

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

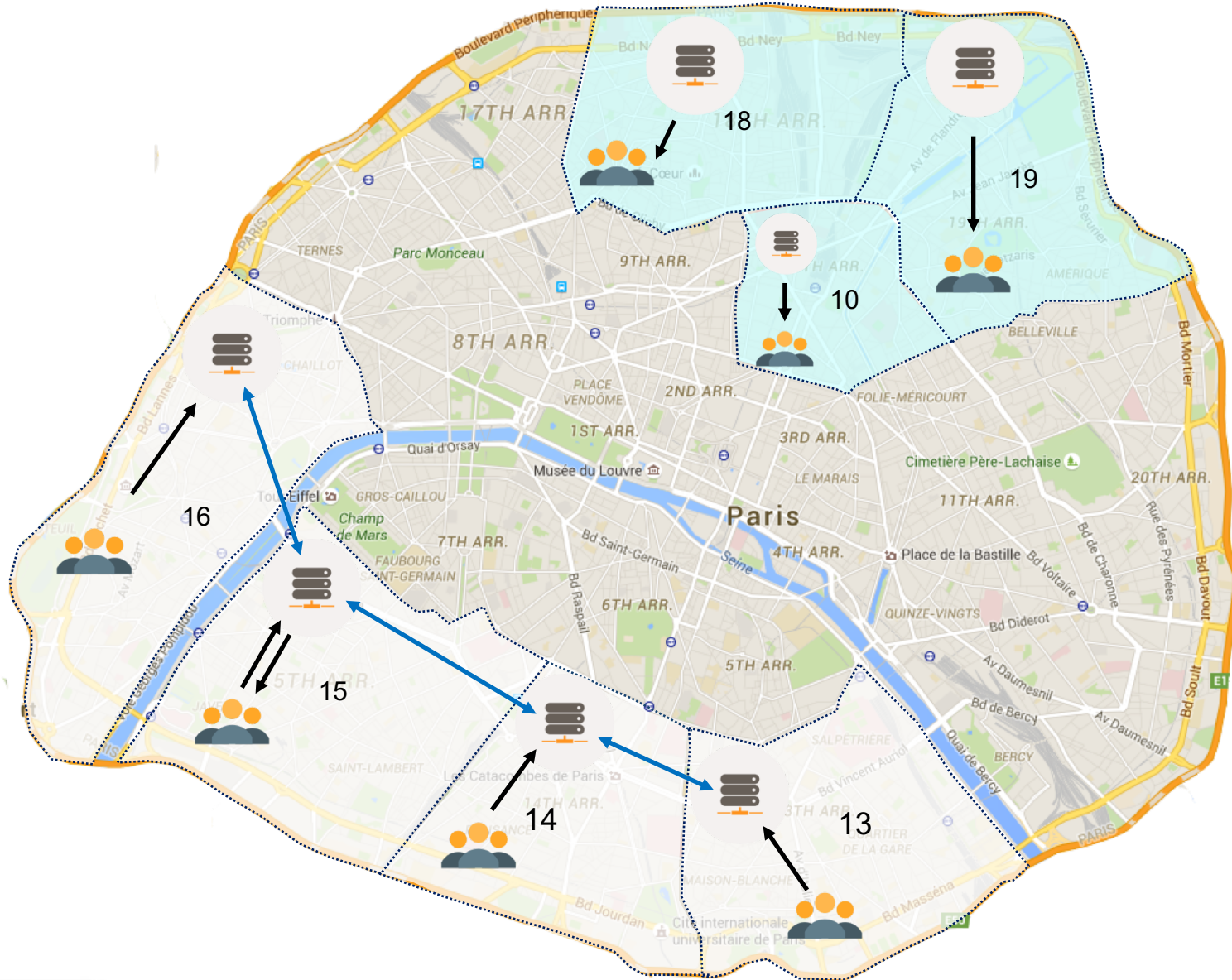
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WiMob, Abu Dhabi, October 2015

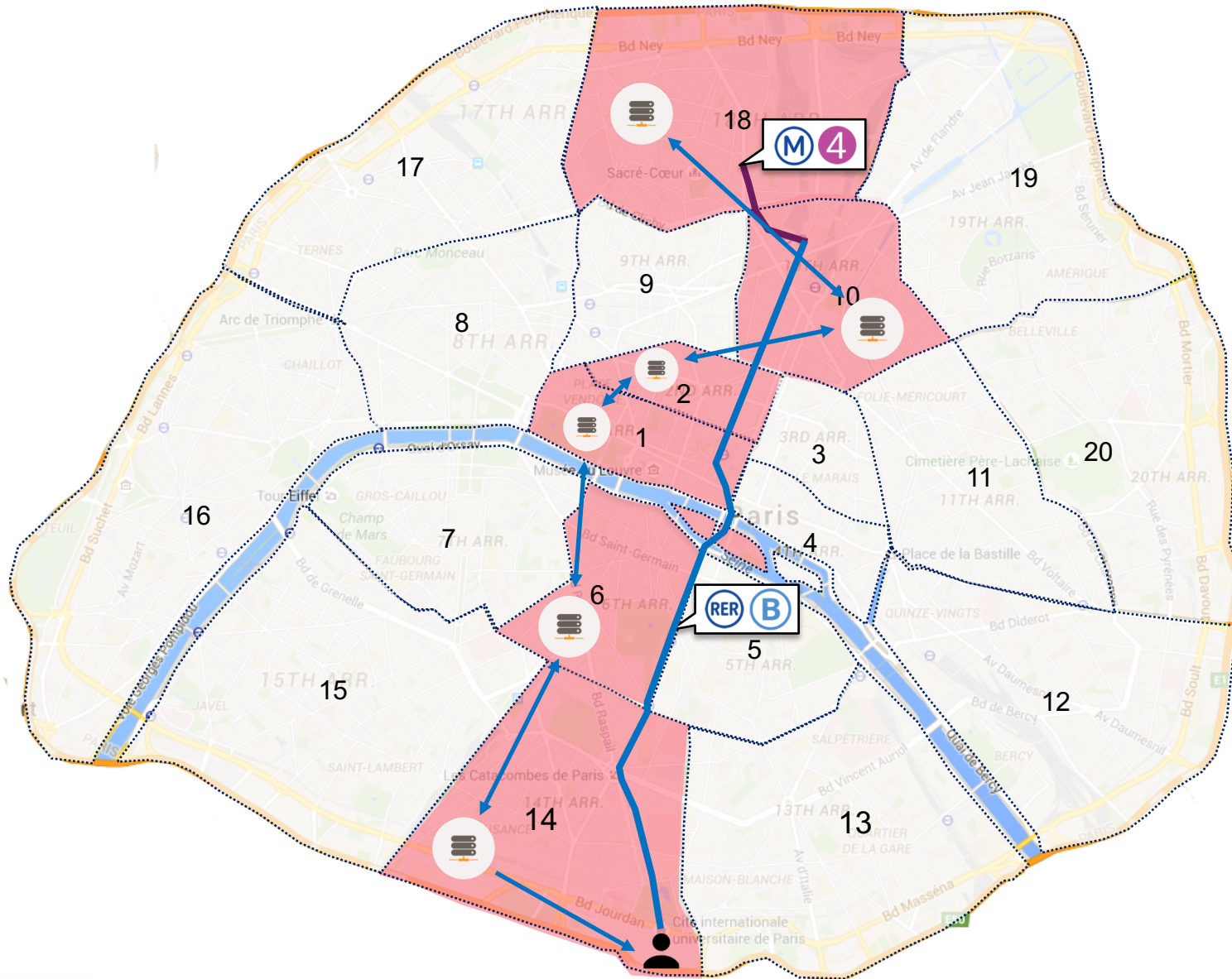
MiMove project-team  
Inria Paris-Rocquencourt, France

MiMove  
Middleware on the Move

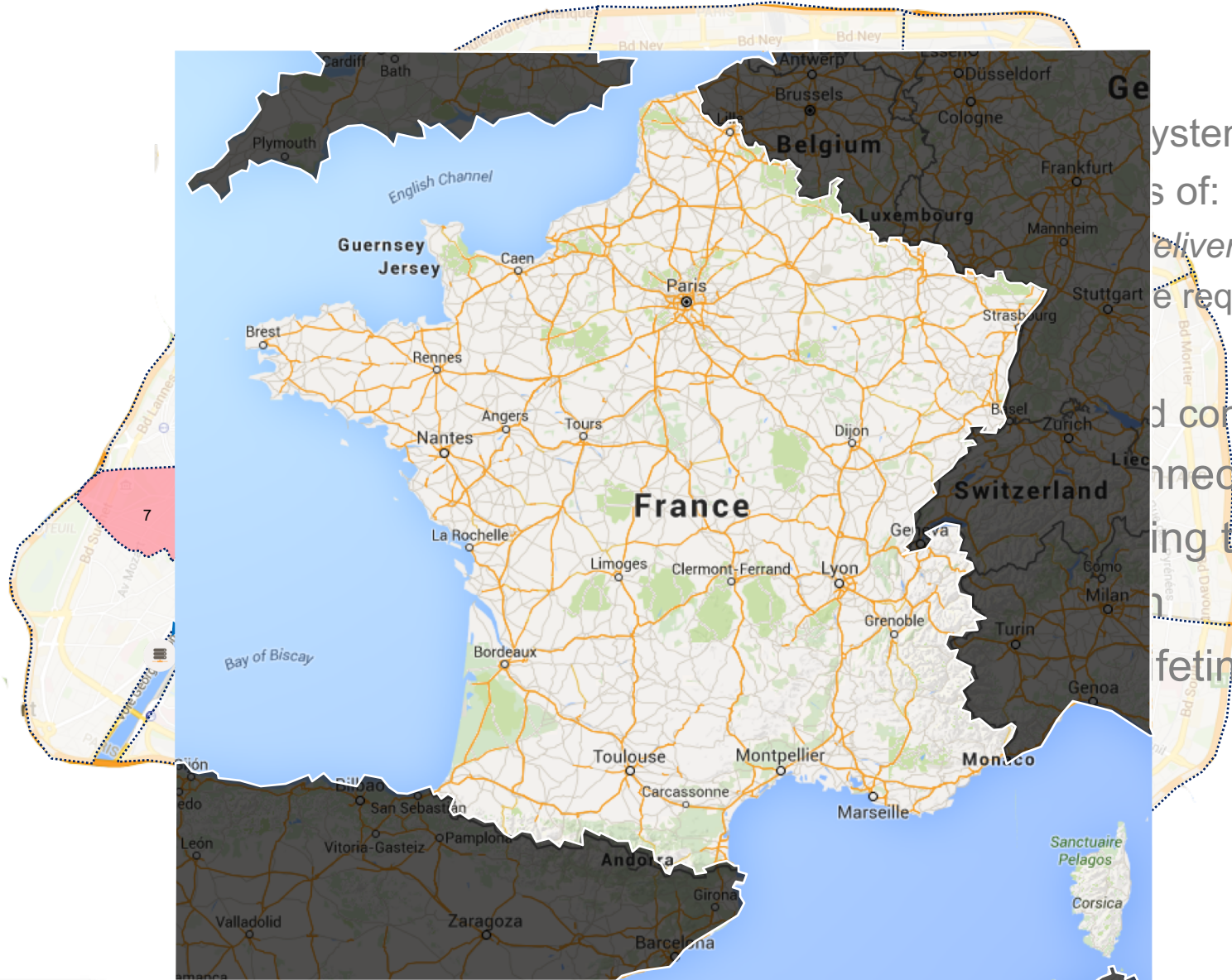
# Motivation



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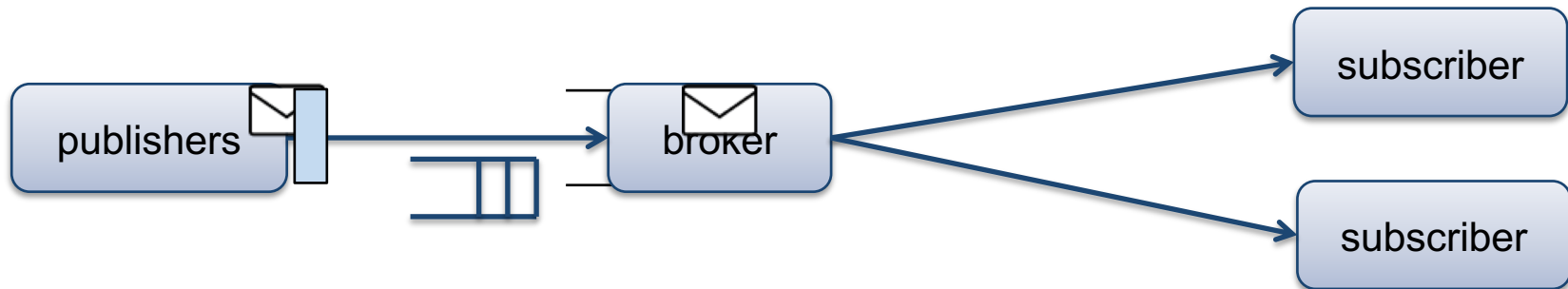
systems should  
of:  
delivery between the  
requesters  
and consider:  
connectivity  
ing the arrival  
fetime

# 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)

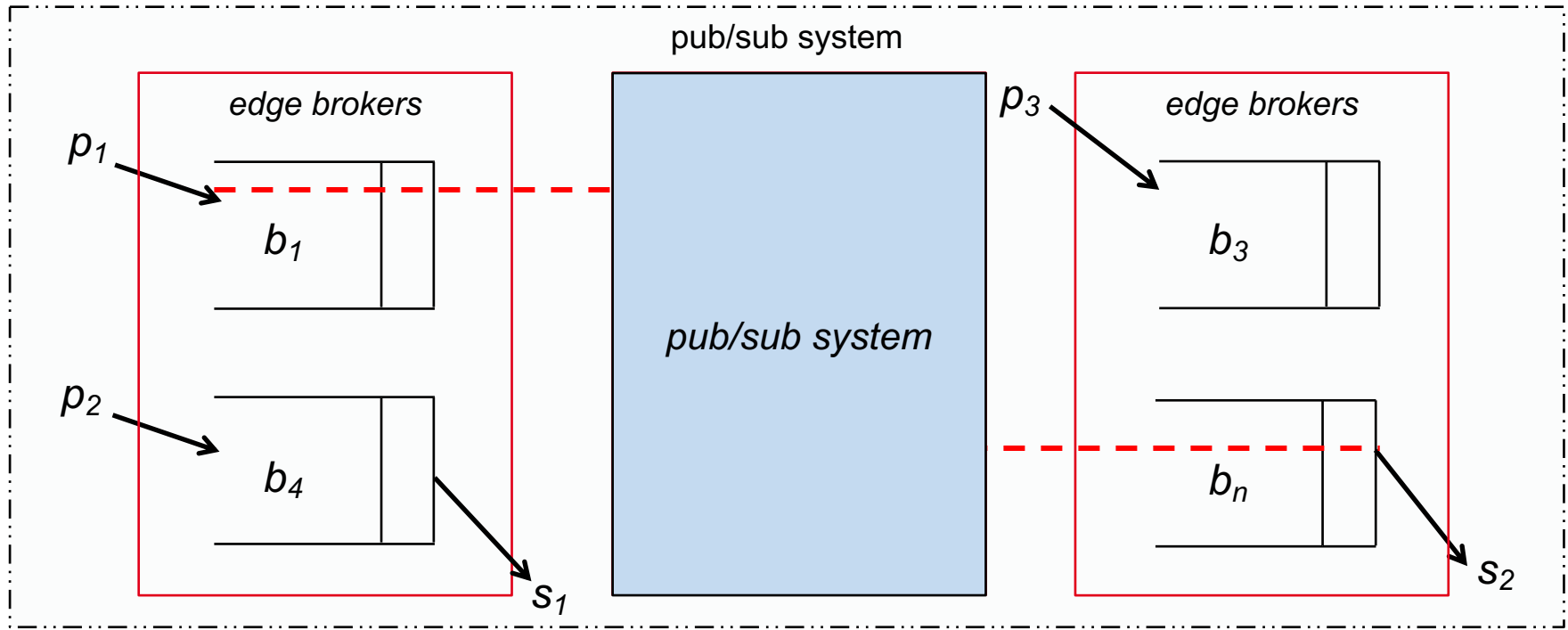
## ➤ Publishers (p):

- mobile entities
- they connect to publish events
- a *lifetime* limit can be assigned to each event

## ➤ Subscribers (s):

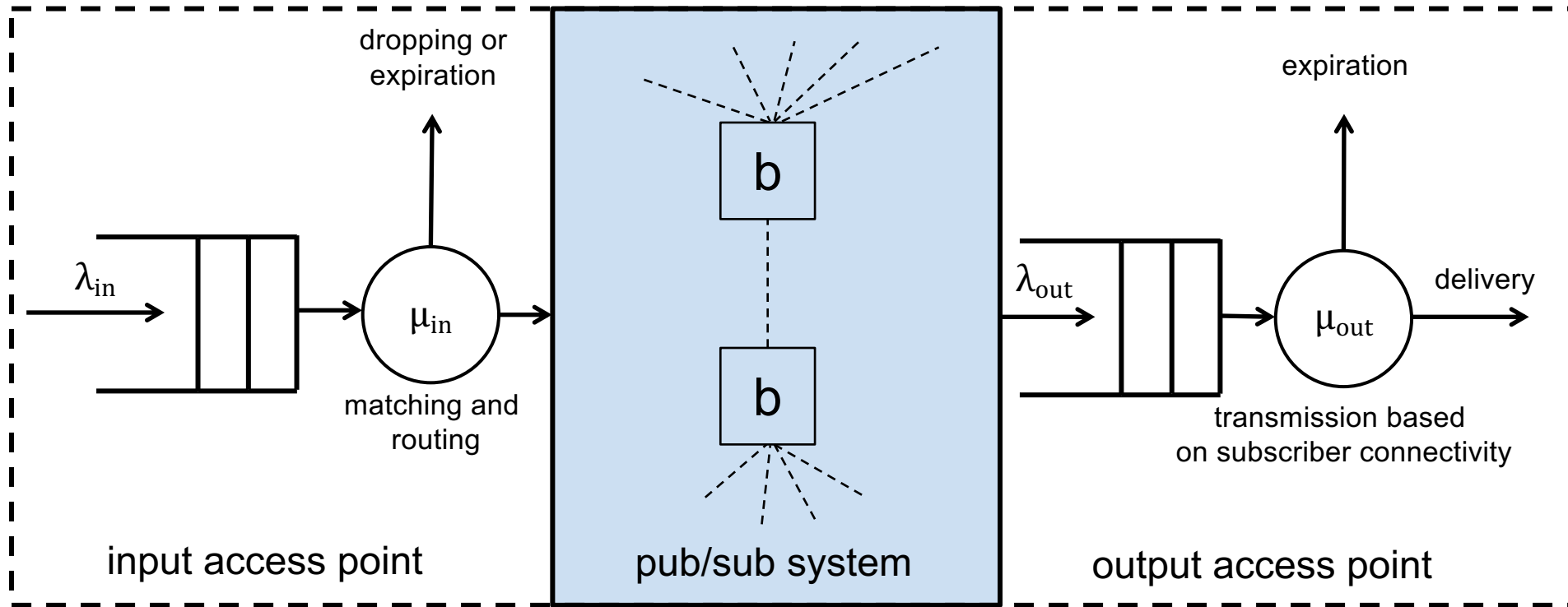
- mobile entities
- they connect to system occasionally to receive events
- they disconnect to save energy

## ➤ 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!*

# Outline

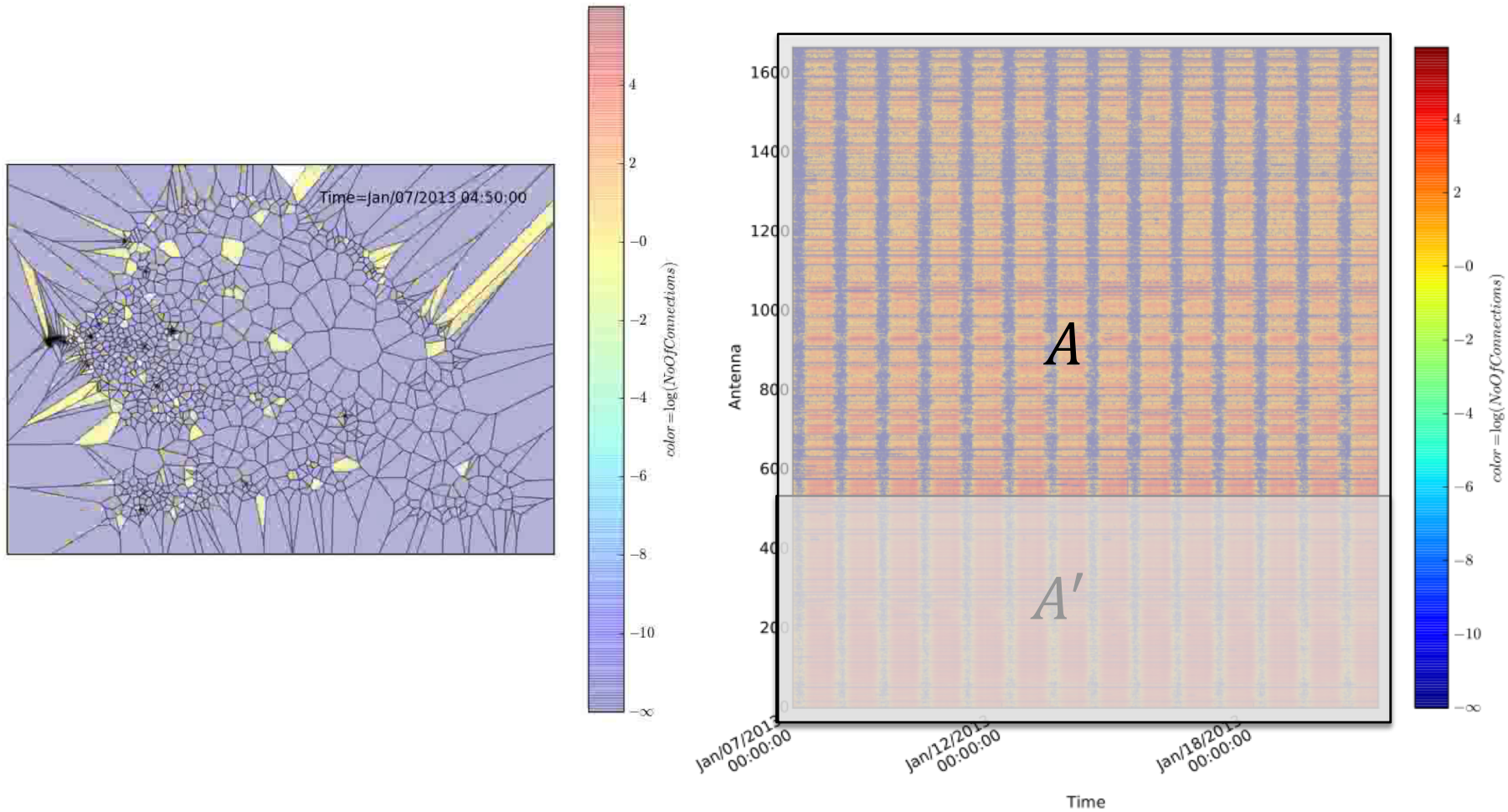
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- D4D Dataset:
  - Generated by Orange labs for the subscribers of Sonatel Network in **Senegal**
  - Contains Call Detail Records (CDRs)
  - Collected over 50 weeks starting from 7th January 2013
  - Every 10 min interval, the location of the associated 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

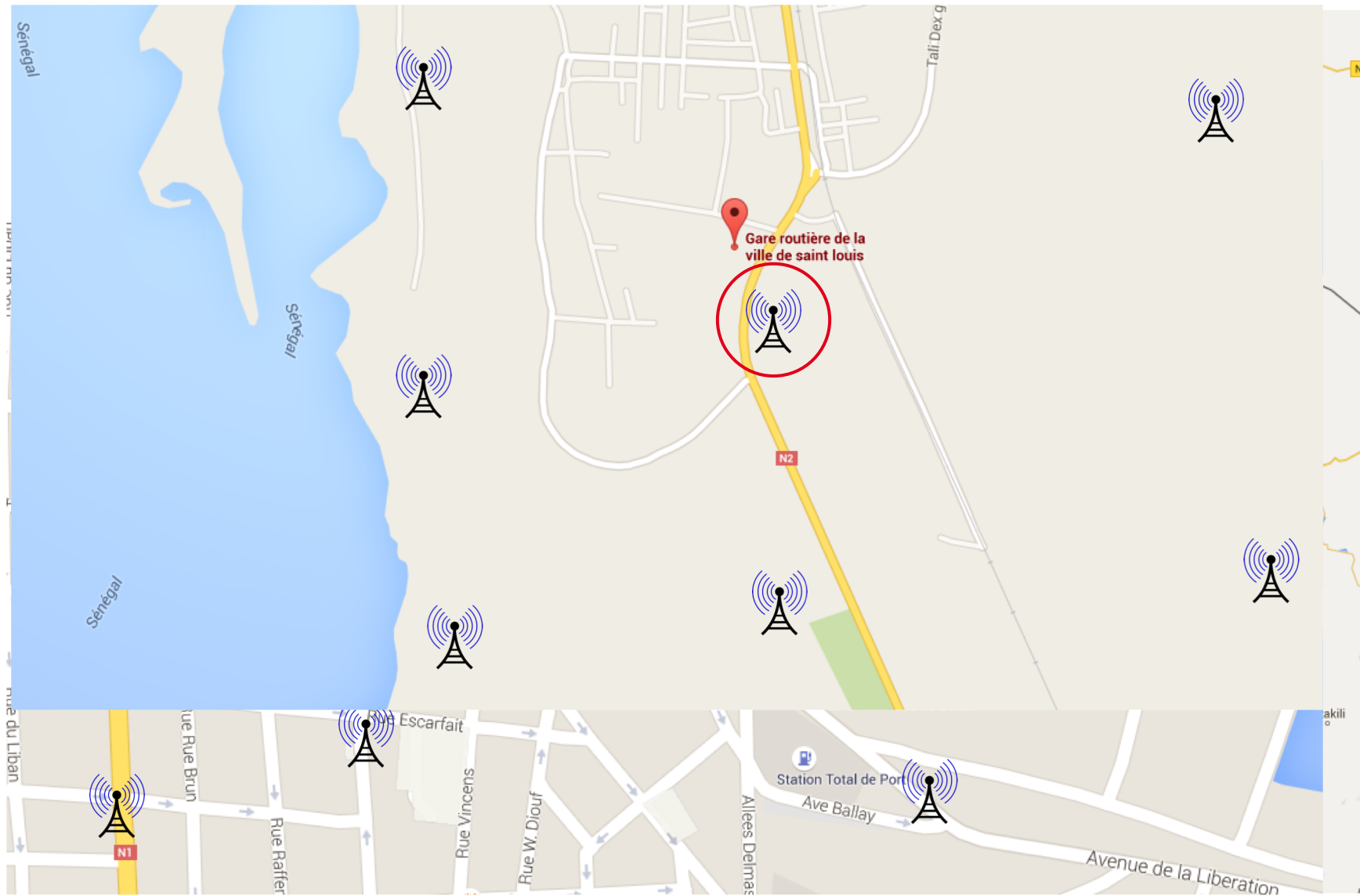
Orange Data  
for Development  
Challenge  
in Senegal



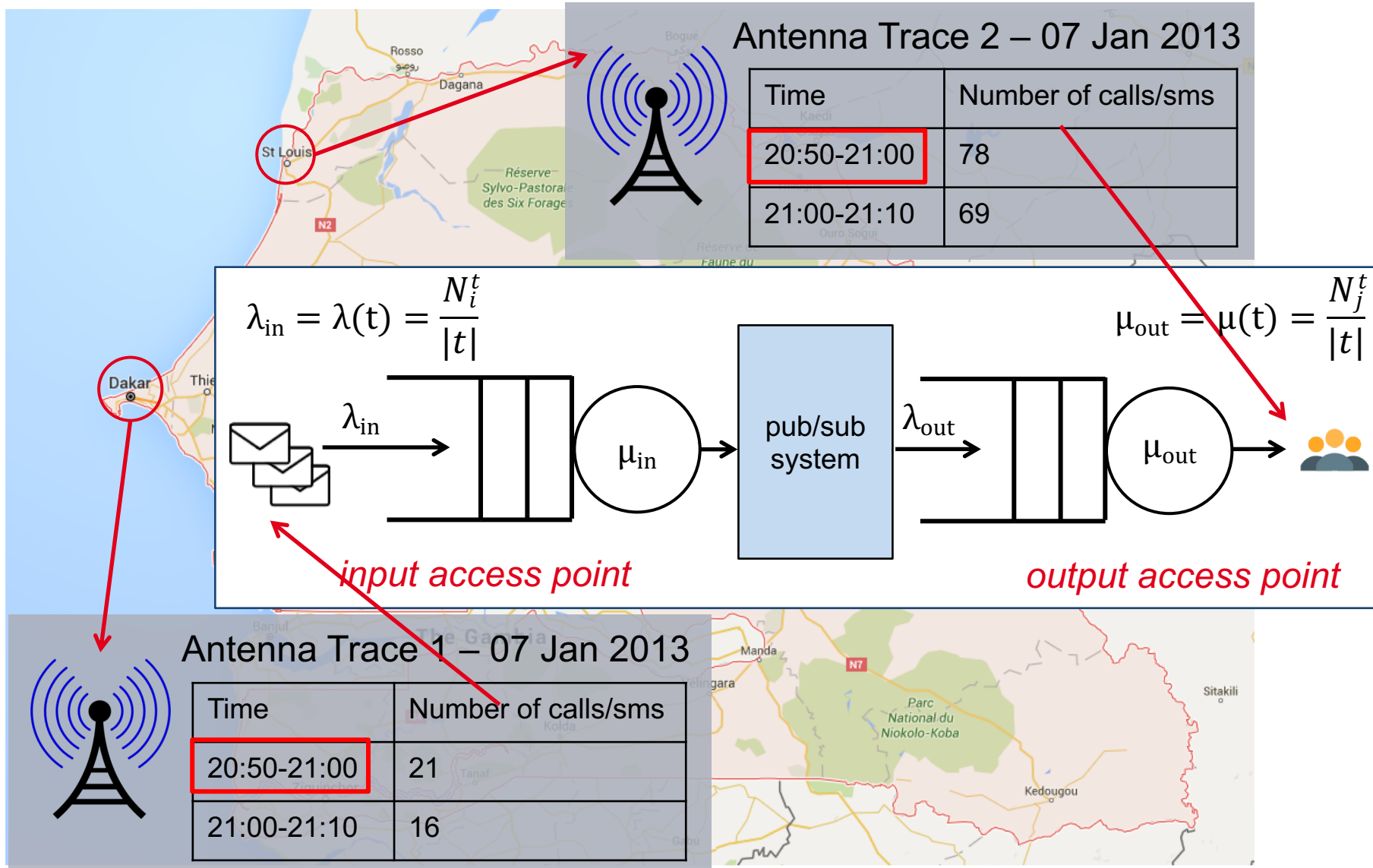
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# Context-rich Model Parameterization



# Context-rich Model Parameterization



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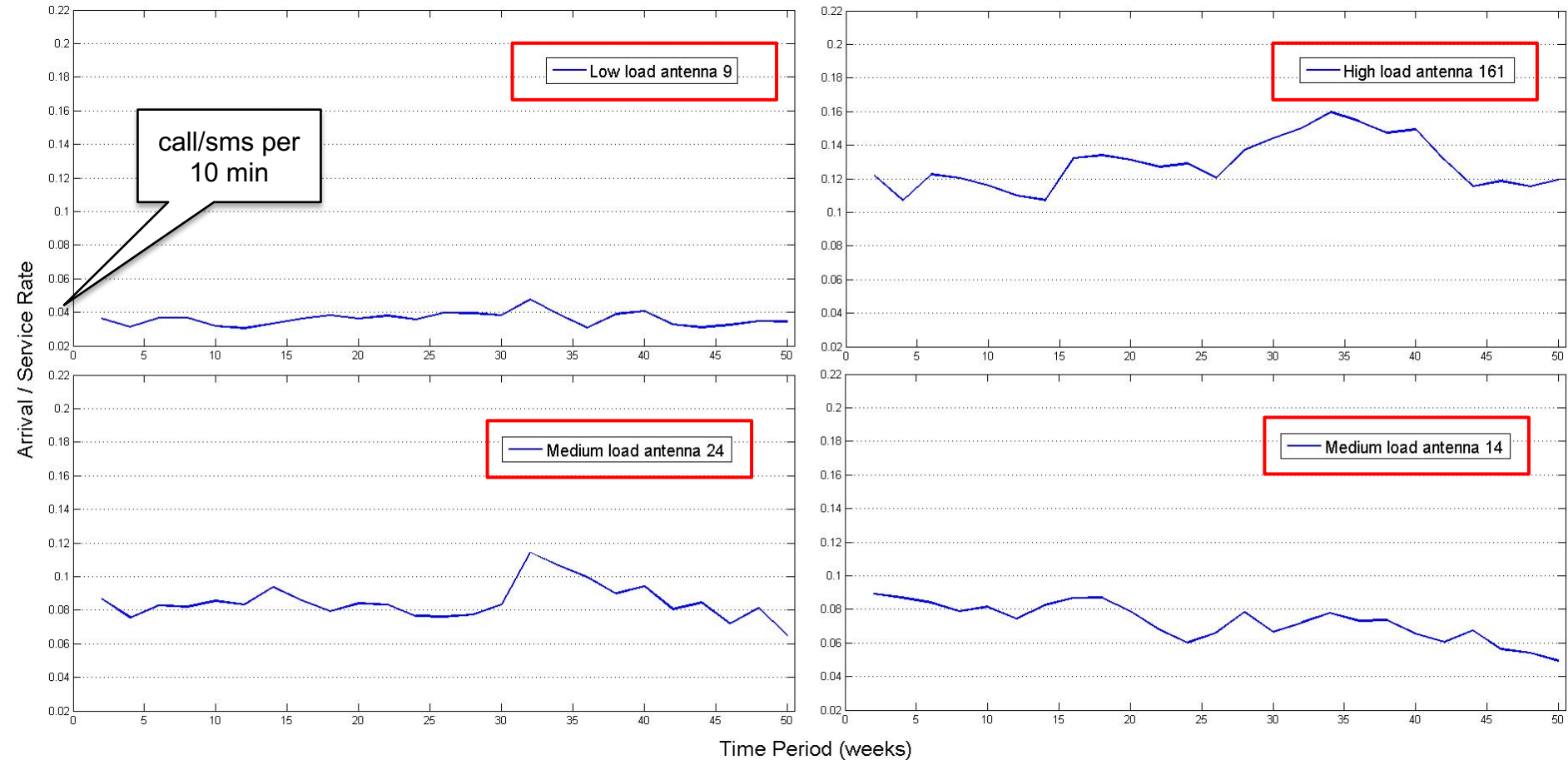
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# Simulation Results

- MobileJINQS<sup>1</sup>:
  - 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*

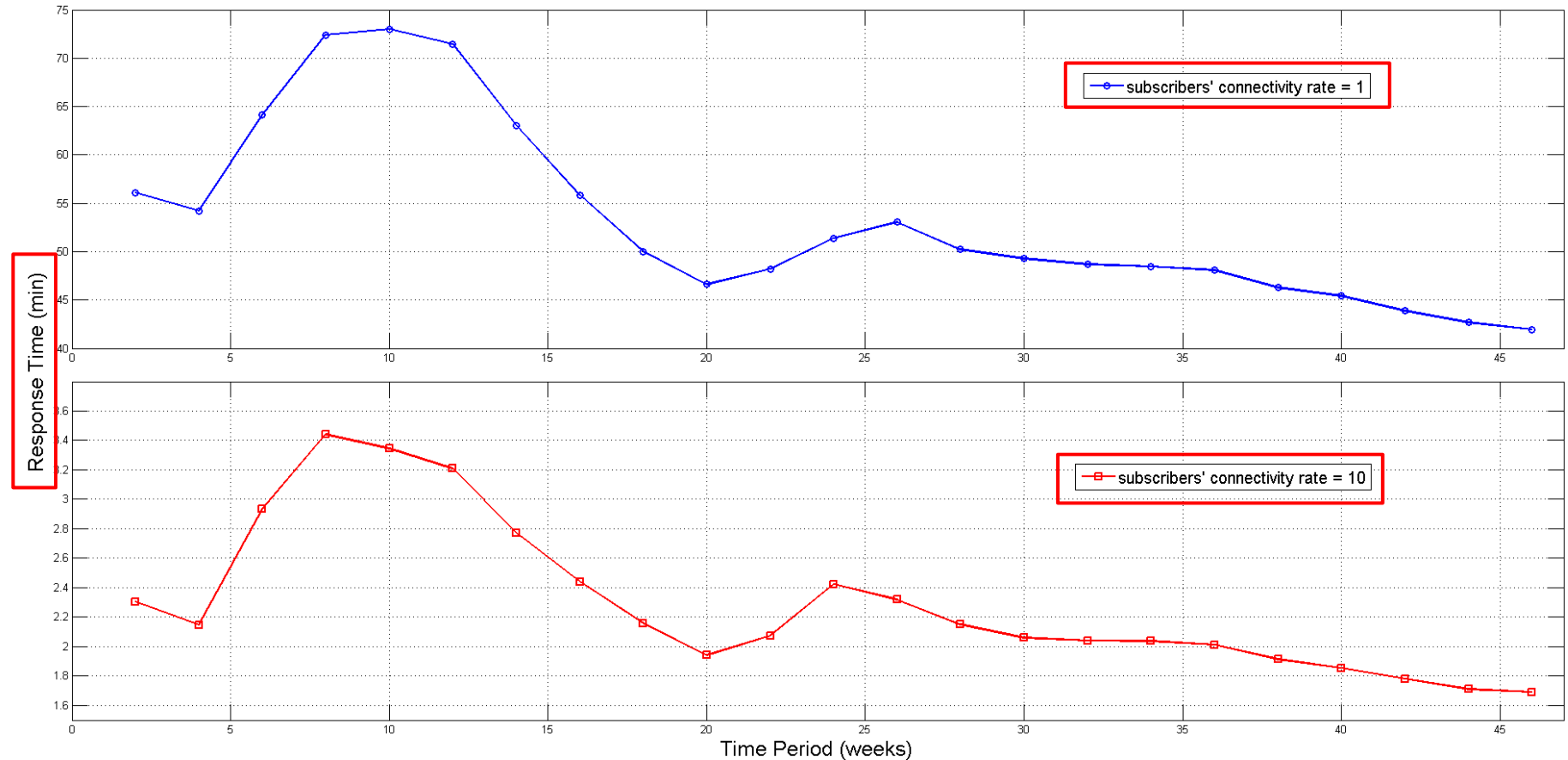
# Simulation Results: representative input load

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



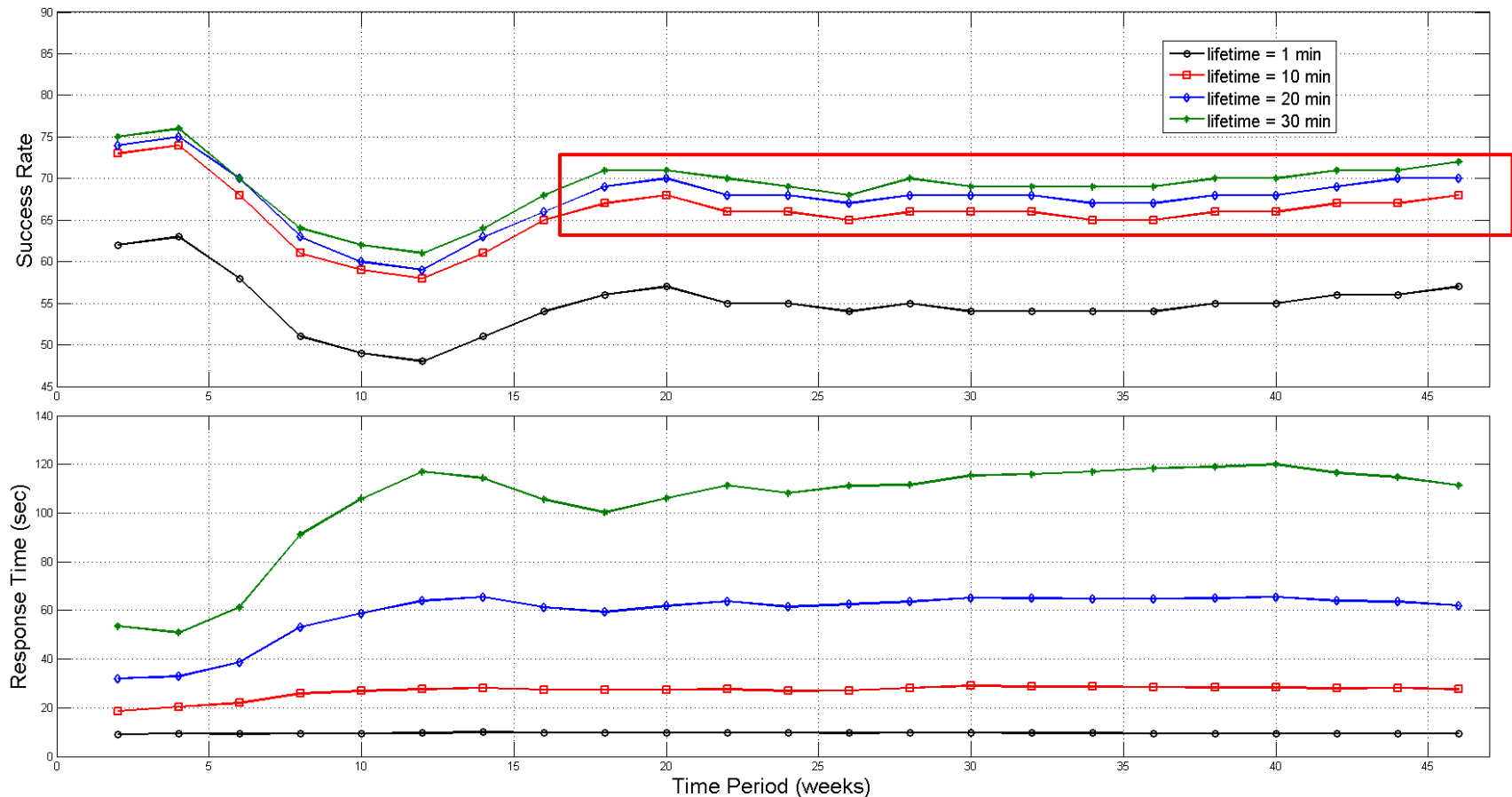
# Simulation Results: response time for infinite lifetime

- 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](http://mimove.inria.fr)

*D4D Challenge*: [xsb.inria.fr/d4d](http://xsb.inria.fr/d4d)

