CABaRet: Leveraging Recommendation Systems for Mobile Edge Caching

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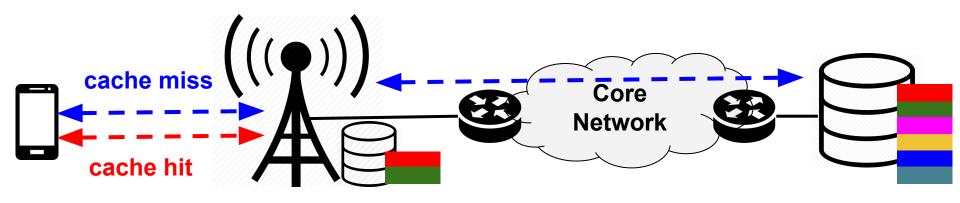
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Mobile edge caching



- Win-Win (user & network): reduces access latency & network load
- Low cache hit ratio (CHR)
 - **small caches** (size ~GB vs. catalog size ~PB)
 - caching algorithms limitations (variable traffic, frequent changes of users)

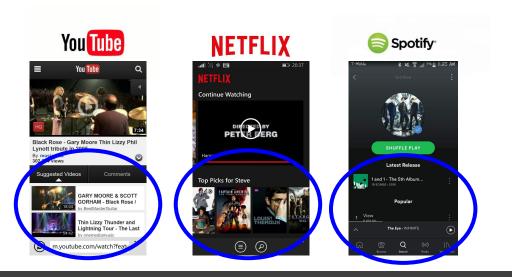
A solution: Leverage recommendation systems

Why recommendation systems (RS)?

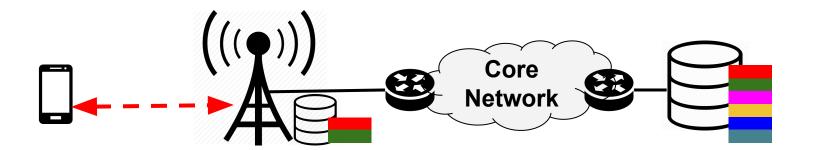
- Integrated in *popular* services (YouTube, Netflix, Spotify, etc.)
- Drive content consumption (~80% in Netflix, >50% in YouTube)

How to leverage RS?

- Recommend contents that are cached e.g.,[ToMM'15, WoWMoM'18]
- Cache contents that can be recommended e.g., [Globecom'17, JSAC'18]
- Jointly decide caching and recommendations e.g., [INFOCOM'16]



Caching & Recommendation: An example



Initial Recommendations:

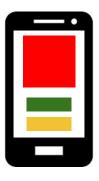
- Blue content
- Yellow content



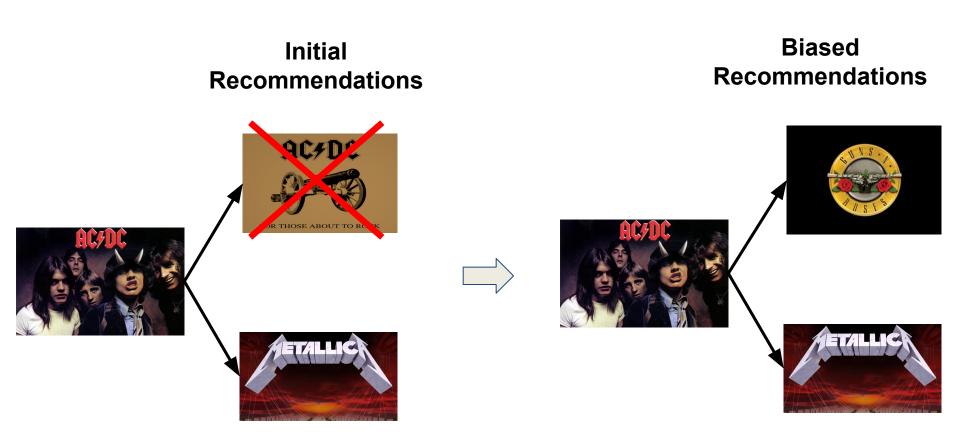


Biased Recommendations:

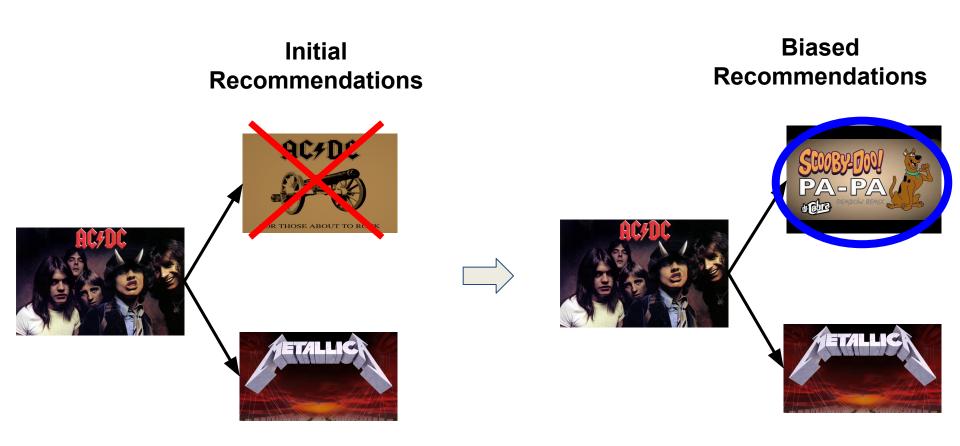
- Green content
- Yellow content



Caching & Recommendation: An example



Caching & Recommendation: An example



Limitations (or, challenges) & Contributions

- Joint caching and recommendation, needs control / information about:
 - cached contents (i.e., caching)
 - content relations / user preferences (i.e., "good" recommendations)
- Who controls recommendations? → content provider
- Who controls caching? → network operator or content provider (e.g. MVNO)
- Who cares about network load?→ network operator

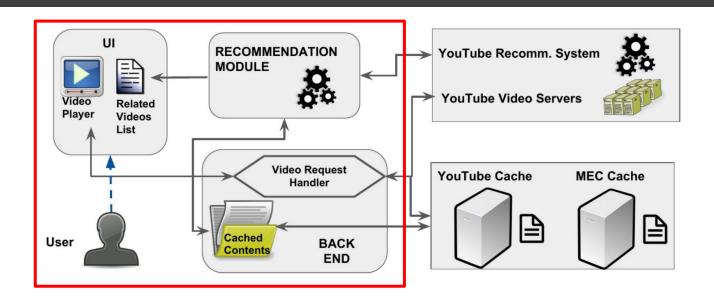


Existing approaches for joint caching and recommendation, require <u>collaboration</u> between <u>network operator</u> & content provider

Our approach / contributions

- only network operator, without collaboration with content provider
- practical system & recommendations (i.e., we did a prototype, it works!)
- performance evaluation with experiments (i.e., it works well!)

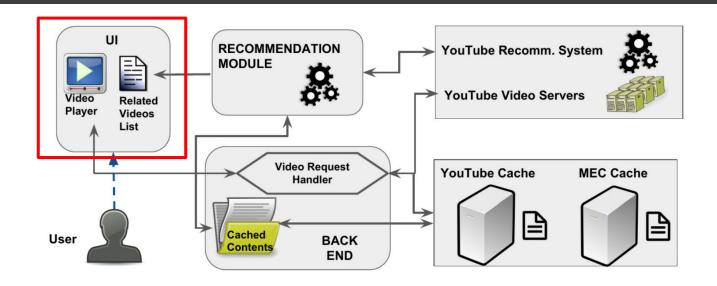
System overview



Lightweight system (e.g., mobile app)

- Run only by the network operator (or, even the user)
- Here we focus on YouTube, but it can be generic (for Netflix, Spotify, etc.)

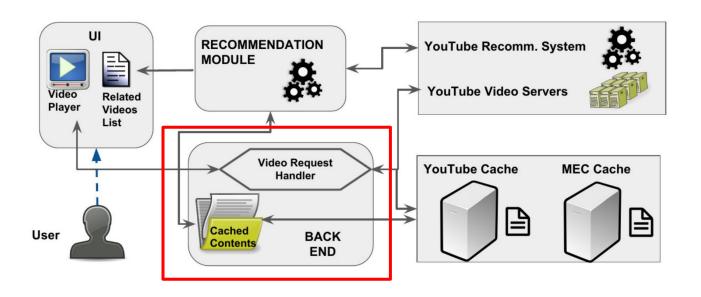
System overview: User-Interface



User-Interface (UI)

- search bar
- video player
- recommendations list
- o etc.

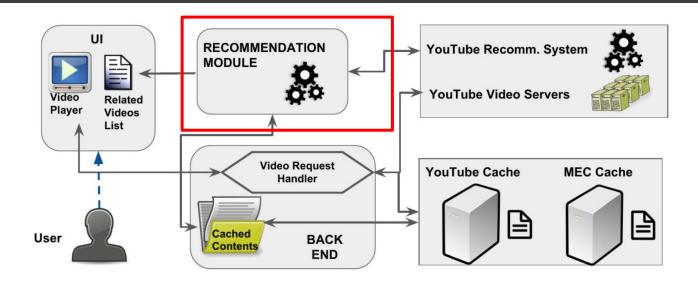
System overview: Back-end



Back-end

- retrieve list of cached video IDs
 (e.g., from network operator or content provider)
- stream videos to UI

System overview: Recommendation module



Recommendation Module

- retrieve <u>publicly available information</u> → i.e., no collaboration
 (from the content provider's recommendation system, e.g. ,YouTube API)
- retrieve the list of cached contents (from the back-end)
- build a new recommendation list of related & cached contents

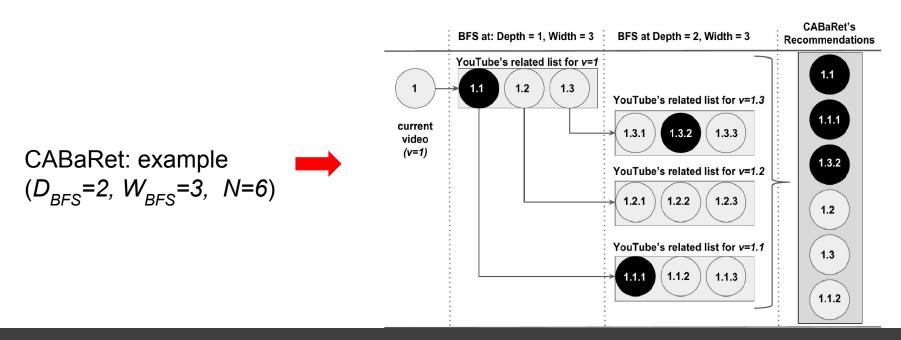
Recommendation module: CABaRet

The recommendation algorithm (CABaRet)

a user watches a video v

P. Sermpezis,

- retrieve from the YouTube API the list of videos related to v; let this list be L
- 3. for each videos in *L*, retrieve its related videos, and add them to *L*
- 4. final list **L**: contains many videos (directly or indirectly) related to **v**
- 5. retrieve the list of cached videos **C**
- 6. recommend **N** videos that are both in **L** (i.e., related) and **C** (i.e., cached)



breadth

CABaRet characteristics

- Input: video v, BFS depth D and width W, #recommendations N
- Output: list of recommended videos ~ L∩C

Tuning

- \circ we want large $L \to \text{more videos}$, more options for recommendations
 - $|L| = W + W^2 + ... + W^D$ (e.g., W=50, $D=2 \rightarrow |L|=2550$)
 - larger *W*, *D* →larger *L*
- we want "good" recommendations
 - larger D → videos less related to v

High-quality recommendations

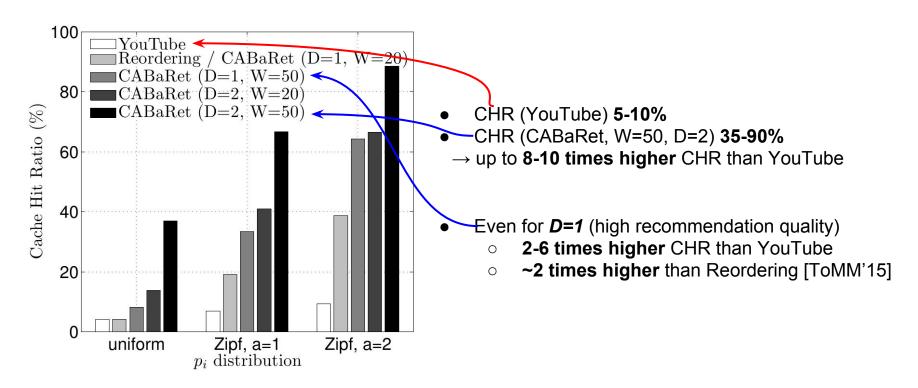
- D=1: directly related/recommended videos
- \circ **D=2**: <u>indirectly</u> related videos ... e.g., if $a \rightarrow b$ and $b \rightarrow c$, then $a \rightarrow c$

W	10	20	50
Related videos overlap (at <i>D=1</i> and <i>D=2</i>)	70%	85%	92%

Performance evaluation

Experiments over YouTube service

- Caching: top C most popular contents in a region
- Recommendations: YouTube or CABaRet with W and D
- User demand: starts from a popular content, and follows one of the N
 recommendations; uniformly or preference to order of appearance (Zipf)



CABaRet + Caching optimization

- What if the network operator controls caching as well?
 - Further improvement in CHR
 - How? → <u>optimize caching</u> + then apply <u>CABaRet</u> recommendations

Optimization problem

- for a content v: CABaRet calculates L(v) and recommends {L(v)}∩{C}
- find C that maximizes CHR, i.e., ~ {L(v)}∩{C} for all v

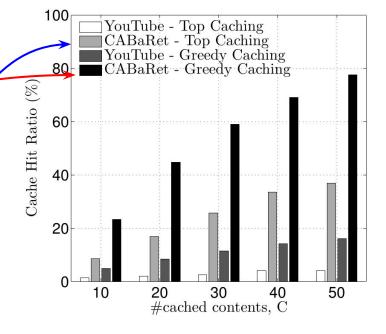
Optimization algorithm

- NP-hard problem (max set cover)
- submodular + monotone
- greedy algorithm: (1-1/e) approximation

CABaRet + Caching optimization: Results

Parameters: N=20, uniform, W_{BFS}=20, D_{BFS}=2

- CABaRet: Greedy caching vs. Most popular caching
 - o more than **2 times higher** CHR



Total gains:

- CABaRet vs. YouTube: 8-10 times higher CHR
- CABaRet + greedy vs. YouTube: 2*(8-10) times higher CHR

Summarizing...

The problem

- Caching alone is not enough → leverage recommendation systems
- Existing approaches require collaboration of network operator & content provider

The contributions

- Our approach: enable caching & recommendation by the network operator
 - <u>no collaboration</u> with the content provider (only public information)
- Practical recommendation algorithm: CABaRet
- Significant gains in practice (experiments over YouTube)
 - **8-10 times** higher CHR due to recommendations
 - extra 2 times higher CHR due to caching

Future work

- Experiments with real users:
 - "Can you tell the difference between YouTube and CABaRet recommendations?... do you like them?"
 - Test it here!!



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