Collaborative Vehicular Edge Computing Design for Delay-Sensitive Applications

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Background



Entertainment

System Model

Background

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Simulation

Con

ion

Background (scenario)



Background (related work)

Past researches

- Resource allocation(RA)/task scheduling optimizing processing delay.
- Task offloading(TO) between servers optimizing propagation delay.
- Game-based edge-edge offloading with joint RA & TO.

Novelty of this paper

Collaborative edge-edge cooperation with joint RA & TO.

System Model

Background



System Model(Delay Model)



System Model (Propagation Delay)



System Model (Processing Delay)



System Model (Requests Forwarding)



System Model (Requests Forwarding)



System Model (Requests Forwarding)



System Model (Constraint)



System Model (Problem Formulation)

$min\{D^*=D^*([Req_{ik}],[Res_{il}],[R_{ikl}])\}, i\in C,k\in A,l\in R;$



Algorithm (Dynamical Requests Forwarding)



Algorithm (Dynamical Requests Forwarding)



Background System Model Algorithm Simulation Conclusion Q&A

Background System Model

- System Settings: 3 clusters.
- Resource Settings: CPUs random in [5, 15], Memory

random in [4GB, 10GB] in each cluster.

Parameter Settings: Propagation speed between

clusters random in [1MB/s, 20MB/s].

Algorithm

***** Processing Efficiencies: $\eta_{ik} = \frac{Req'_{ik}}{k_1 \cdot CPU_{ik}} + \frac{Req'_{ik}}{k_2 \cdot Memory_{ik}}$

Simulation

Conclusion

Q&A

Simulation (Algorithms compared)

CTO: Clusters make RA & TO decision collaboratively.

- ✤ NTO: No task offloading between clusters.
- GTO: Each cluster make rational resource allocation and task offloading decision without considering the others.

Simulation (Results Evaluation)

35% lower delay with large amount of task

80 60 Average Delay(s) 40 20 0 1500 500 1000 2000 2500 3000 3500 4000 4500 5000

■ NTO GTO СТО

Task Amount

Simulation (Results Evaluation)

30% lower delay at large variance of requests distribution



NTO GTO CTO

Variance of Requests Distribution(k)

n Conclusion

Q&A

Conclusions

Background

System Model

- The collaboration task offloading between edge clusters is investigated through a joint RA & TO mechanism
- A centralized and greedy algorithm is proposed, yielding better results than existing algorithms
 - > 30% lower delay than a non-cooperative one
 - > 20% lower delay than one proposed in a previous work

Consider scenarios involving micro-services and diverse

network topologies.

- Consider container scaling to improve processing efficiency.
- Conduct experiment on IEEE1935 testbed.

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