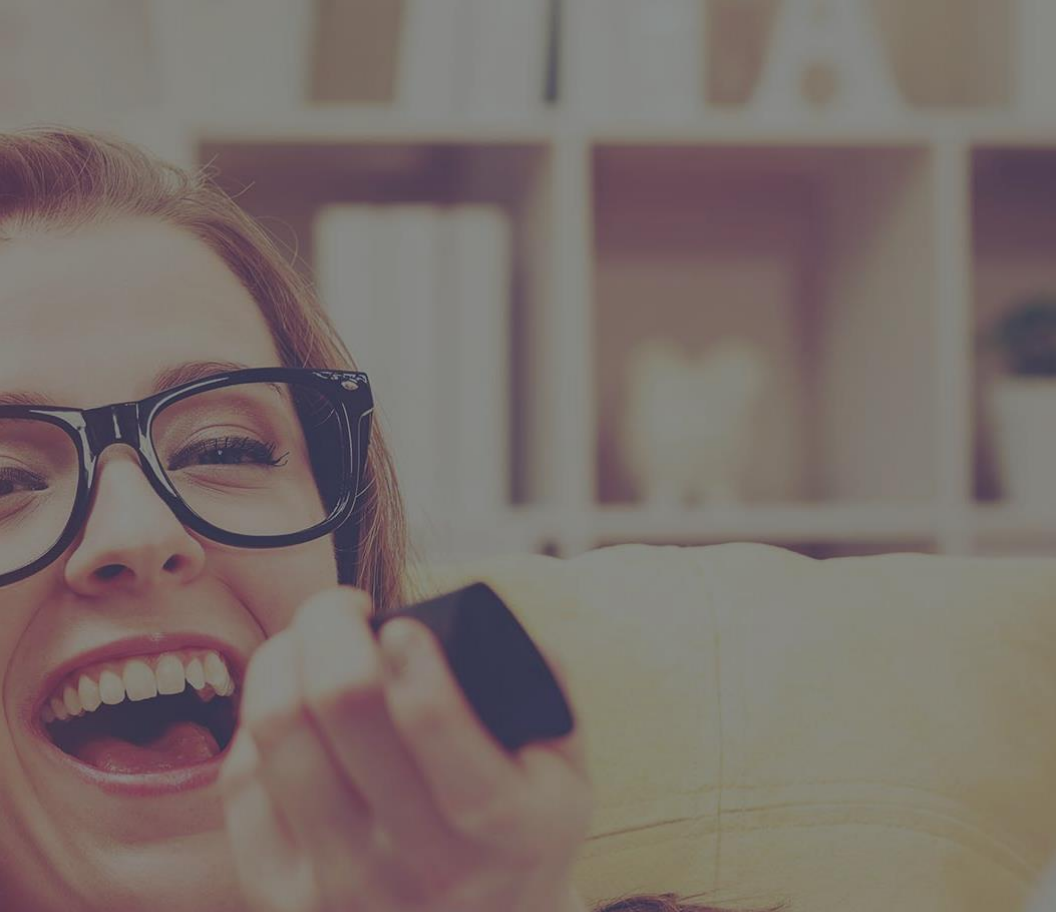# MOCAP

Measuring performance of cloud-based

platform for interactive TV services delivery

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CASTOOLA

FEC2

Volos, 5 October 2017

Castoola Platform is cloud-based platform for serving of interactive TV services based on HbbTV ("Hybrid broadcast-broadband TV") technology.

WHAT IS CASTOOLA PLATFORM?
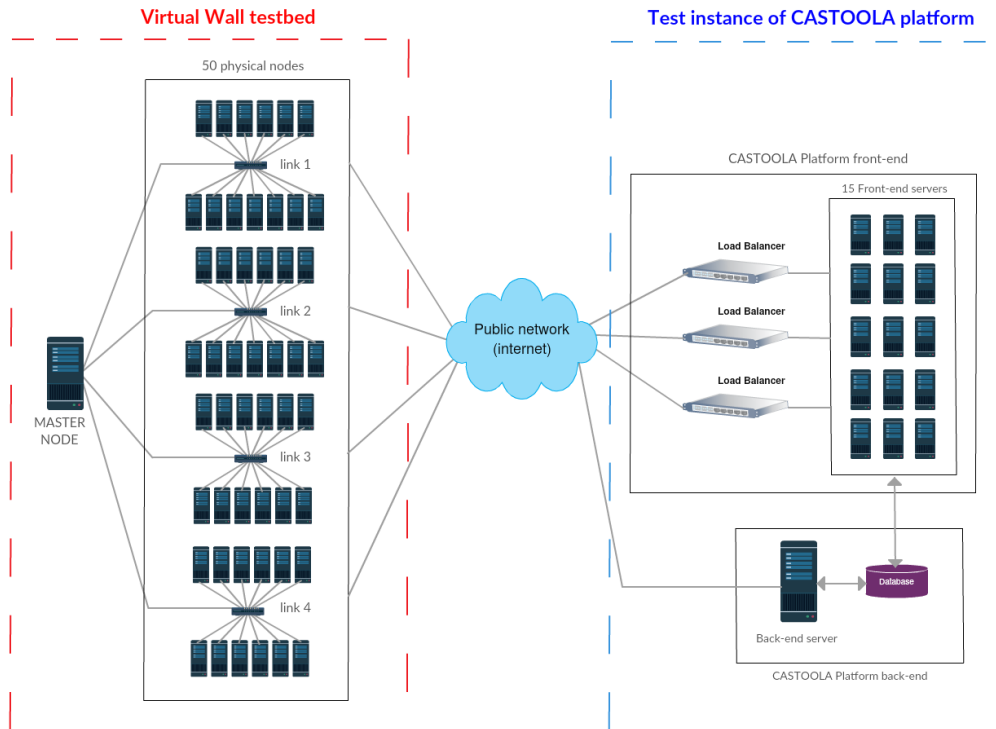
Background & motivation

- hard to test our platform in a **real large-scale environment** with a guarantee that existing end-users would not experience any bad side-effects

- always keen to **improve** our product and deliver highest possible quality of service

- obtain **useful information** about the bottlenecks and plan future upgrades

Goals & objectives

- to simulate high number of end-user requests from the Virtual Wall testbed to the test instance of our platform

- to define and prepare 15 different test scenarios,

- to execute the experiment on each test scenario on multiple different ranges of number of end-user requests:

  - up to 1.000 end-users

  - up to 5.000 end-users

  - up to 10.000 end-users

  - up to 100.000 end-users

  - up to 500.000 end-users
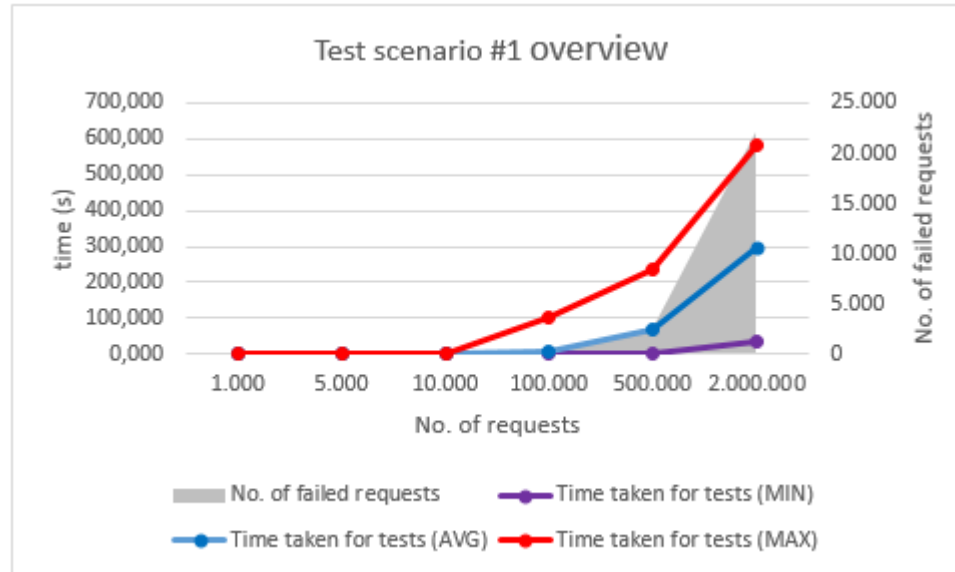
  - up to 2.000.000 end-users

Set-up of the experiment

- Test instance of Castoola Platform in the cloud (DigitalOcean)

- Virtual Wall testbed (1 master node, 50 testing nodes)
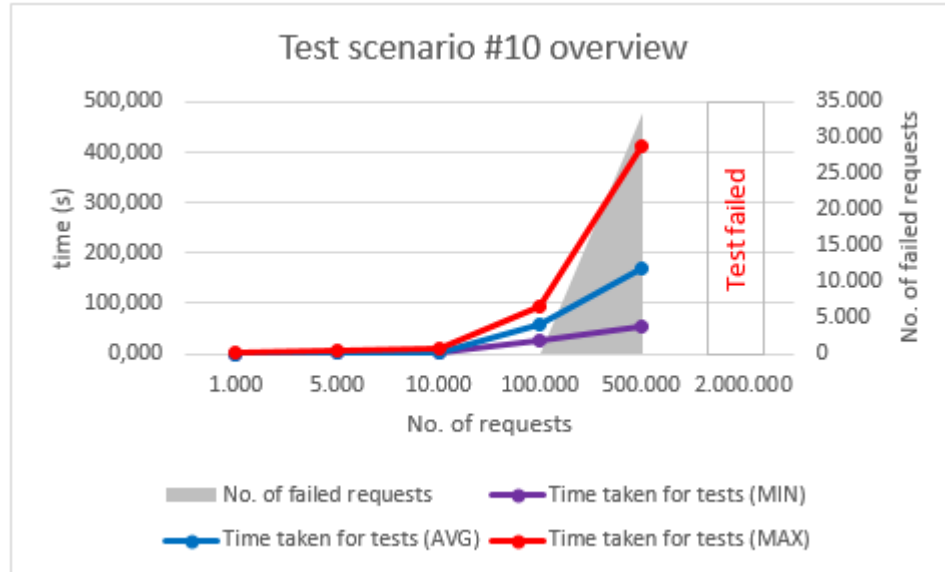
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Results (1/3)

Example of the result on the front-end part of the platform
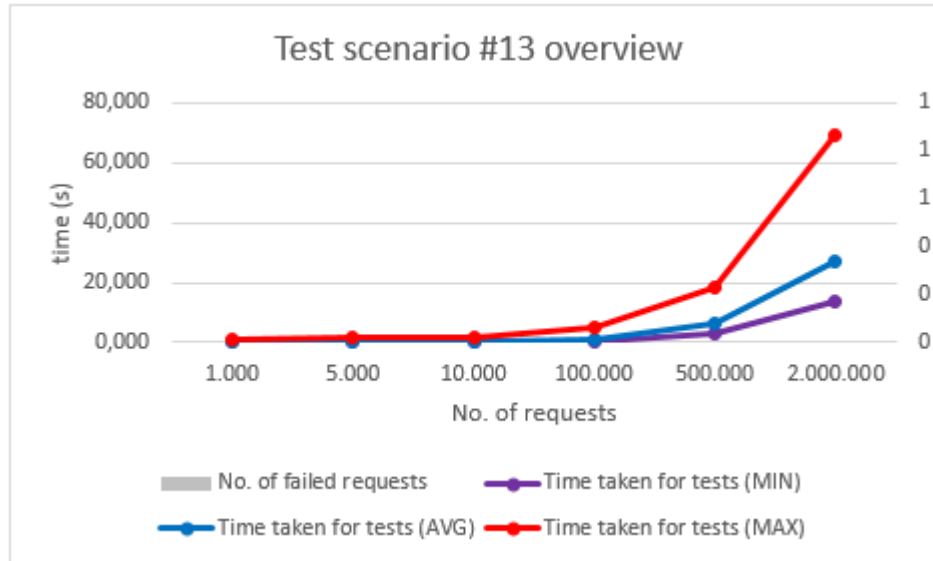
Results (2/3)

Example of the result on the back-end part of the platform (complex operation)

Results (3/3)

Example of the result on the back-end part of the platform (static cached file)

Conclusion & business impact

- Overall satisfied with the results

- Back-end part of the platform needs improvement

- Lots of useful information about the performance and bottlenecks

- Future development activities to be planned based on the results

THANKS TO THE EXPERIMENT WE CONDUCTED WITHIN FED4FIRE, CASTOOLA PLATFORM WILL BE ABLE TO SERVE AS MANY AS NEEDED END-USERS WITH RICH INTERACTIVE TV SERVICES AND WILL MAKE OLD-FASHIONED LINEAR TV MORE ATTRACTIVE AND TARGETED, IN THE FUTURE.

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