

Contents

List of Figures	xi
List of Tables	xiii
List of Symbols	xv
List of Abbreviations	xvii
Preface	xix
1 Introduction	1
1.1 Background	1
1.1.1 Internet of Things	1
1.1.2 Edge Computing Enabled IoT	4
1.1.3 Game Theory	6
1.2 Research Motivation	8
1.3 Research Problems and Objectives	9
1.3.1 Edge Computing Resource Allocation	10
1.3.2 Edge Networking Resource Allocation	10
1.4 Contribution of the Thesis	12
1.4.1 Solving the Edge Computing Resource Allocation Problem . . .	13
1.4.2 Solving the Edge Networking Resource Allocation Problem . . .	14
1.5 Organization of the Thesis	14
2 Literature Review	17
2.1 Literature Review on Computing Resource Allocation	18
2.1.1 QoS-Driven Resource Allocation	19
2.1.2 Cost-Effective Resource Allocation	20
2.1.3 Optimal Resource Allocation	20

2.2	Literature Review on Networking Resource Allocation	22
2.3	Research Gap	24
3	App User Allocation	25
3.1	Introduction	25
3.2	Motivating Example	27
3.3	System Model	29
3.3.1	Network Topology of Edge Servers	30
3.3.2	Resource Utilization Model	31
3.3.3	Edge Server Cost Model	32
3.3.4	App Users Usage Cost Model	33
3.3.5	App Users QoS-degradation Cost Model	34
3.3.6	Optimization Model	35
3.4	User Allocation Game	36
3.5	Distributed User Allocation	37
3.5.1	Edge Server grouping (System Preprocessing)	38
3.5.2	App User Allocation Algorithm	40
3.6	Game Property	43
3.7	Theoretical Evaluation	47
3.8	Experiment and Analysis	50
3.8.1	Performance Benchmark	50
3.8.2	Simulation Settings	51
3.8.3	Performance Analysis	52
3.8.4	Efficiency	57
3.9	Summary	58
4	Resource Allocation to App Vendors	61
4.1	Introduction	61
4.2	System Model	64
4.2.1	App Vendor Cost Model	65
4.2.2	Optimization Model	67
4.3	Edge Resource Allocation Game	68
4.4	Distributed Resource Allocation Mechanism	69
4.4.1	Edge Resource Allocation Algorithm	70
4.5	Theoretical Analysis	72
4.5.1	Game Property	72
4.5.2	Convergence Analysis	76

4.5.3	Price of Stability	76
4.6	Numerical Evaluation	78
4.6.1	Performance Benchmark	79
4.6.2	Simulation Settings	80
4.6.3	Performance Comparison	81
4.7	Summary	87
5	Allocating Resources with Variable Coverage of Servers	91
5.1	Introduction	91
5.2	System model	94
5.2.1	Edge Server revenue model	95
5.2.2	Overhead Cost Model	95
5.2.3	Edge Server Benefit Model	96
5.2.4	Coverage Range of Edge Servers	97
5.3	Properties and Problem Formulation	97
5.3.1	System Properties	97
5.3.2	Optimization Model	100
5.4	Distributed Edge Resource Allocation	101
5.4.1	Algorithm	101
5.5	Numerical Evaluation	103
5.5.1	Performance Benchmark	104
5.5.2	Simulation Settings	104
5.5.3	Performance Comparison	105
5.6	Summary	111
6	Networking Resource Allocation for Group Communication	113
6.1	Introduction	113
6.2	Motivating Example	117
6.3	System Model	118
6.3.1	Path Selection Game	120
6.3.2	Optimization Model	122
6.4	Multicast Tree Construction	123
6.4.1	Cost-sharing Scheme	123
6.4.2	Path Selection Algorithm (PSA)	124
6.5	Game Property	126
6.5.1	Convergence Analysis	129
6.6	Theoretical Evaluation	131

6.7	Illustration	133
6.7.1	Example 1: Two Destination Nodes	134
6.7.2	Example 2: n Destination Nodes	135
6.8	Simulations and Results	136
6.8.1	Simulation Setting	139
6.8.2	Performance Analysis	142
6.9	Summary	146
7	Conclusion and Future Directions	149
7.1	Conclusion	149
7.2	Future Directions	152
References		153
List of Publications		168