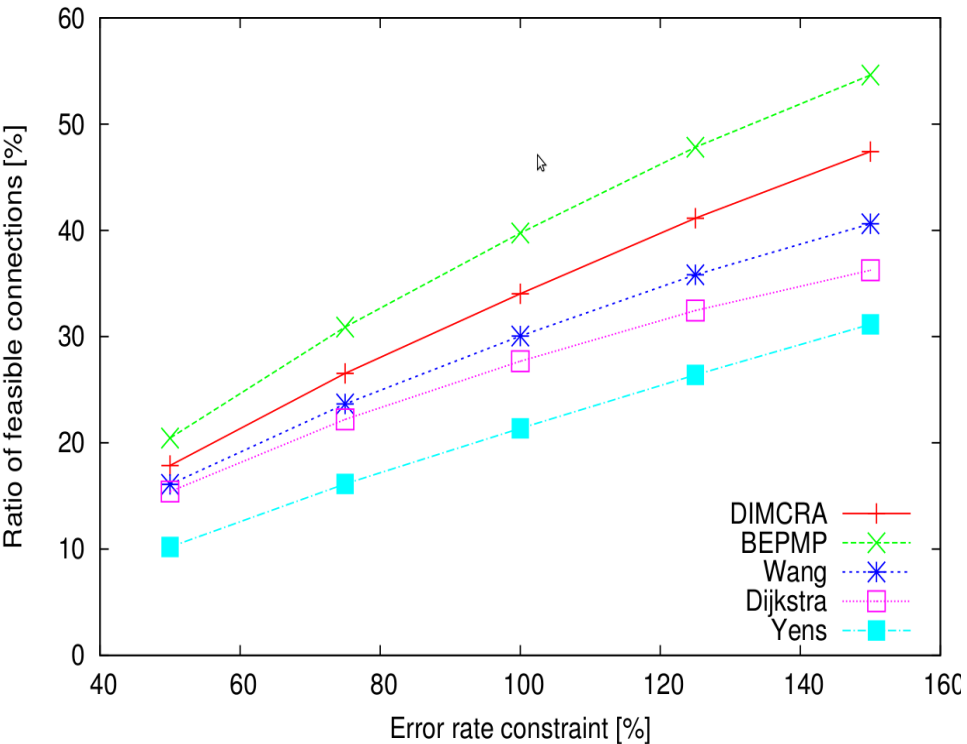
Evaluation

- We have built BEPMP, DIMCRA, Dijkstra, Wang's and Yen's algorithms into the PSI TM.
- Topologies
 - 20 randomly selected real AS topologies with actual link capacities
 - Zipf distribution of link error rates
 - Network congestion via random competitive traffic
- 100 runs of each topology with different error-rates and congestion
- At each run TM computed all the available dissemination paths among all pairs of edge-nodes using all algorithms

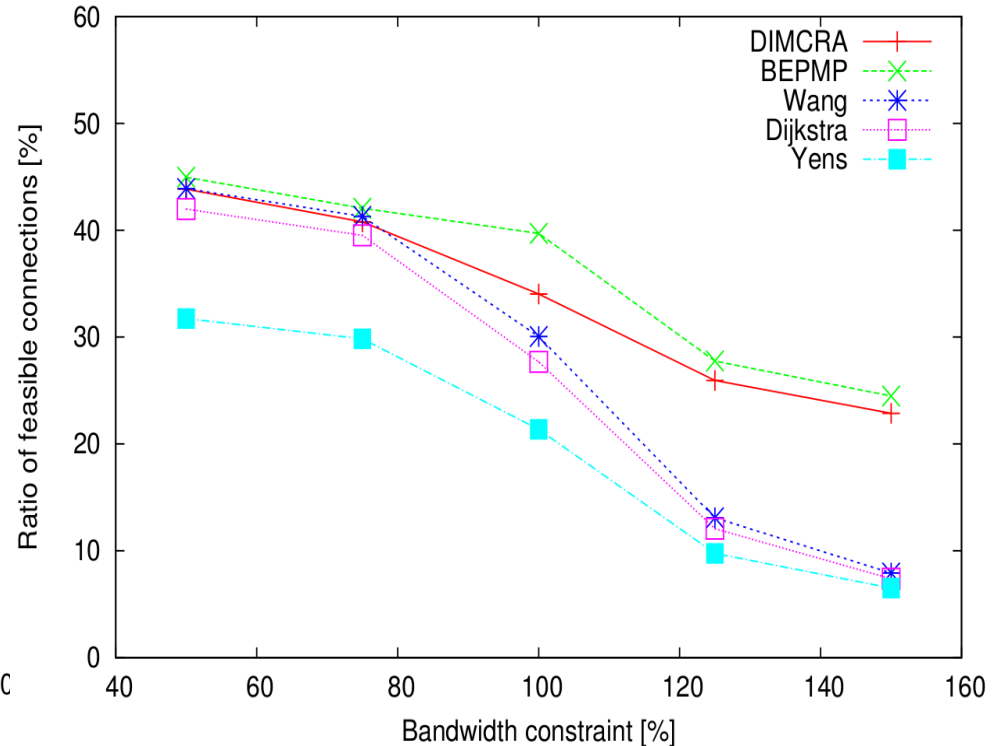
QoS Assessment

- $service\ ratio = \frac{\text{feasible path computations}}{\text{all path computations}}$
- Reflects the effectiveness of algorithm

Service ratio as a function of the error rate constraint



Service ratio as a function of the bandwidth constraint

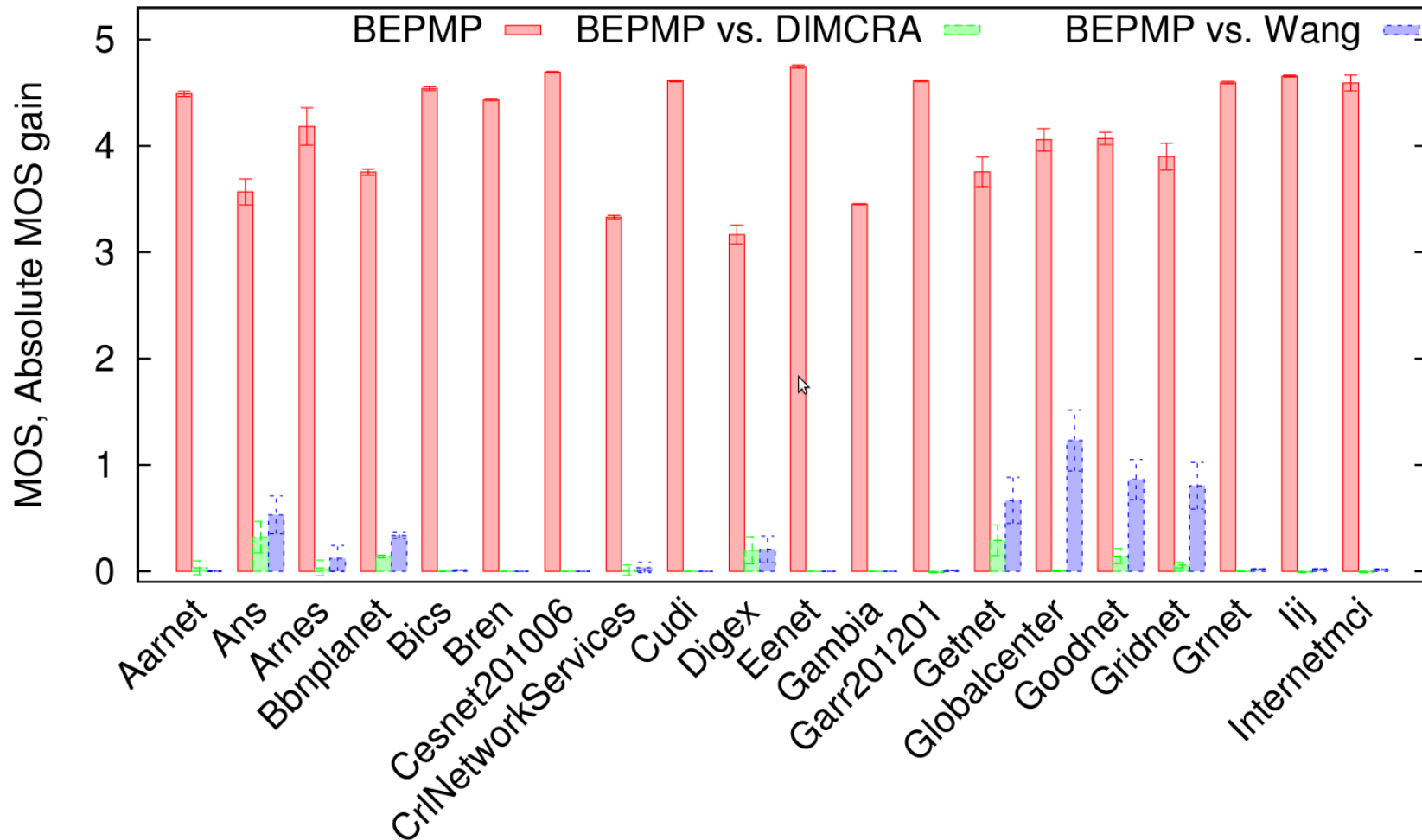


QoE Assessment

- Application
 - a video-on-demand streaming
 - H.264/SVC [4] encoding technology
 - 3 video layers send upon the discovered paths
- QoE quantification
 - Trained a Random Neural Network (RNN) on subjective tests under controlled conditions
 - Measuring conditions and user rating
 - The trained RNN classifier outputs the expected mean opinion score (MOS) given the input parameters
 - Service BW and error-rate

QoE gains

QoE gains for a multipath scalable video transmission application
(Avg. layer bitrates: 5, 10, 35 Mbps)



Thank you!