

Leveraging CDR datasets for Context-Rich Performance Modeling of Large-Scale Mobile Pub/Sub Systems

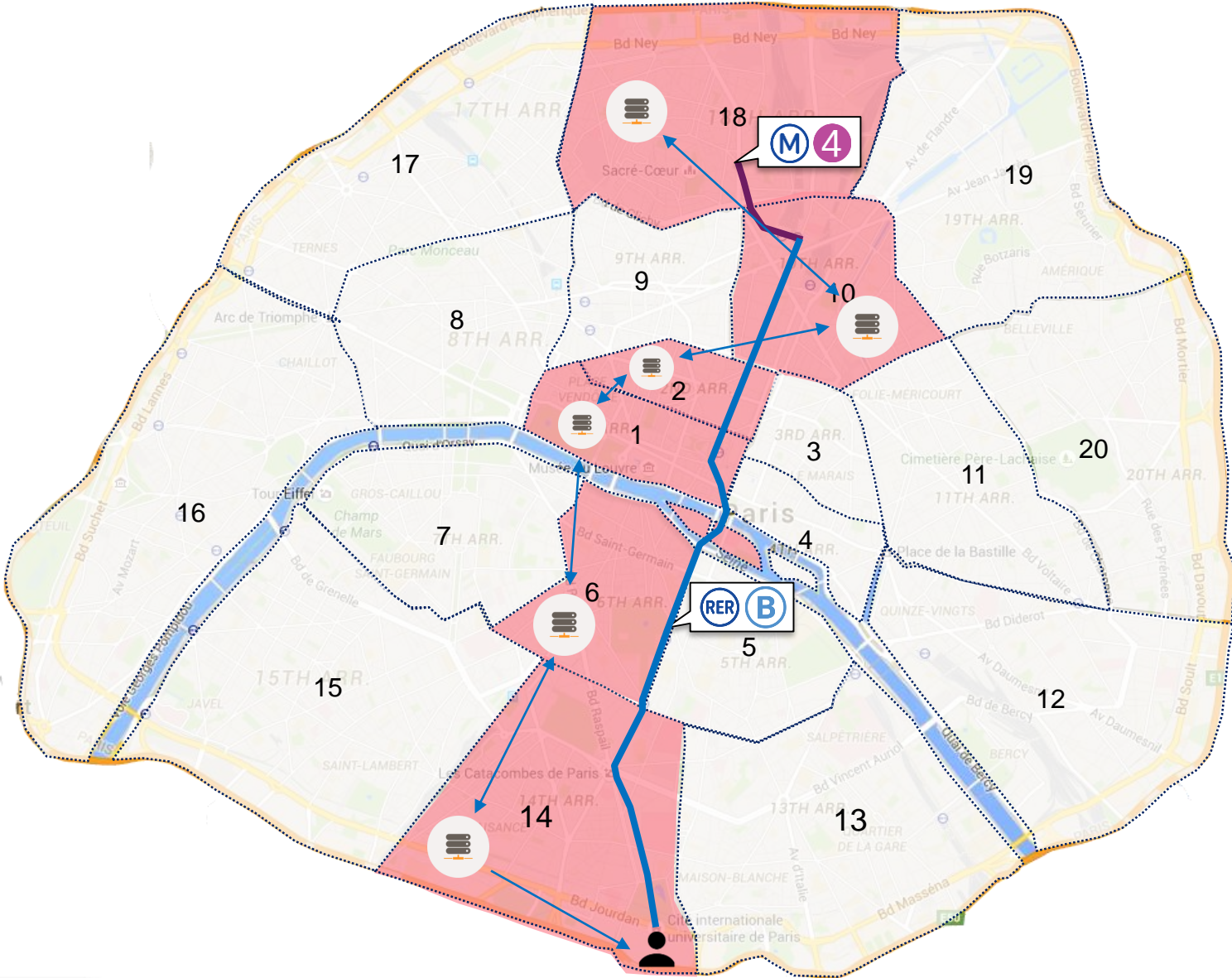
Georgios Bouloukakis, Rachit Agarwal, Nikolaos Georgantas, Animesh Pathak, Valérie Issarny

WiMob, Abu Dhabi, October 2015

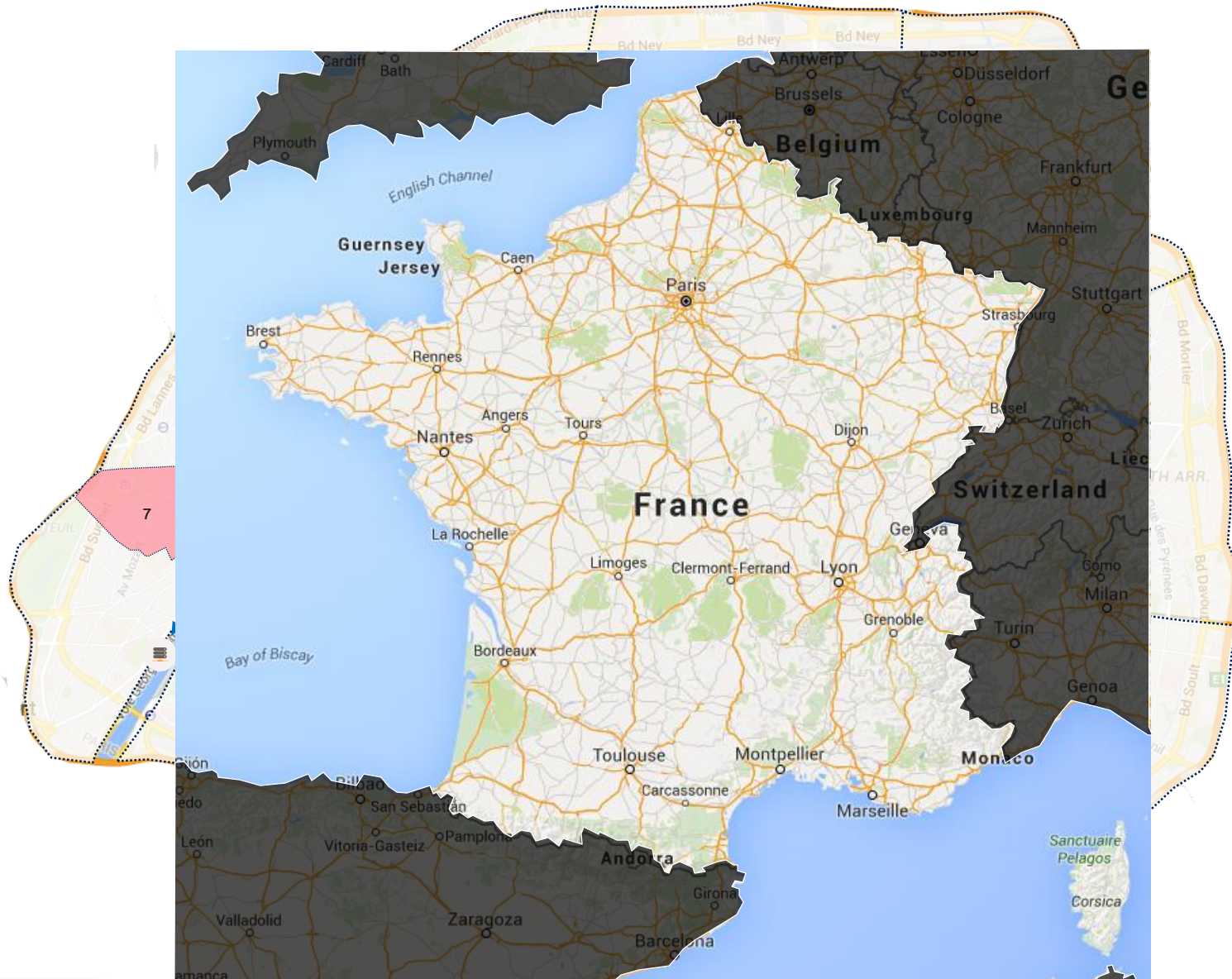
MiMove project-team
Inria Paris-Rocquencourt, France

MiMove
Middleware on the Move

Motivation



Motivation

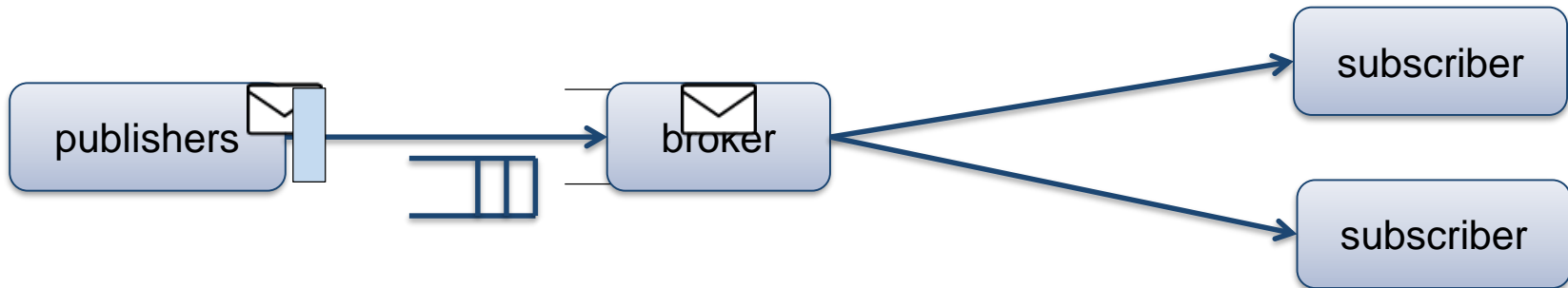


Outline

- **Performance Modeling**
- Large-scale Mobile Publish/Subscribe System
- CDRs Dataset Analysis for Senegal
- Context-rich Model Parameterization
- Simulation Results
- Conclusions

Performance Modeling

- We rely on Queueing Network Models (QNMs)
 - systems resources and networks are represented as *queues*
 - exchanged data are represented as *jobs* served at the queues
- Common ways to evaluate the performance:
 1. using existing closed-form solutions and probability distributions
 2. *performing simulations by analyzing more complex and realistic systems*
- Modeling a pub/sub system:

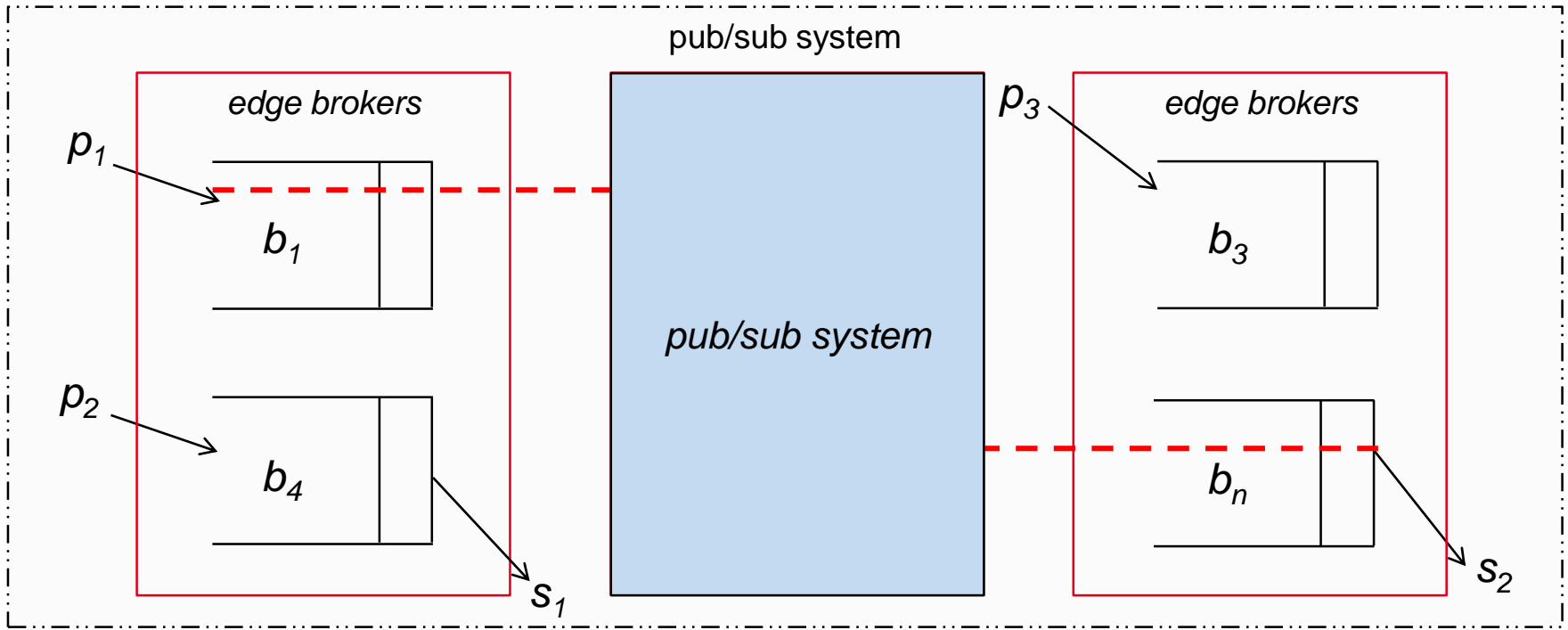


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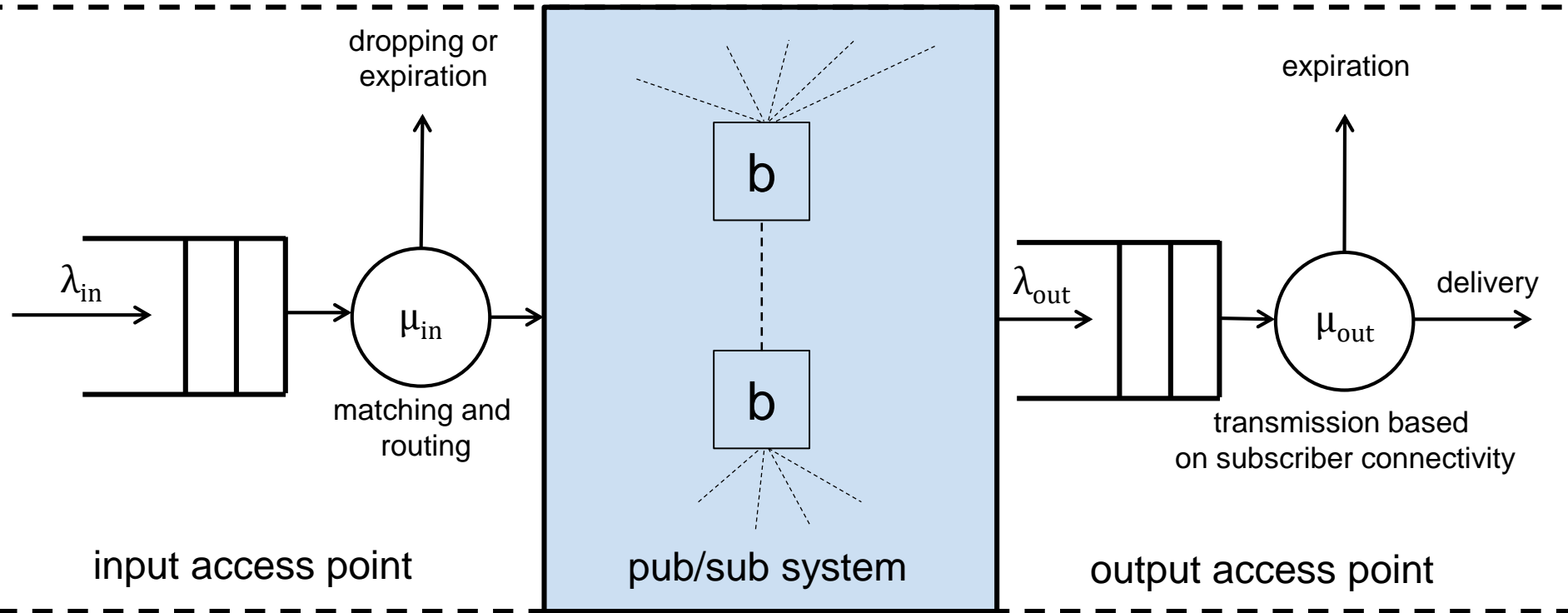
Large-scale Mobile Pub/Sub System (1)

- Publishers (p):
 - mobile entities
 - they connect to publish events
 - a *lifetime* limit can be assigned to each event
- Subscribers (s):
 - mobile entities
 - they connect to system occasionally to receive events
 - they disconnect to save energy
- End-to-end interaction between p_1 and s_2 :



Large-scale Mobile Pub/Sub System (2)

➤ End-to-end interaction model:



end-to-end response times are higher due to users' intermittent connectivity!

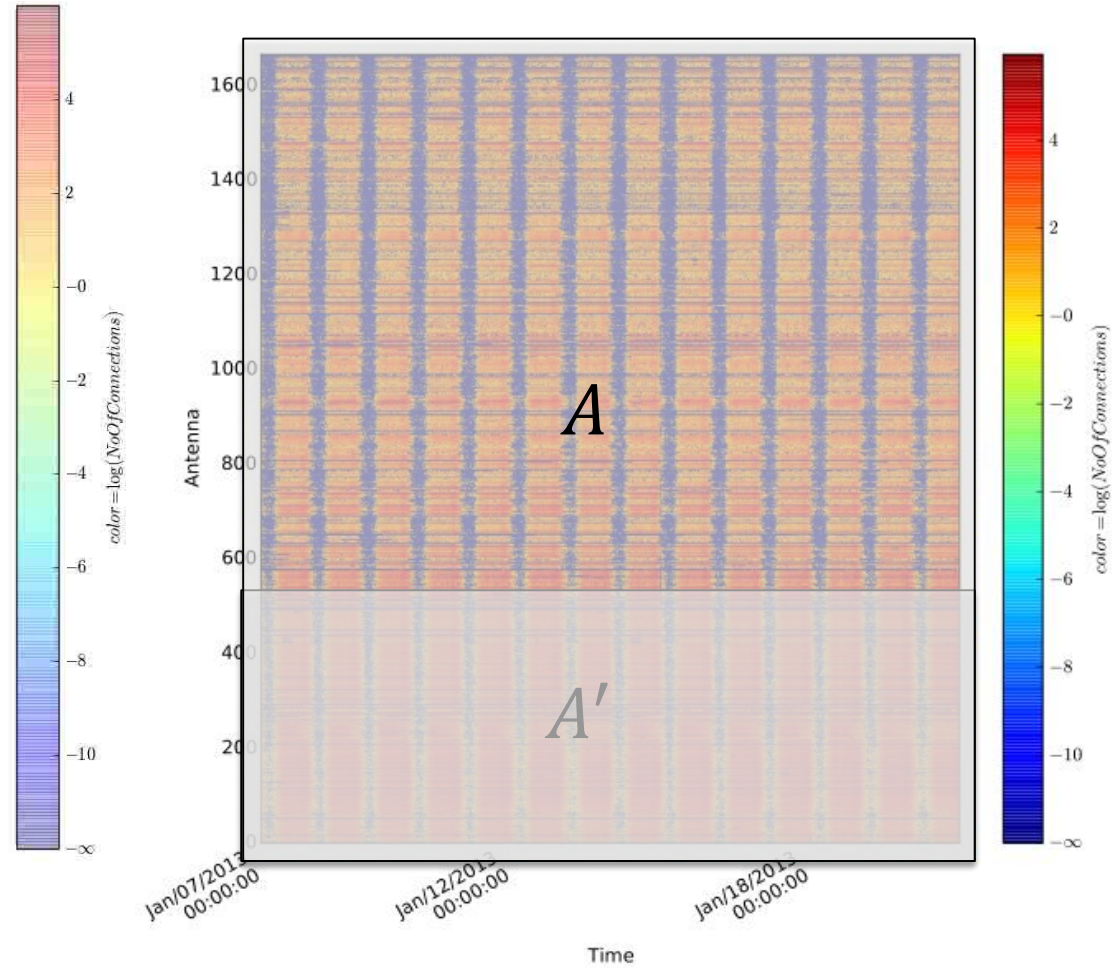
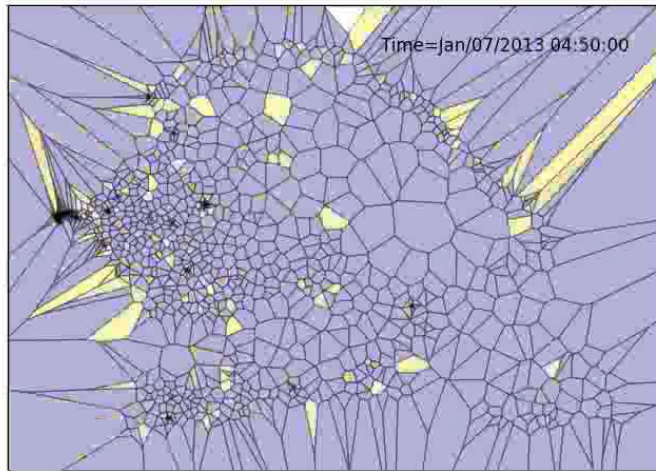
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- D4D Dataset:
 - Generated by Orange labs for the subscribers of Sonatel Network in **Senegal**
 - Contains Call Detail Records (CDRs)
 - Collected over 50 weeks starting from 7th January 2013
 - Every 10 min interval, the location of the associated antenna is recorded when a user makes a call or sends an sms
- CDRs for parameterizing our model:
 - user access to mobile services is similar with user access to application services
 - they reflect location and time context across the whole country

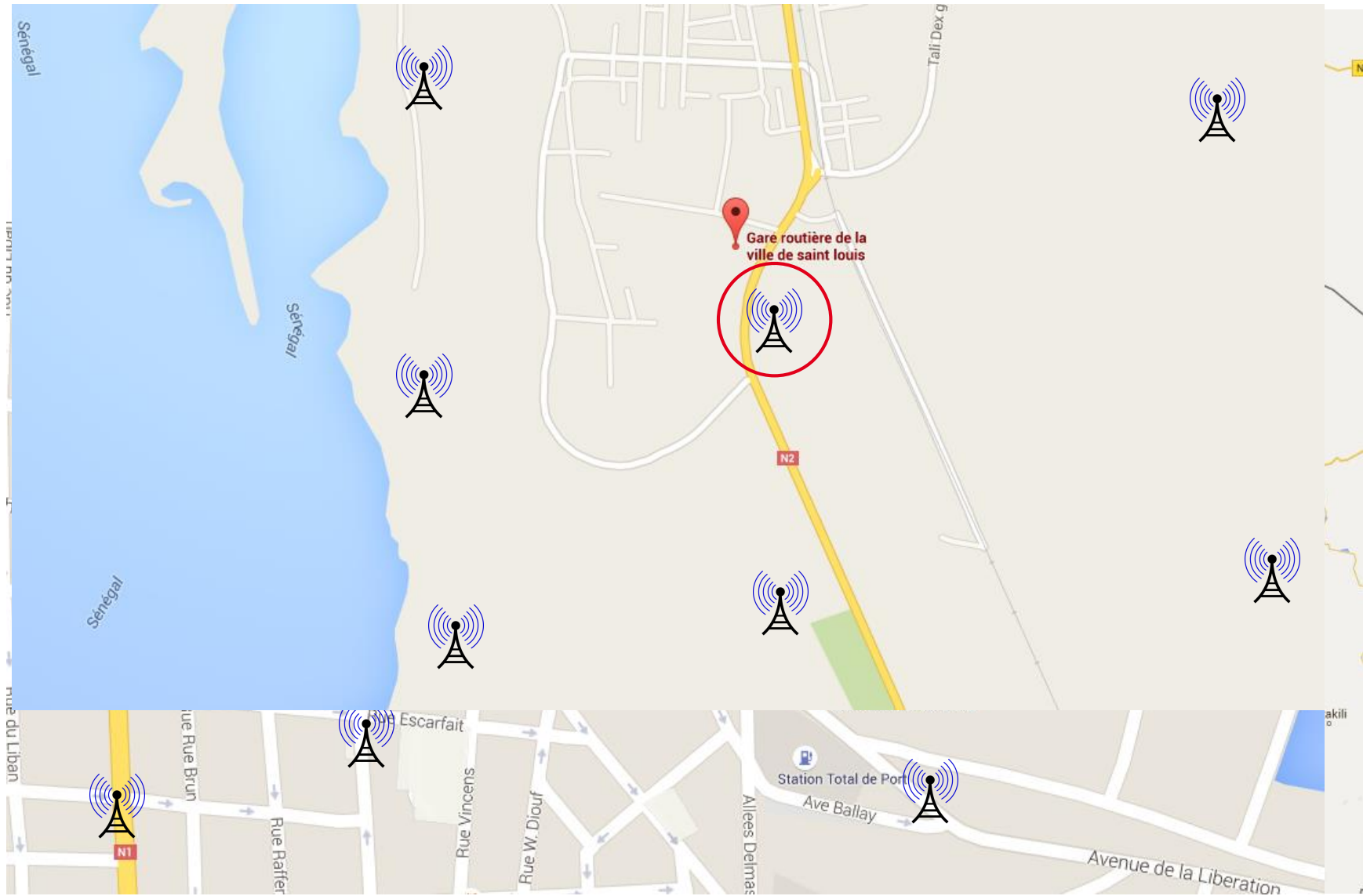
D4D Dataset Analysis



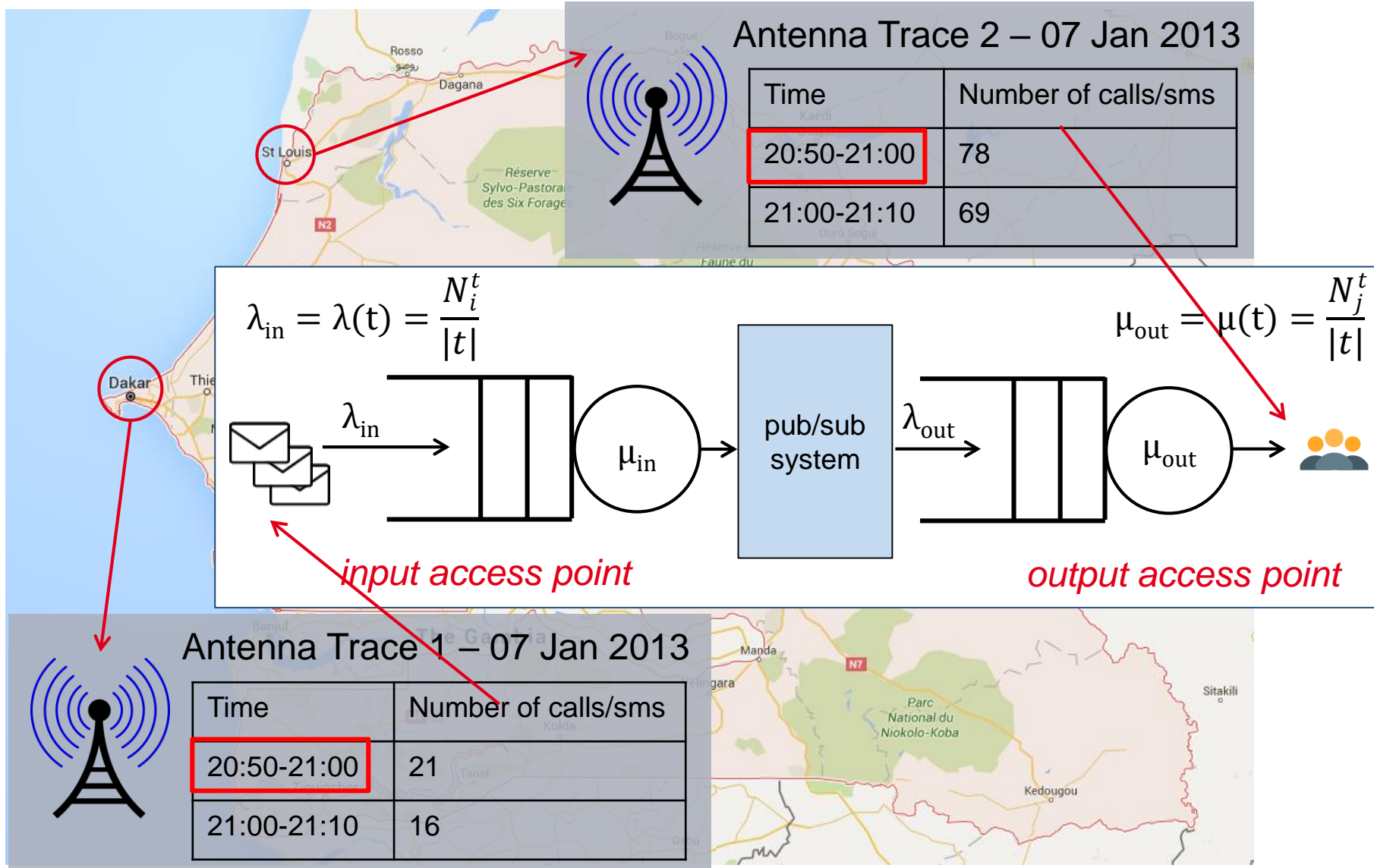
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Context-rich Model Parameterization



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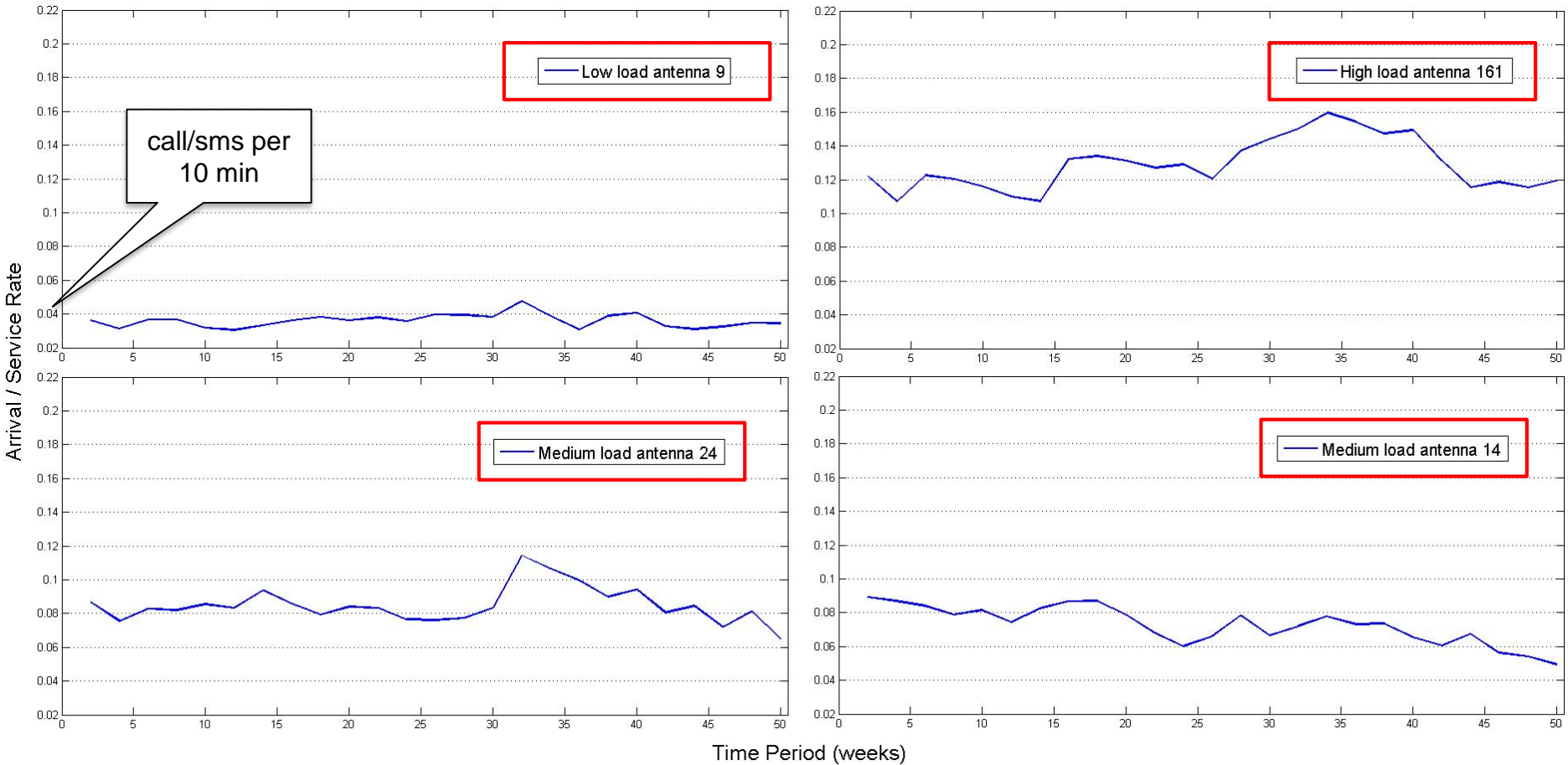
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Simulation Results

- MobileJINQS¹:
 - open source simulator for Queueing Network Models
- Using MobileJINQS we:
 - implement our pub/sub model
 - evaluate the response time by applying:
 - Incoming loads and service delays of realistic traces from the D4D dataset
 - appropriate lifetime periods
- We classify the load of varied antenna traces into three categories:
 1. *low load antenna*
 2. *medium load antenna*
 3. *high load antenna*

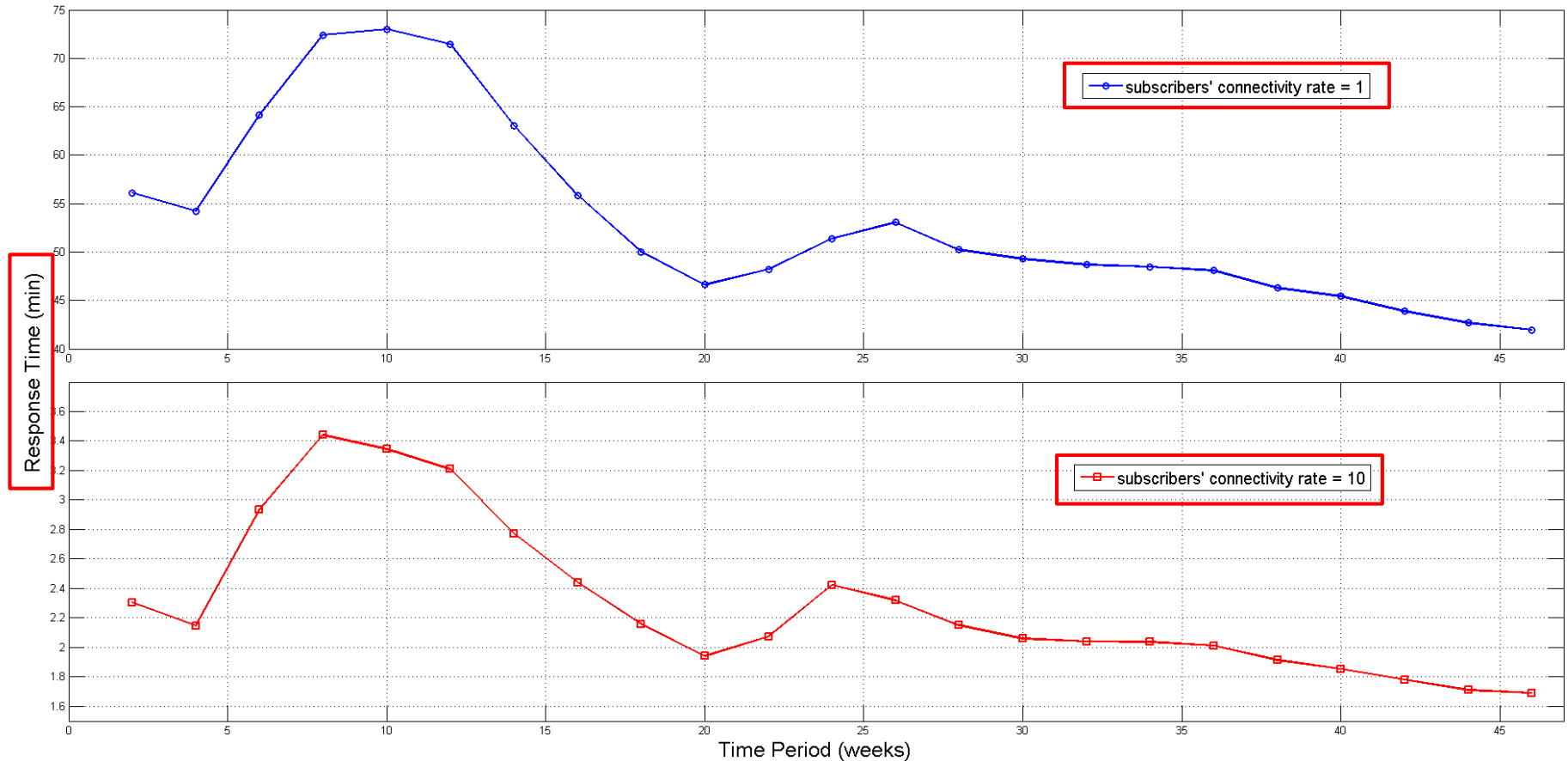
Simulation Results: representative input load

- Low, Medium and High load of antennas used for our experiments



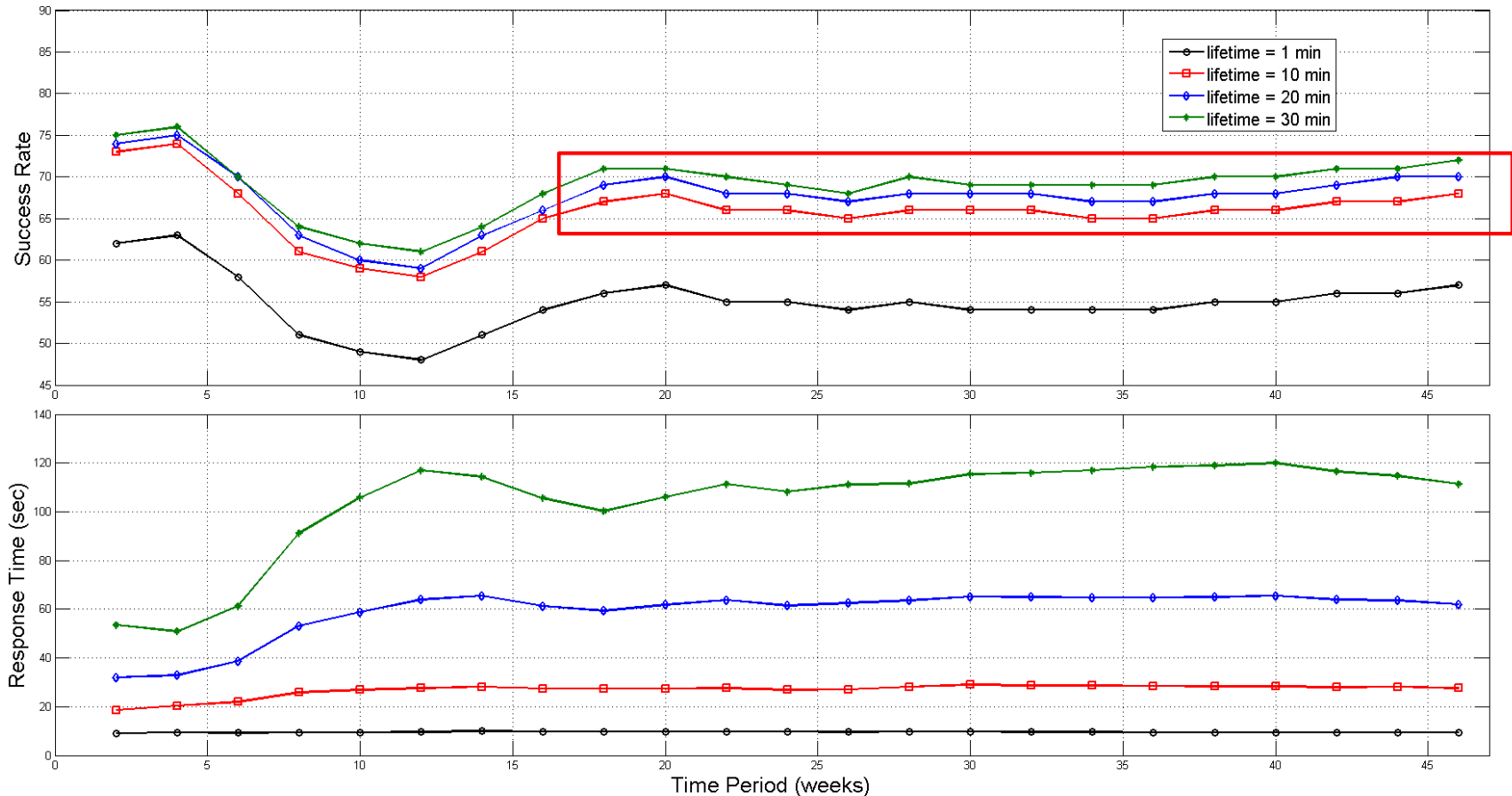
Simulation Results: response time for infinite lifetime

- End-to-end transactions from low load Antenna 9 to high load Antenna 161



Simulation Results: response time vs. delivery success rate with varying lifetime periods

- End-to-end transactions from low load Antenna 9 to high load Antenna 161



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Conclusion and future perspective

- We study the behavior of the underlying communication infrastructure for a mobile pub/sub system
 - We evaluate the performance under context-rich realistic workload by utilizing CDRs from the D4D dataset
 - By introducing varied lifetime periods we evaluate the trade-off between the delivery success rates and response times
 - System designers should apply data validity lifetime periods depending on the context to achieve high performance
- Next step
- we are working on an analytical model for the estimation of response times. We intend to use the D4D dataset for the validation of it

Thank you

Further information:

Inria MiMove: mimove.inria.fr

D4D Challenge: xsb.inria.fr/d4d

