Towards Incentive-based Resource Assignment and Regulation in *Clouds for Community Networks*

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Community Networks

Sharing collective to build up ICT infrastructure for local communities

Members share **bandwidth** And their time and effort

Mobile Ad-Hoc Networks Mesh Networks Wi-Fi Hostspots Bottom-up Broadband

Community Networks



guifi•<mark>net</mark>

DXFFFUNKFEUER FREE NET





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UPC

For People, By People

















There is a war coming.



Are you sure you're on the right side?





Data Centres Vs Community Cloud

Is this David vs Goliath?

So you going to replace YouTube?

Seriously. You out of your mind?











Data Centres Vs Community Cloud

Is this David vs Goliath?

So you going to replace YouTube? Seriously. You out of your mind?

No, but ...

More like David meets Goliath!

Augment. Complement. Innovate.

Existing Cloud models and services





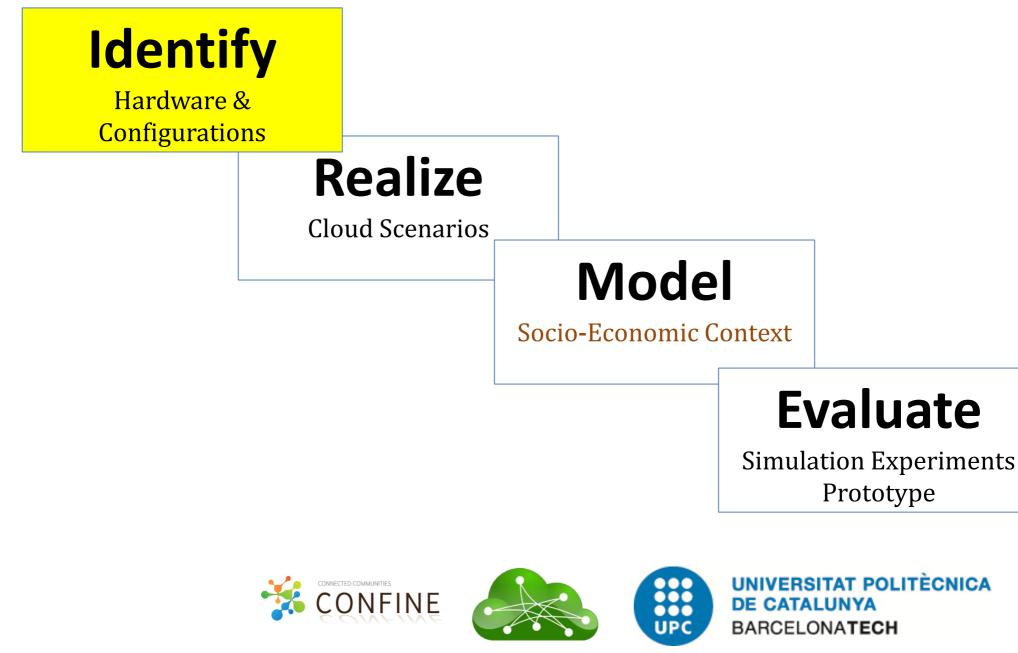








Our Contributions



Hardware in Community Cloud





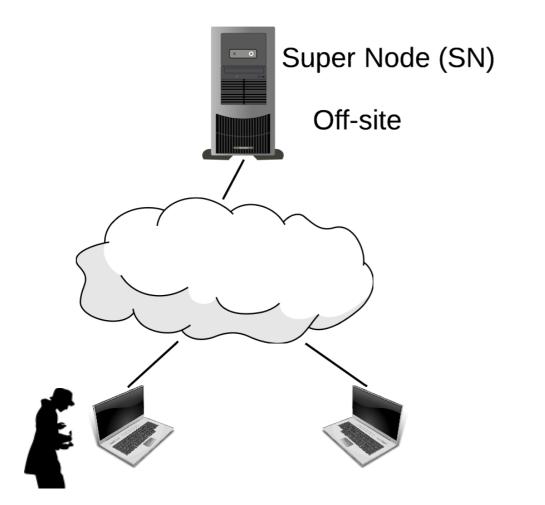


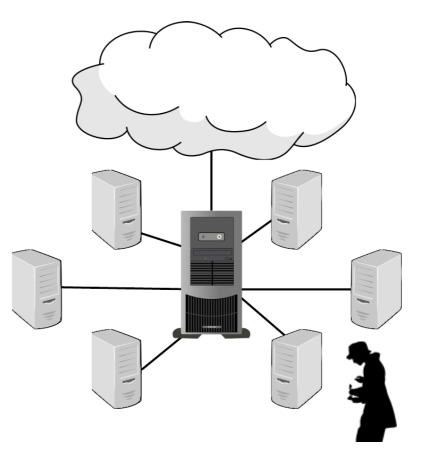






How to Setup Your Cloud?

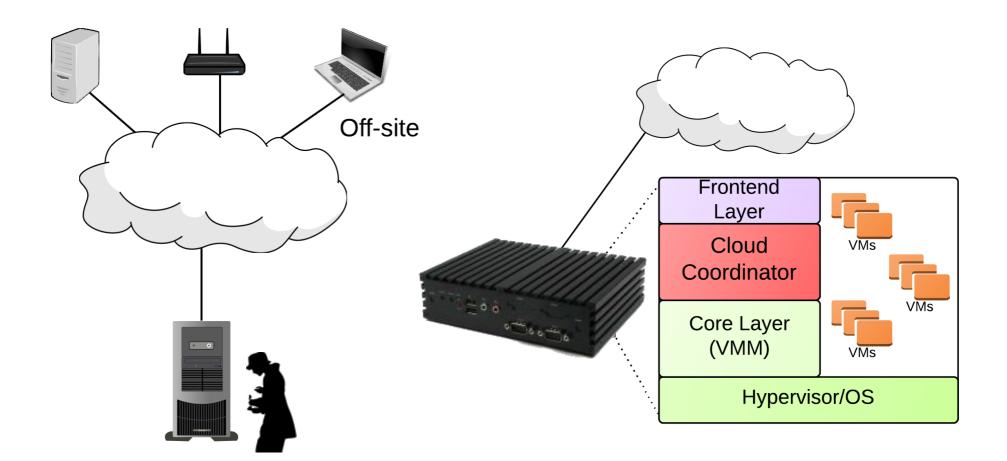








And Cloud-in-a-Box?







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Identify

Hardware & Configurations

Realize

Cloud Scenarios

Model

Socio-Economic Context

Evaluate

Simulation Experiments Prototype





Zones in Community Networks

More a Socio-Economic Construct than Technical

Detailed Support and Coordination between Zones

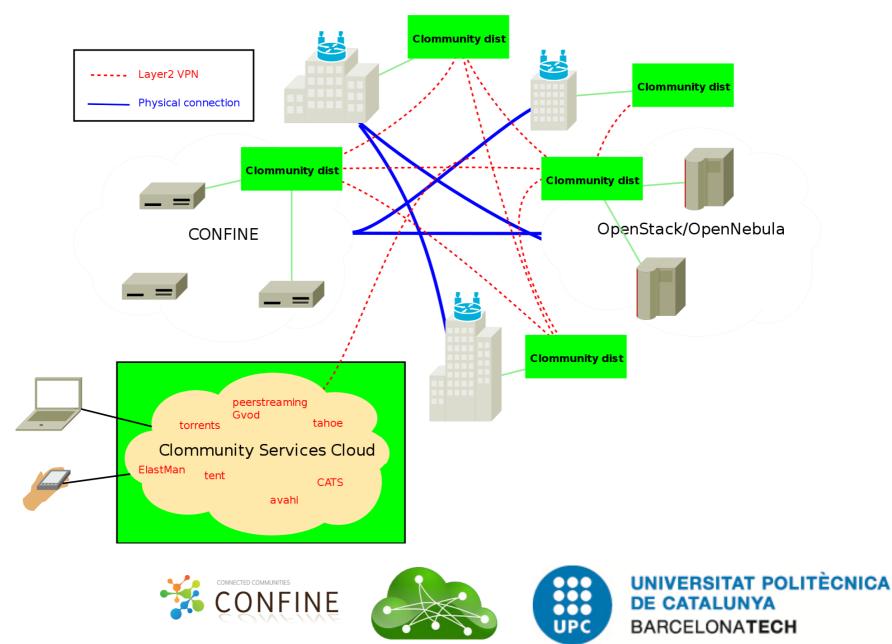
Super and Ordinary Nodes in Zones

ONFINE

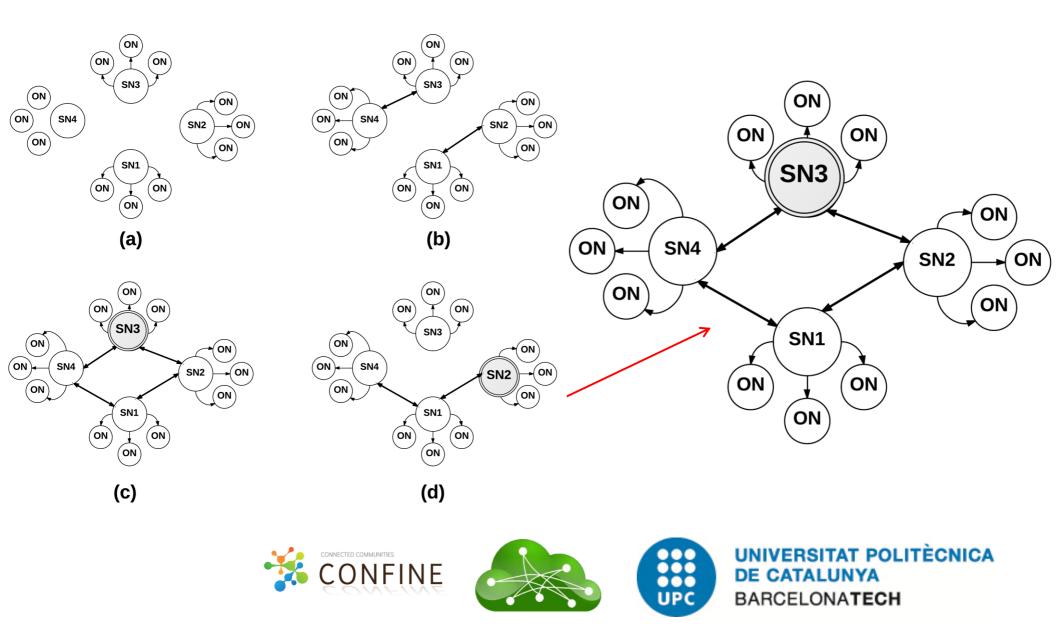
Community Cloud Scenarios

cloud resource

Local Community Cloud



Federated Community Clouds



How this all fits in?

Community Cloud Manager

By extending



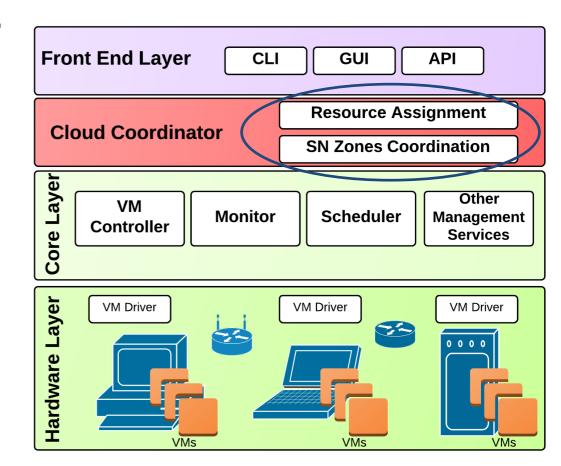
OpenNebula.org

The Open Source Toolkit for Cloud Computing

openstack[™]

Resource Regulation components

Incentive Mechanisms







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Hardware & Configurations

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Reciprocity Based Incentives

Capacity

Variability

Heterogeneity

Contribution-Based

You get what you pay!

Biased toward nodes with higher capacity

Fairness?

Effort-Based

Parecon Principle

Give everyone equal chance to participate

No matter what their capacity

In effort-based, weigh in users' capacity in addition to their contribution







Policies for Selecting Providers

- Prioritizing the nodes that need credit the most
- One with the lowest credit?
- But does it really need credit?
- Has it made any requests recently?
- Consider credit level and number of failed attempts
- Ensuring participation by everyone





Algorithm for Allocating Resources

Nodes request resources

SN checks node's credit

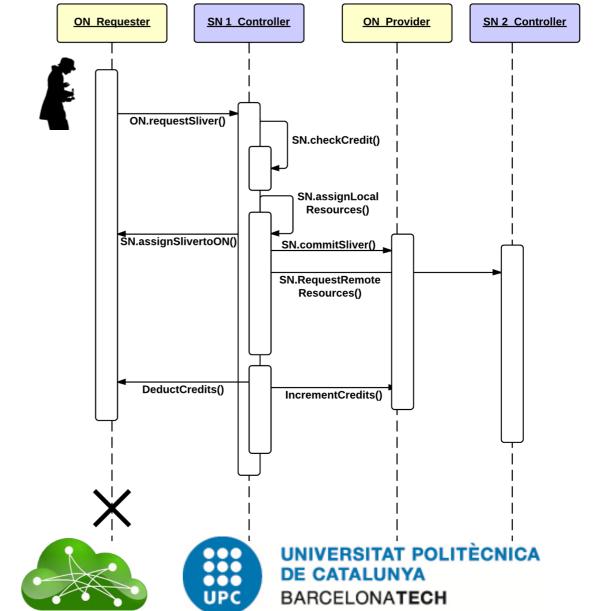
Resources available in local zone

If not, request resources from other zones

ONFINF

Allocate resources

Assign credits



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Experimental Setup

Federated Community Cloud with 100 zones Nodes with different capacity and sharing behavior Initialize Credits and Periodic Resource Requests

 Table 1. Configuration for each node in a zone with shared and total instances

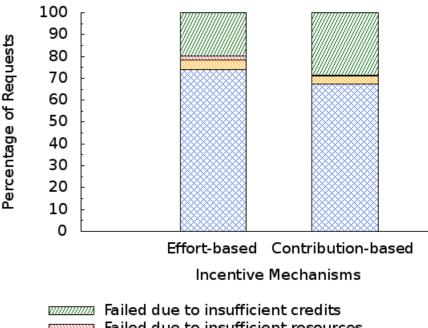
Node Behaviour	Shared	Small capacity	Medium capacity	Large capacity
Selfish	33%	ON1 $(1/3)$	ON2 $(2/6)$	ON3 $(3/9)$
Normal	66%	ON4 $(2/3)$	ON5 $(4/6)$	ON6 $(6/9)$
Altruistic	100%	ON7 $(3/3)$	ON8 $(6/6)$	ON9 $(9/9)$





Requests and Success Ratio

- Requests fail because of lack of credit
- Or lack of available resources
- Few requests met from remote zones



- Failed due to insufficient resources
- Successful using resources from remote zone
- Successful using resources within local zone







Outcome of Requests and Incentives

Success ratio is better with Effort-based Incentives for varying capacity

Table 2. Success ration of nodes for different configurations with effort and contribu-tion based incentives

Node Behaviour	Incentives	Small capacity	Medium capacity	Large capacity
Selfish	effort-based	54%	53%	50%
Semsn	contribution-based	66%	59%	39%
Normal	effort-based	90% —	91%	86%
Normai	contribution-based	97%	77%	66%
Altruistic	effort-based	97%	94%	86%
	contribution-based	97%	85%	65%



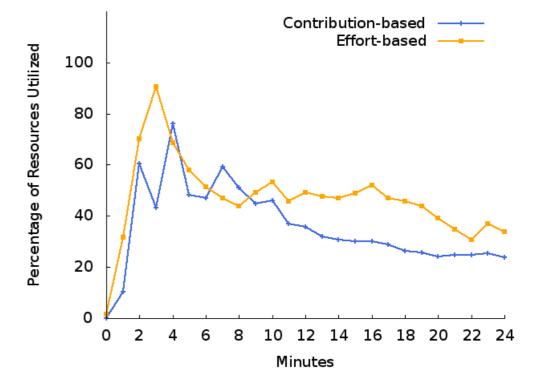


Resource Utilization

Higher utilization is desirable

- Utilization affected by dry up of credit
- Effort-based Incentives outperform contribution-based
- What if credit wasn't limited?





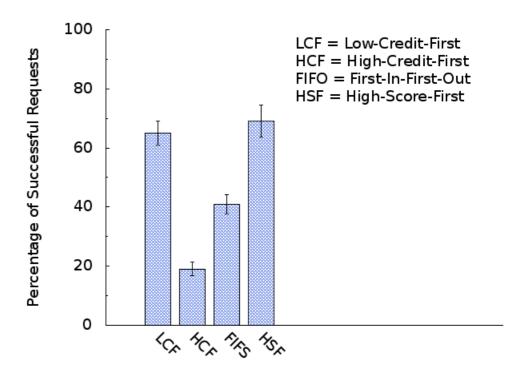


Providers Selection Policies

Picking the most needy?

Or let rich get richer

First in queue



Policies for Provider Nodes' Selection



Outlook: Prototype

dd slice							
Name:	Gufi-Community-Distro_v1.1_slice1 A unique name of this slice. A single non	-empty line of free-form text	with no whitespace surrounding it.				
Description:							
	An optional free-form textual description	of this slice.					
Template:	Gufi-Community-Distro_v1.1 (debiand The template to be used by the slivers of		Template link:	(None)			
Experiment data:	Examinar No se ha seleccionac File containing experiment data for silvers		licate one)				
Exp. data SHA256:	The SHA256 hash of the previous file, used to check its integrity. Computory when a file has been specified.						
Set state:	REGISTER The state set on this slice (set state) and possible transitions.	its silvers (if they do not ex	plicitly indicate one). Possible values: register (n	tial), deploy, start. See silce a	nd silver states for the full description (of set states and	
Request VLA	AN VLAN number allocated to this slice by th	e server.					
Expires on:	Aug. 24, 2013, 11:04 a.m. Expiration date of this slice. Automatically	deleted once expires.					
Group:	Gulfunet 🗾 🔶						
Advanced (Show	w)						
livers		1					
This slice must b	be saved before creating slivers. Save					:	
					Save	and continue editing	
VicBarr	iOsonaNord-ST	radio	10.138.4.65/27	Working	Up (92.49%)	RouterOSv5.x	
VicBarr	iOsonaServer	server	10.138.4.66/27	Working	Up (24.67%)		
VicBarr	iOsonaGnrc1	generic	10.138.4.74/27	Working	Down (0.00%)		
VicBarr	iOsonaConfine	confine	10.138.4.67/27	Working	Down (0.30%)		



CONNECTED COMMUNITIES

ONFINE

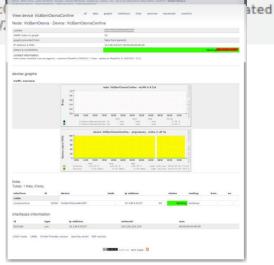
node	1655 VicBarriOsona	VicBarriOsona
zone	Vic-6 (S) Santa Anna, Plaça Osona, Sanferm	Antic Camí a Taradell, 26
position (lat/lon)	Lat:41.915561 Lon:2.260303	15 meters above the ground
available for mesh & status	Yes	Working
graphs provided from	Take from parents	

contact information

email contact (available if you are logged in) · created by:

MiqueIM at 30/11/1999 - 1: by: MiqueIM at Mon, 22/10/

UPC



What Next?

Deeper analysis with larger systems for extended periods with more parameters

Impact of Selfish and Malicious Behavior

Adaptive Model with Continuous Feedback

Prototype System and Communication Middleware

Network-aware Services





Conclusion

Identified scenarios from characteristics of CNs

Considered Socio-Economic mechanisms in architecture, and evaluated incentives in simulation

Community Clouds will be open, free and neutral Promoting CNs as ICT infrastructure of choice But Economic Incentives and Social Motivation pivotal for adoption, viability, and scalability







Clommunity A Community networking Cloud in a box

Thank you

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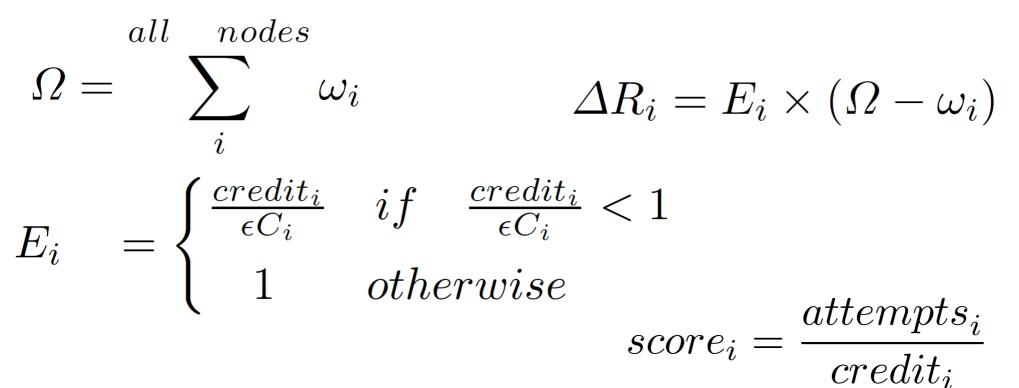






Resource Costs

 $transaction_cost = \gamma R_i \times \rho T_i$







Algorithm for Resource Allocation

Require: receive query from node *i* with the requested amount R_i and the time T_i

- 1: calculate(ΔR_i)
- 2: if $R_i \leq \Delta R_i$ then
- 3: call Decision (i, R_i, T_i)
- 4: **else**
- 5: send("rejected", i)
- 6: **end if**
- 7: function DECISION (i, R_i, T_i)
- 8: if $R_i \leq \Omega$ then
- 9: $ProvidersList[n] \leftarrow high_score_first(ON_List, R_i)$
- 10: for each j in *ProviderList*[n] do
- 11: $CostOfTransaction_{j \to i} \leftarrow R_j^r * T_j^t$
- 12: update_credits($CostOfTransaction_{j \to i}$)
- 13: update_database(ON_List)
- 14: **end for**
- 15: **else**
- 16: $SN \leftarrow low_credit_first(SN_List, R_i, reserved_ratio)$
- 17: forward(SN, i, R_i , T_i)
- 18: end if



