SDN Workshop, 08/05/14, SWITCH

#### LANCASTER UNIVERSITY

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Eidgenössische Technische Hochschule Zülich Swiss Federal Institute of Technology Zurich

## Leveraging SDN for Video Content Distribution

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People Involved



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#### Theme : How can we leverage SDN for Video Content Distribution

- Why?
- What is it?
- Design & Implementation
- Evaluation results

**OpenCache :** OpenFlow-based in-network caching service for Video-on-Demand traffic VoD Traffic Benefits Network and Users

OpenFlow-assisted QoE Fairness Framework (QFF) Live Video Traffic Benefits Users

• *"Disclaimer" : work in progress* 

## SDN Experimentation in EU projects



- Sep 2010 Sep 2013 : 3 years, 17 Partners
- First OpenFlow Testbed across Europe (10 federated islands)
- Joined on 2<sup>nd</sup> Open Call : Video-on-Demand use case



- GN3plus : Apr 2013 Mar 2015 : 2 years, 41+ Partners
- GN3Plus : Extend/expand GEANT's network across EU
- Joined on 1<sup>st</sup> Open Call : Cross-site extension and evaluation of our OpenFlow-assisted VoD service on an OpenFlow testbed



FED4FIRE

- Oct 2012 Nov 2016 : 4 years, 17+ partners
- Provide a common federation framework for Future Internet Research and Experimentation facilities
- Joined on 1<sup>st</sup> Open Call : Multi-testbed Experimentation of a VoD service on islands providing a variety of technologies/services







## Experimental Video-on-Demand Use Case

- Goals :
  - Design and implement an
    OpenFlow-assisted Video-on-Demand service based on transparent caching
  - 2) Evaluate and demonstrate the benefits of OpenFlow on a VoD service by running inter-island experiments over the OFELIA/GN3plus/Fed4FIRE testbeds across Europe
    - Consider both Network
      & User perspectives



## Motivation : Why Video?

- In the UK visits to online video sites have grown by 36% in one year (Sept 2010 -Sept 2011) <sup>[1]</sup>
- Globally, Internet video traffic was 57%
  of all consumer Internet traffic in 2012
  and will be 69% in 2017 <sup>[2]</sup>
- Mobile video traffic exceeded 50% for the first time in 2012 <sup>[3]</sup>
- Mobile video will increase 16-fold between 2012 and 2017
- Two-thirds (~66%) of the world's mobile data traffic will be video by 2017



Global consumer Internet traffic in Petabytes per month [2]



Mobile consumer Internet traffic in Exabytes per month [3]

- [1] Hitwise (2011)
- [2] Cisco VNI Global Forecast (2012)
- [3] Cisco VNI Mobile Forecast (2013)

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## Motivation : Why Video-on-Demand (VoD)?

- With a **VoD service** (e.g. BBC iPlayer, Netflix, Amazon's LOVEFiLM) consumers can retrieve previously recorded content at a different time that the content was initially made available
- VoD traffic will triple by 2017 : equivalent to 6 billion DVDs per month [1]
- Internet video to TV traffic doubled in 2011, will increase six fold by 2016 [1]
- High-Definition VoD surpassed Standard-Definition VoD in 2011
  - By 2016, HD Internet video will comprise 79% of VoD<sup>[1]</sup>
- Trend to improve video quality even more :
  - Moving to Ultra-HD (4K 8K) and 3DTV : 4 times higher resolution than HD [requires ~20-600 Mbps]

- On one hand ; Video-on-Demand is fast becoming an essential part of consumers' lives
- On the other hand ; a huge strain on the underlying network infrastructure to transfer an enormous amount of data end-to-end



2160 4K SHD 1080 576 or 480 0

4320

[requires ~1-10 Mbps]



Evolution of video resolution for online streaming

## IPTV Living Lab Infrastructure at Lancaster University



## Quick Live Overview of Vision IPTV





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Hairy Bikers' Meals on Wheels Back on... BBC TWO | Duration 60mins 02 October, 2013 - 09:00

O Watch On Demand

Independence Day

Film4 | Duration 165mins

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25 September, 2013 - 21:00

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The Big Bang Theory E4 | Duration 30mins 27 October, 2013 - 18:30

Time remaining 11 mins

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Family Guy **BBC THREE | Duration 25mins** 01 October, 2013 - 23:00



2 3

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Independence Day Film4 | Duration 165mins 06 October, 2013 - 18:15



The X Factor ITV1 | Duration 95mins 09 November, 2013 - 20:00



Watch On Demand Ukws:9 Angus, Thongs and Perfect... Channel 4 | Duration 120mins 20 October, 2013 - 14:55



The Simpsons

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Previous

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Radio



itv2



15:05 - 16:10 | Duration 65 mins

Jeremy Kyle deals with more dilemmas, fiery confrontations and topical issues all in front of a studio audience. [S]



16:10 - 17:05 | Duration 65 mins

Are You In or Out?: Reality show. The drama intensifies at Heather's opulent party. Brooks instigates an explosive fight between Vicki and



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Genre > Comedy



## Challenge in Video-on-Demand (aka the Problem)



#### **VoD Distribution Efficiency**

- VoD requests handled naively independent flow per request
- These are duplicated minutes, hours or days later (by same or different user)
- Identical delivery of media objects through the same network segments
- End-to-end capacity of network infrastructure must grow continuously to match the increasing number of Internet video users
- The increasing popularity of VoD and especially of HD content worsens this
- What is **NOT** a solution :
  - Multicast : VoD requests are not for the same content at the same time
  - Peer-to-Peer : Limited storage and uplink resources on user devices (peers) cannot guarantee high QoE for the users

Key Characteristics of Video-on-Demand

- High-throughput end-to-end
  - Not just high egress capacity at origin video servers, but also adequate bandwidth available in all networks in between video source and users
- Distance matters between source VoD server and user
  - (Standard) TCP used for VoD can become bottleneck as it requires ACKs for every window of data packets sent
  - TCP's throughput is inversely related to network latency or RTT

Distance (Server to User)	Network RTT	Typical Packet Loss	Throughput	4GB DVD Download Time
Local: <100 mi.	1.6 ms	0.6%	44 Mbps (high quality HDTV)	12 min.
Regional: 500–1,000 mi.	16 ms	0.7%	4 Mbps (basic HDTV)	2.2 hrs.
Cross-continent: ~3,000 mi.	48 ms	1.0%	1 Mbps (SD TV)	8.2 hrs.
Multi-continent: ~6,000 mi.	96 ms	1.4%	0.4 Mbps (poor)	20 hrs

- We need a solution that :
  - Ensures high-throughput end-to-end
  - Minimizes distance between source video content server and user

[1] E. Nygren, R. K. Sitaraman, and J. Sun. The Akamai Network: a Platform for High-Performance Internet Applications. SIGOPS Oper. Syst. Rev., 44(3):2–19, 2010.

Effect of Distance on Throughput and Download Time [1]

#### Video-on-Demand Content Caching with Openflow



An OpenFlow network with peripheral content caches

### Video-on-Demand Content Caching with Openflow



First interaction: Content silently copied to cache



### Video-on-Demand Content Caching with Openflow



Later interactions: Content retrieved from cache

#### **OpenCache** : OpenFlow-based In-network Caching Service



#### Entities

- Any hardware or software OpenFlow Switch
  - Must be able to communicate with the VoD server, the OCN(s) and the OpenFlow controller, but not necessarily directly
- Primary source for the video assets
  - Could be located anywhere on the Internet (reachable by IP)

- Any kind of OpenFlow Controller (e.g. Floodlight, NOX, POX)
  - Should be reachable by the OpenFlow Switch
  - Runs L2 learning switch : allows the switch to forward on MAC-to-Port pairing
  - Exposes a JSON-RPC Flow Pusher interface to OCC







## Entities : OpenCache Controller (OCC)

- Orchestrator of in-network caching functionality
  - 1. Provides a JSON-RPC interface to retrieve requests for content to be cached in a highly flexible and configurable fashion
    - Used by network administrator or even content providers (via SLAs)
    - Supports regular expressions to fine tune requests for content (e.g. particular video, all videos from a domain, a type of video from any domain (n.b. with later version of OpenFlow)

METHOD	PARAMETERS	RESULT		
start- <u>expr</u>	{ "expr" : <expr> }</expr>	<boolean></boolean>		
stop-expr	{ "expr" : <expr> }</expr>	<boolean></boolean>		
list-expr-all	None	<pre>[ {'expr': <expr>, 'port': <port>}, ]</port></expr></pre>		

- 2. Implements the caching logic : what should be cached where at each point in time
  - Enhanced to support resource monitoring and load-balancing



Entities : OpenCache Controller (OCC)

- Orchestrator of in-network caching functionality
  - 3. Provides a JSON-RPC interface to manage the resources of the available cacl

in the network : Handles addition/removal of caches at run-time

•
OpenCache
Controller (OCC)

METHOD	PARAMETERS	RESULT	
hello	{ "host" : <host>, "port" : <port> }</port></host>	<node-id></node-id>	
Keep-alive	{ "node-id" : <node-id> }</node-id>	<boolean></boolean>	
goodbye	{ "node-id" : <node-id> }</node-id>	<boolean></boolean>	

- 4. Manages the OpenFlow switches of the network via the Controller
  - Adding/removing flows to switches via the Flow Pusher API of the controller so that users' requests are served appropriately

URI	DESCRIPTION	ARGUMENTS		
/wm/staticflowentrypusher/json	Add/Delete static flow	HTTP POST data (add flow), HTTP DELETE (for deletion)		

#### Entities

- Database to maintain a list of :
  - All names of videos that have been requested for caching
  - Videos that have been cached and where
  - Status of OCN (online/offline, reachable etc.), their location and resources
- OpenCache Node (OCN)
  - Multiple OCN instances in the network, possibly connected directly to the switch and consequently to the user : Lower latency and faster response times (high QoE)
  - Three operations :
    - 1. Communicate its status to the OCC
    - 2. Caching content that is requested from the user
    - 3. Stream content that is being already cached





#### **OpenCache Supports Three Essential Operations**

- 1. Handle requests for content to be cached
  - From network admins/content providers
- 2. Serve user requests for content that has not been cached yet (cache-miss)
  - Fetch content, serve user and cache content for future use
- 3. Serve user requests for content that is in a network's cache (cache-hit)



#### Handle Requests for Content to be Cached



#### Serve User Requests for Content that has not been Cached yet (cache-miss)



#### Serve User Requests for Content that is in the Network's Cache (cache-hit)



#### Implementation



- Python based Implementation : using MongoDB, Floodlight Controller
- OpenCache is open-source and available at <a href="https://github.com/broadbent/opencache">https://github.com/broadbent/opencache</a>
- Using MPEG-DASH for video content: Dynamic Adaptive video streaming over HTTP
  - Adaptive to network bandwidth
  - Chunked media facilitates swapping between bitrates
  - Can be delivered using conventional HTTP servers
  - Standardised & Industry-support



## Evaluation on the OFELIA testbed



#### **Conceptual Evaluation Setup**

- Topology : Deployed OpenCache on three OFELIA islands distributed geographically
  - Switzerland : ETH Zurich
  - Italy: Create-NET
  - Spain : i2CAT
- Over 120 inter-island (federated) experiments over the OFELIA testbed

## Evaluation on the OFELIA testbed

#### **Evaluation Setup on Expedient**

#### • Three Scenarios :

- Without cache (baseline)
- With cache (cache-miss)
- With cache (cache-hit)
- Experiments
  - Big Buck Bunny : ~10min. reference video
  - 20 VoD requests of each scenario with both VoD servers



### Evaluation on the OFELIA testbed

#### **Evaluation Setup on Expedient**



- Evaluation Criteria :
  - Startup delay (QoE metric)
  - External link network utilisation (content fetched from cache)
  - Caching hits/miss

#### Results

	CREATE-NET (Italy)			i2CAT (Spain)		
	Without Cache	Cache-miss	Cache-hit	Without Cache	Cache-miss	Cache-hit
Average Startup Delay (s)	2.484	2.088	1.639	2.212	1.982	1.441
Improvement over Baseline (%)	-	16.02	34.02	-	10.40	34.85
Standard Deviation ( $\sigma$ )	0.208	0.225	0.226	0.145	0.138	0.109
External Link Usage (Bytes)	105,734,144	105,827,872	0	105,734,144	105,827,872	0

#### • Key results :

- In tests over both islands we reduced the startup delay up to 35% -> increased QoE for end-user
- External link utilisation reduced to virtually zero (only background traffic remained)
  - Indicatively, the full streaming of our ~10min video saved ~100MBytes for just one client session

Results



Average Startup Delay

**External Link Usage** 

- 35% Improvement even in a bandwidth rich environment (OFELIA testbed)
- Reinforced by relatively low standard deviation values
- Greater improvements would be possible on next generation OpenFlow switches where packet processing will take place on the hardware path

### Advantages of OpenCache

- Provides an interface for cacheable content in an "open", highly-configurable, controllable and flexible manner ≈ cache as a service
- 2. **Centrally controlled caching** : efficient load balancing, allows pre-caching of frequent content
- 3. **Easily deployable in a production network** : the underlying delivery video mechanism will remain the same in an OpenFlow network (existing hardware and software can be retained, no fundamental changes in service)
- 4. Fully **transparent to the user** : no need to install any extra software or have to sacrifice any of his local network or storage to be able to stream HD content with high efficiency.
- 5. Caching very close to the user :
  - a) **Reduces network utilisation** as requests are served locally : minimize the amount of packets that are required to traverse the network from the source media provider to the user
  - b) The **video QoE of the end-user will improve**, as the user will experience lower latency, smaller buffering times and higher video quality as content is now located locally

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## How to provide a user centric, but network-wide, Quality of Experience (QoE) Fairness on Adaptive Video Streaming ?

Panagiotis Georgopoulos, Yehia Elkhatib, Matthew Broadbent, Mu Mu, and Nicholas Race. *Towards Network-wide QoE Fairness using OpenFlow-assisted Adaptive Video Streaming*. In: ACM SIGCOMM 2013 Workshop on Future Human-Centric Multimedia Networking (FhMN), 16 August, 2013, Hong Kong, China.

#### The Problem

- Adaptive Video Streaming (e.g. MPEG-DASH) aims to increase QoE and maximise connection utilisation (supporting chunks encoded at different bitrates)
- Many implementations are bursty and unstable in nature and naively estimate available bandwidth from a one-sided client perspective
  - No account of other devices in the network
  - Results in unfairness; video streams fight over link's capacity which causes network congestion (video quality degradation, frame freezing etc.) and potentially lowers QoE for all clients
- Counter productive!



#### **Potential Solution**

- Split available bandwidth to current users on the network?
- But naïve network resource fairness (equal split) is unfair :
  - You could easily satisfy a user watching a video on his smartphone, but it is much harder for an HD TV





Our solution : OpenFlow-assisted QoE Fairness Framework (QFF)

- Aims to provide a user-centric fair-share of network resources and fairly maximise the QoE of multiple competing clients in a shared network environment
  - QFF monitors video streams of all clients in a network and dynamically allocates network resources to each device. Avoid user-agnostic decisions ; no blindly dividing bandwidth between active users
  - Use of SDN to provide the network-wide view and the control plane to orchestrate this functionality



QFF's Core Intelligence : Utility Function

- Utility Function provides a model that maps the bitrate of a particular video to the QoE delivered on that specific device
  - We obtained QoE for each video sequence using objective video quality assessment that employ a functional model of the human visual system (Structural Similarity Index (SSIM), Video Quality Metric (VQM))

Resolution 1080p

720p 360p

- Utility Function proved that :
  - Relationship between bitrate and perceptual quality is not linear
  - Equal division of bandwidth between different resolutions results in QoE unfairness



Video Bitrate (kbps)

100, 200, 400, 600, 800, 1000

100, 200, 600, 1000, 2000, 4000, 6000, 8000 100, 200, 400, 600, 800, 1000, 1500, 2000

Scatter Plot and Derived Utility Function

#### QFF's Core Intelligence : Optimisation Function

- Optimisation Function finds the optimum bitrate for each streaming video device in the network that results in equivalent QoE levels for all devices
  - But the utility functions are not continuous,
    i.e. we don't have available encodings for all possible bitrates



- Implemented branch and bound optimisation algorithm that downgrade all clients to the maximum feasible bitrate (max-min fairness)
  - Very modest computational overhead < 0.3sec for optimising 100 Utility Functions with 10 different bitrates each



#### Proof-of-concept Evaluation

- Around a home networking scenario (transferable to campus network, corporate networks etc.)
- Three different DASH-enabled devices : smartphone (360p), Tablet (720p), HDTV (1080p)



8000

6000

4000



#### EQUAL B/W (control)



## Tablet Mobile

QFF

HD TV



Network instability :

Bitrate changes : 18-31 (av.23)

but HDTV gets penalized (lower QoE)

Network stability: Bitrate changes : 2,

Network stability & QoE fairness across devices

#### DASH-JS

#### Proof-of-concept Evaluation

- Around a home networking scenario (transferable to our campus network)
- Three different DASH-enabled devices : smartphone (360p), Tablet (720p), HDTV (1080p)



QFF produces increased mean
 QoE and reduced QoE variance
 (particularly for the HDTV)



Mean and variance of QoE

Summary

Theme : How can we leverage SDN for Video Content Distribution

 Aims to optimise network utilization and increase user's QoE by reducing start up and buffering times and increasing video quality levels

**OpenCache :** OpenFlow-based in-network caching service for Video-on-Demand traffic VoD Traffic Benefits Network and Users

 Aims to provide a user-centric fair-share of network resources and fairly maximise the QoE of multiple competing clients in a shared network environment

OpenFlow-assisted QoE Fairness Framework (QFF) Live Video Traffic Benefits Users



# Thanks!

## Questions?

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