

CD-GAIN: Measuring Traffic Gains from Peer-assisted Content Delivery

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ESPRC project in collaboration with BBC R&D

Appetite comes with Eating

Video traffic now accounts for 66% of all traffic on the Internet and is predicted to reach 79% by 2018



BBC iPlayer

Content is King



average of 5K users online every sec in the first day after release



Higher Demand means Higher Savings

Model traffic swarms as infinite-server queue (extending Menasche et al., CoNext 2009)



How much we can offload to peers

$$G(c) = 1 - \left(\frac{c(1 + e^{c}c^{-m}(m\Gamma(m) - \Gamma(1 + m, c)))}{m} + 1\right)^{-1}$$

The share of traffic which can be offloaded to peers is growing with the demand and the size of content

London, Sep. 2013



Records in the Dataset.

<network id, ISP, user id, request time, session duration, bitrate, content id>

So, How Much we can Offload?



• model is in a good agreement with simulations

• significant traffic savings can be achieved despite constraints

What do we do with the Obstacles

Eight biggest ISPs account for over 70% of traffic



Two main bitrate formats dominate in over 70% of sessions



Fragmentation of traffic by ISP and bitrate formats yields several large content swarms

Why it works in the end?

Top-5% of the content corpus accounts for 80% of traffic





- most traffic is generated by a small amount of popular content
- "online while watching" model is important

Takeaways

• online while watching model and long-duration content are crucial factors for feasibility of peer-assistant content delivery

• **fragmentation** of peer-to-peer swarms by ISP, quality format and content **doesn't impose significant limitations** on the system

• up to 80% of all traffic for the whole content corpus in iPlayer can be offloaded for the biggest ISPs



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