# *ProMo* – A Scalable andEfficient Middleware for Real-Time Online Data Delivery

Haggai Roitman, Avigdor Gal

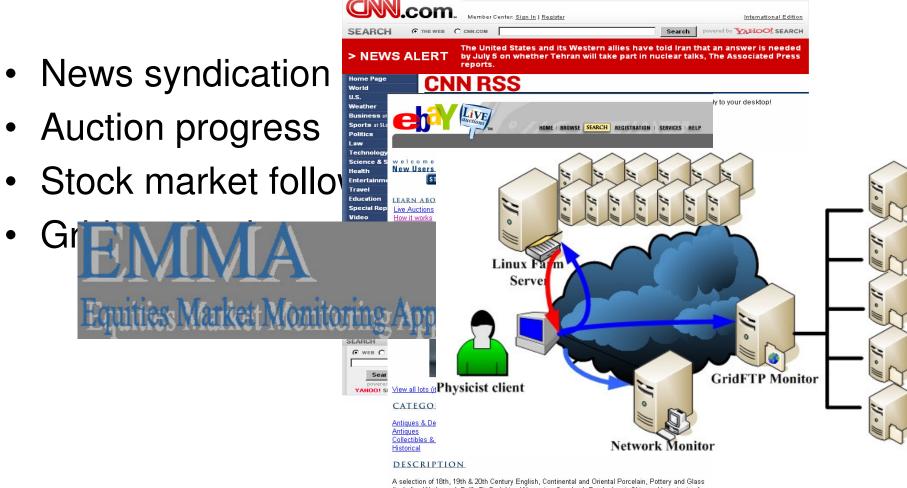
Louiqa Raschid





#### ProMo – A Scalable and Efficient Middleware for Real-Time Online Data Delivery

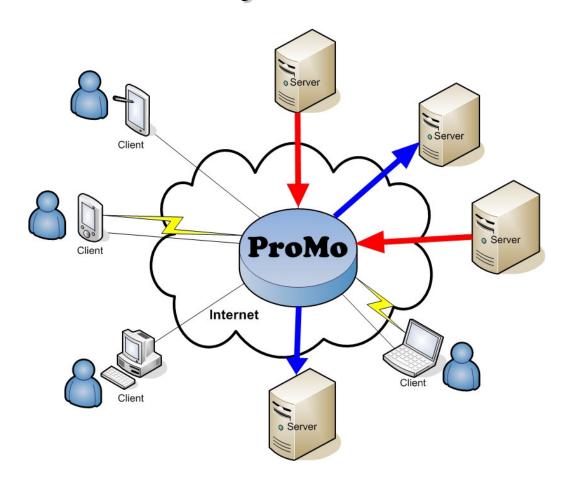
## Online Data Delivery



A selection of 18th, 19th & 20th Century English, Continental and Oriental Porcelain, Pottery and Glass (including Wedgwood, Delfi, Staffordshire, Worcester, Copeland, Spode, Imari, Chinese Kangxi, etc. A selection of fine jewelry and English silver from the 17th century to the present day including a Charles I silver slip top spoon circa 1630 and a pair of George I candlesticks, coffee pots, teapots, mugs and tankards, flatware and decorative items and also a selection of Art Nouveau, Arts & Crafts, Art Deco, and ProMo – A Scalable and EfficientMiddleware forReal-Time Online Data Delivery

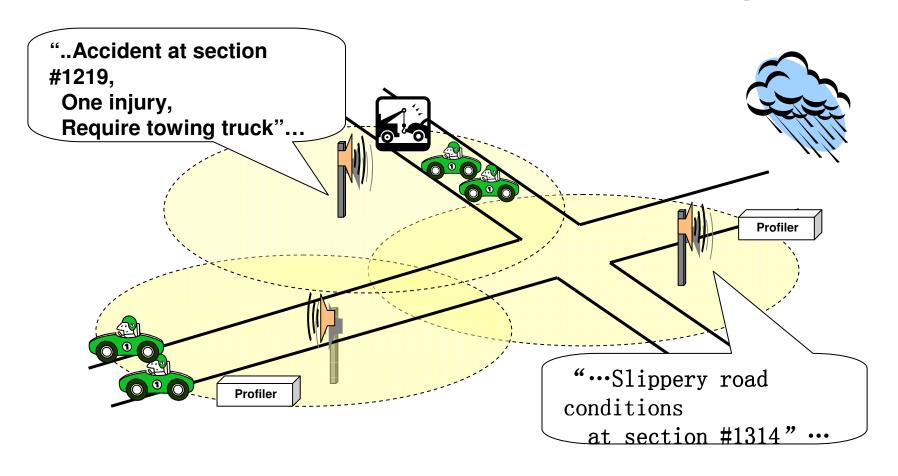
## The Role of a Middleware in Online Data Delivery

- Push-based:
  - Scalability?
  - Personalization?
  - Accuracy?
- Pull-based
  - Scalability?
  - Personalization?
  - Accuracy?
- Hybrid



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## Real-Time Data Delivery





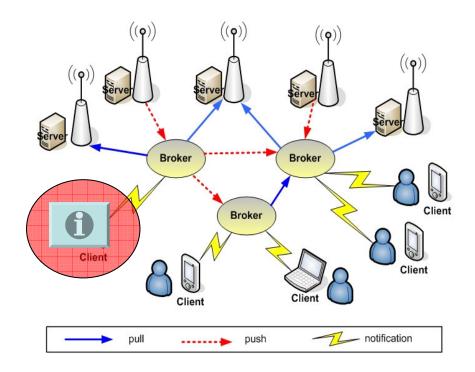
## Outline

- Introduction: real-time online data delivery
- Basic architecture
- Proxy dilemma (if time permits)

## **Basic Architecture**

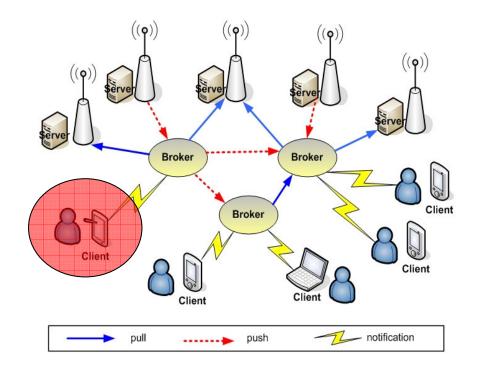
#### • Client:

- Inform me whenever X new updates arrive.
- Inform me as soon as there is an increase of Y% in value.
- Profile and satisfiability
- Constraints: No more than
   Constraints: No more than
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   Constraints: No more than



## **Basic Architecture**

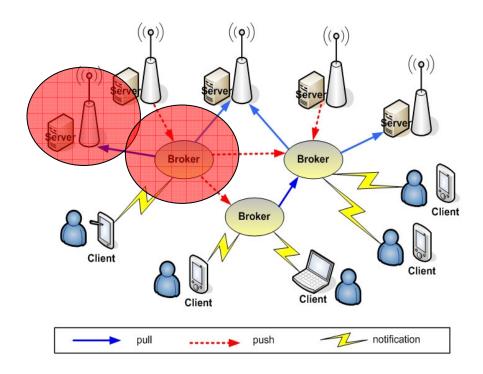
- Server:
  - Server abilities:
    - Push every update.
  - Server constraints:
    - Polite probe constraint
      - Minimal interval of disconnection
      - Maximal number of probes per epoch
  - Update models



## **Basic Architecture**

#### Mediator:

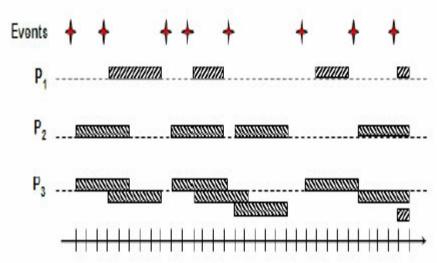
- Matches capabilities
- 1
- Manages constraints
- 1
- Increases scalability
- Offloading
- Adaptive scheduling



## **The Proxy Dilemma**

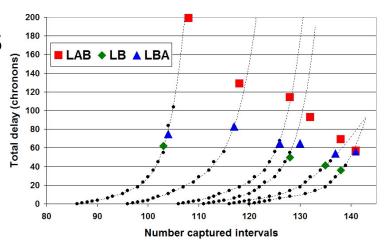
"...Given a set of client profiles (currently with no preferences between them) and an upper bound on the number of resources that can be monitored at each chronon, maximize the number of notifications to clients while minimizing the total delay..."





## **Solving the Proxy Dilemma**

First attempt: Pareto sets

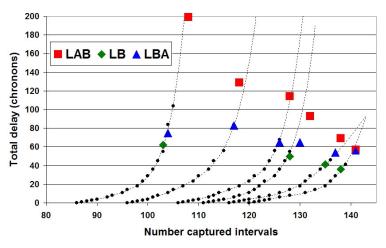


LEMMA 1. Given n resources, K chronons, and a constraint  $\vec{C}$  on the number of probes per chronon, all feasible schedules can be enumerated in  $\Theta(n^{KC_{\max}})$  time, where  $C_{\max} = \max_{j=1,2,...,n} (C_j)$ .



## Solving the Proxy Dilemma, cont.

Second attempt: Approximated Pareto sets

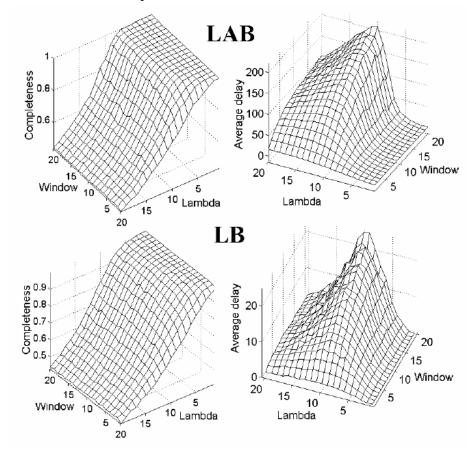


- FPTAS solution to the General Assignment Problem (GAP)
- Complexity:  $O\left(c(\varepsilon)\frac{n^2K^2}{\varepsilon}\right)$



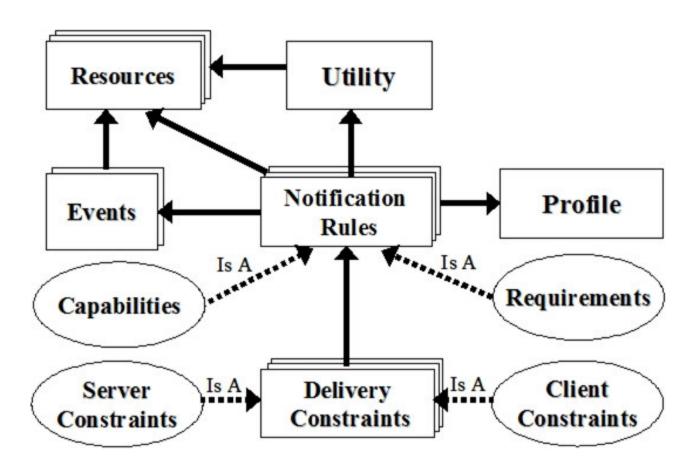
## Solving the Proxy Dilemma, cont.

- Third attempt: Heuristics
  - We sacrifice inter-interval relationships
  - Interval potential function:
    - Look Ahead (LA)
    - Look Back (LB)
    - LAB (Look Ahead & Back)
    - LBA (Look Back & Ahead)





## **Profile Model**

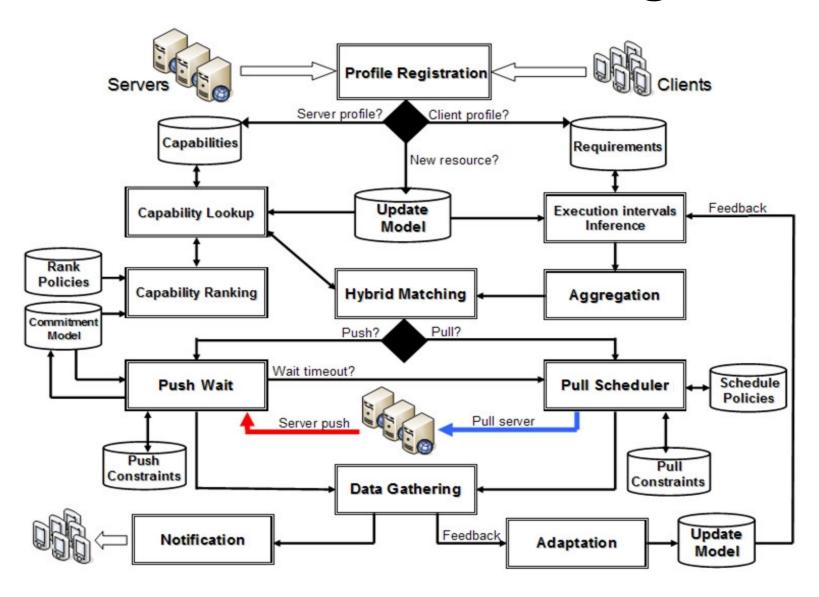


## Profile example

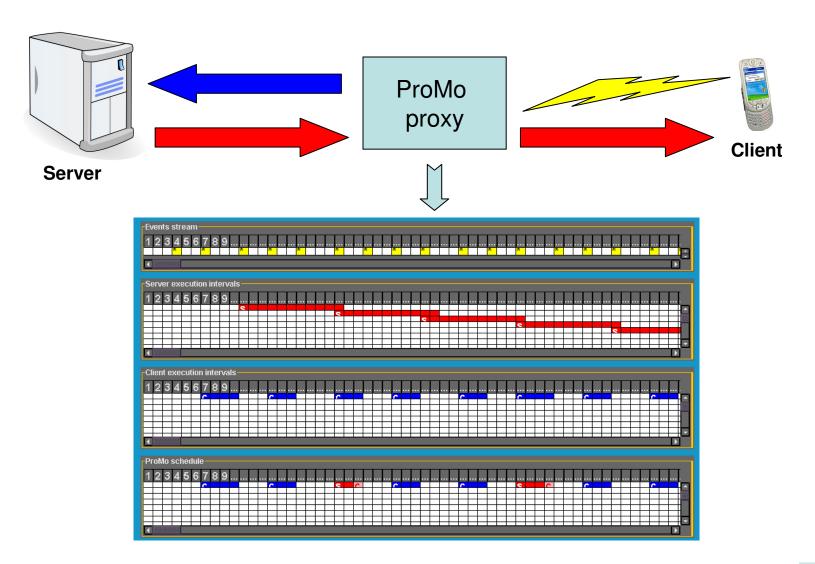
```
profile
DEFINE PROFILE "LinuxFarmServerProfile" {
    SET ROLE SERVER;
    SET NAMESPACE "LinuxFarm" AS
                                                          namespace
   "http://localhost:9080/linuxFarm/";
    SET NOTIFICATIONS{
                                                      notification rule
        DEFINE NOTIFICATION "NodeStatusPush"
            RESOURCES{
                                                      resources
               LinuxFarm/NodeStatus/
            START EVERY 10 minute;
                                               execution interval
            END AFTER 1 hour;
            UTILITY(T){
                                                           utility
              WITH I AS [START, START+10 minute];
              IF DURING(T, I) THEN 1;
              ELSE 0;
        };
};
```



## ProMo broker design



## Capability matching





## Constraint management (samples)

- Maximize client utility (or minimize client cost)
  - s.t. system resources (e.g., # of probes per chronon)
- Minimize system resource utilization s.t. client needs
- Minimize system resource utilization
  - s.t. server constraints (e.g., politeness)

