

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

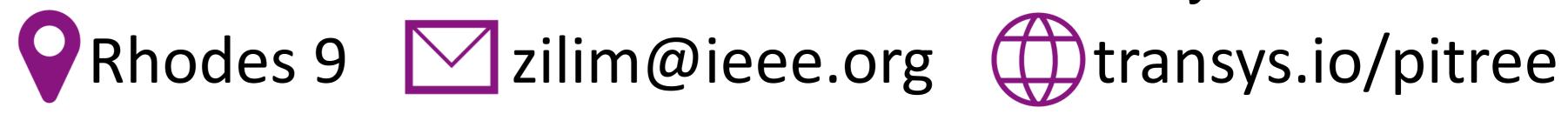


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Session 5C (1) 14:15 Thu Oct 24





Motivation

ABR algorithms are increasingly heavyweight

Server-side Implementation

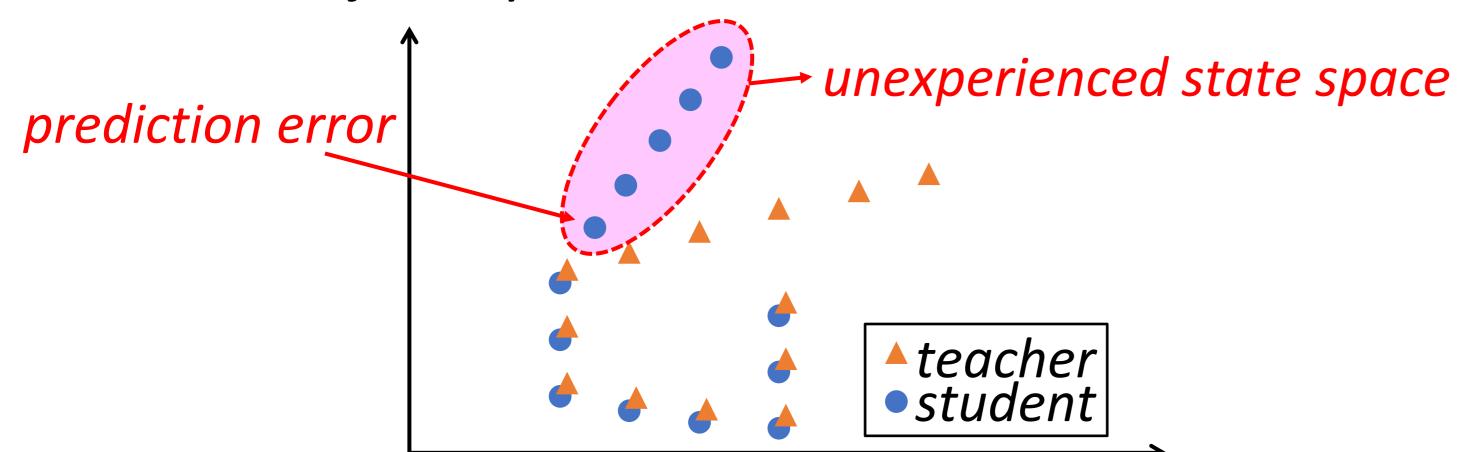
- High operating expenses.
- --- Up to millions of concurrent viewers.

Client-side Implementation

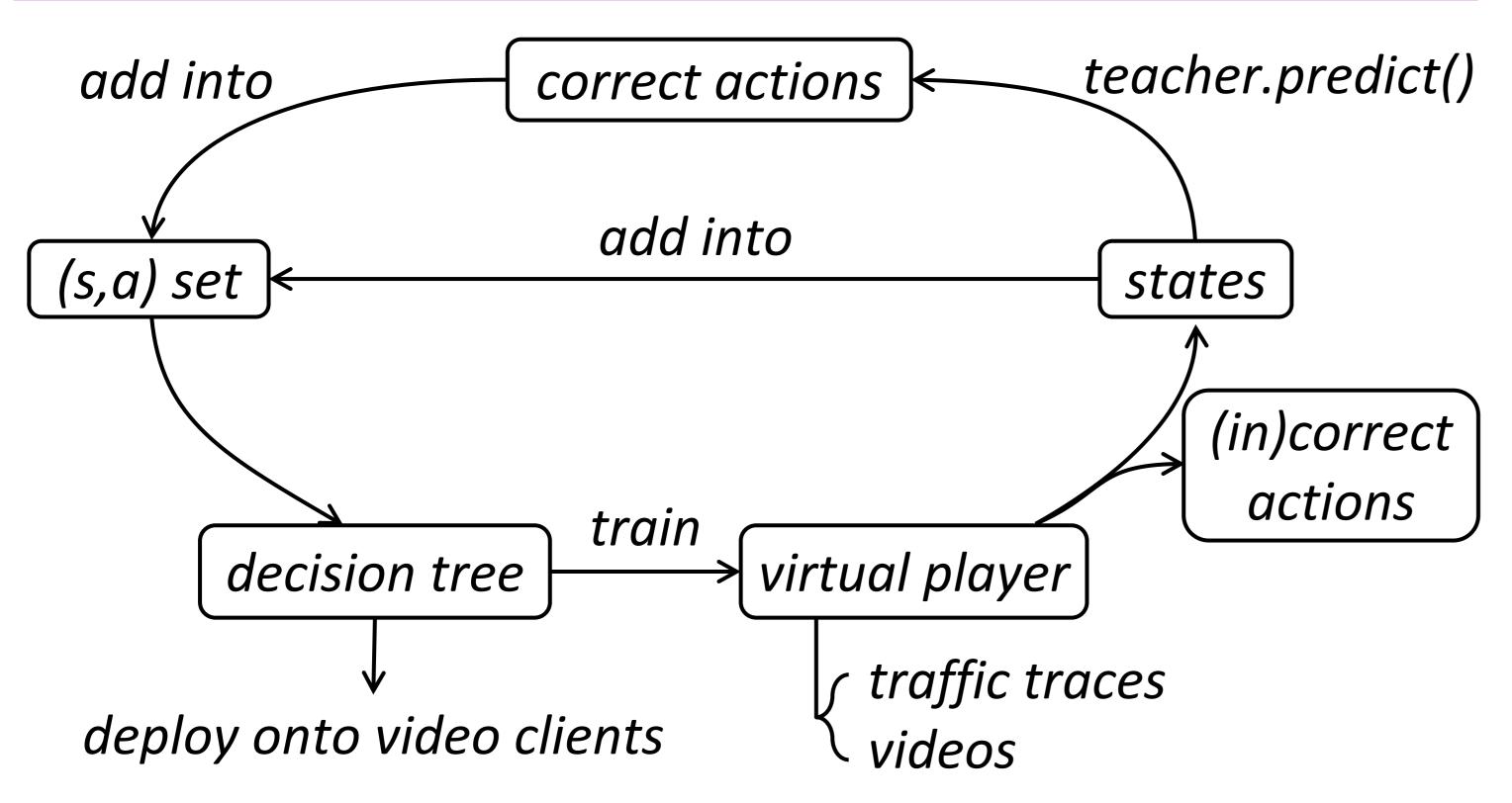
- Large page size.
- --- Page load time of Pensieve is increased by \sim 10s.
- Long decision latency.
- --- Decision latency of RobustMPC > chunk length.

Challenges

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



Design



Algorithm pseudocodes:

$$(\mathbb{S}, \mathbb{A}) \leftarrow VirtualPlay(\pi^*)$$
For i from 1 to M :
$$\pi_i \leftarrow TrainDT(\mathbb{S}, \mathbb{A})$$

$$(\mathbb{S}_i, \mathbb{A}_i) \leftarrow VirtualPlay(\pi_i)$$

$$\mathbb{A}_i^* \leftarrow Predict(\pi^*, \mathbb{S}_i)$$
Aggregate $\mathbb{S} \leftarrow \mathbb{S} \cup \mathbb{S}_i, \mathbb{A} \leftarrow \mathbb{A} \cup \mathbb{A}_i^*$

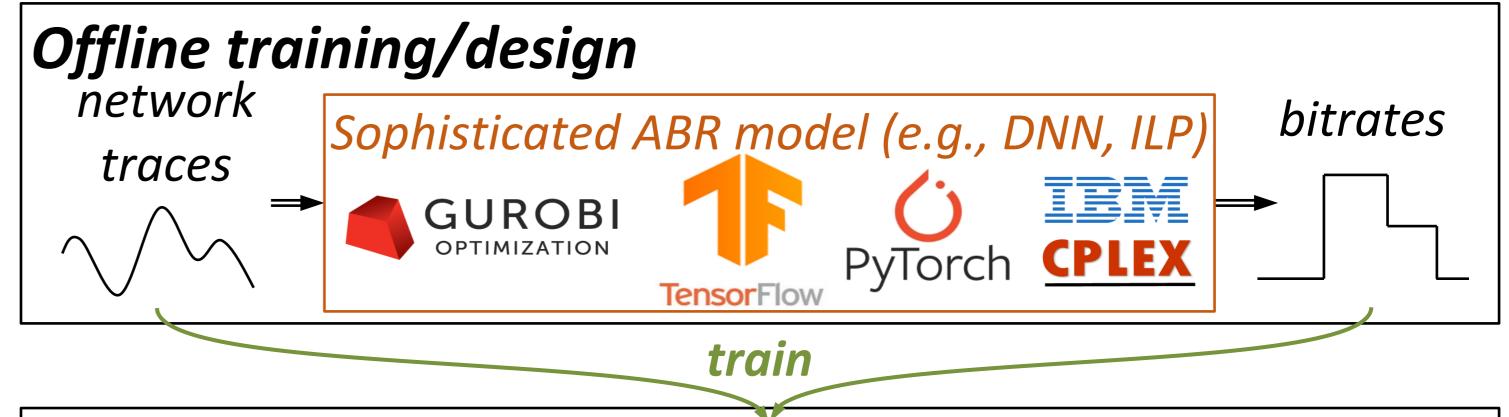
Loss in decision tree training: $\ell(r; r_0) = \frac{(r - r_0)^2}{(R_{max} - R_{min})^2}$

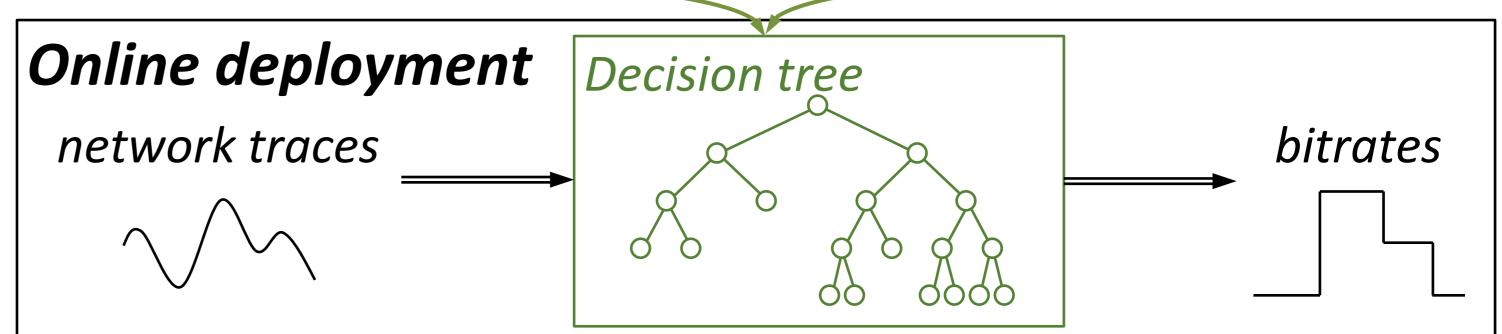
Theoretical bound

For any $\delta > 0$, with training loss ε_M , there exists a policy $\hat{\pi} \in$ $\{\pi_1, \cdots, \pi_M\}$ s.t. the average optimization loss satisfies:

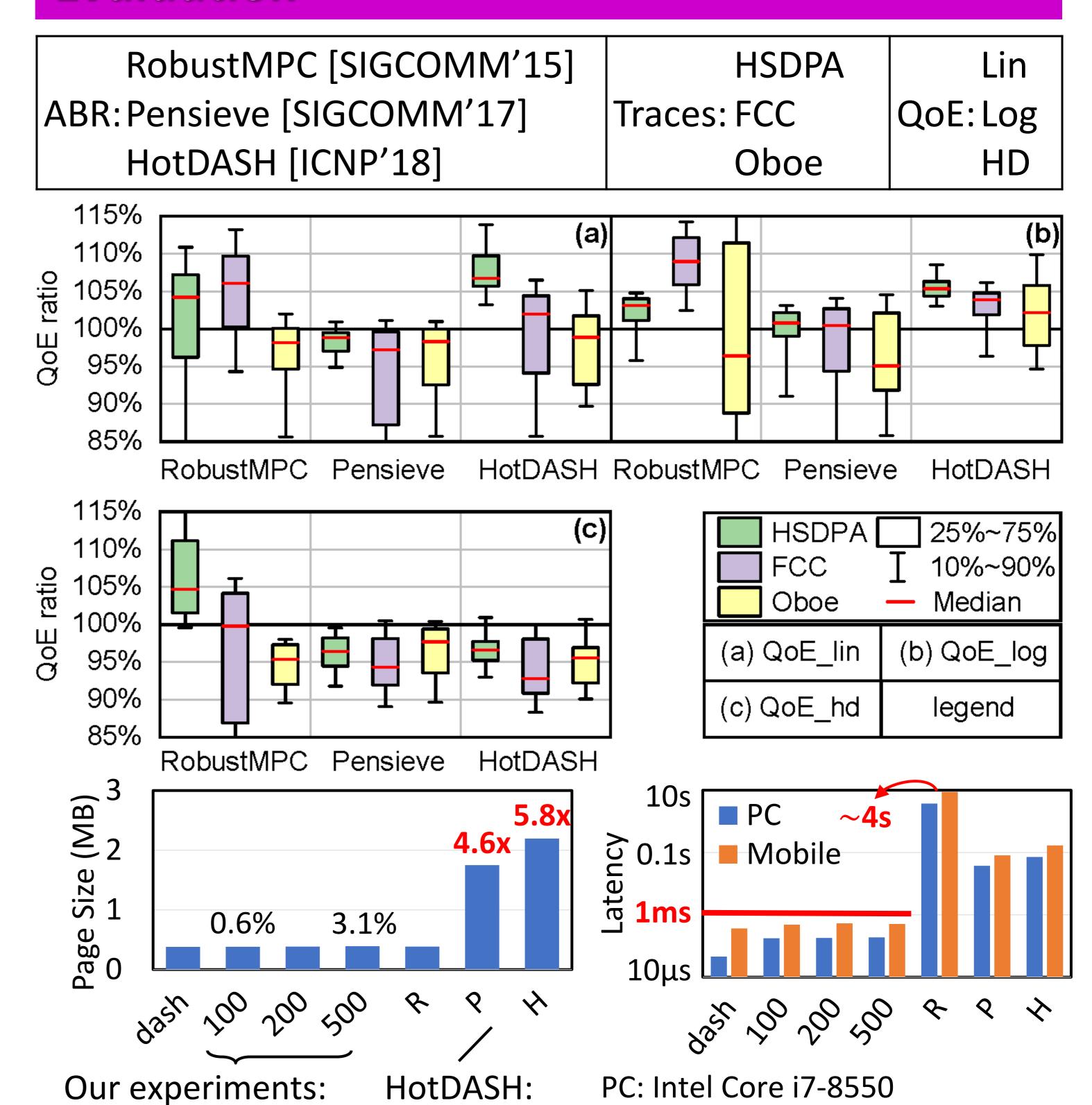
$$\mathbb{E}_{s \sim d_{\widehat{\pi}}} [\ell(\widehat{\pi}(s); \pi^*(s))] \leq \varepsilon_M + \Theta(1/T)$$

Solution





Evaluation



Coming soon

<0.1s @ 1Mbps

Explaining Complex Networked Systems

14.5s @ 1Mbps

Decision trees are not only lightweight, but also explainable. Partial results are online at arXiv:1910.03835.

Mobile: Qualcomm Snapdragon 821

