

# It's About Time: On Optimal Virtual Network Embeddings under Temporal Flexibilities

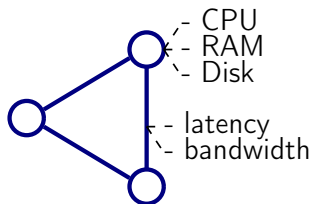
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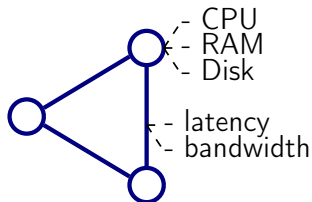
# The Virtual Network Embedding Problem (VNEP)

Physical Network

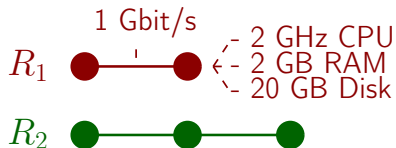


# The Virtual Network Embedding Problem (VNEP)

## Physical Network

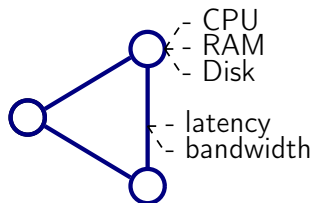


## Virtual Network Requests

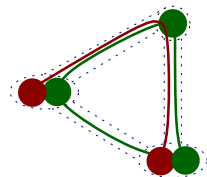
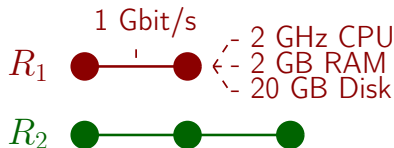


# The Virtual Network Embedding Problem (VNEP)

## Physical Network



## Virtual Network Requests



## Embedding

- map virtual onto substrate nodes
- map virtual links onto substrate paths
- obeying the substrate's capacities

# Facets of the VNEP

## Setting

(De)centralized

Multi-Provider

Reliability

Reconfigurations

## Objectives

Access Control

Load Balancing

Energy Savings

## Algorithms

Exact

Heuristic

## Related Work

TABLE III  
TAXONOMY OF CONSOLE VNE APPROACHES

Category	Reference	Optimization	Coordination	Contribution	
CNC	[35] Infilar and Kadi (2011)	Exact	One Stage	Provides delay, location and routing constraints	
	[37] Liu et al. (2011)	Exact	One Stage	Exact VNE based on correspondence matrices	
	[36] Trink et al. (2011)	Exact	One Stage	Exact VNE problem with SLA QoS guarantees	
	[37] Pagès et al. (2012)	Exact/Metaheuristic	One Stage	Introduces the VNE for optical networks	
	[31] Liskik and Kad (2009)	Heuristic	One Stage	Provides one stage VNE based on RD	
	[62] Di et al. (2010)	Heuristic	One Stage	Improvement of the approach in [41]	
	[63] Okunur and Sauman (2011)	Heuristic	One Stage	Introduces hierarchical management of the SN	
	[64] [63] Yu et al. (2011-2012)	Heuristic	One Stage	First VNE approach in wireless multiplex networks. Introduces metrics and feasibility measures for wireless VNE	
	[65] Chen et al. (2012)	Heuristic	One Stage	Reduces resource fragmentation	
	[66] Yu et al. (2012)	Heuristic	One Stage	One step VNE that increases coordination	
	[67] Liu et al. (2011)	Heuristic	Two Stages	Implements coordination based on nodes partition	
	[21] [68] Sheng et al. (2011-2012)	Heuristic	Two Stages	Opportunistic resource sharing to deal with load fluctuation	
	[69] Li et al. (2012)	Heuristic	Two Stages	Topology awareness to enforce VNE coordination	
	[67] Lu and Tamer (2006)	Heuristic	Uncoordinated	Embedding in specific backbone-size VN topologies	
	[62] Yu et al. (2008)	Heuristic	Uncoordinated	Utilizes the KSP algorithm [43] for VLM	
	[35] Razaq and Siraj (2010)	Heuristic	Uncoordinated	Different K values in KSP based VLM	
	[31] Razaq et al. (2011)	Heuristic	Uncoordinated	Investigates the VNE impact of bottlenecked nodes	
	[32] Nagawa et al. (2011)	Heuristic	Uncoordinated	VNE considering SN resources heterogeneity	
	[33] Lefrançois et al. (2011)	Heuristic	Uncoordinated	Introduces VNE for wireless network testbeds	
	[34] [37] Boton et al. (2011-2013)	Heuristic	Uncoordinated	Introduces hidden hp constraints	
[34] Zhu and Ansumu (2006)	Heuristic	Uncoordinated	Provides a balanced link and node stress in the SN		
[31] Fajant et al. (2011)	Metaheuristic	One Stage	Max-Min Ant Colony metaheuristic VNE approach		
[32] Chang et al. (2012)	Metaheuristic	One Stage	Accelerates convergence of PSO VNE metaheuristic with topology aware node ranking [37]		
[35] Zhang et al. (2012)	Heuristic	One Stage	Maps one virtual node in several substrate nodes		
[37] Di et al. (2012)	Heuristic	One Stage	Coordinated VNE reducing the number of backtracks by carefully choosing the first virtual node to map		
[35] Abdolrer and Balogh (2012)	Heuristic	Uncoordinated	Introduces VNE in the optical domain trying to minimize the number of hp per link		
[35] Aris Lefrançois et al. (2012)	Heuristic	Coordinated	Consistent imposition of virtual nodes for embedding		
[35] Yao-Bin Lee et al. (2012)	Heuristic	InterIIP	clustering of virtual networks in multi-provider environment		
CVR	[37] Fajant et al. (2011)	One Stage	Migration of nodes with bottlenecked adjacent links		
	[41] Buschowski et al. (2010)	Heuristic	Two Stages	Migration when service across position changes	
	[34] Zhu and Ansumu (2006)	Heuristic	Uncoordinated	Reduce the cost of periodic reconfiguration	
	[35] Fan and Ansumu (2006)	Heuristic	Uncoordinated	Reduces the cost of VNE re-configuration	
	[41] Cai et al. (2010)	Heuristic	Uncoordinated	Reconfiguration based on SN evolution	
	[41] Shan-li and Xue-song (2011)	Heuristic	Uncoordinated	Identifies mapped virtual nodes and links with not optimal mapping and migrate them to save SN resources	
	[35] Sun et al. (2012)	Heuristic	Uncoordinated	Introduces the VNE problem for evolving VNRS	
	DNC	[35] [67] Houdi et al. (2010)	Heuristic	Uncoordinated	First distributed approach to solve VNE. Proposes a VNE process to manage the communication among substrate nodes
		[35] Xia et al. (2011)	Heuristic	InterIIP	Introduces the InterIIP VNE for networked clouds
		[69] Lv et al. (2011)	Heuristic	InterIIP	InterIIP VNE using hierarchical virtual resource organization
[41] Houdi et al. (2011)		Exact/Metaheuristic	InterIIP	VNRS is optimizing each subVN in different hpN. Provides exact and heuristic solving algorithms	
[35] Lefrançois et al. (2012)		Heuristic	InterIIP	Graph partitioning InterIIP VNE using a heuristic integrating a min-cost algorithm followed by subgraph isomorphism	
DIVC	[35] Maqsood et al. (2010)	Heuristic	Uncoordinated	First distributed dynamic approach. Reorganizes the SN when VNs demands change	

TABLE IV  
TAXONOMY OF REDUNDANT VNE APPROACHES

Category	Reference	Optimization	Coordination	Contribution
CNR	[41] Houdi et al. (2011)	Exact	One Stage	First approach providing an ILP exact solution
	[39] Zhang et al. (2011)	Exact	One Stage	Optimal resilient solution attaining an enhanced QoS mapping. Provides diversified substrate back-up paths
	[41] Boton et al. (2012)	Exact	One Stage	Introduces the energy aware VNE
	[39] Wang and Wolf (2011)	Exact	One Stage	Reduces the VNR as a traffic matrix
	[39] [65] [66] Shamsi and Rookmeyer (2007-2009)	Heuristic	One Stage	Recover link failures by providing backup paths with intermediate nodes
	[69] Koslovski et al. (2010)	Heuristic	One Stage	Introduces reliability as a service offered by the IIP. Reliable VNEs based on subgraph isomorphism detection
	[68] Yu et al. (2010)	Heuristic	One Stage	Introduces fault-dependent protection with a back-up solution for each regional failure
	[69] Lv et al. (2012)	Heuristic	One Stage	Introduces losses to multicast VNE in wireless mesh networks
	[36] [37] Chowdhury et al. (2009-2011)	Heuristic	Two Stages	Coordination in VNE using multi-path for VLM
	[41] Rahman et al. (2010)	Heuristic	Two Stages	Uses a fairness, the economic penalty is minimized by the pre-execution of a bandwidth quota for back-up in SN links
	[35] Butt et al. (2010)	Heuristic	Two Stages	VNE awareness of the SN bottlenecked resources
	[37] Yoon et al. (2010)	Heuristic	Two Stages	Introduces sharing among back up resources. Reduces resources allocated for redundancy
	[39] Sun et al. (2011)	Heuristic	Two Stages	Resilient VNE optimizing the embedding cost and reducing computational complexity
	[35] Yu et al. (2011)	Heuristic	Two Stages	Resilient VNE analyzing failures in substrate nodes
	[35] Yu et al. (2008)	Heuristic	Uncoordinated	Introduces the multi-path approach for VLM
	[39] Gao et al. (2010)	Heuristic	Uncoordinated	Improvement of the approach in [41]
	[39] Yang et al. (2010)	Heuristic	Uncoordinated	Divides the SN in regions to reduce VNE complexity
	[39] Zhou et al. (2010)	Heuristic	Uncoordinated	Maps one virtual node to multiple substrate nodes
	[39] Chen et al. (2010)	Heuristic	Uncoordinated	Reduces resiliency protection approach against failures during the online VNE process. Considers just substitute link failures
	[39] Yu et al. (2011)	Heuristic	Uncoordinated	Proactive VNE approach offering protection against SN link failures for links with high stress
[39] Sun et al. (2011)	Heuristic	Uncoordinated	Introduces stochastic BW demand to the VNE	
[35] Lu et al. (2011)	Heuristic	Uncoordinated	Introduces load balancing in links	
[35] Guo et al. (2011)	Heuristic	Uncoordinated	Proactive resilient VLM approach sharing back-up paths	
[37] Cheng et al. (2011)	Metaheuristic	Two Stages	Introduces topology-awareness in VNE	
[39] Sheng et al. (2012)	Metaheuristic	Two Stages	Embedding time depends on VNR lifetime. Uses simulated annealing metaheuristic	
[35] Zhang et al. (2012)	Metaheuristic	Two Stages	Introduces particle swarm optimization (PSO) metaheuristic	
[39] Sun et al. (2012)	Metaheuristic	Two Stages	Introduces VNE in multi-datacenter environments	
[39] Lv et al. (2012)	Metaheuristic	Uncoordinated	Introduces VNE in wireless mesh networks	
[35] Lefrançois et al. (2012)	Heuristic	Two Stages	Uses the approach in [41] to solve the VNE for an arbitrary pool of heterogeneous resources	
[35] Maali and Raghuan (2012)	Heuristic	Two Stages	VNE considering the residual capacity of the substrate links	
[39] Zhang et al. (2012)	Exact/Heuristic	One Stage	Recover link failures providing disjoint SN backup paths	
CVRB	[35] Butt et al. (2010)	Heuristic	Two Stages	Reduce reconfiguration of virtual links and nodes causing reconfiguration to less critical SN regions
	[35] Yu et al. (2010)	Heuristic	Uncoordinated	Reconfigure the embedding by changing the splitting ratio in the multipath VLM solution
DNR	[110] Schaffath et al. (2010)	Exact	One Stage	ILP-based VNE. Dynamically reconfigures existing mappings
	[111] Chen et al. (2011)	Heuristic	Two Stages	Topology reconfiguration of SN nodes with high utilization
DNR	[36] Chowdhury et al. (2010)	Heuristic	InterIIP	First InterIIP VNE proposal. Mediates between hp and SP interactions. VNR is split across hpN and subnode k allocation
DVR	[112] Houdi et al. (2010)	Heuristic	Two Stages	First-licent VNE that acts upon node and link failures

## Related Work

TABLE III  
TAXONOMY OF COEXIST VNE APPROACHES

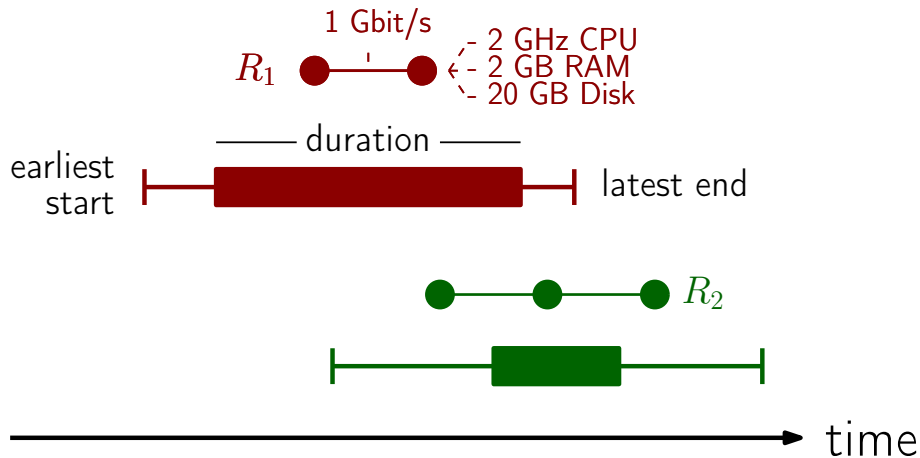
Category	Reference	Optimization	Coordination	Contribution	
C/NC	[26] Infilar and Raffl (2011)	Exact	One Stage	Provides delay, location and routing constraints	
	[27] Liu et al. (2011)	Exact	One Stage	Exact VNE based on correspondence matrices	
	[28] Truh et al. (2011)	Exact	One Stage	Exact VNE problem with SLA QoS parameters	
	[29] Pappas et al. (2012)	Exact/Heuristic	One Stage	Introduces the VNE for optical networks	
	[30] Lucichini and Kati (2009)	Heuristic	One Stage	Provides one stage VNE based on SD	
	[31] Di et al. (2010)	Heuristic	One Stage	Improvement of the approach in [30]	
	[32] Ghazizadeh and Saman (2011)	Heuristic	One Stage	Introduces hierarchical management of the SN	
	[64], [65] Yoo et al. (2011-2012)	Heuristic	One Stage	First VNE approach in wireless multi-hop networks. Introduces metrics and feasibility measures for wireless VNE	
	[33] Chen et al. (2012)	Heuristic	One Stage	Reduces resource fragmentation	
	[34] Yu et al. (2012)	Heuristic	One Stage	One step VNE that increases coordination	
	[35] Liu et al. (2011)	Heuristic	Two Stages	Improves coordination based on nodes proximity	
	[36], [62] Sheng et al. (2011-2012)	Heuristic	Two Stages	Opportunistic resource sharing to deal with load fluctuation	
	[37] Li et al. (2012)	Heuristic	Two Stages	Topology awareness in wireless VNE coordination	
	[38] Lu and Turner (2006)	Uncoordinated	Two Stages	Embedding in specific host-based star VN topologies	
	[39] Yu et al. (2008)	Heuristic	Uncoordinated	Utilizes the KSP algorithm [13] for VLM	
	[40] Razaq and Siraj (2009)	Heuristic	Uncoordinated	Different K values in KSP based VLM	
	[41] Razaq et al. (2011)	Heuristic	Uncoordinated	Investigates the VNE impact of bottlenecked nodes	
	[42] Nogueira et al. (2011)	Heuristic	Uncoordinated	VNE considering SN resources heterogeneity	
	[43] Lehtonen et al. (2011)	Heuristic	Uncoordinated	Introduces VNE for wireless network topology	
	[44] Ghosh et al. (2011-2013)	Heuristic	Uncoordinated	Introduces hybrid hop coordination	
C/NC	[45] Zhang and Turner (2006)	Heuristic	Uncoordinated	Introduces hop coordination for wireless SN	
	[46] Pappas et al. (2012)	Heuristic	One Stage	Multi-Metric Cost-aware VNE approach	
	[47] Ghazizadeh and Metcalfe (2011)	Heuristic	One Stage	Algorithm for resource allocation in multi-hop networks	
	[48] Zhang et al. (2012)	Heuristic	Uncoordinated	Maps one virtual node in several substrate nodes	
	[49] Di et al. (2012)	Heuristic	One Stage	Coordinated VNE reducing the number of backtracks by carefully choosing the first virtual node to map	
	[50] Abdelkarim and Eshtigy (2012)	Heuristic	Uncoordinated	Introduces VNE in the optical domain trying to minimize the number of hops per link	
	[51] Aris-Lehtonen et al. (2012)	Heuristic	Coordinated	Considers importance of virtual nodes for embedding	
	[52] Tuohi-Hoie et al. (2012)	Heuristic	Interf@P	Clustering of virtual networks in multi-provider environment	
	C/NC	[53] Fajant et al. (2011)	Heuristic	One Stage	Migration of nodes with bottlenecked adjacent links
		[54] Benkoudia et al. (2010)	Heuristic	Two Stages	Migrates when service across position changes
		[55] Zhu and Ansumali (2009)	Heuristic	Uncoordinated	Reduces the cost of periodic reconfiguration
		[56] Fan and Ansumali (2006)	Heuristic	Uncoordinated	Reduces the cost of VNE re-configuration
		[57] Cai et al. (2010)	Heuristic	Uncoordinated	Reconfiguration based on SN evolution
		[58] Shan-Bi and Xue-song (2011)	Heuristic	Uncoordinated	Identifies mapped virtual nodes and links with not optimal mapping and migrate them to save SN resources
	[59] Sun et al. (2012)	Heuristic	Uncoordinated	Introduces the VNE problem for existing VNMs	
D/NC	[60], [67] Houdi et al. (2010)	Heuristic	Uncoordinated	First distributed approach to solve VNE. Proposes a VNE process to manage the communication among substrate nodes	
	[61] Xie et al. (2011)	Heuristic	Interf@P	Introduces the Interf@P VNE for networked clouds	
	[62] Li et al. (2011)	Heuristic	Interf@P	Interf@P VNE using hierarchical virtual resource organization	
	[63] Houdi et al. (2011)	Exact/Heuristic	Interf@P	VNE is split among each sub-VN in different hops. Provides exact and heuristic splitting approaches	
	[68] Lehtonen et al. (2012)	Heuristic	Interf@P	Graph partitioning Interf@P VNE using a heuristic integrating a min cut cost algorithm followed by sub-graph decomposition	
	[69] Magagnoli et al. (2010)	Heuristic	Uncoordinated	First distributed dynamic approach. Recognizes the SN when VN demands change	
	[70] Sun et al. (2012)	Heuristic	Uncoordinated	Introduces VNE in multi-processor environments	

TABLE IV  
TAXONOMY OF REDUNDANT VNE APPROACHES

Category	Reference	Optimization	Coordination	Contribution
C/NR	[71] Houdi et al. (2011)	Exact	One Stage	First approach providing an ILP-based solution
	[72] Zhang et al. (2011)	Exact	One Stage	Optimal redundant solution attaining an enhanced QoS mapping. Provides distributed substrate back-up paths
	[41] Botto et al. (2012)	Exact	One Stage	Introduces the energy aware VNE
	[73] Wang and Wolf (2011)	Exact	One Stage	Redefines the VNR as a traffic matrix
	[64], [65], [66] Shanno and Bockmeier (2007-2009)	Heuristic	One Stage	Reduce link failures by providing backup paths with intermediate nodes
	[67] Koskowiak et al. (2009)	Heuristic	One Stage	Introduces reliability as a service offered by the IAP. Reliable VNMs based on subgraph isomorphism detection
	[68] Yu et al. (2010)	Heuristic	One Stage	Introduces failure-dependent protection with a backup solution for each regional failure
	[69] Li et al. (2012)	Heuristic	One Stage	Introduces losses to indicate VNE in wireless mesh networks
	[36], [77] Choudhury et al. (2009-2011)	Heuristic	Two Stages	Coordination in VNE using multi-paths for VLM
	[38] [78] Rahman et al. (2010)	Heuristic	Two Stages	Upon a failure, the economic priority is maintained by the pre-activation of a bandwidth quota for back-up in SN links
	[33] Burt et al. (2010)	Heuristic	Two Stages	VNE awareness of the SN bottlenecked resources
	[79] Yoo et al. (2010)	Heuristic	Two Stages	Introduces sharing among back-up resources. Reduces resources allocated for redundancy
	[109] Sun et al. (2011)	Heuristic	Two Stages	Redundant VNE optimizing the embedding cost and reducing computational complexity
	[34] Yu et al. (2011)	Heuristic	Two Stages	Redundant VNE analyzing failures in substrate nodes
	[35] Yu et al. (2011)	Heuristic	Uncoordinated	Introduces the multi-stage approach for VLM
	[80] Guo et al. (2011)	Heuristic	Uncoordinated	Prevention of the VNE failure propagation
	[102] Yang et al. (2011)	Heuristic	Uncoordinated	Prevention of the VNE failure propagation using backup links
	[103] Zhu et al. (2011)	Heuristic	Uncoordinated	Prevention of the VNE failure propagation using backup links
	[104] Chen et al. (2010)	Heuristic	Uncoordinated	Prevention of the VNE failure propagation using backup links during the online VNE process. Considers backup substrate link failures
	[105] Yu et al. (2011)	Heuristic	Uncoordinated	Proactive VNE approach offering protection against SN link failures for links with high status
[81] Sun et al. (2011)	Heuristic	Uncoordinated	Introduces stochastic RW demand to the VNE	
[82] Lu et al. (2011)	Heuristic	Uncoordinated	Introduces load balancing in links	
[83] Guo et al. (2011)	Heuristic	Uncoordinated	Proactive resilient VLM approach sharing back-up paths	
[84] Cheng et al. (2011)	Mathematical	Two Stages	Introduces topology-awareness in VNE	
[106] Sheng et al. (2011)	Mathematical	Two Stages	Embedding time depends on VNR lifetime. Uses simulated annealing metaheuristic	
C/VR	[85] Zhang et al. (2012)	Mathematical	Two Stages	Introduces particle swarm optimization (PSO) meta-heuristic
	[86] Sun et al. (2012)	Mathematical	Two Stages	Introduces VNE in multi-processor environments
	[87] Lu et al. (2012)	Mathematical	Uncoordinated	Introduces VNE in wireless mesh networks
	[88] Lehtonen et al. (2012)	Heuristic	Two Stages	Uses the approach in [82] to solve the VNE for an arbitrary pool of heterogeneous resources
	[89] Maiti and Rajhans (2012)	Heuristic	Two Stages	VNE considering the residual capacity of the substrate links
	[107] Zhang et al. (2012)	Exact/Heuristic	One Stage	Reduce link failures providing disjoint SN backup paths
	[90] Burt et al. (2010)	Heuristic	Two Stages	Reactive reconfiguration of virtual links and nodes causing rejection to less critical SN regions
[91] Yu et al. (2010)	Heuristic	Uncoordinated	Reconfigure the embedding by changing the spinning ratio in the multi-hop VLM solution	
D/NR	[110] Schaffrath et al. (2010)	Exact	One Stage	ILP-based VNE. Dynamically reconfigure existing mappings
	[111] Chen et al. (2011)	Heuristic	Two Stages	Periodic reconfiguration of SN nodes with high utilization
	[92] Choudhury et al. (2010)	Heuristic	Interf@P	First Interf@P VNE proposal. Modulates between IAP and SP networks. VNR is split across IAPs and methods locally
D/VR	[112] Houdi et al. (2010)	Heuristic	Two Stages	Fast-redundant VNE that acts upon node and link failures

## Our Contribution: Temporality

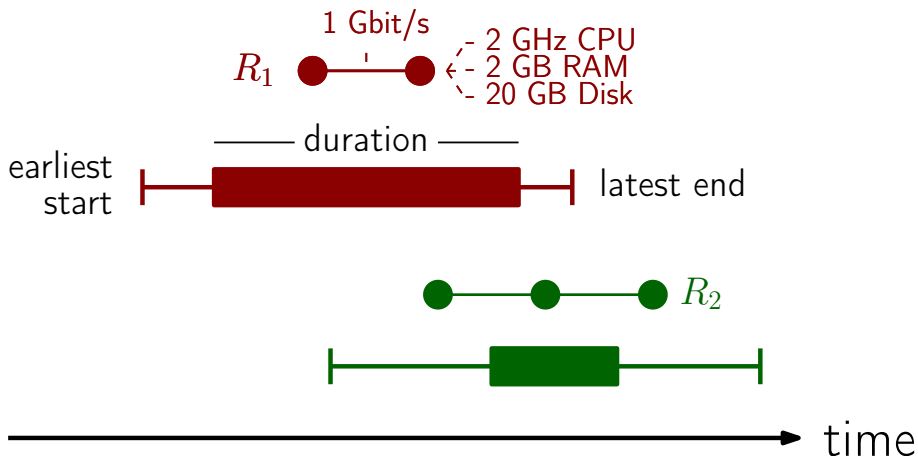
## Our Model





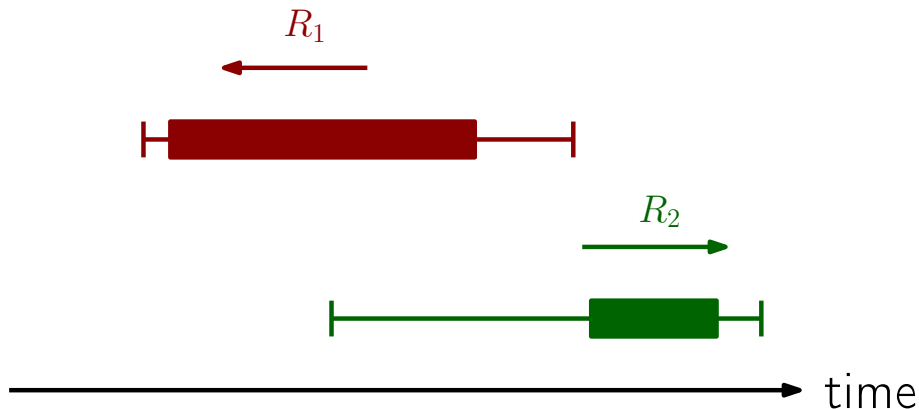
## Our Model

## Offline scenario

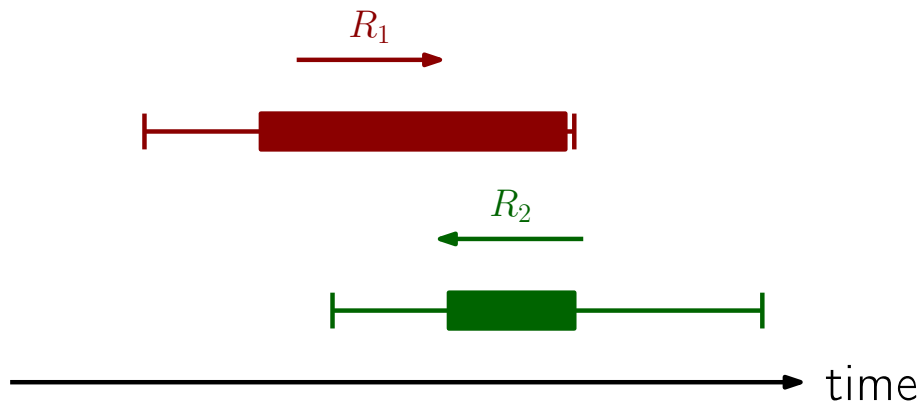


Motivation #1: Business

# Provider Incentives: Minimizing Load

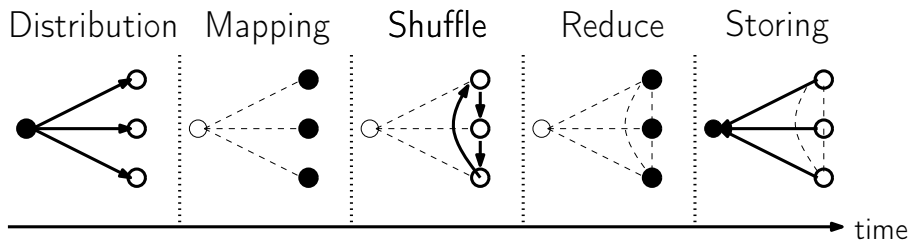


# Provider Incentives: Maximizing Utilization by Collocation



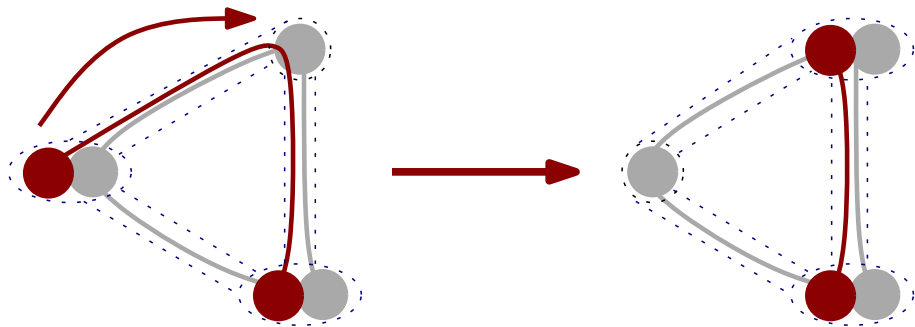
## Motivation #2: Modeling Opportunities

# Modeling Opportunities: Evolution of VNets

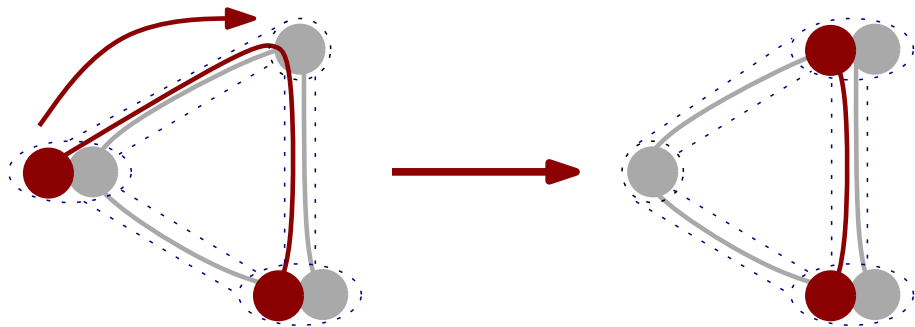


Reservation of maximal allocations over the whole time?

# Modeling Opportunities: Migrations



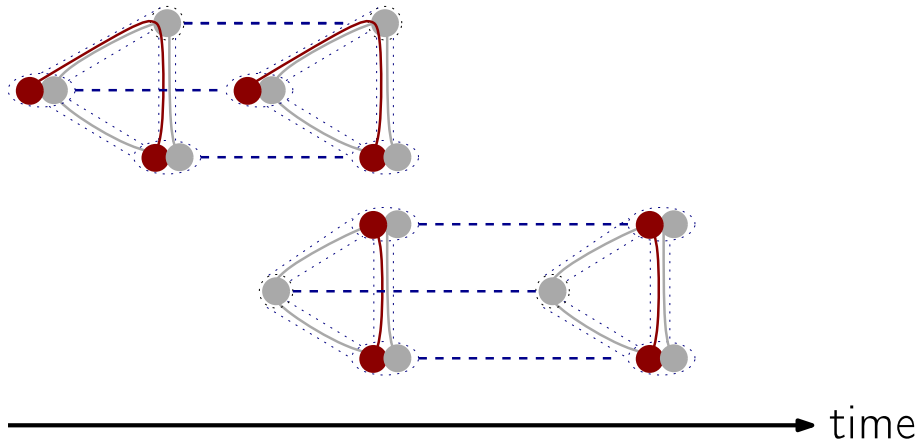
# Modeling Opportunities: Migrations



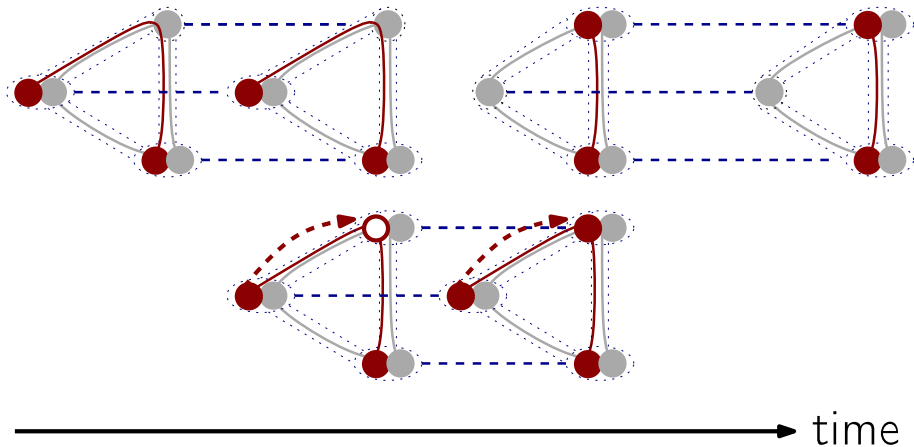
In previous work instantaneous operation!



# Modeling Opportunities: Migrations



# Modeling Opportunities: Fine-grained Migrations



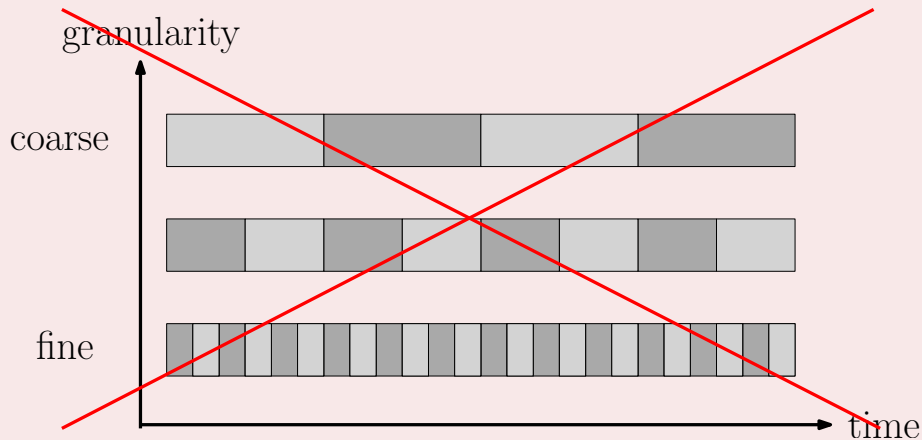
# Important Decision: Continuous-Time Model!

## Discretization



# Important Decision: Continuous-Time Model!

No Discretization!



# Problem Statement

# Notation

## Substrate $\mathcal{S}$

topology  $\mathcal{S} = (\mathbf{V}_S, \mathbf{E}_S)$

capacities  $\mathbf{c}_S : \mathbf{V}_S \cup \mathbf{E}_S \rightarrow \mathbb{R}^+$

time horizon  $\mathbf{T} > 0$

## Requests $\mathcal{R} = \{R_1, \dots, R_n\}$

topologies  $(\mathbf{V}_{R_i}, \mathbf{E}_{R_i})$

resources  $\mathbf{c}_{R_i} : \mathbf{V}_{R_i} \cup \mathbf{E}_{R_i} \rightarrow \mathbb{R}^+$

temporal spec interval  $[\mathbf{t}_{R_i}^s, \mathbf{t}_{R_i}^e]$

duration  $\mathbf{d}_{R_i} \leq \mathbf{t}_{R_i}^e - \mathbf{t}_{R_i}^s$

# Temporal Virtual Network Embedding Problem (TVNEP)

- Access Control** Decide which of the requests to embed.
- Resource Mapping** Map virtual onto substrate resources, obtaining  
 $alloc_V : \mathcal{R} \times \mathbf{V}_S \rightarrow \mathbb{R}_{\geq 0}$  and  
 $alloc_E : \mathcal{R} \times \mathbf{E}_S \rightarrow \mathbb{R}_{\geq 0}$ .
- Scheduling** Find start  $t_R^+ \geq \mathbf{t}_R^s$  and end time  $t_R^- \leq \mathbf{t}_R^e$  for  $R \in \mathcal{R}$ , such that  $t_R^- + t_R^+ = \mathbf{d}_R$  holds.
- Feasibility** For each point in time  $t \in [0, \mathbf{T}]$  ensure:

$$\forall N_s \in \mathbf{V}_S. \mathbf{c}_S(N_s) \geq \sum_{\substack{R \in \mathcal{R} \text{ with} \\ t \in (t_R^+, t_R^-)}} alloc_V(R, N_s),$$

$$\forall L_s \in \mathbf{E}_S. \mathbf{c}_S(L_s) \geq \sum_{\substack{R \in \mathcal{R} \text{ with} \\ t \in (t_R^+, t_R^-)}} alloc_E(R, L_s).$$

# Local Embedding

Mapping process will be explained in a bit.

## Classic VNEP Task

**Access Control**      Decide which of the requests to embed:  $x_{\mathcal{R}} : \mathcal{R} \rightarrow \mathbb{B}$ .

**Resource Mapping**    Map virtual onto substrate resources, obtaining

$$alloc_V : \mathcal{R} \times \mathbf{V}_S \rightarrow \mathbb{R}_{\geq 0} \text{ and}$$

$$alloc_E : \mathcal{R} \times \mathbf{E}_S \rightarrow \mathbb{R}_{\geq 0}.$$



# Overview

# Overview

## Contributions

- 1 Continuous-time Mixed-Integer Programming formulations for TVNEP
- 2  $c\Sigma$ -Model utilizes state-space and symmetry reductions to render solving TVNEP (computationally) feasible
- 3 Greedy polynomial time heuristic which is based on  $c\Sigma$ -Model
- 4 Initial computational evaluation

## Why Mixed-Integer Programming?

- TVNEP is a novel problem: baseline for further work
- Offline scenario: trade-off runtime with solution quality

# Mixed-Integer Programming Models

## Standard VNEP

**Access Control** Decide which of the requests to embed:  $x_{\mathcal{R}} : \mathcal{R} \rightarrow \mathbb{B}$ .

**Resource Mapping** Map virtual onto substrate resources, obtaining

$$alloc_V : \mathcal{R} \times \mathbf{V}_S \rightarrow \mathbb{R}_{\geq 0} \text{ and}$$

$$alloc_E : \mathcal{R} \times \mathbf{E}_S \rightarrow \mathbb{R}_{\geq 0}.$$

## Novel: Continuous-Time Scheduling

**Scheduling** Find start  $t_{R_i}^+ \geq t_{R_i}^s$  and end time  $t_{R_i}^- \leq t_{R_i}^e$ , such that  $t_{R_i}^- + t_{R_i}^+ = d_{R_i}$  holds.

**Feasibility** For each point in time  $t \in [0, T]$ :

$$\forall N_s \in \mathbf{V}_S. \mathbf{c}_S(N_s) \geq \sum_{\substack{R \in \mathcal{R} \text{ with} \\ t \in (t_R^+, t_R^-)}} alloc_V(R, N_s),$$

$$\forall L_s \in \mathbf{E}_S. \mathbf{c}_S(L_s) \geq \sum_{\substack{R \in \mathcal{R} \text{ with} \\ t \in (t_R^+, t_R^-)}} alloc_E(R, L_s).$$

# Standard VNEP Access Control & Resource Mapping

## Variables

Access Control  $x_{\mathcal{R}} : \mathcal{R} \rightarrow \mathbb{B}$

Node Mapping  $\forall R \in \mathcal{R}. x_V : \mathbf{V}_R \times \mathbf{V}_S \rightarrow \mathbb{B}$

Link Mapping  $\forall R \in \mathcal{R}. x_E : \mathbf{E}_R \times \mathbf{E}_S \rightarrow [0, 1]$

## Node mapping

Map each virtual onto a substrate node, if the request is embedded.

## Link mapping

Map each virtual link onto multiple paths in the substrate (splittable flows).

# Standard VNEP Access Control & Resource Mapping

## Variables

Access Control  $x_{\mathcal{R}} : \mathcal{R} \rightarrow \mathbb{B}$

Node Mapping  $\forall R \in \mathcal{R}. x_V : \mathbf{V}_R \times \mathbf{V}_S \rightarrow \mathbb{B}$

Link Mapping  $\forall R \in \mathcal{R}. x_E : \mathbf{E}_R \times \mathbf{E}_S \rightarrow [0, 1]$

Node mapping:  $\forall R \in \mathcal{R}. \forall N_V \in \mathbf{V}_R.$

$$x_{\mathcal{R}}(R) = \sum_{N_S \in \mathbf{V}_S} x_V(N_V, N_S)$$

Link mapping:  $\forall R \in \mathcal{R}. \forall L_V = (N_V^+, N_V^-) \in \mathbf{E}_R. \forall N_S \in \mathbf{V}_S$

$$\sum_{L_S \in \delta^+(N_S)} x_E(L_V, L_S) - \sum_{L_S \in \delta^-(N_S)} x_E(L_V, L_S) = x_V(N_V^-, N_S) - x_V(N_V^+, N_S)$$

# Standard VNEP Access Control & Resource Mapping

## Variables

Access Control  $x_{\mathcal{R}} : \mathcal{R} \rightarrow \mathbb{B}$

Node Mapping  $\forall R \in \mathcal{R}. x_V : \mathbf{V}_R \times \mathbf{V}_S \rightarrow \mathbb{B}$

Link Mapping  $\forall R \in \mathcal{R}. x_E : \mathbf{E}_R \times \mathbf{E}_S \rightarrow [0, 1]$

Node mapping:  $\forall R \in \mathcal{R}. \forall N_V \in \mathbf{V}_R.$

$$x_{\mathcal{R}}(R) = \sum_{N_S \in \mathbf{V}_S} x_V(N_V, N_S)$$

Link mapping:  $\forall R \in \mathcal{R}. \forall L_V = (N_V^+, N_V^-) \in \mathbf{E}_R. \forall N_S \in \mathbf{V}_S$

$$\sum_{L_S \in \delta^+(N_S)} x_E(L_V, L_S) - \sum_{L_S \in \delta^-(N_S)} x_E(L_V, L_S) = x_V(N_V^-, N_S) - x_V(N_V^+, N_S)$$

Macro  $alloc_V(R, N_S): \forall R \in \mathcal{R}. \forall N_S \in \mathbf{V}_S$

$$alloc_V(R, N_S) = \sum_{N_V \in \mathbf{V}_R} c_{\mathcal{R}}(N_V) \cdot x_V(N_V, N_S)$$

Macro  $alloc_E(R, L_S): \forall R \in \mathcal{R}. \forall L_S \in \mathbf{E}_S$

$$alloc_E(R, L_S) = \sum_{L_V \in \mathbf{E}_R} c_{\mathcal{R}}(L_V) \cdot x_E(L_V, L_S)$$

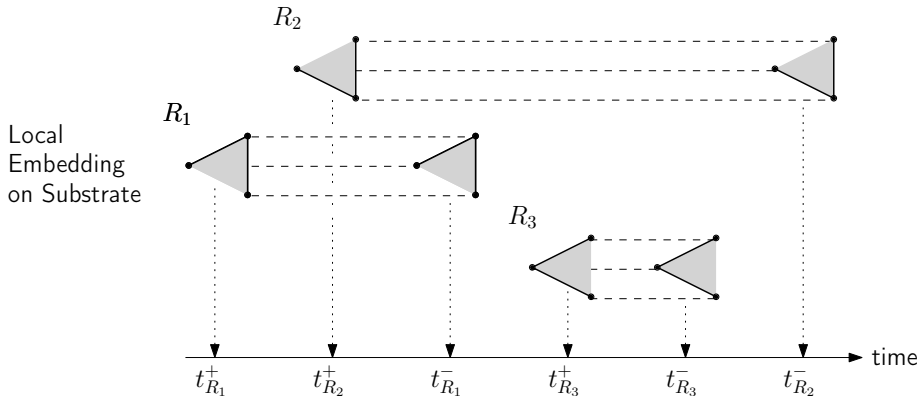
## Modeling Continuous-Time: Checking Feasibility

Assume for now:

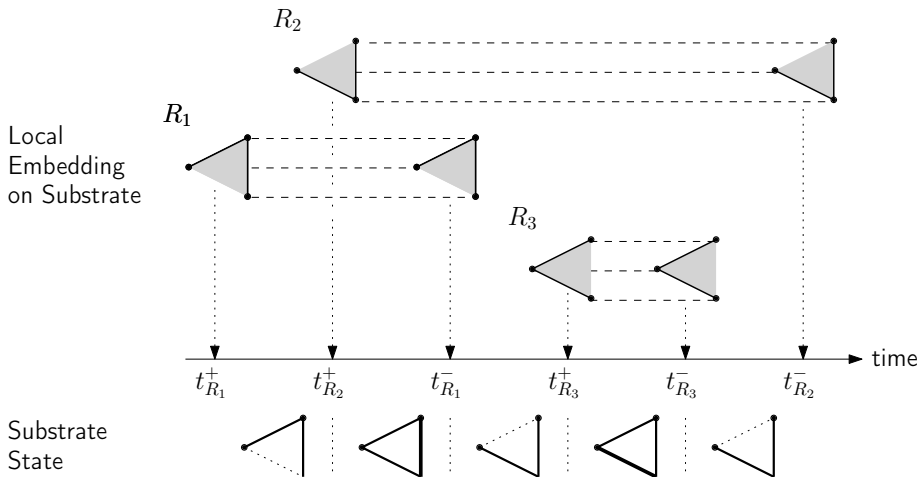
Local embeddings and start / end times are fixed.



# Modeling Continuous-Time: Checking Feasibility

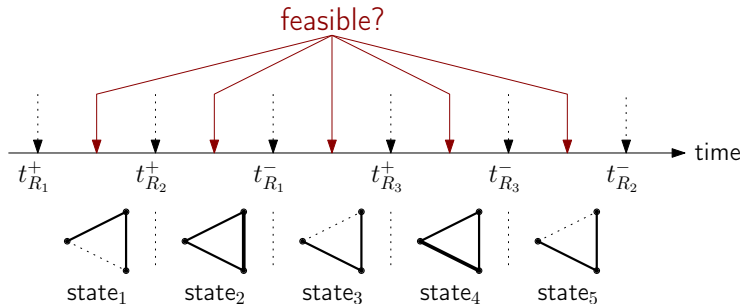


# Modeling Continuous-Time: Checking Feasibility



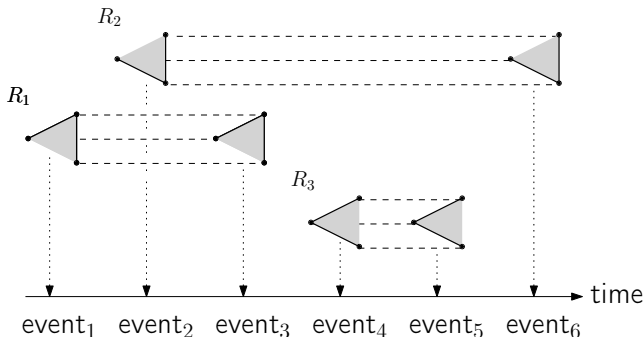
# Modeling Continuous-Time: Checking Feasibility

Check the feasibility of the  $2 \cdot |\mathcal{R}| - 1$  states.



# Abstract Event Model

# Modeling Continuous-Time: Abstract Event Model



## Mapping Variables

$$\mathcal{E} = \{\mathbf{e}_1, \dots, \mathbf{e}_{2 \cdot |\mathcal{R}|}\}$$

$$\forall R \in \mathcal{R}. \chi_R^+ : \mathcal{E} \rightarrow \mathbb{B}$$

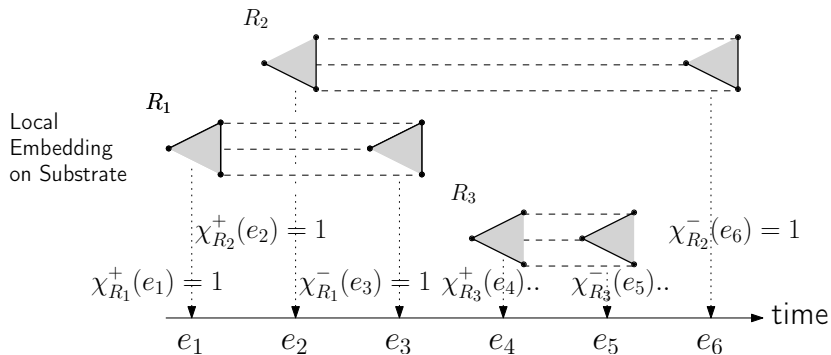
$$\forall R \in \mathcal{R}. \chi_R^- : \mathcal{E} \rightarrow \mathbb{B}$$

## Bijjective Mapping

$$\forall R \in \mathcal{R}. \sum_{\mathbf{e}_i \in \mathcal{E}} \chi_R^+(\mathbf{e}_i) = 1 \wedge \sum_{\mathbf{e}_i \in \mathcal{E}} \chi_R^-(\mathbf{e}_i) = 1$$

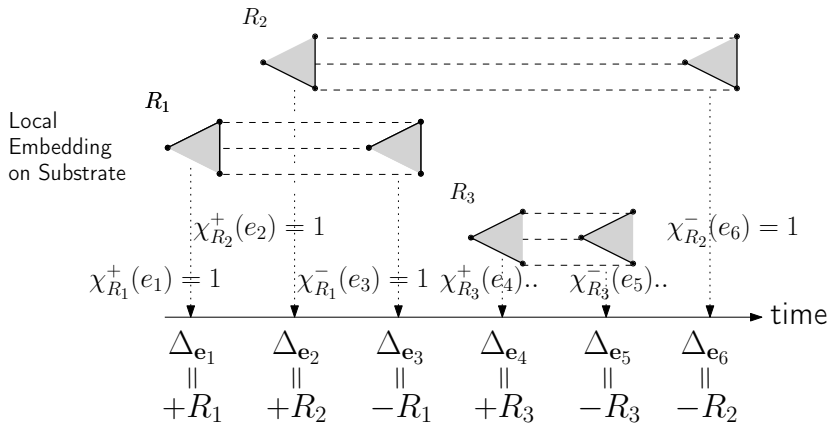
$$\forall \mathbf{e}_i \in \mathcal{E}. \sum_{R \in \mathcal{R}} \chi_R^+(\mathbf{e}_i) = 1 \wedge \sum_{R \in \mathcal{R}} \chi_R^-(\mathbf{e}_i) = 1$$

$\Delta$ -Model

Reconstructing States:  $\Delta$ -Model

## Idea

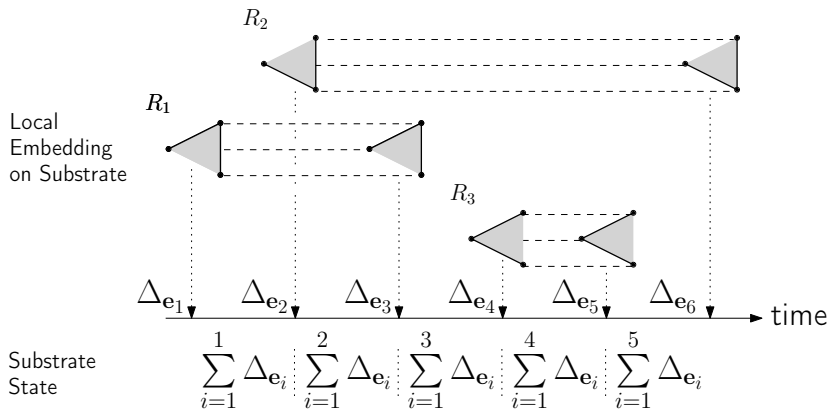
- Compute state changes via mapping variables  $\chi_R^+(e_i)$ ,  $\chi_R^-(e_i)$

Reconstructing States:  $\Delta$ -Model

## Idea

- Compute state *changes*:  $\Delta_{e_i} : \mathbf{V}_S \cup \mathbf{E}_S \rightarrow \mathbb{R}$  via  $\chi_R^+(e_i), \chi_R^-(e_i)$



Reconstructing States:  $\Delta$ -Model

## Idea

- 1 Compute state *changes*:  $\Delta e_i : \mathbf{V}_S \cup \mathbf{E}_S \rightarrow \mathbb{R}$  via  $\chi_R^+(e_i), \chi_R^-(e_i)$
- 2 Enforce  $\sum_{j=1}^i \Delta e_j \leq \mathbf{c}_S$  for each state

$\Delta$ -Model: Computing State Changes

## Conditional Assignment

 $\forall \mathbf{e}_i \in \mathcal{E}. \forall N_s \in \mathbf{V}_S.$ 

$$\Delta_{\mathbf{e}_i}(N_s) = \begin{cases} +alloc_V(R_1, N_s) & , \text{ if } \chi_{R_1}^+(\mathbf{e}_i) = 1 \\ -alloc_V(R_1, N_s) & , \text{ if } \chi_{R_1}^-(\mathbf{e}_i) = 1 \\ \vdots & \\ +alloc_V(R_k, N_s) & , \text{ if } \chi_{R_k}^+(\mathbf{e}_i) = 1 \\ -alloc_V(R_k, N_s) & , \text{ if } \chi_{R_k}^-(\mathbf{e}_i) = 1 \end{cases}$$

$\Delta$ -Model: Computing State Changes

## Conditional Assignment via Big-M Constraints

$$\forall R \in \mathcal{R}. \forall \mathbf{e}_i \in \mathcal{E}. \forall N_s \in \mathbf{V}_s.$$

$$\Delta_{\mathbf{e}_i}(N_s) \leq + \text{alloc}_V(R, N_s) + \mathbf{c}_s(N_s)(1 - \chi_R^+(\mathbf{e}_i))$$

$$\Delta_{\mathbf{e}_i}(N_s) \geq + \text{alloc}_V(R, N_s) - \mathbf{c}_s(N_s)(1 - \chi_R^+(\mathbf{e}_i)) \cdot 2$$

$$\Delta_{\mathbf{e}_i}(N_s) \leq - \text{alloc}_V(R, N_s) + \mathbf{c}_s(N_s)(1 - \chi_R^-(\mathbf{e}_i)) \cdot 2$$

$$\Delta_{\mathbf{e}_i}(N_s) \geq - \text{alloc}_V(R, N_s) - \mathbf{c}_s(N_s)(1 - \chi_R^-(\mathbf{e}_i))$$

$\Delta$ -Model: Computing State Changes

## Big-M Assignment of Start

$$\forall R \in \mathcal{R}. \forall \mathbf{e}_i \in \mathcal{E}. \forall N_s \in \mathbf{V}_S.$$

$$\Delta_{\mathbf{e}_i}(N_s) \leq + \text{alloc}_V(R, N_s) + \mathbf{c}_S(N_s)(1 - \chi_{R_1}^+(\mathbf{e}_i))$$

$$\Delta_{\mathbf{e}_i}(N_s) \geq + \text{alloc}_V(R, N_s) - \mathbf{c}_S(N_s)(1 - \chi_{R_1}^+(\mathbf{e}_i)) \cdot 2$$

$$\chi_{R_1}^+(\mathbf{e}_i) = 0$$

$$\Delta_{\mathbf{e}_i}(N_s) \leq + \text{alloc}_V(R, N_s) + \mathbf{c}_S(N_s)$$

$$\Delta_{\mathbf{e}_i}(N_s) \geq + \text{alloc}_V(R, N_s) - 2 \cdot \mathbf{c}_S(N_s)$$



unbounded

$$\Delta_{\mathbf{e}_i}(N_s) \leq \mathbf{c}_S(N_s)$$

$$\Delta_{\mathbf{e}_i}(N_s) \geq - \mathbf{c}_S(N_s)$$

$\Delta$ -Model: Computing State Changes

## Big-M Assignment of Start

$$\forall R \in \mathcal{R}. \forall \mathbf{e}_i \in \mathcal{E}. \forall N_s \in \mathbf{V}_S.$$

$$\Delta_{\mathbf{e}_i}(N_s) \leq + alloc_V(R, N_s) + \mathbf{c}_S(N_s)(1 - \chi_{R_1}^+(\mathbf{e}_i))$$

$$\Delta_{\mathbf{e}_i}(N_s) \geq + alloc_V(R, N_s) - \mathbf{c}_S(N_s)(1 - \chi_{R_1}^+(\mathbf{e}_i)) \cdot 2$$

$$\chi_{R_1}^+(\mathbf{e}_i) = 1$$

$$\Delta_{\mathbf{e}_i}(N_s) \leq + alloc_V(R, N_s)$$

$$\Delta_{\mathbf{e}_i}(N_s) \geq + alloc_V(R, N_s)$$

$$\Rightarrow$$

equal

$$\Delta_{\mathbf{e}_i}(N_s) = alloc_V(R, N_s)$$

# Short Excursion: B&B

## Branch-and-Bound

- branch-and-bound algorithms are in most cases used to solve MIPs
- *branching* generates subproblems (in a tree)
- subproblems can be cut off by *bounding* via computing LP relaxations
  - subproblem might be infeasible
  - subproblem might have worse objective value than best known solution

## $\Delta$ -Model Issue: LP Smearings!

### LP Relaxation Example

$$\chi_{R_j}^+(\mathbf{e}_j) = 0.5 \text{ for } j \in \{1, 2\}:$$

$$-\mathbf{c}_S(N_S) + \mathit{alloc}_V(R_j, N_S) \leq \Delta_{\mathbf{e}_j}(N_S) \leq \mathit{alloc}_V(R_j, N_S) + 0.5 \cdot \mathbf{c}_S(N_S)$$

## $\Delta$ -Model Issue: LP Smearings!

### LP Relaxation Example

$\chi_{R_j}^+(\mathbf{e}_j) = 0.5$  for  $j \in \{1, 2\}$ :

$$-\mathbf{c}_S(N_S) + \mathit{alloc}_V(R_j, N_S) \leq \Delta_{\mathbf{e}_j}(N_S) \leq \mathit{alloc}_V(R_j, N_S) + 0.5 \cdot \mathbf{c}_S(N_S)$$

### Implications

- 1  $\Delta_{\mathbf{e}_j}(N_S) \leq 0$  is always feasible (when  $\chi_{R_j}^+(\mathbf{e}_j) = 0.5$  for  $j \in \{1, 2\}$ )
- 2  $\Delta_{\mathbf{e}_j}(N_S) = -\mathbf{c}_S(N_S)$  possible if  $\mathit{alloc}_V(R_j, N_S) = 0$



## $\Delta$ -Model Issue: LP Smearings!

### LP Relaxation Example

$$\chi_{R_j}^+(\mathbf{e}_j) = 0.5 \text{ for } j \in \{1, 2\}:$$

$$-c_S(N_S) + alloc_V(R_j, N_S) \leq \Delta_{\mathbf{e}_j}(N_S) \leq alloc_V(R_j, N_S) + 0.5 \cdot c_S(N_S)$$

### Implications

- 1  $\Delta_{\mathbf{e}_j}(N_S) \leq 0$  is always feasible (when  $\chi_{R_j}^+(\mathbf{e}_j) = 0.5$  for  $j \in \{1, 2\}$ )
- 2  $\Delta_{\mathbf{e}_j}(N_S) = -c_S(N_S)$  possible if  $alloc_V(R_j, N_S) = 0$

### This is really bad!

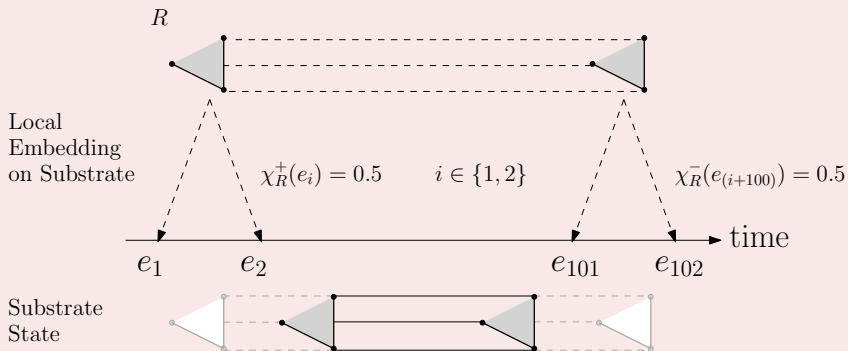
- 1 states do not 'materialize' well in LP relaxations:  
allocations will *never* be accounted for in the substrate's state
- 2 bounding is unable to reduce search space

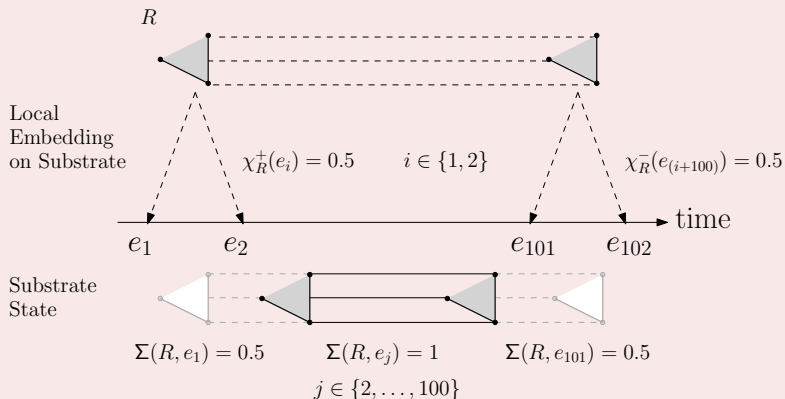
$\Sigma$ -Model

$\Sigma$ -Model: Intuition

## Requirement

Resource allocations must materialize in the substrate's state.



$\Sigma$ -Model: Intuition

$$\forall R \in \mathcal{R}. \forall e_j \in \mathcal{E}.$$

$$\Sigma(R, e_j) = \sum_{j=1, \dots, i} \chi_R^+(e_j, R) - \sum_{j=1, \dots, i} \chi_R^-(e_j, R)$$

# $\Sigma$ -Model: State Computation

Request allocations are computed for each state

- States  $\mathcal{S} = \{\mathbf{s}_1, \dots, \mathbf{s}_{2 \cdot |\mathcal{R}| - 1}\}$
- $\forall R \in \mathcal{R}. \forall \mathbf{s}_i \in \mathcal{S}. \forall N_s \in \mathbf{V}_s.$

$$alloc_V(R, \mathbf{s}_i, N_s) \geq alloc_V(R, N_s) - c_s(N_s) \cdot (1 - \Sigma(R, \mathbf{e}_i))$$

- $\forall \mathbf{s}_i \in \mathcal{S}. \forall N_s \in \mathbf{V}_s.$

$$c_s(N_s) \geq \sum_{R \in \mathcal{R}} alloc_V(R, \mathbf{s}_i, N_s)$$

$\forall R \in \mathcal{R}. \forall \mathbf{e}_j \in \mathcal{E}.$

$$\Sigma(R, \mathbf{e}_j) = \sum_{j=1, \dots, i} \chi_R^+(\mathbf{e}_j, R) - \sum_{j=1, \dots, i} \chi_R^-(\mathbf{e}_j, R)$$

## $\Sigma$ -Model: State Computation

Request allocations are computed for each state

- States  $\mathcal{S} = \{\mathbf{s}_1, \dots, \mathbf{s}_{2 \cdot |\mathcal{R}| - 1}\}$
- $\forall R \in \mathcal{R}. \forall \mathbf{s}_i \in \mathcal{S}. \forall N_s \in \mathbf{V}_S.$

$$alloc_V(R, \mathbf{s}_i, N_s) \geq alloc_V(R, N_s) - \mathbf{c}_S(N_s) \cdot (1 - \Sigma(R, \mathbf{e}_i))$$

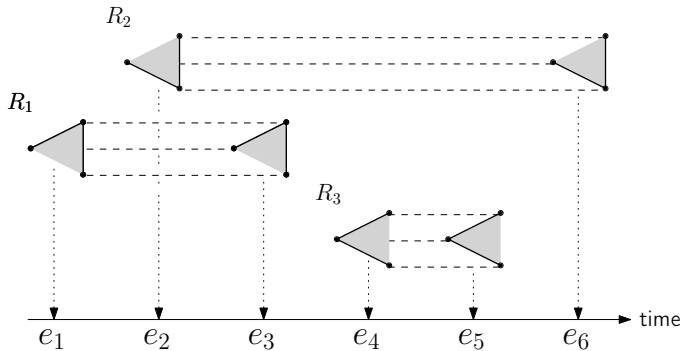
- $\forall \mathbf{s}_i \in \mathcal{S}. \forall N_s \in \mathbf{V}_S.$

$$\mathbf{c}_S(N_s) \geq \sum_{R \in \mathcal{R}} alloc_V(R, \mathbf{s}_i, N_s)$$

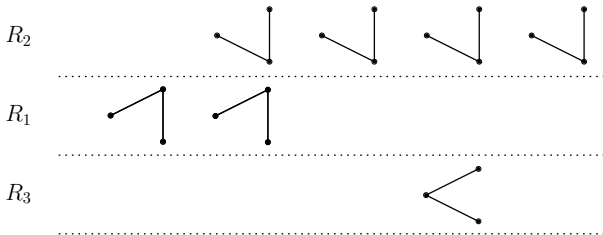
### LP-Smearings

State allocations fully 'materialize' if  $\Sigma(R, \mathbf{e}_i) = 1$ .

Local  
Embedding  
on Substrate



Allocations  
for each  
state and  
request



Substrate  
State



cΣ-Model



# c $\Sigma$ -Model: Overview

## Computational Trade-Off

- The  $\Sigma$ -Model is provably stronger than the  $\Delta$ -Model.
- However, the  $\Sigma$ -Model uses (approximately)  $2 \cdot |\mathcal{R}|$  more variables!

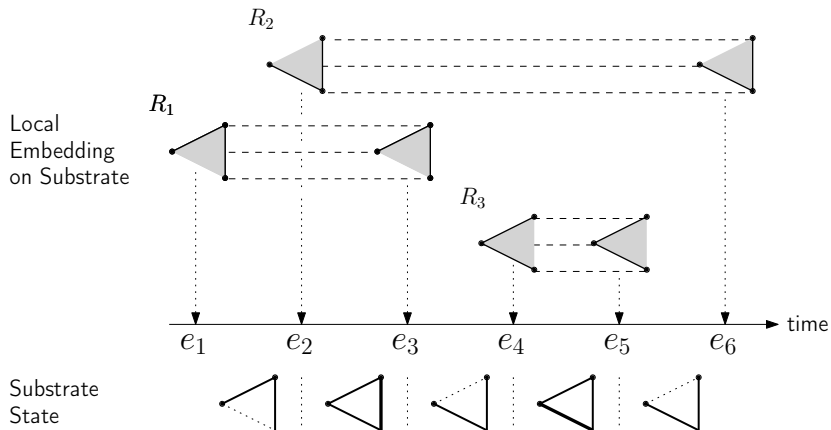
## $\Sigma$ -Model can be strengthened: c $\Sigma$ -Model

**Compactification** Consider only *partial* event order. Yields *state-space* and *symmetry reductions*.

**User cuts** Use temporal information to reduce *state-space* and strengthen formulation.

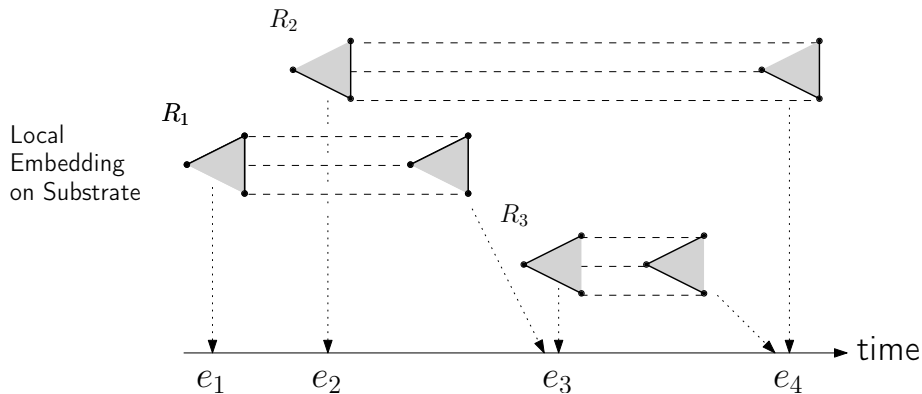
# c $\Sigma$ Optimization: State Compactification

## cΣ-Model: State Compactification



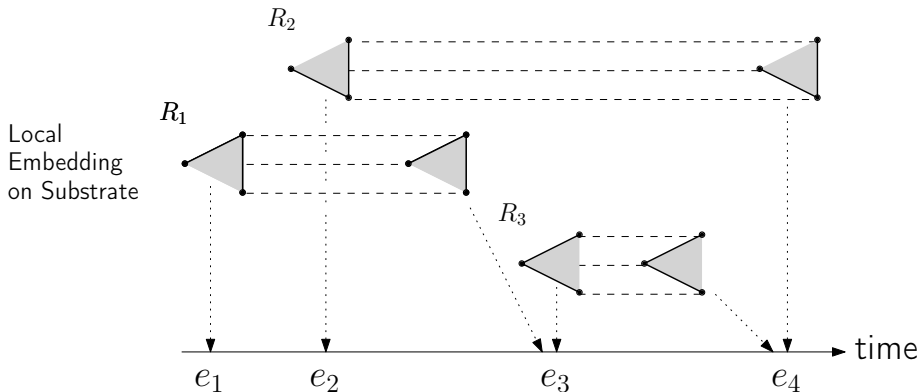
We only need to check feasibility after a request's start!

# $c\Sigma$ -Model: State Compactification



- consider only  $|\mathcal{R}| + 1$  event points
- injective mapping of request starts onto first  $|\mathcal{R}|$  event points
- mapping of request  $R$ 's end onto event  $e_j$ :  
 $R$  ends after  $e_{j-1}$  and before  $e_j$

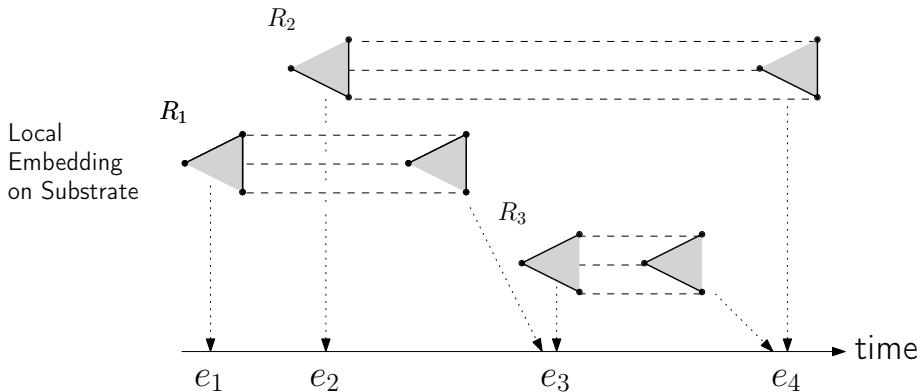
# $c\Sigma$ -Model: State Compactification



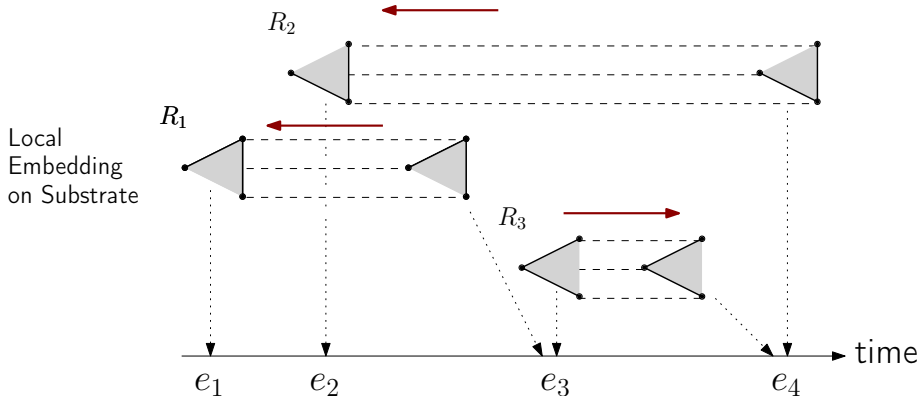
## State-space reduction

Number of states is halved  $\Rightarrow$  number of variables is halved.

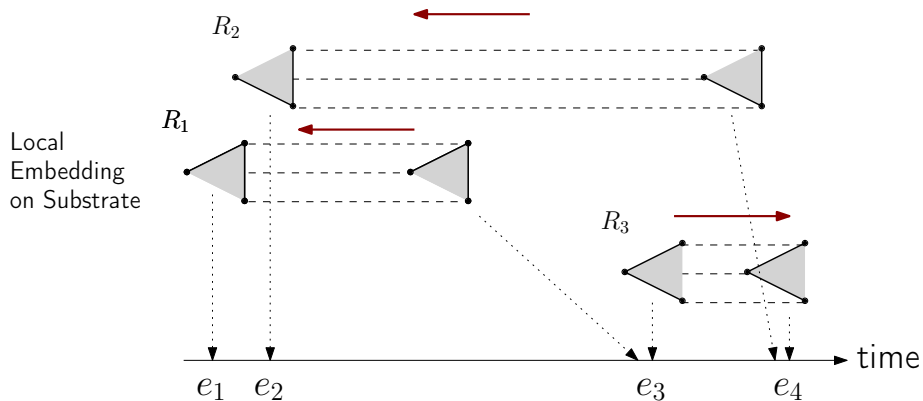
# c $\Sigma$ -Model: State Compactification is Symmetry Reduction



# c $\Sigma$ -Model: State Compactification is Symmetry Reduction



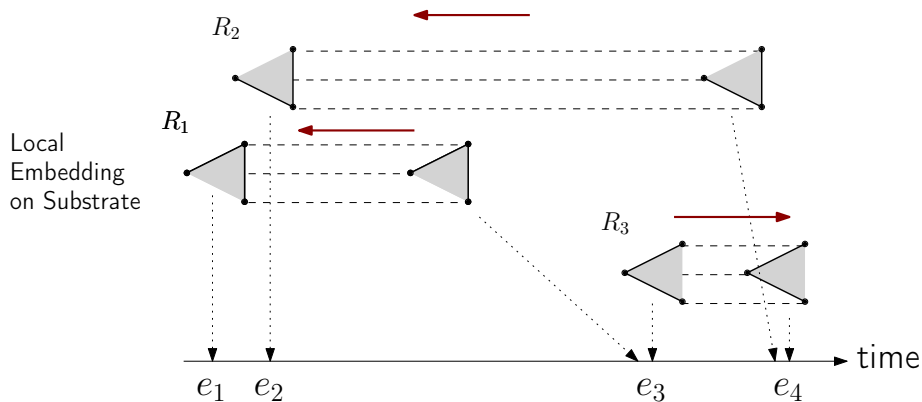
## cΣ-Model: State Compactification is Symmetry Reduction



Same order as before!



## cΣ-Model: State Compactification is Symmetry Reduction



## Theorem

Compactification is symmetry reduction.

## Intermezzo: Incorporating Time

## cΣ-Model: Incorporating Time

$$\forall e_i \in \{e_1, \dots, e_{|\mathcal{R}|}\}.$$

$$t_{e_i} \leq t_{e_{i+1}}$$

$$\forall R \in \mathcal{R}.$$

$$d_R = t_R^- - t_R^+$$

$$\forall R \in \mathcal{R}. \forall e_i \in \{e_1, \dots, e_{|\mathcal{R}|}\}.$$

$$t_R^+ \leq t_{e_i} + (1 - \chi_R^+(e_i, R)) \cdot T$$

$$t_R^+ \geq t_{e_i} - (1 - \chi_R^+(e_i, R)) \cdot T$$

$$\forall R \in \mathcal{R}. \forall e_i \in \{e_2, \dots, e_{|\mathcal{R}|+1}\}.$$

$$t_R^- \leq t_{e_i} + (1 - \chi_R^-(e_i, R)) \cdot T$$

$$t_R^- \geq t_{e_{i-1}} - (1 - \chi_R^-(e_i, R)) \cdot T$$

## cΣ-Model: Incorporating Time

$$\forall e_i \in \{e_1, \dots, e_{|\mathcal{R}|}\}.$$

$$t_{e_i} \leq t_{e_{i+1}}$$

$$\forall R \in \mathcal{R}.$$

$$d_R = t_R^- - t_R^+$$

$$\forall R \in \mathcal{R}. \forall e_i \in \{e_1, \dots, e_{|\mathcal{R}|}\}.$$

$$t_R^+ \leq t_{e_i} + \left(1 - \sum_{j=1, \dots, i} \chi_R^+(e_j, R)\right) \cdot T$$

$$t_R^+ \geq t_{e_i} - \left(1 - \sum_{j=i, \dots, |\mathcal{E}|} \chi_R^+(e_j, R)\right) \cdot T$$

$$\forall R \in \mathcal{R}. \forall e_i \in \{e_2, \dots, e_{|\mathcal{R}|+1}\}.$$

$$t_R^- \leq t_{e_i} + \left(1 - \sum_{j=2, \dots, i} \chi_R^-(e_j, R)\right) \cdot T$$

$$t_R^- \geq t_{e_{i-1}} - \left(1 - \sum_{j=i, \dots, |\mathcal{E}|} \chi_R^-(e_j, R)\right) \cdot T$$

## cΣ-Model: Incorporating Time

$$\forall e_i \in \{e_1, \dots, e_{|\mathcal{R}|}\}.$$

$$t_{e_i} \leq t_{e_{i+1}}$$

$$\forall R \in \mathcal{R}.$$

$$d_R = t_R^- - t_R^+$$

$$\forall R \in \mathcal{R}. \forall e_i \in \{e_1, \dots, e_{|\mathcal{R}|}\}.$$

$$t_R^+ \leq t_{e_i} + \left(1 - \sum_{j=1, \dots, i} \chi_R^+(e_j, R)\right) \cdot T$$

$$t_R^+ \geq t_{e_i} - \left(1 - \sum_{j=i, \dots, |\mathcal{E}|} \chi_R^+(e_j, R)\right) \cdot T$$

$$\forall R \in \mathcal{R}. \forall e_i \in \{e_2, \dots, e_{|\mathcal{R}|+1}\}.$$

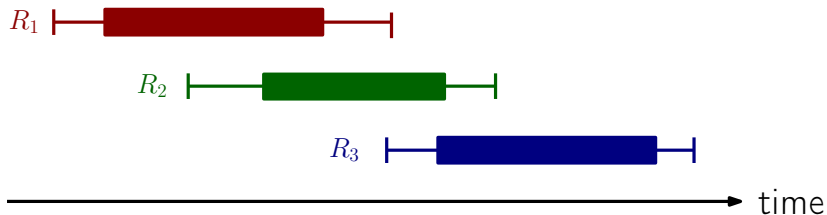
$$t_R^- \leq t_{e_i} + \left(1 - \sum_{j=2, \dots, i} \chi_R^-(e_j, R)\right) \cdot T$$

$$t_R^- \geq t_{e_{i-1}} - \left(1 - \sum_{j=i, \dots, |\mathcal{E}|} \chi_R^-(e_j, R)\right) \cdot T$$

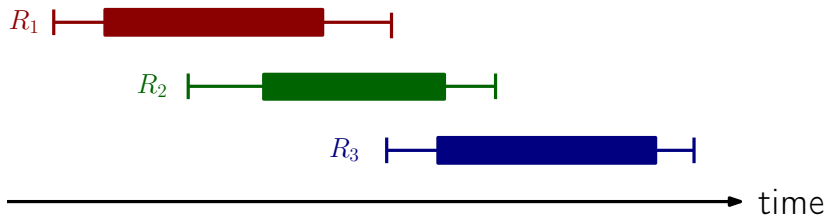
B  
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# Optimizations: Temporal Dependency Graph User Cuts

# Temporal Dependency Graph



# Temporal Dependency Graph



Latest possible point in time for  $R_1$  to start is less than the earliest point in time at which  $R_2$  can start.

$\Rightarrow$  We know that  $R_1$  must start before  $R_2$ .



# Temporal Dependency Graph

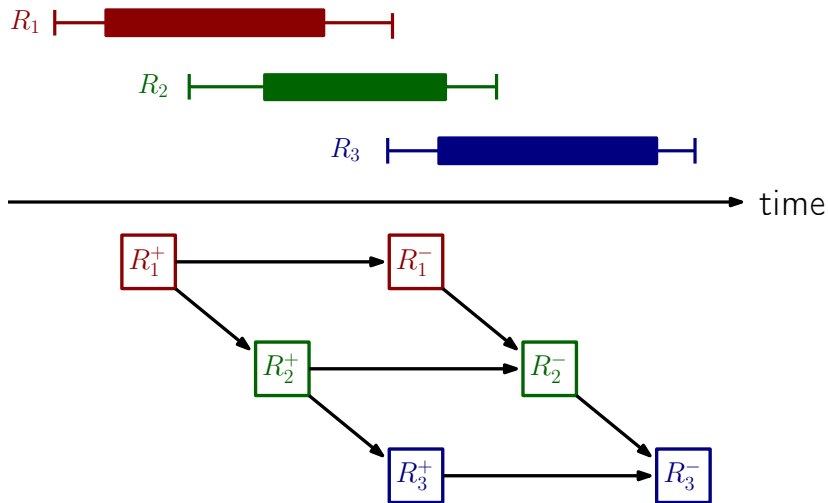


Figure: Temporal Dependency Graph

# Temporal Dependency Graph (Formal)

## Definition

- $G_{dep}(\mathcal{R}) = (V_{dep}, E_{dep})$
- $V_{dep} = \mathcal{R} \times \{start, end\}$
- $E_{dep} = \{(v, w) \in V_{dep}^2 \mid latest(v) < earliest(w)\}$

$$earliest((R, t) \in V_{dep}) = \begin{cases} t_R^s & , \text{ if } t = start \\ t_R^s + \mathbf{d}_R & , \text{ if } t = end \end{cases}$$

$$latest((R, t) \in V_{dep}) = \begin{cases} t_R^e - \mathbf{d}_R & , \text{ if } t = start \\ t_R^e & , \text{ if } t = end \end{cases}$$

# Weighted Temporal Dependency Graph

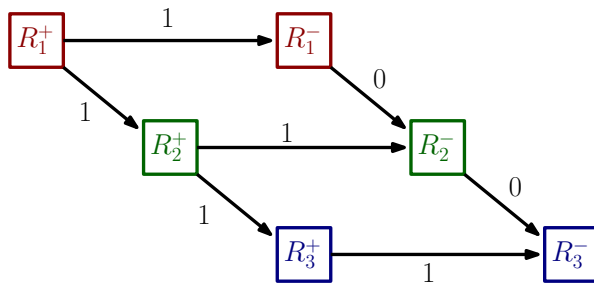


Figure: Temporal Dependency Graph with weights

By computing maximal distances (in polynomial time) we obtain:

- Start of  $R_1$ :  $e_1$
- Start of  $R_2$ :  $e_2$
- Start of  $R_3$ :  $e_3$
- End of  $R_1$ :  $e_2, e_3, e_4$
- End of  $R_2$ :  $e_3, e_4$
- End of  $R_3$ :  $e_4$

# First Set of User Cuts (Valid Inequalities)

$\forall v \in V_{dep}$ .

$$\sum_{i=|dist_{\max}^+(v)|+1}^{|\mathcal{R}|+1-|dist_{\max}^-(v)|} \chi_{Event}(\mathbf{e}_i, v) = 1$$

Macro  $\chi_{Event}$

$$\chi_{Event}(\mathbf{e}_i \in \mathcal{E}, (R, t) \in V_{dep}) = \begin{cases} \chi_R^+(\mathbf{e}_i) & \text{if } t = \text{start} \\ \chi_R^-(\mathbf{e}_i) & \text{if } t = \text{end} \end{cases}$$

State-space reduction!

- ① Effectively eliminates all mapping variables outside the interval  $\{|dist_{\max}^+(v)| + 1, \dots, |\mathcal{R}| + 1 - |dist_{\max}^-(v)|\}$

# First Set of User Cuts (Valid Inequalities)

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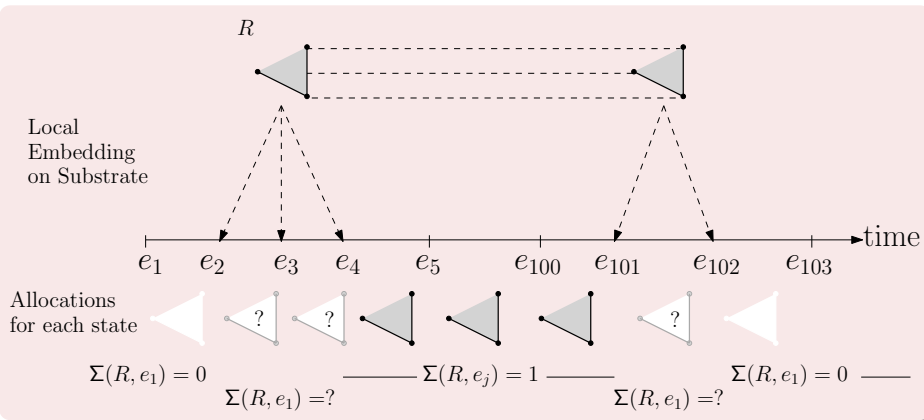
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State-space reduction!

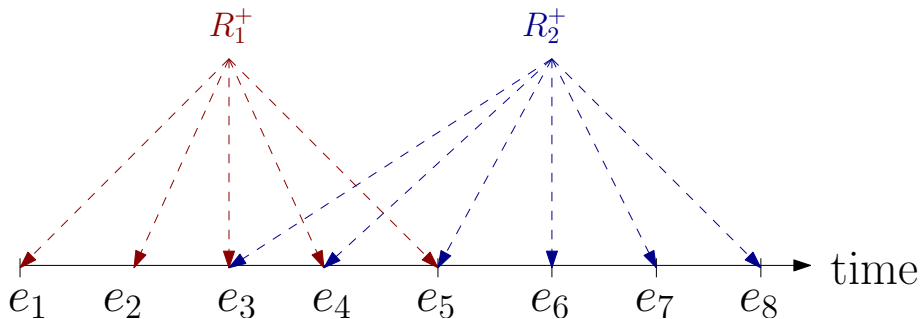
- 1 Effectively eliminates all mapping variables outside the interval  $\{|dist_{\max}^+(v)| + 1, \dots, |\mathcal{R}| + 1 - |dist_{\max}^-(v)|\} \dots$
- 2 and also state variables!

# Elimination of State Variables



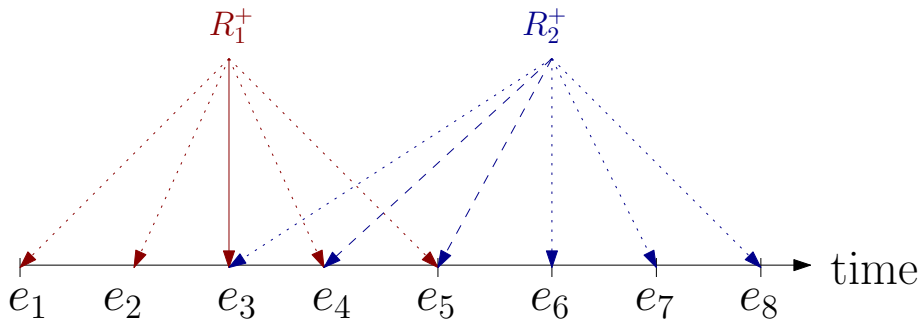
## Second Set of User Cuts (Valid Inequalities)

$$\text{dist}_{\max}^-(R_1^+, R_2^+) = 2$$



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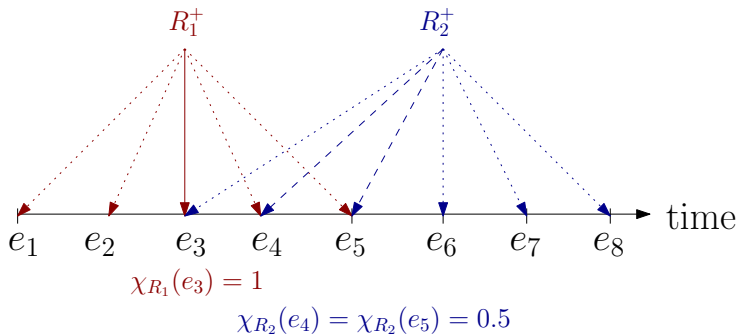
$$\chi_{R_1}(e_3) = 1$$

$$\chi_{R_2}(e_4) = \chi_{R_2}(e_5) = 0.5$$



## Second Set of User Cuts (Valid Inequalities)

$$\text{dist}_{\max}^-(R_1^+, R_2^+) = 2$$

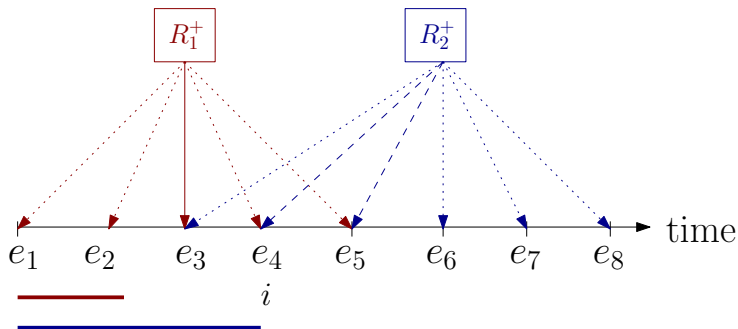


Mapping  $\chi_{R_2^+}^+(e_4) > 0$  should be forbidden!

## Second Set of User Cuts (Valid Inequalities)

$$v \in V_{dep}$$

$$w \in dist_{max}^-(v)$$



$$\forall v \in V_{dep}. \forall w \in dist_{max}^-(v). \forall e_i \in \mathcal{E}, dist_{max}(v, w) + 1 \leq i \leq |\mathcal{R}|.$$

$$\sum_{j=1}^i \chi_{Event}(e_j, w) \leq \sum_{e_j \in \mathcal{E}} \chi_{Event}(e_j, v)$$

with  $j \leq i - dist_{max}^-(v, w)$

# Temporal Dependency Graph User Cuts

$$\forall v \in V_{dep}.$$

$$\sum_{i=|dist_{\max}^+(v)|+1}^{|\mathcal{R}|+1-|dist_{\max}^-(v)|} \chi_{Event}(\mathbf{e}_i, v) = 1$$

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with  $j \leq i - dist_{\max}^-(v, w)$

Strengthen formulation!

## Overview $c\Sigma$ -Model

## Access Control & Resource Mapping

### Variables

Access Control  $x_{\mathcal{R}} : \mathcal{R} \rightarrow \mathbb{B}$

Node Mapping  $\forall R \in \mathcal{R}. x_V : \mathbf{V}_R \times \mathbf{V}_S \rightarrow \mathbb{B}$

Link Mapping  $\forall R \in \mathcal{R}. x_E : \mathbf{E}_R \times \mathbf{E}_S \rightarrow [0, 1]$

Node mapping:  $\forall R \in \mathcal{R}. \forall N_V \in \mathbf{V}_R.$

$$x_{\mathcal{R}}(R) = \sum_{N_S \in \mathbf{V}_S} x_V(N_V, N_S)$$

Link mapping:  $\forall R \in \mathcal{R}. \forall L_V = (N_V^+, N_V^-) \in \mathbf{E}_R. \forall N_S \in \mathbf{V}_S$

$$\sum_{L_S \in \delta^+(N_S)} x_E(L_V, L_S) - \sum_{L_S \in \delta^-(N_S)} x_E(L_V, L_S) = x_V(N_V^-, N_S) - x_V(N_V^+, N_S)$$

Macro  $alloc_V(R, N_S): \forall R \in \mathcal{R}. \forall N_S \in \mathbf{V}_S$

$$alloc_V(R, N_S) = \sum_{N_V \in \mathbf{V}_R} c_{\mathcal{R}}(N_V) \cdot x_V(N_V, N_S)$$

Macro  $alloc_E(R, L_S): \forall R \in \mathcal{R}. \forall L_S \in \mathbf{E}_S$

$$alloc_E(R, L_S) = \sum_{L_V \in \mathbf{E}_R} c_{\mathcal{R}}(L_V) \cdot x_E(L_V, L_S)$$

## Access Control & Resource Mapping

### Mapping onto Event Points

#### Variables

- $\forall R \in \mathcal{R}. \chi_R^+ : \mathcal{E} \rightarrow \mathbb{B}$
- $\forall R \in \mathcal{R}. \chi_R^- : \mathcal{E} \rightarrow \mathbb{B}$

Mapping each start / end:  $\forall R \in \mathcal{R}.$

$$\sum_{\mathbf{e}_i \in \{\mathbf{e}_1, \dots, \mathbf{e}_{|\mathcal{R}|}\}} \chi_R^+(\mathbf{e}_i) = 1 \qquad \sum_{\mathbf{e}_i \in \{\mathbf{e}_2, \dots, \mathbf{e}_{|\mathcal{R}|+1}\}} \chi_R^-(\mathbf{e}_i) = 1$$

Mapping start injectively:  $\forall \mathbf{e}_i \in \{\mathbf{e}_1, \dots, \mathbf{e}_{|\mathcal{R}|}\}.$

$$\sum_{R \in \mathcal{R}} (\chi_R^+(\mathbf{e}_i)) = 1$$

# Access Control & Resource Mapping

## Mapping onto Event Points

### Guaranteeing State Feasibility

#### Variables

$$alloc_V : \mathcal{R} \times \mathcal{S} \times \mathbf{V}_S \rightarrow \mathbb{R}_{\geq 0} \quad alloc_E : \mathcal{R} \times \mathcal{S} \times \mathbf{E}_S \rightarrow \mathbb{R}_{\geq 0}$$

Computing allocations at states:  $\forall R \in \mathcal{R}. \forall s_i \in \mathcal{S}. \forall N_s \in \mathbf{V}_S / \forall L_s \in \mathbf{E}_S$ .

- $alloc_V(R, s_i, N_s) \geq alloc_V(R, N_s) - c_S(N_s) \cdot (1 - \Sigma(R, e_i))$
- $alloc_E(R, s_i, L_s) \geq alloc_E(R, L_s) - c_S(L_s) \cdot (1 - \Sigma(R, e_i))$

Ensuring feasibility:  $\forall s_i \in \mathcal{S}. \forall N_s \in \mathbf{V}_S / L_s \in \mathbf{E}_S$ .

- $c_S(N_s) \geq \sum_{R \in \mathcal{R}} alloc_V(R, s_i, N_s)$
- $c_S(L_s) \geq \sum_{R \in \mathcal{R}} alloc_E(R, s_i, L_s)$

# Access Control & Resource Mapping

## Mapping onto Event Points

## Guaranteeing State Feasibility

## Guaranteeing Temporal Feasibility

### Variables

$$\forall R \in \mathcal{R}. t_R^+, t_R^- \in \mathbb{R}_{\geq 0} \quad \forall e_i \in \mathcal{E}. t_{e_i} \in \mathbb{R}_{\geq 0}$$

$$\forall R \in \mathcal{R}.$$

$$d_R = t_R^- - t_R^+$$

Setting start times:  $\forall R \in \mathcal{R}. \forall e_i \in \{\mathbf{e}_1, \dots, \mathbf{e}_{|\mathcal{R}|}\}.$

$$t_R^+ \leq t_{e_i} + (1 - \sum_{j=1, \dots, i} \chi_R^+(e_j, R)) \cdot T \quad t_R^+ \geq t_{e_i} - (1 - \sum_{j=i, \dots, |\mathcal{E}|} \chi_R^+(e_j, R)) \cdot T$$

Setting end times:  $\forall R \in \mathcal{R}. \forall e_i \in \{\mathbf{e}_2, \dots, \mathbf{e}_{|\mathcal{R}|+1}\}.$

$$t_R^- \leq t_{e_i} + (1 - \sum_{j=2, \dots, i} \chi_R^-(e_j, R)) \cdot T \quad t_R^- \geq t_{e_{i-1}} - (1 - \sum_{j=i, \dots, |\mathcal{E}|} \chi_R^-(e_j, R)) \cdot T$$



Access Control & Resource Mapping

Mapping onto Event Points

Guaranteeing State Feasibility

Guaranteeing Temporal Feasibility

Temporal Dependency Graph User Cuts

$\forall v \in V_{dep}$ .

$$\sum_{i=|dist_{\max}^+(v)|+1}^{|\mathcal{R}|+1-|dist_{\max}^-(v)|} \chi_{Event}(\mathbf{e}_i, v) = 1$$

$\forall v \in V_{dep} \cdot \forall w \in dist_{\max}^-(v) \cdot \forall \mathbf{e}_i \in \mathcal{E}, dist_{\max}(v, w) + 1 \leq i \leq |\mathcal{R}|$ .

$$\sum_{j=1}^i \chi_{Event}(\mathbf{e}_j, w) \leq \sum_{\mathbf{e}_j \in \mathcal{E}} \chi_{Event}(\mathbf{e}_j, v)$$

with  $j \leq i - dist_{\max}^-(v, w)$

Access Control & Resource Mapping

Mapping onto Event Points

Guaranteeing State Feasibility

Guaranteeing Temporal Feasibility

Temporal Dependency Graph User Cuts

### Some further optimizations

- Big-M constants are chosen as *tight* as possible
- virtual links can be aggregated if their virtual source or their virtual destination is the same

Greedy Heuristic  $c \sum_A^G$

Greedy Heuristic  $c \sum_A^G$

# Greedy Heuristic $c\Sigma_A^G$

## Setting

Node placements are fixed.

## Outline

- 1 Order requests according to their earliest start time.
- 2 Iteratively try to embed requests as soon as possible using  $c\Sigma$ -Model
  - 1 If the request was embedded: fix start and end time.

# Greedy Heuristic $c\Sigma_A^G$

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- 1 Order requests according to their earliest start time.
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  - 1 If the request was embedded: fix start and end time.

Theorem:  $c\Sigma_A^G$  is polynomial-time algorithm

There are maximally  $|\mathcal{R}|$  many possible orderings to consider.

## Important

All link allocations are re-computed in each iteration.

# Computational Evaluation

## Scenario: One day workload

- 20 requests (star-graphs) are to be embedded on  $4 \times 5$  grid
- Expected inter-arrival time of one hour [Poisson]
- Expected duration of 3.5 hours [Weibull: heavy-tailed]
- Node-mappings are fixed to concentrate on temporal aspects
- Link-mappings are not fixed
- Increasing temporal flexibility: 0, 30, 60,  $\dots$ , 300 minutes.

## Computational Setup

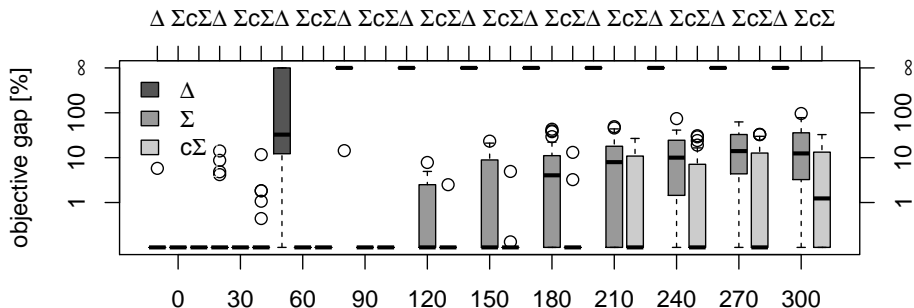
- 24 independently generated scenarios
- Limited runtime of one hour for MIPs [Gurobi]

## Task: Maximize revenue $\propto$ load $\cdot$ duration

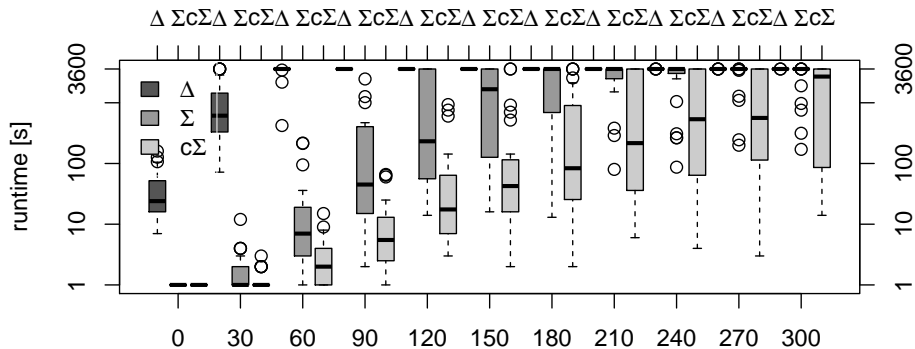
- 1 Decide which requests to embed (access control).
- 2 Find time-invariant embedding (routing of data).
- 3 Decide when to embed the requests.



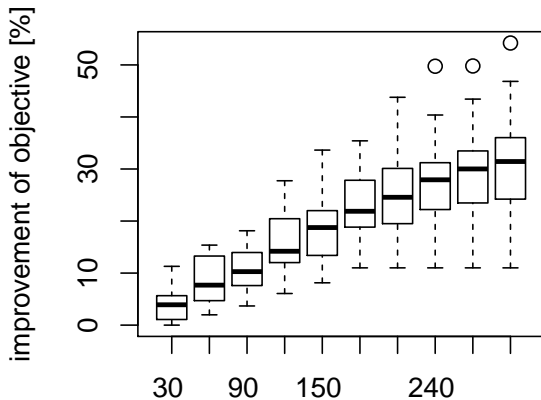
## Objective Gap: MIP Formulations

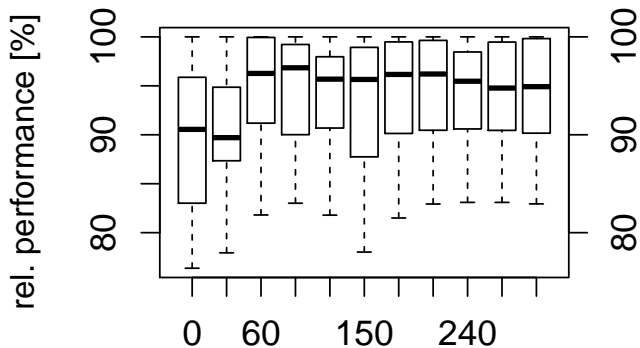


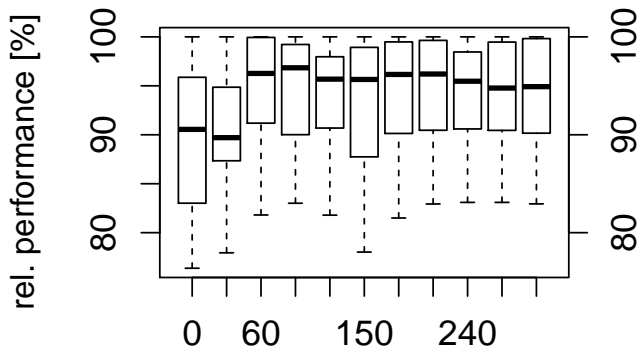
## Runtime: MIP Formulations



# Benefit of Flexibility



Performance of  $c\Sigma_A^G$ 

Performance of  $c\Sigma_A^G$ 

Fast: runtime of few seconds.

Conclusion

## Related Work

- Chemical plants [3]** Utilize similar event abstraction, but no resource sharing.
- Business Perspective [4]** Marketplace based on temporal flexibilities.
- MapReduce [5]** Consider temporally predictable jobs (MapReduce-like) and allow for temporally interleaved resource sharing.
- VNet Survey [2]** There is no comparable work on TVNEP.
- Google B4 [6]** Software-defined network (wide-area) connecting data centers. Only some dozen locations.

# Future Work / Discussion

## Modeling

- Consider flexible duration of requests.
- Consider delay-tolerant VNets.
- Consider more complex scenarios, e.g. migrations.

## Algorithmic

- Incorporate other heuristical embedding approaches.
- Develop local-search algorithms for the TVNEP.



# The End

- 1 Abstract event point model
- 2  $\Delta$ -,  $\Sigma$ - and  $c\Sigma$ -Model
  - state-space reductions
  - symmetry reduction
- 3 Greedy heuristic  $c\Sigma_A^G$  based on  $c\Sigma$
- 4 Initial computational evaluation
  - $\Delta \ll \Sigma < c\Sigma$
  - $c\Sigma$ : near optimal solutions within one hour
  - $c\Sigma_A^G$  only approx. 5-10% off optimum

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# Applications

## Data center

- e.g. MapReduce cycles through different phases, traffic only during 30-60% of execution [7]
- price incentives for customers and providers to allow for / harness temporal flexibility [5]

## Wide area networks

- Google uses SDN in the WAN to connect data centers [6]
- scheduling of bandwidth-intensive synchronizations
  - is necessary to achieve good utilization and resource isolation
  - is enabled by central SDN control