



Proactive Content Caching Utilizing Transportation Systems and its Evaluation by Field Experiment

K. Kanai *et al.*, "Proactive content caching utilizing transportation systems and its evaluation by field experiment," *2014 IEEE Global Communications Conference*, Austin, TX, 2014, pp. 1382-1387.

September 29, 2016
ICNRG Interim meeting

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Outline

- Background
- Proactive content caching scheme
 - Overview
 - Architecture
 - Delivery scheduler
 - Communication protocol
- Evaluation by field experiment
- Results
- Conclusions and future work



Background



- Providing robust video streaming **with efficient wireless resource usage** is important

- **Explosively** increase mobile traffic
- 70% of them will be **mobile video** in 2018

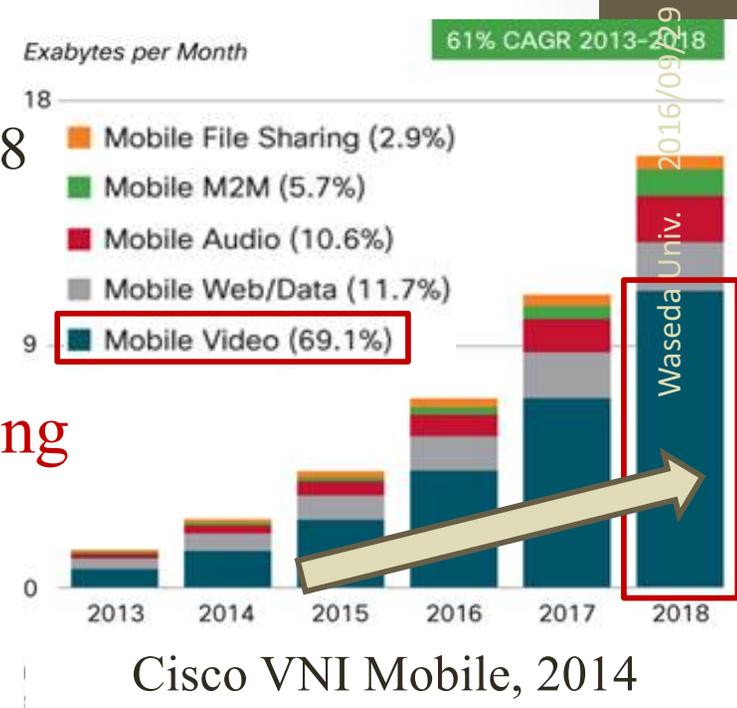


- **Proactive content caching scheme utilizing transportation systems**

- **High-speed and highly-reliable video streaming**

- Aim to turn a transportation vehicle into a radio communication platform

- Aim to apply Content Centric Networking architecture





Proactive content caching scheme

Goal

- Provide robust video streaming for mobile users
 - No cellular connection (operator side)
 - No video interruption (user side)

Overview

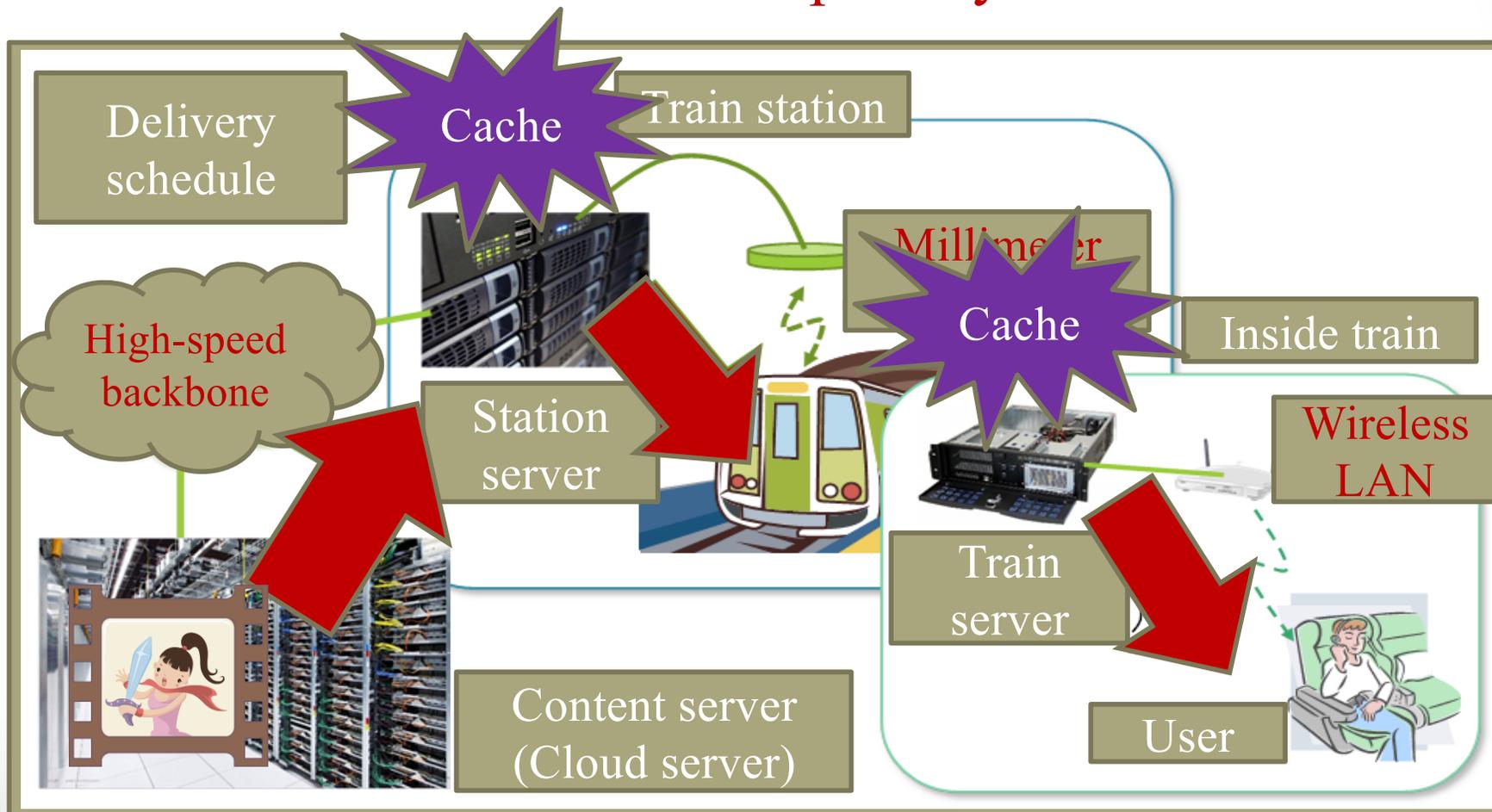
- Content servers **proactively** deliver divided contents to some stations
 - According to **delivery schedule**
- Train receives these distributed contents **at the stations**
- Train streams these received contents to users

Achieve to reduce delay and packet losses rather than traditional CDN users, especially cellular users.



Proactive content caching scheme ~ Architecture ~

- Place servers on every train and station
 - Each server has a **CCN capability**



Proactive content caching scheme

~ Delivery scheduler ~



- **A key function:** delivery scheduler called “smart scheduler”

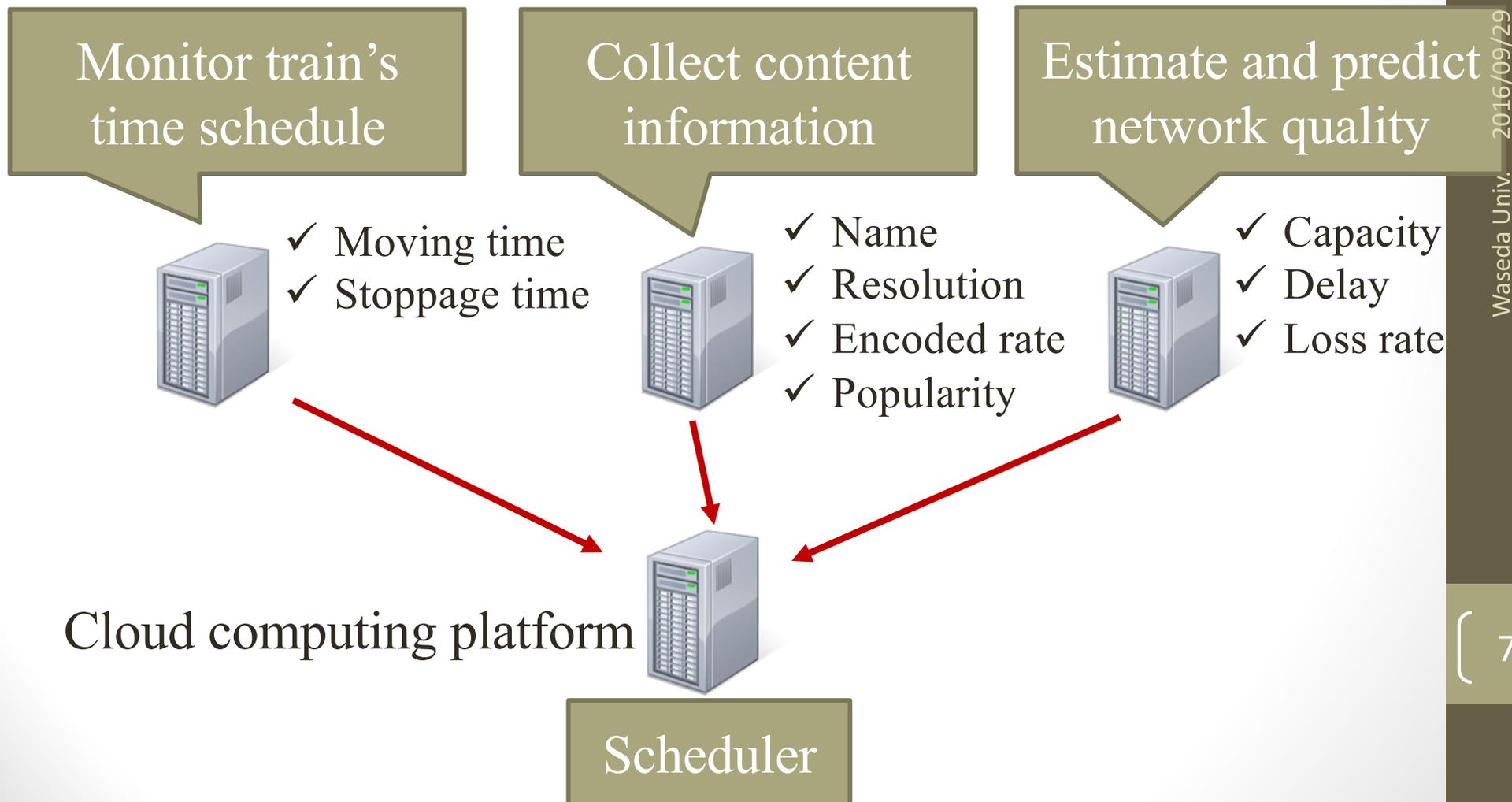
Three important roles

- **Collect latest information**
 - Network quality, content information and train’s time schedule
- **Define delivery schedule**
 - Delivery of what, how many, where and when
- **Request contents**
 - In case of CCN, create Interest packets to obtain requested contents

Proactive content caching scheme ~ Delivery scheduler~



- Collect latest information to define delivery schedule



Proactive content caching scheme

~ Delivery scheduler ~



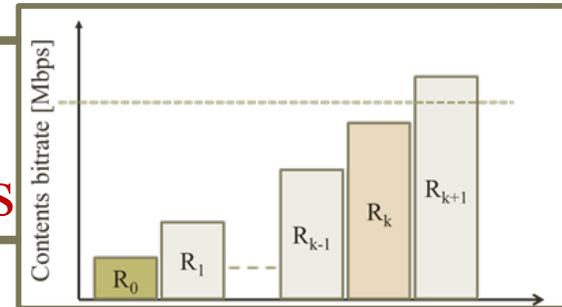
- Define delivery schedule

- Delivery of what, how many

MPEG-DASH contents support a hierarchical layer

- What: content quality

- How many: the amount of content segments



➔ To achieve smooth playback (i.e. no freeze) while moving, content quality and the amount of segments should be controlled adaptively

- Where: Delivery locations

- When: Delivery timing



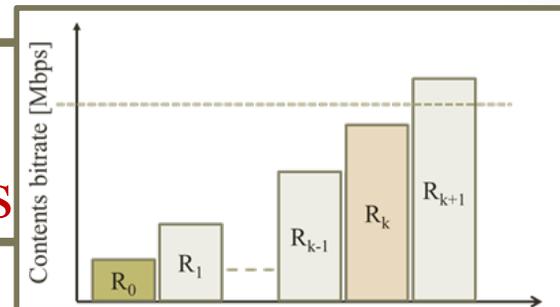
Proactive content caching scheme

~ Delivery scheduler ~

- Define delivery schedule
 - Delivery of what, how many

MPEG-DASH contents support a hierarchical layer

- What: content quality
- How many: the amount of content segments



➔ These parameters could be calculated by referring the train's time schedule, content information and estimated network quality.

- Where: Delivery locations
- When: Delivery timing

➔ To achieve smooth playback (i.e. no freeze) while moving, content should be delivered proactively before the train arrives at a station



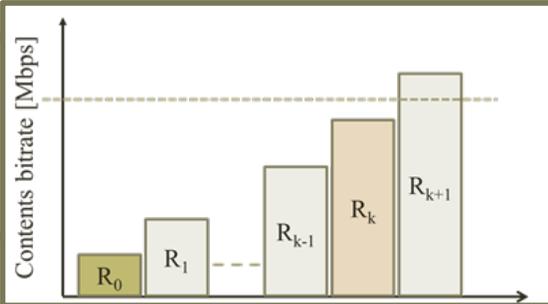
Proactive content caching scheme

~ Delivery scheduler ~

- Define delivery schedule
 - Delivery of what, how many

MPEG-DASH contents support a hierarchical layer

- What: content quality
- How many: the amount of content segments



➔ These parameters could be calculated by referring the train's time schedule, content information and estimated network quality.

- Where: Delivery locations
- When: Delivery timing

➔ These parameters could be defined by referring the train's current location and time schedule.

Proactive content caching scheme

~Optimal content quality~

- Calculate an optimal content bitrate

Delivery timing

✓ Proactive caching

$$S_n \leq B_n * (t_n - t_{n-\alpha_n})$$

✓ Continuous playback

$$\frac{S_n}{j_n} \geq R_n * (t_{n+1} - t_n)$$

✓ Smooth playback

$$\frac{D_n}{j_n} \geq R_n$$

Traveling time to the next station

Optimal content bitrate should be calculated by fulfilling these formulas

✂ Transmission data: $S_n = C_n * \Delta t_n$

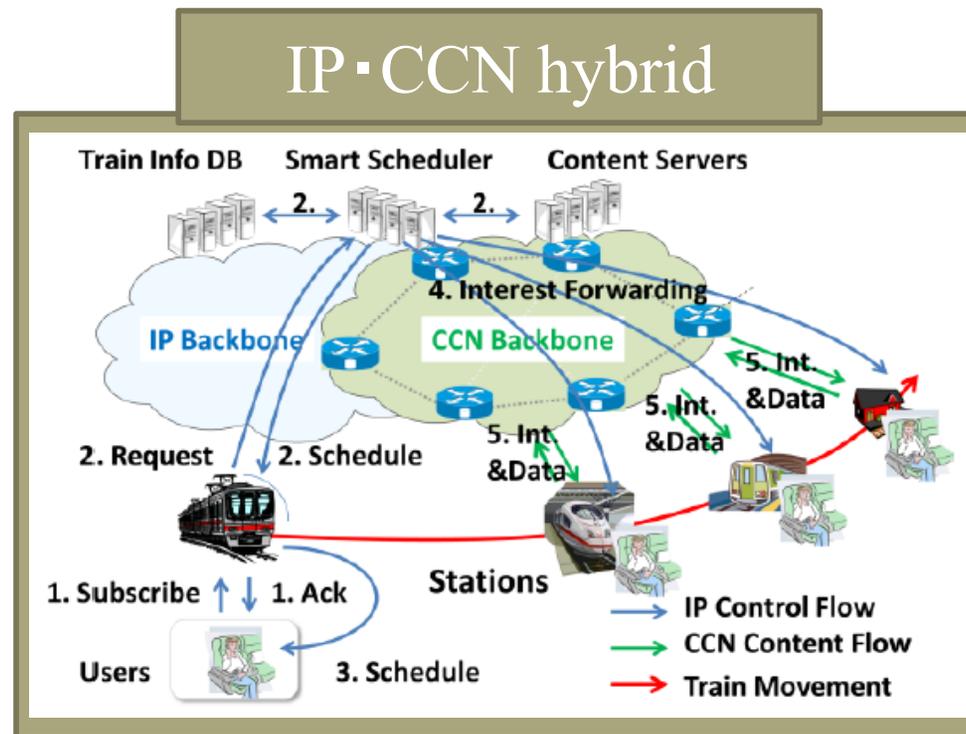
✂ Bandwidth could be shared fairly among multiple users

B, C, D: Estimated bandwidth for each access network, j: number of users
 α : Delivery timing

Proactive content caching scheme ~Communication protocol~



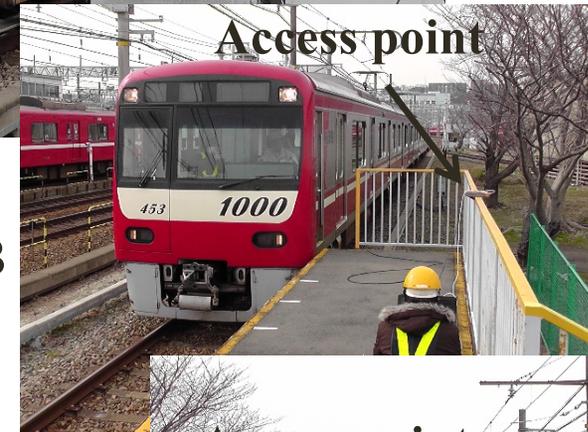
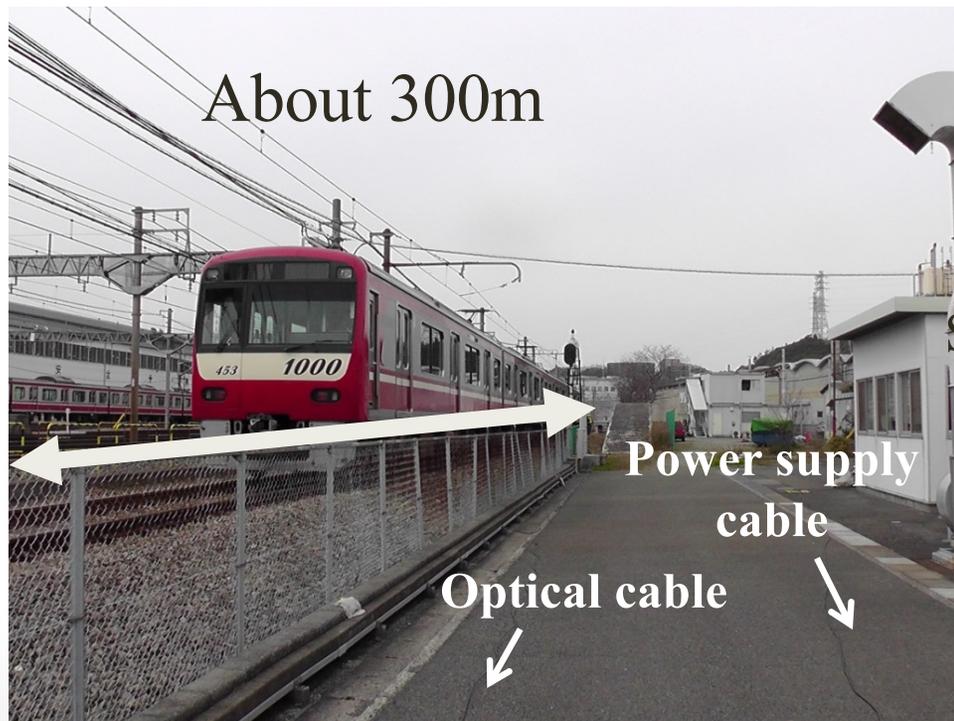
Protocol	Control	Content
IP-CCN hybrid	IP	CCN



Field experiment ~Environment~



- We carried out field experiment by using actual trains





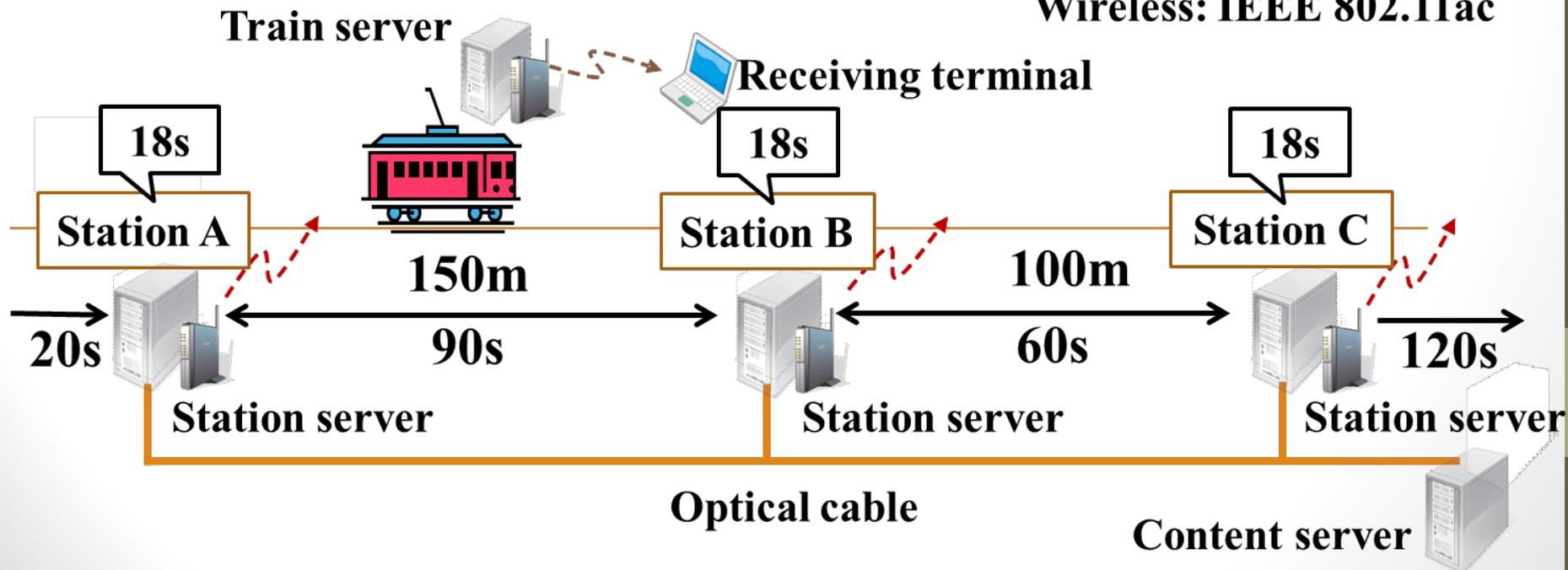
Field experiment

~Evaluation scenario~

- In this time, we evaluate only a single user case for simplicity
- Train moves from station A to station C according to actual train's time schedule
 - Wired LAN (optical cable) : **Approximately 600Mbps by iperf**
 - Wireless LAN (802.11ac) : **Approximately 100Mbps by iperf**

Wired: 1000BASE-T/1000BASE-LX

Wireless: IEEE 802.11ac



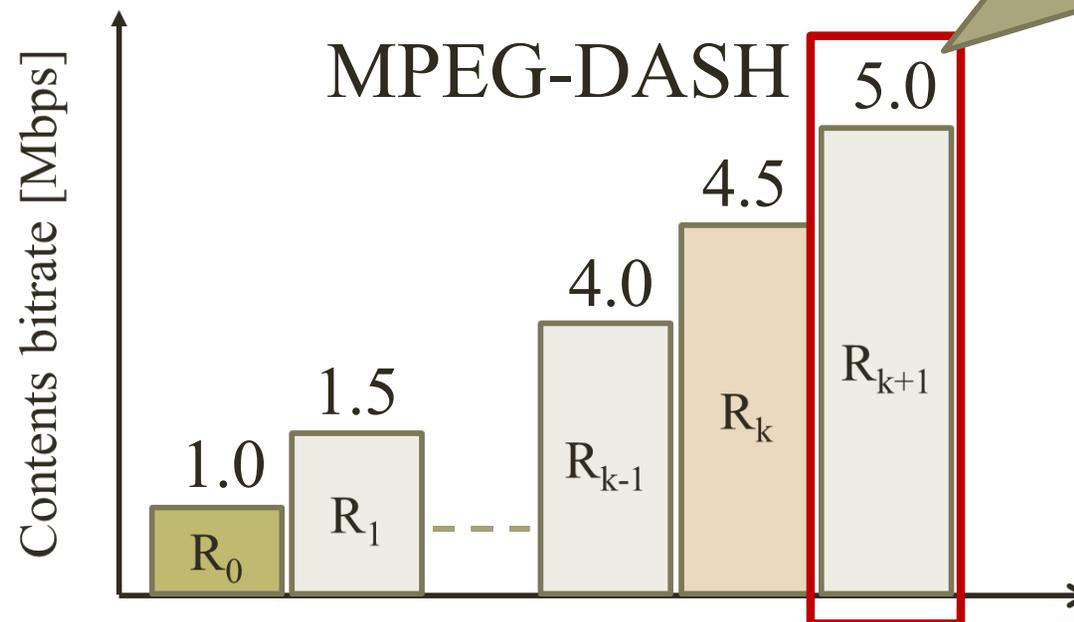
Field experiment

~Evaluation scenario~

- DASH contents
 - Resolution: 1080p
 - Encoder: H.264/AVC
 - Encoded bitrate: 1~5
 - Segment length: 2 sec



In single user case, content bitrate is selected 5Mbps because network bandwidth is so wide.



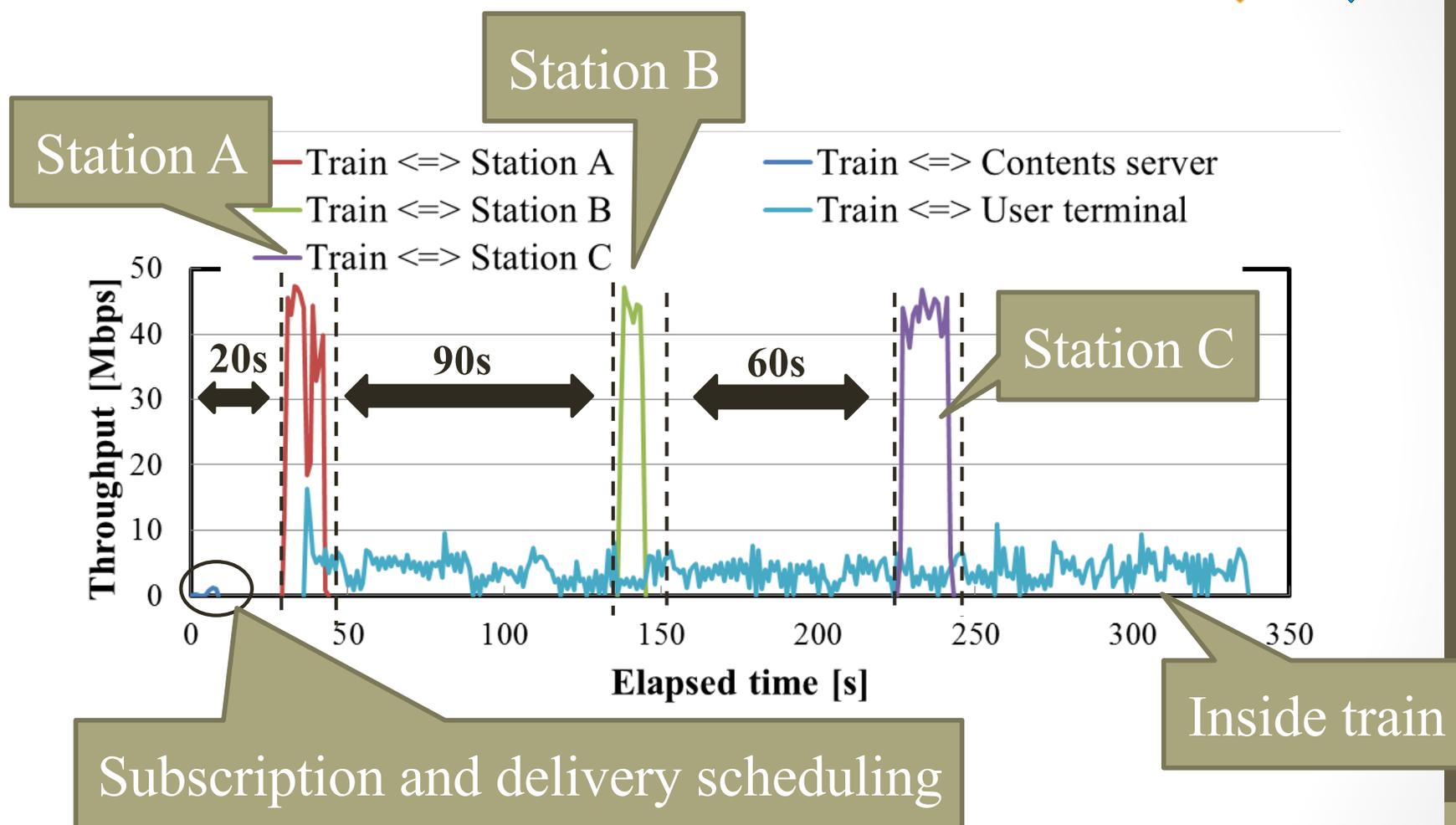
Field experiment

~Evaluation scenario~



デモビデオ

Results



- Requested contents can **be completely downloaded** while the train stop at the stations
- Achieve to smooth playback **without any video freeze**

Proactive content caching vs. cellular scenarios

- Cellular scenarios: video streaming via LTE
 - Two user behaviors: still and moving

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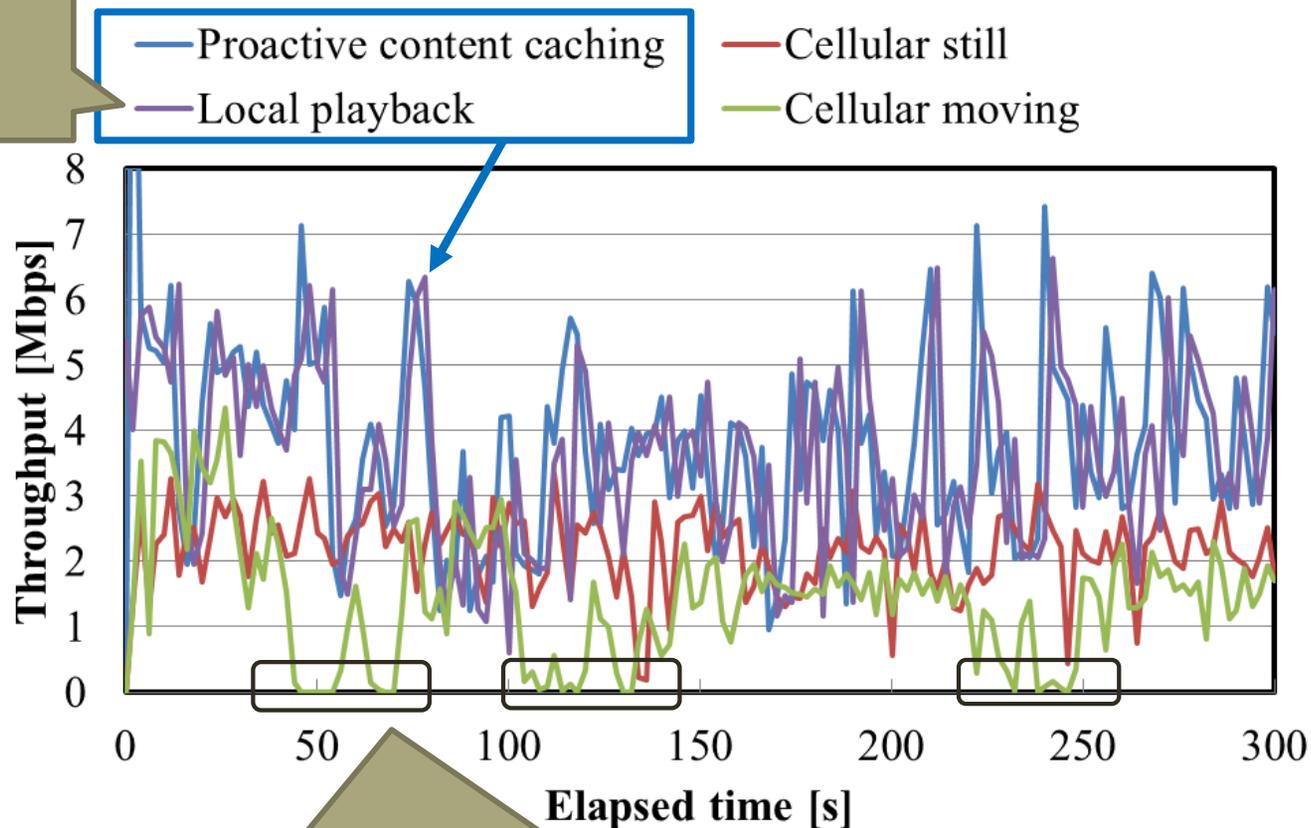




Proactive content caching vs. cellular scenarios

- Cellular scenarios: video streaming via LTE
 - Two user behaviors: still and moving

Similar
quality



Video was freeze (cellular scenario)



Conclusions and future work

- Propose **proactive content caching scheme utilizing trains**
 - Efficient wireless resource usage (operator side)
 - Smooth playback (user side)
- Evaluate and validate its performance by field experiment
- Achieve to experience **high-reliable video streaming**

In the future

- Modify and evaluate larger-scale scenarios
 - Multiple users and multiple contents
 - **Green video streaming**
- Extension to **automobiles and pedestrians**



This paper has been supported by MIC's Project for Promotion of Advanced Communication Applications Development and also supported by the FP7/NICT EU-JAPAN Green ICN project.

The authors thank to Keikyu Corporation, a train operating company in Japan, who provided us field experiment environment.