

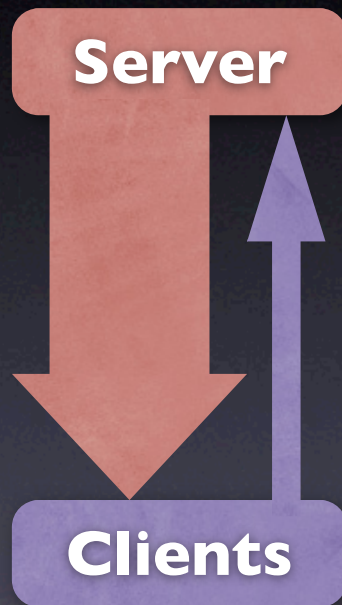
Customized Newspaper Broadcast

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Data Dissemination



Asymmetric media

Naturally broadcasting : wireless networks, Satellite, Multicast trees, Ethernet, Cable TV, VideoText, Mobile phones,...

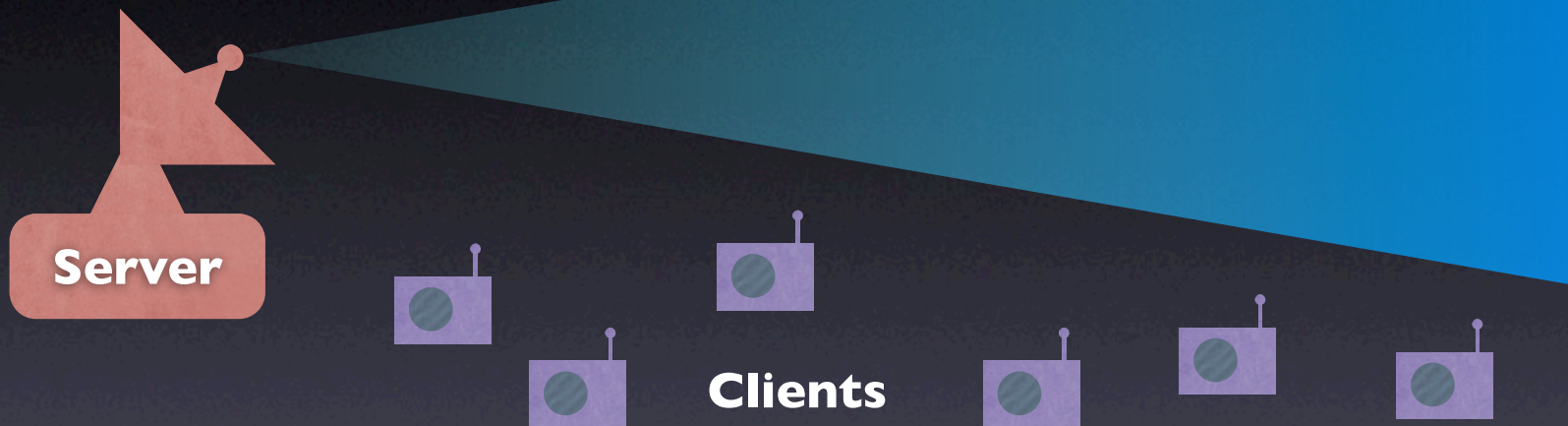
Very large number of clients

Wireless internet, Hot Information Systems (traffic, football,...),...

Inefficient to serve each request individually

(overload server and network)

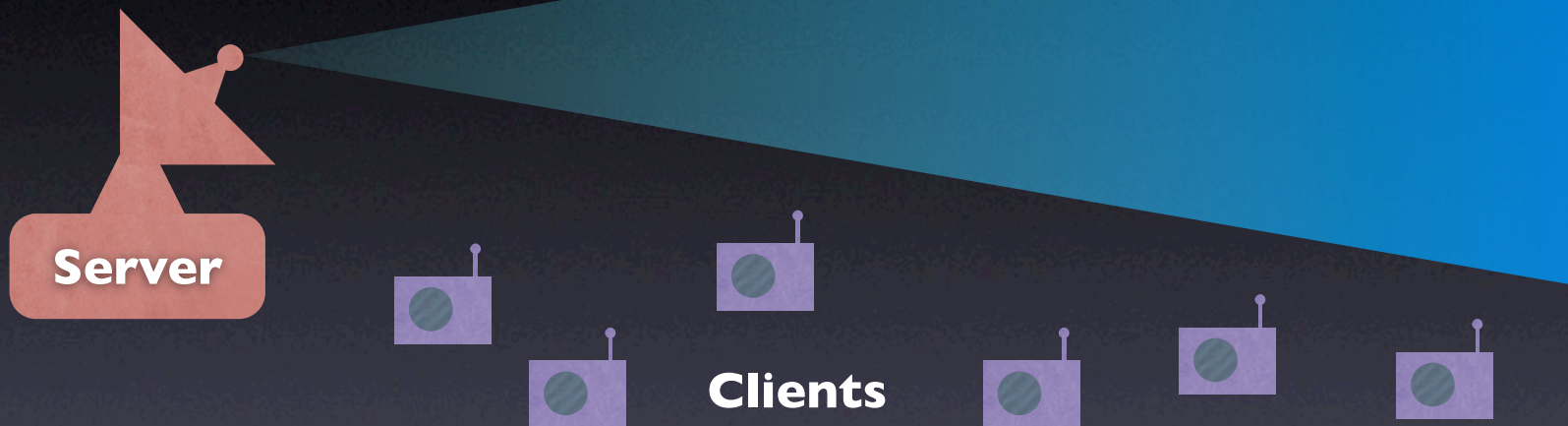
Data Dissemination Protocols



The server knows a **profile** of the clients :
the request probability for each items set

No request is sent to the server
("push" as opposed to "pull")

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Example of dependencies



Each web page is **composed of items that are shared** by several web pages

Each page is downloaded when **all** its components have been received

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The problem

Instance :

n news items (components) M_1, \dots, M_n of length 1

k newspaper (pages) $S_1, \dots, S_k \subseteq \{1, \dots, n\}$

the popularities p_1, \dots, p_k of the newspapers,

$$p_1 + \dots + p_k = 1$$

Goal : A schedule of the **news items** that minimizes the **newspapers downloading time for a random user**



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A request for **stock exchange** and **people**

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Previous work (1)

NP-hard without dependencies

if broadcasting a news item has a cost (BBNS98)
or if the news items have different lengths (KS99, S00)

Algorithms without dependencies

- 2-approximation, Ammar & Wong 1985
- 9/8-approximation, Bar-Noy, Bhatia, Naor & Scheiber 1998
- $(1+\epsilon)$ -approximation, Kenyon, S. & Young 2000

Related work : broadcast disks

by Acharya, Alonso, Franklin & Zdonik 1995

Previous work (2)

NP-hard with dependencies

the preemptive setting proved to be NP-hard in [S00] is the restriction where all newspapers are disjoint

Approximation algorithms with dependencies

- Optimal for **two news items**, Bar-Noy, Shilo, 2000
- 3/2-approximation for the best **permutation** when **each dependency involves at most two news items**, Bar-Noy, Naor & Scheiber 2003
- Experimental evidences, Huang & Chen 2003-2004
 - ⇒ Taking into account dependencies **significantly improves performances**

Cost of a schedule

$$\text{Cost}(\text{Schedule}) = \sum_{j=1}^k p_j \cdot \text{Avg wait}(\text{Newspaper } S_j)$$



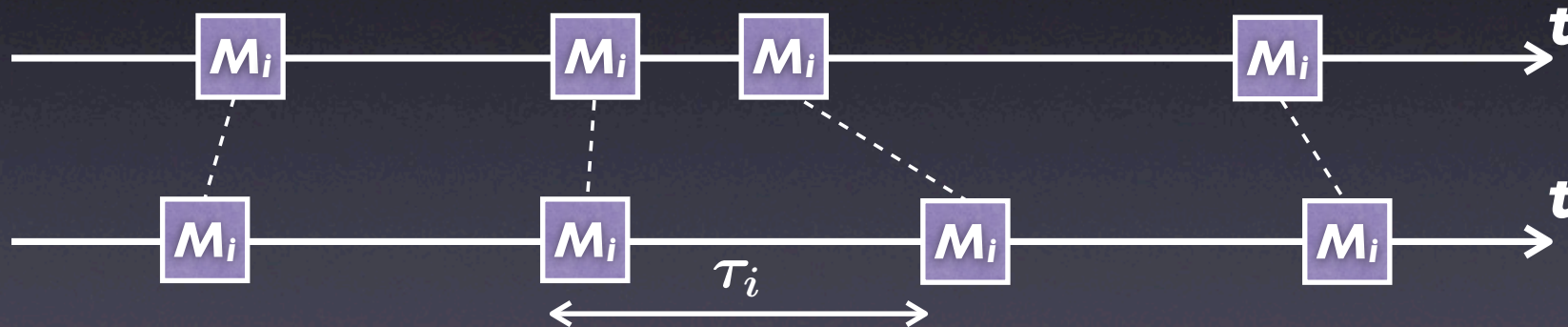
$$\text{Avg wait}(\text{Newspaper } S_j) =$$

$$\frac{1}{T} \int_{t=0}^T \max_{\text{News item } M_i \in S_j} \text{Wait}(M_i, t) dt$$

Lower bounding the cost

Convex: $\text{Avg wait}(\text{Newspaper } S_j) \geq \max_{\text{item } M_i \in S_j} \text{Avg wait}(M_i)$

Relaxation (AW85): Allow overlaps and optimize the broadcasts of each news item M_i independently



Minimum when M_i is broadcast regularly

$$\text{Avg wait}(\text{Newspaper } S_j) \geq \max_{\text{News item } M_i \in S_j} \frac{\tau_i}{2}$$

The lower bound

$$\text{LB} = \left\{ \begin{array}{l} \text{Minimize} \\ \tau > 0 \end{array} \sum_{\text{Newspaper } S_j} p_j \cdot \max_{\text{News item } M_i \in S_j} \frac{\tau_i}{2} \right.$$

with $\frac{1}{\tau_1} + \dots + \frac{1}{\tau_n} \leq 1$

Convex minimization problem

Ellipsoid algorithm obtain in polynomial time a solution:

$$\tau^* \text{ such that } \text{LB}(\tau^*) \leq \text{LB} + \frac{1}{4}$$

Randomized approximation

For each time slot t :

Choose i in $\{1, \dots, n\}$ with probability $1/\tau_i^*$

Broadcast news item M_i

Analysis (Coupon collector)

Each news item in newspaper S of size $|S|$ is broadcast in each time slot with probability at least $1/\max_{i \in S} \tau_i^*$

The expected downloading time for S is then at most

$$\ln |S| \cdot \max_{i \in S} \tau_i^*$$

Randomized approximation

For each time slot t :

Choose i in $\{1, \dots, n\}$ with probability $1/\tau_i^*$

Broadcast news item M_i

Analysis (Coupon collector)

The expected cost for the randomized schedule is then:

$$\text{Cost}(\text{Randomized}) \leq \sum_{\text{Newspaper } S_j} p_j \cdot \ln |S_j| \cdot \max_{i \in J_j} \tau_i^* \leq 2 \ln n \cdot \text{LB}$$

⇒ The randomized scheduler is a **$2 \ln n$ -approximation**

The analysis is tight

A family of critical instances:

k disjoint newspapers with $\ln k$ news items each ($n = k \ln k$)

$\text{Cost}(\text{Randomized}) \sim 2 \ln k \cdot k \ln k$

and **$\text{OPT} \leq \text{Cost}(\text{Round Robin}) \sim k \ln k$**

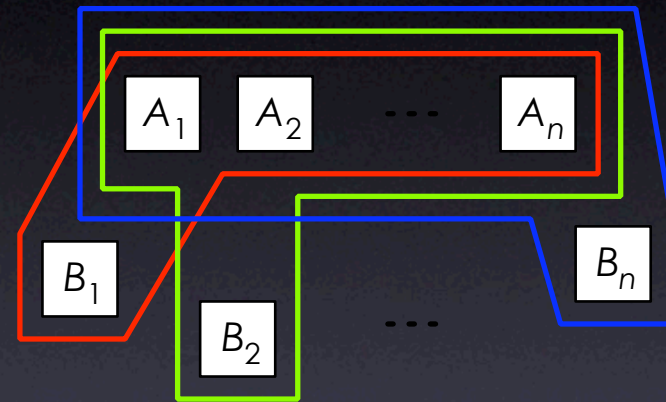
thus **$\text{Cost}(\text{Randomized}) \sim 2 \ln n \cdot \text{OPT}$**

Previously known algorithms fail in presence of dependencies

Instance: $2n$ items, n newspapers
equally popular as shown

Individual popularity for each item

$$\mathbf{A}_i \text{ is } \sim \frac{1}{n} \text{ and } \mathbf{B}_i \text{ is } \sim \frac{1}{n^2}$$



All previous algorithms aim to broadcast \mathbf{A}_i every $\tau_A \sim n$ and
and \mathbf{A}_i every $\tau_B \sim n\sqrt{n}$ (square-root rule, AW85)

But for these values: $LB(\tau) \sim n \cdot \frac{1}{n} \cdot \frac{\max(n, n\sqrt{n})}{2} \sim \frac{n\sqrt{n}}{2}$

while: $OPT \leq \text{Cost}(\text{Round Robin}) \sim \frac{n}{2}$

Ignoring dependencies can induce an overhead cost factor of \sqrt{n} !

Perfectly periodic schedules

The cause of the bad performances of random scheduler is that news items are broadcast in **random order**.

Solution : perfectly periodic schedules

Lemma (AGH95, BNP01)

If the τ_i s are powers of 2 and verify $\frac{1}{\tau_1} + \dots + \frac{1}{\tau_n} \leq 1$,

there exists a schedule that broadcasts each \mathbf{M}_i exactly every τ_i .

Deterministic approximation

For all i , let $\beta_i = 2^\ell$, with $2^{\ell-1} < \tau_i^* \leq 2^\ell$

Broadcast the news items according to a perfectly periodic schedule with periods (β_i)

Analysis

Each news item M_i is broadcast every $\beta_i \leq 2\tau_i^*$

Each newspaper S_j is download after at most $2 \max_{M_i \in J_j} \tau_i^*$ time
thus,

$$\text{Cost}(\text{Algorithm 2}) \leq 4 \text{ LB} \leq 4 \text{ OPT}$$

\Rightarrow it's a 4-approximation!

Conclusion & perspectives

Important to take into account dependencies

If not, it can induce an overhead cost factor of \sqrt{n}

A deterministic 4-approximation

More important:

A constant factor lower bound on *OPT*

a good estimation of ***OPT***: allows to compare *objectively* different heuristics with respect to the optimal
(and in particular to measure the real performances of a given algorithm)

Conclusion & perspectives

Improve the approximation ratio

Faster lower bound computation

On-line or on-demand dissemination with dependencies

Some competitive algorithms exist with resource augmentation without dependencies (*EP02, BCKN05*)

Any question ?

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