

# ACMMULTIMEDIA 2019

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## PiTree: Practical Implementations of ABR Algorithms Using Decision Trees

Paper # P5C-04

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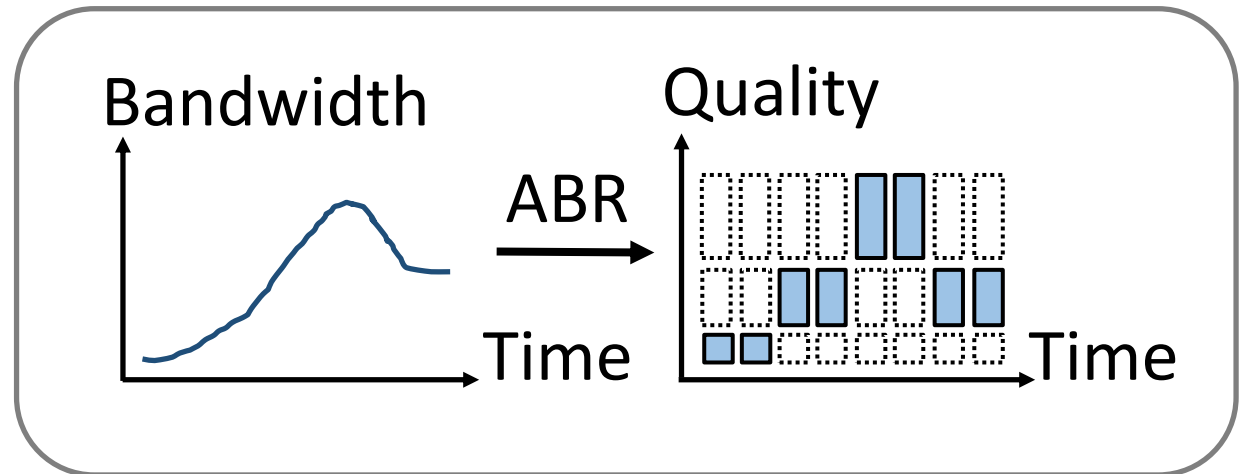
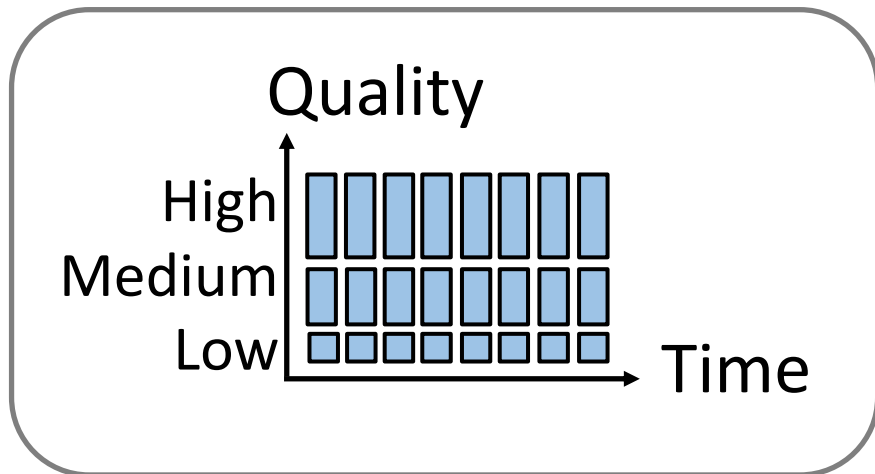
CLEMSON  
UNIVERSITY

# Adaptive Bitrate (ABR) Algorithms

Video server

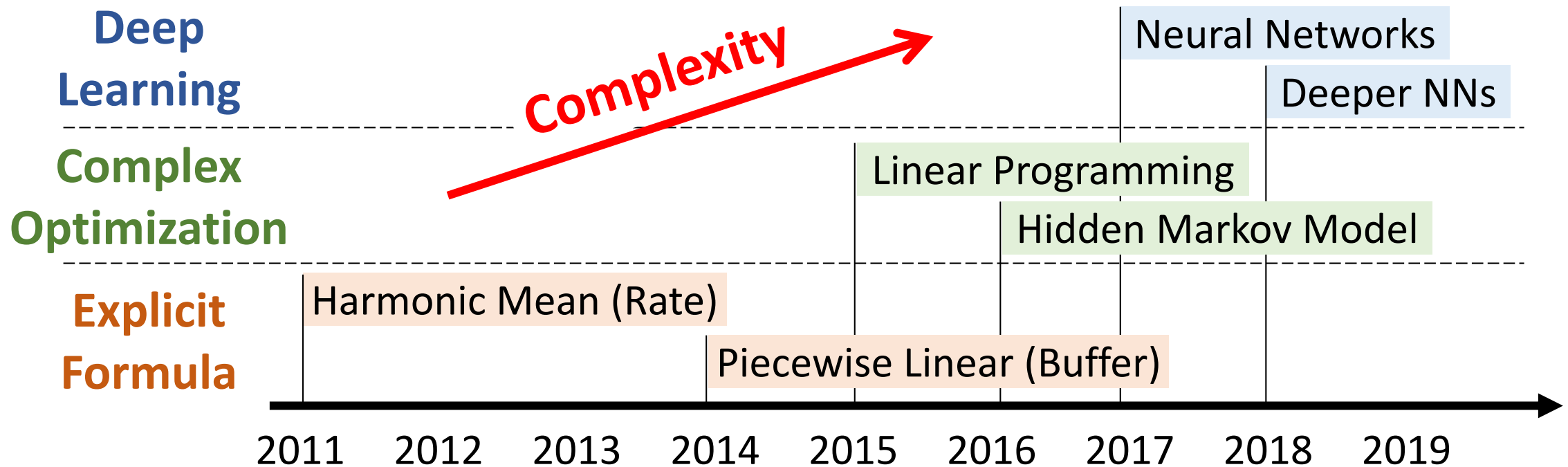


Client



Partially borrowed from “Neural Adaptive Content-aware Internet Video Delivery” in USENIX NSDI 2018.

# Adaptive Bitrate (ABR) Algorithms



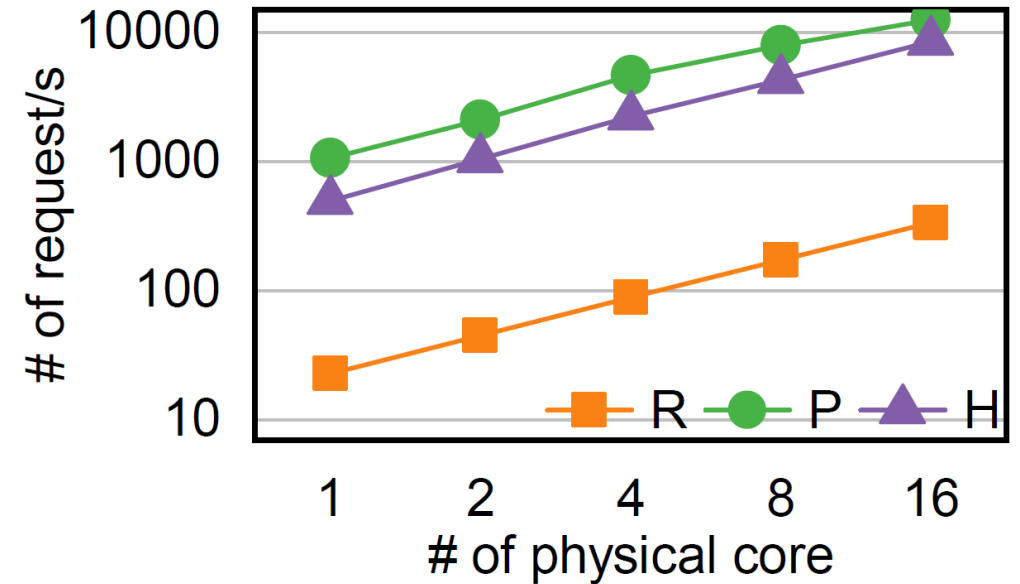
# Drawbacks – Heavyweight

## Client-side Implementation

- Large page size.
  - Pensieve [SIGCOMM'17] increased HTML page size by 4x.
  - Page load time is increased by  $\sim 10s$ .
- Long decision latency.
  - RobustMPC [SIGCOMM'15] increased decision latency to seconds.
  - Decision latency  $>$  chunk length.

## Server-side Implementation

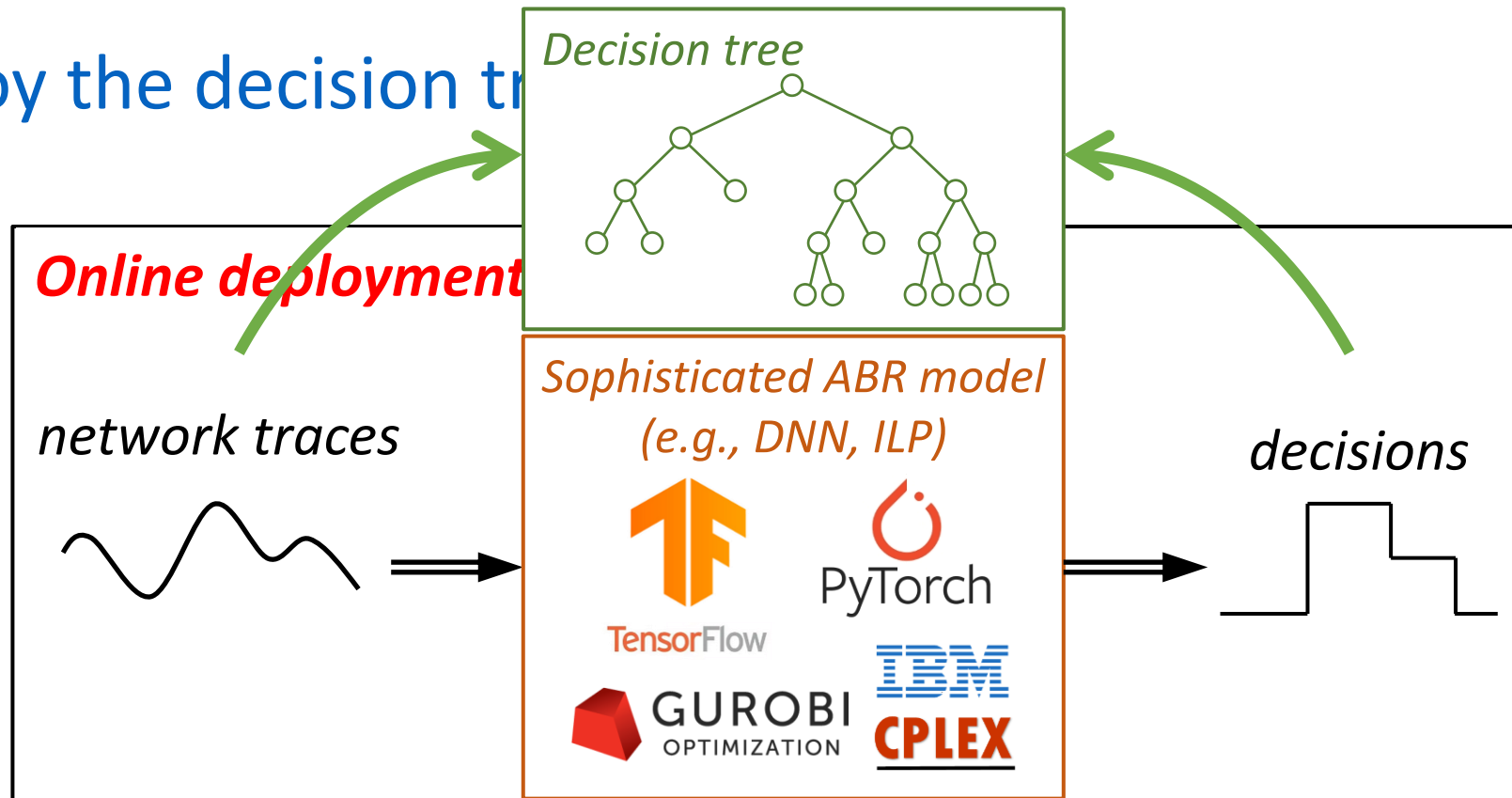
- High operating expenses.
  - Up to millions of concurrent viewers.



R = RobustMPC [SIGCOMM'15]: ILP  
P = Pensieve [SIGCOMM'17]: DNN  
H = HotDASH [ICNP'18]: 2xDNN

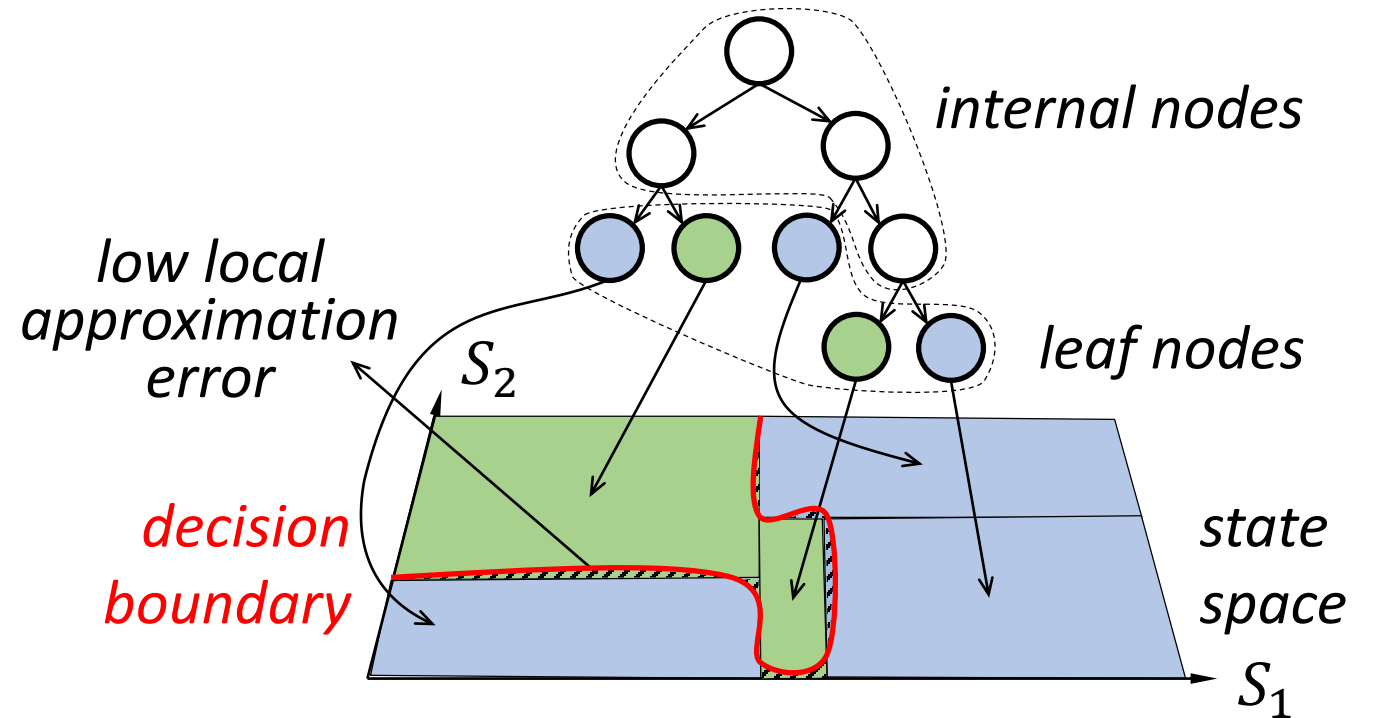
# Our Contribution: PiTree

- Design & train ABR algorithms offline as usual.
- Convert the model into a decision tree.
- Deploy the decision tree



# Design Choice: Why Decision Tree?

- Non-parametric and expressive.



# Design Choice: Why Decision Tree?

- Non-parametric and expressive.
- Lightweight for video players.

*A decision tree with 100 leaf nodes:  
Page size increase <1%  
Decision latency <1ms*



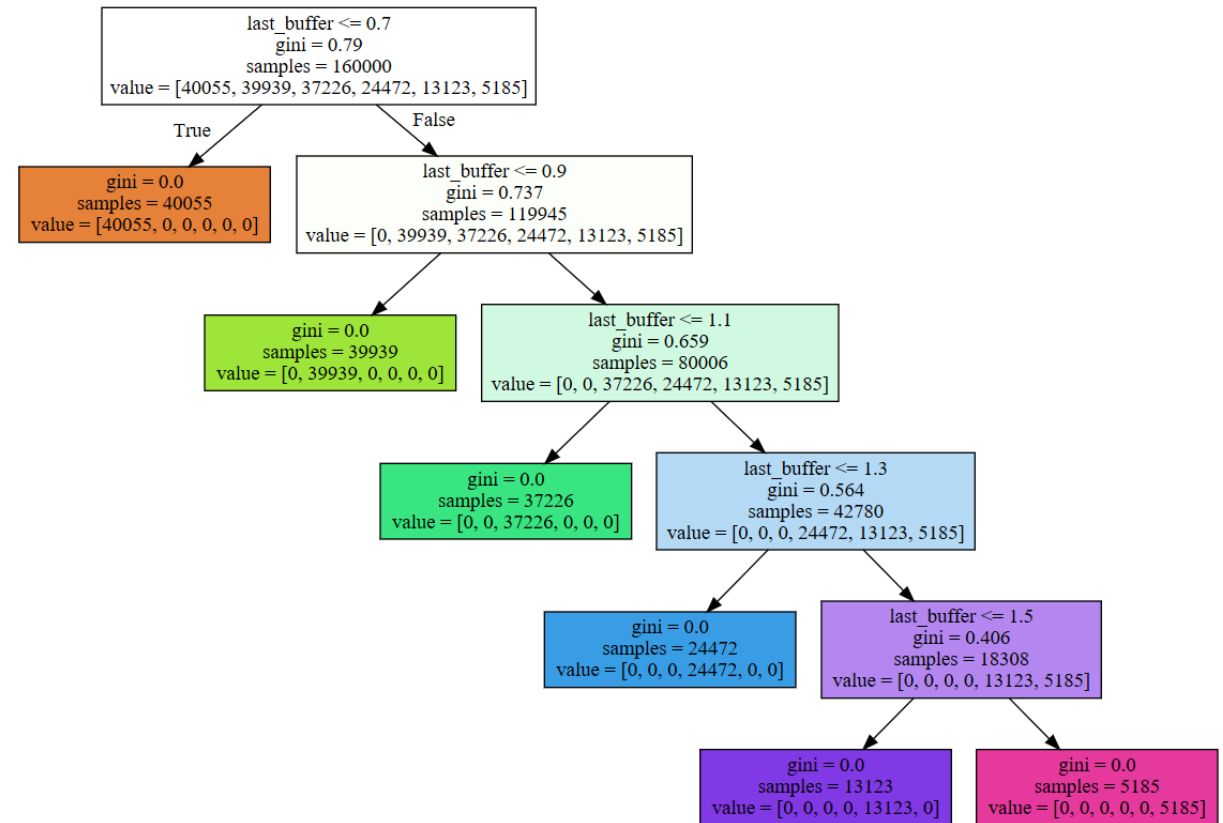
*laptop*



*smartphone*

# Design Choice: Why Decision Tree?

- Non-parametric and expressive.
- Lightweight for video players.
- Following the decision logic of ABR algorithms.

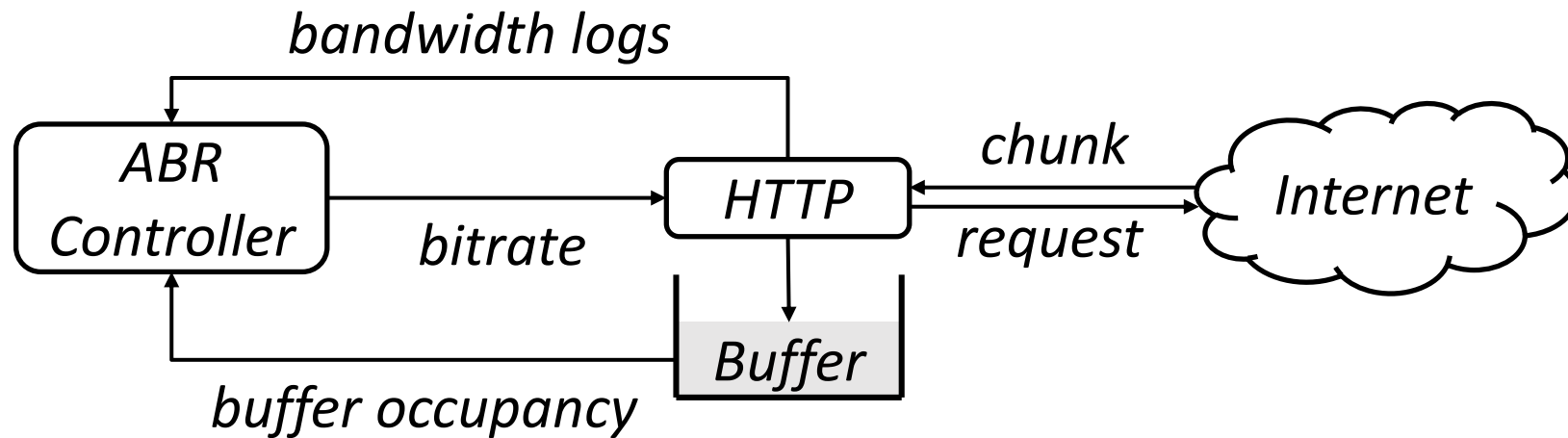


*Decision tree of BBA [SIGCOMM'14].*



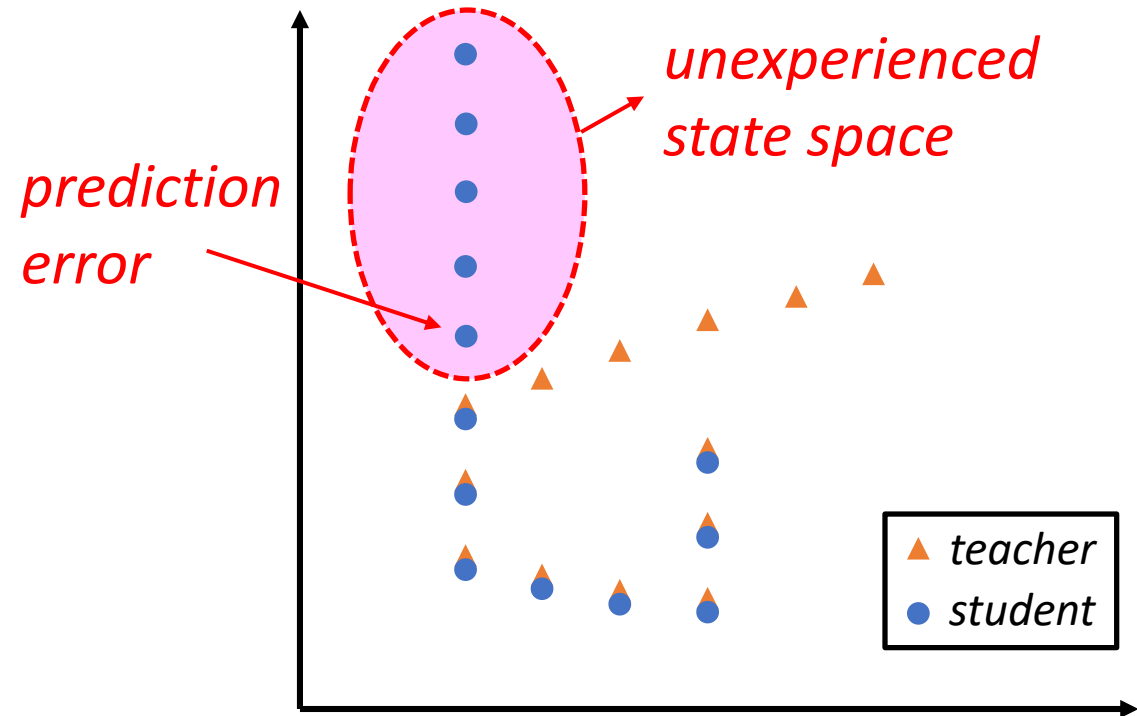
# Design Challenge: Sequential Dependency

- ABR Control is a sequential decision-making process.

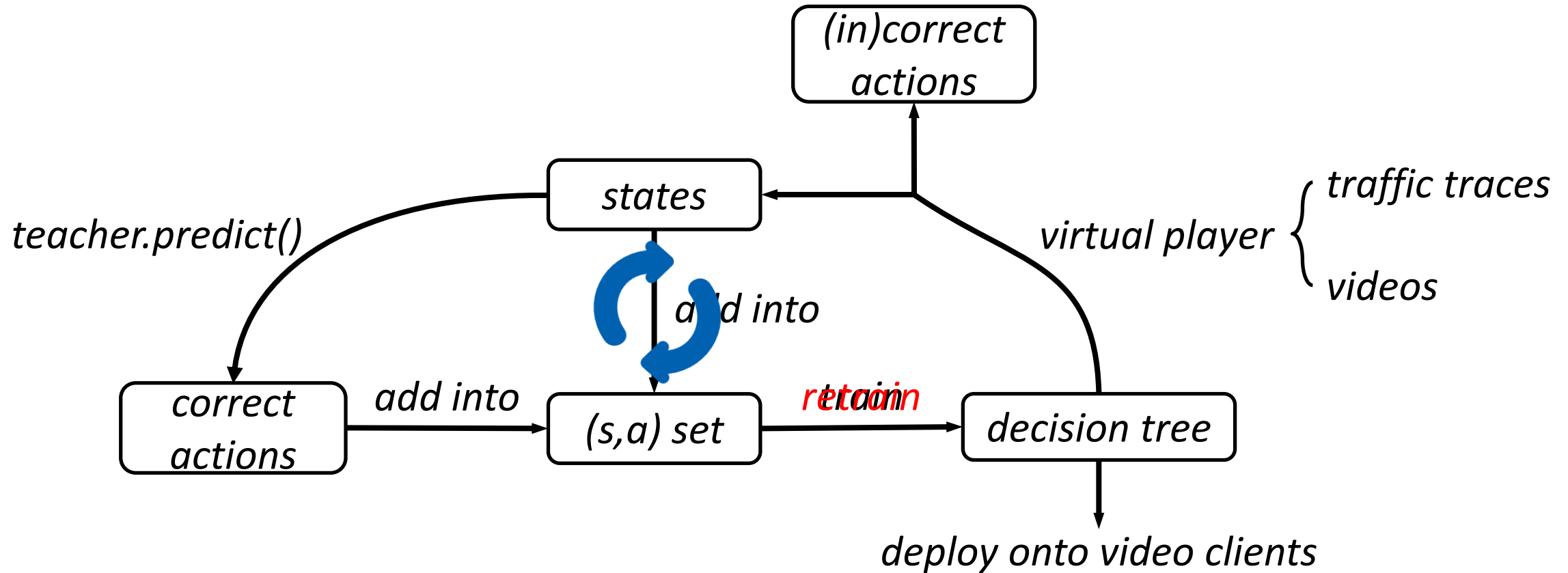


# Design Challenge: Sequential Dependency

- ABR Control is a sequential decision-making process.
- One wrong prediction may drive the student off teacher's trajectory.



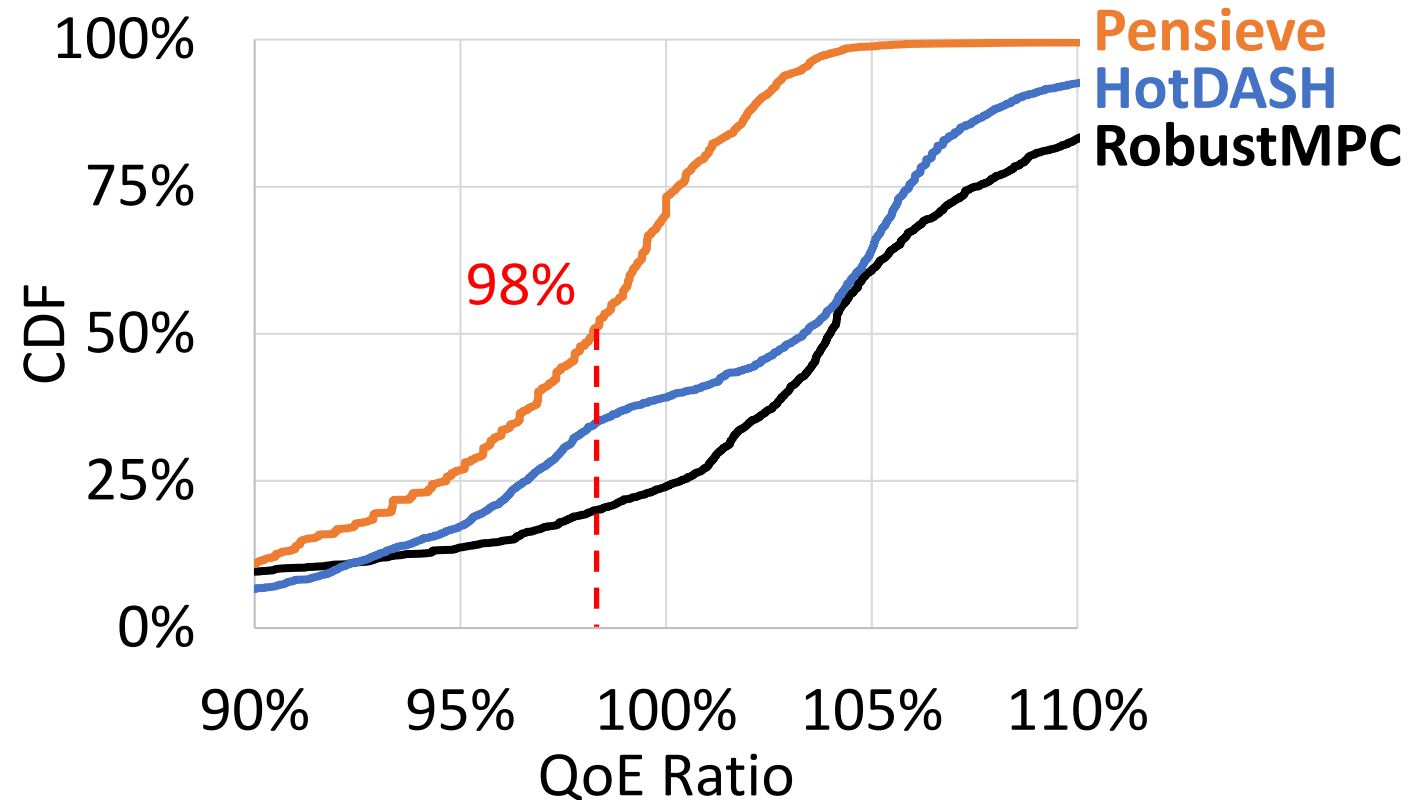
# PiTree: Imitation Learning – Follow the Leader



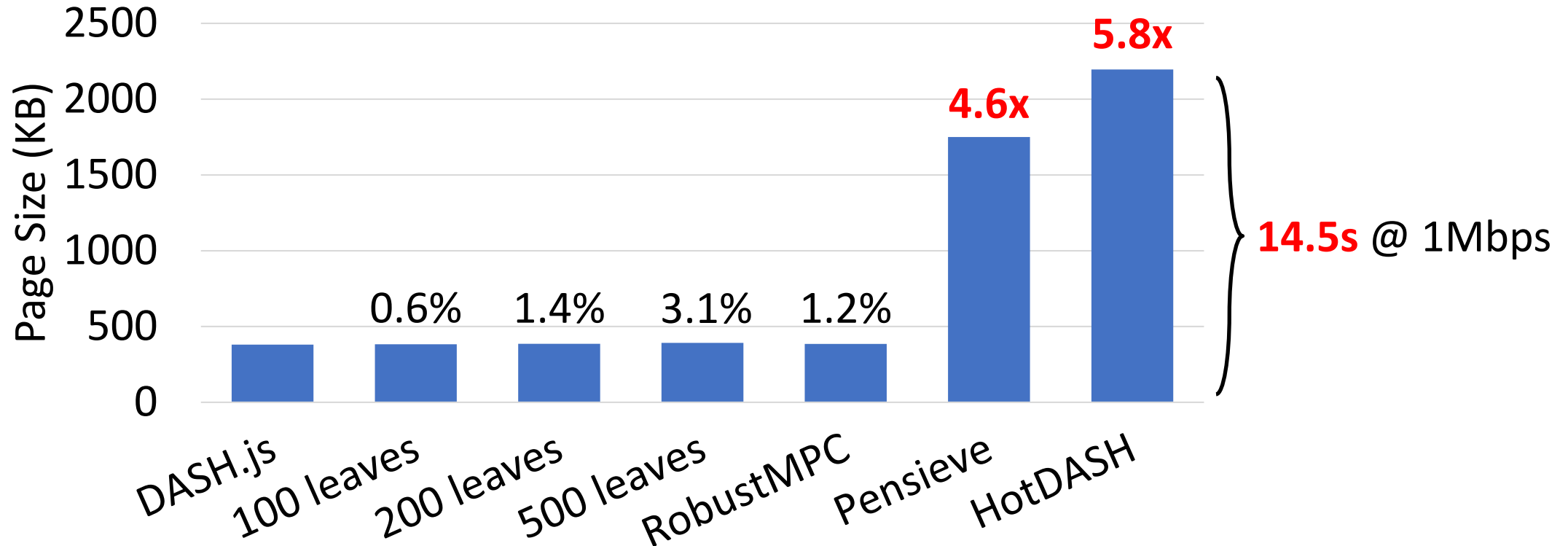
*For design details and theoretical analysis,  
please refer to our paper.*

# Evaluation – Quality of Experience (QoE) Ratio

- Summary of experiments
  - 3 QoE metrics.
  - 3 sets of bandwidth traces.
  - 3 ABR algorithms.
- $\text{QoE ratio} = \frac{\text{QoE}_{\text{PiTree}}}{\text{QoE}_{\text{Original}}}$
- Average QoE ratio > 97%.
- Median QoE ratio > 98%.
- Details in the paper.



# Evaluation – Page Size



Our experiments:  
**<0.1s @ 1Mbps**

RobustMPC [SIGCOMM'15]: ILP  
Pensieve [SIGCOMM'17]: DNN  
HotDASH [ICNP'18]: 2xDNN

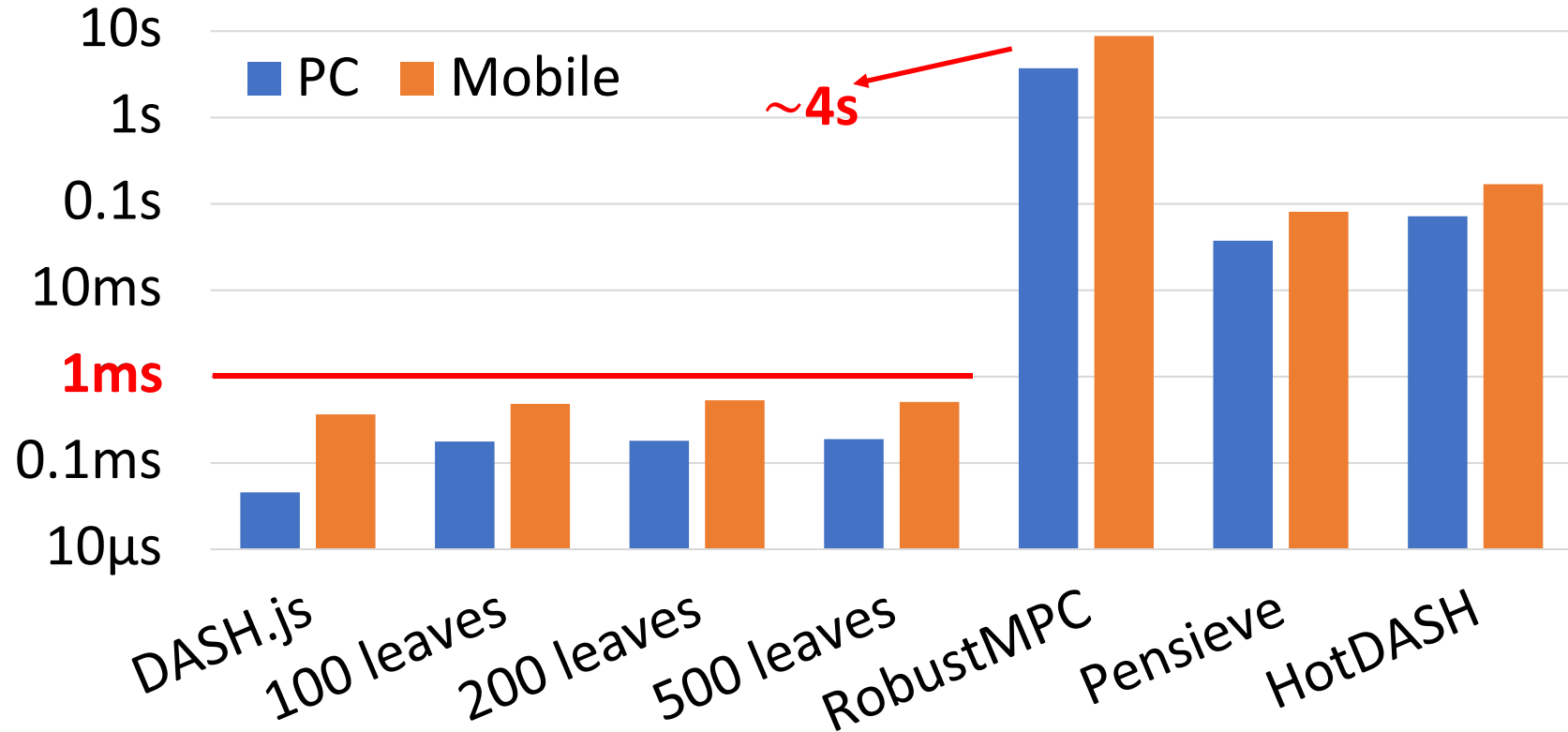
# Evaluation – Latency



Intel Core i7-8550



Qualcomm Snapdragon 821



RobustMPC [SIGCOMM'15]: ILP  
Pensieve [SIGCOMM'17]: DNN  
HotDASH [ICNP'18]: 2xDNN

# Takeaways

- Current ABR algorithms are increasingly heavyweight.
- PiTree convert complex ABR algorithms to decision trees to deploy them in a lightweight way.
  - Use imitation learning to address the action dependency.
- PiTree can significantly reduce the algorithm overhead with negligible QoE loss.
  - Page size reduced by up to 5x, decision latency reduced by up to 1000x.



Thank you!  
Questions and comments?

**Try your ABR algorithms with PiTree!**

*<https://transys.io/pitree>*

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