

# A Measurement-Based Algorithm to Maximize the Utility of Wireless Networks

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joint work with

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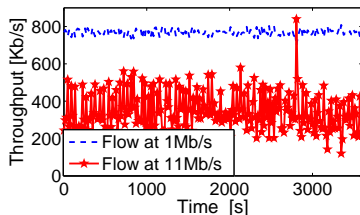
# Context

## Inefficient situations in wireless LANs

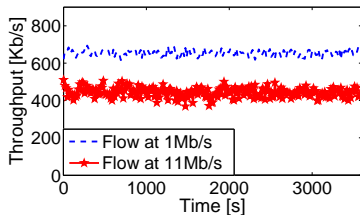
- **Example**, performance anomaly:



UDP



TCP



- **Intuition:** Send slightly fewer packets at 1 Mb/s, so that the flow at 11 Mb/s can send many more

# Approach



- **Formalization:** Capture the **efficiency** and the **fairness** of the network using a **utility function**

$$U = \sum_i u_i(x_i),$$

$x_i$ : throughput of flow  $i$

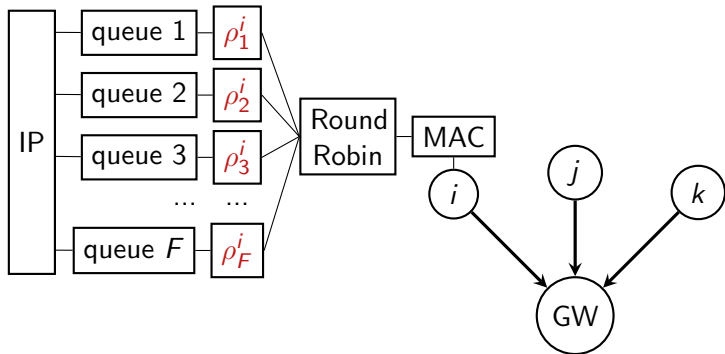
## Examples

$$U_{max} = \sum_i x_i$$

$$U_{prop} = \sum_i \log x_i$$

# Network Stack

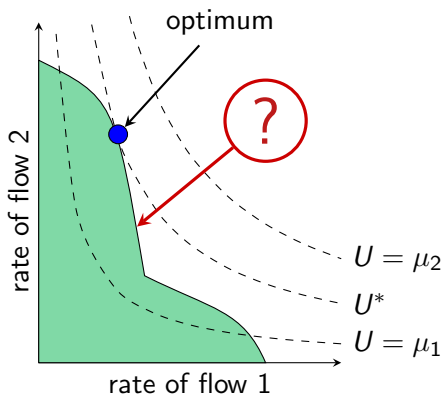
- Backward compatibility → runs on top of IEEE 802.11
- Congestion control → throttle each flow
- One limiter per IP source in the network



# How to throttle the flows?

- Find the rate allocation  $\rho$  that maximizes the utility  $U$
- **Problem: We do not know the feasible rate region!**
  - ▶ hard to predict or measure

$$U = \sum \log x_i$$



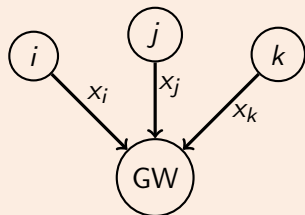
## Decide at the gateway

The gateway knows

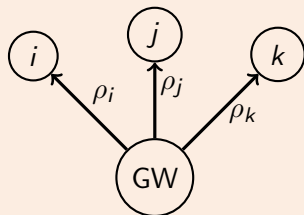
- The throughput achieved by the flows:  $\mathbf{x}$
- The current utility of the network:  $U(\mathbf{x}) = \sum u_i(x_i)$
- If  $\mathbf{x} = \boldsymbol{\rho}$ , then  $\boldsymbol{\rho}$  belongs to the rate region

### Measure and Decide loop

- Measure each flow
- Decide
- Broadcast decision



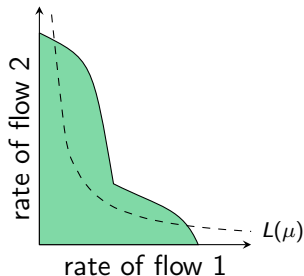
?



# Model

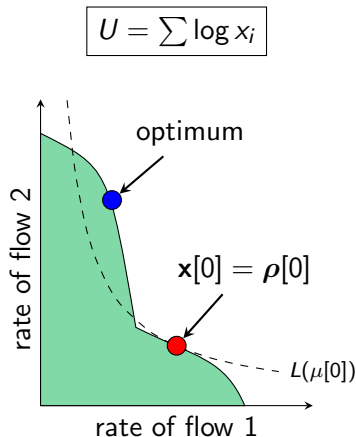
At time slot  $n$ :

- Measured throughput:  $\mathbf{x}[n] \in \mathbb{R}_+^F$
- Rate allocation vector:  $\boldsymbol{\rho}[n] \in \mathbb{R}_+^F$
- Last stable rate allocation:  $\mathbf{r}[n] \in \mathbb{R}_+^F$
- Utility function:  $U(\mathbf{x}) = \sum_i u_i(x_i)$
- Level set:  $L(\mu[n]) = \{\mathbf{x}[n] : U(\mathbf{x}[n]) = \mu[n], \mathbf{x}[n] \in \mathbb{R}_+^F\}$



## Step 1 - Start from IEEE 802.11 allocation

- $\rho[0] \leftarrow \mathbf{x}[0]$
- Current level set:  $L(U(\mathbf{x}[0]))$
- Remember allocation  $\mathbf{r}[0] \leftarrow \mathbf{x}[0]$

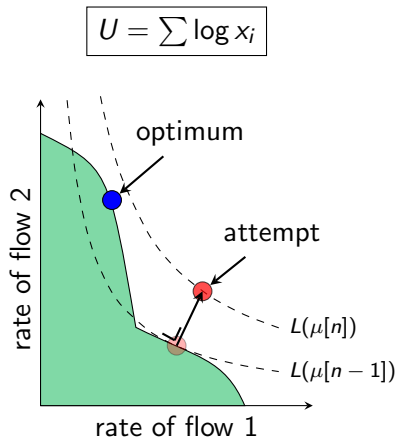




## Step 2 - Enhance phase

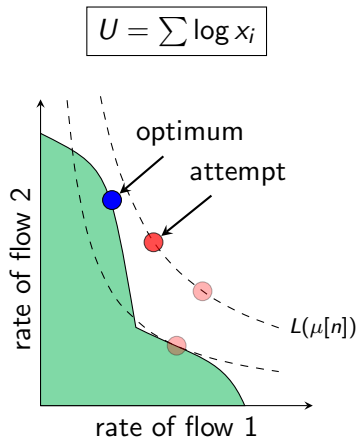
Time step  $n$ :

- If  $\mathbf{x}[n-1] = \rho[n-1]$ :
  - ▶ Obtain a new target utility  $\mu[n]$  by a **full size gradient ascent**
- Else:
  - ▶ Obtain a new target utility  $\mu[n]$  by **halving the size of the gradient ascent**
- Go to Explore phase (next slide)



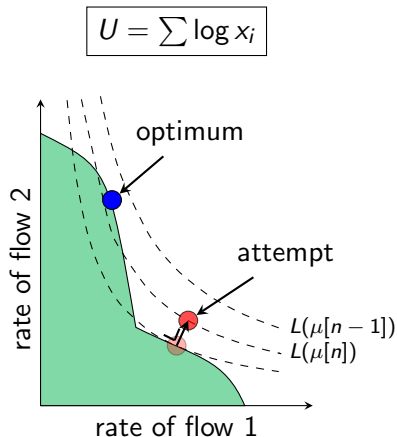
## Step 3 - Explore phase

- If  $\mathbf{x}[n-1] = \boldsymbol{\rho}[n-1]$ :
  - ▶ Remember  $\mathbf{r}[n] = \boldsymbol{\rho}[n-1]$
  - ▶ Go to Enhance phase
- Else:
  - ▶ Keep target utility:  
 $\mu[n] = \mu[n-1]$
  - ▶ Pick  $\boldsymbol{\rho}[n]$  randomly in  $L(\mu[n])$
  - ▶ Repeat explore phase at most  $N$  times, then move to Enhance phase (and **reduce the size of the gradient ascent**)



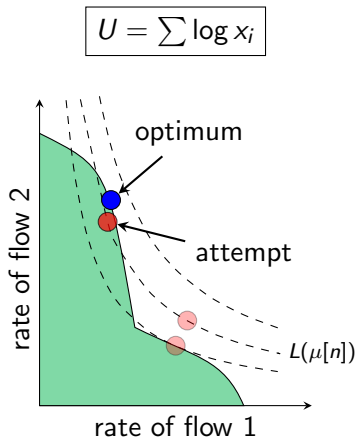
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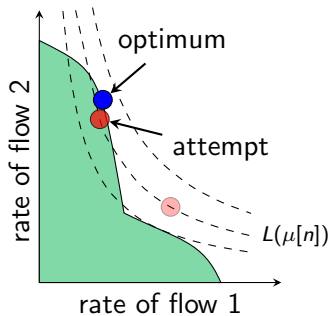
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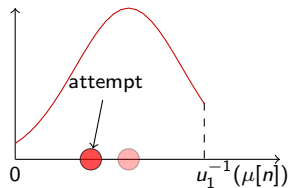


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truncated Gaussian PDF for picking  $\rho_1$ :



# Optimality result

## Assumptions

- Fixed rate region  $\Lambda[n] = \Lambda$
- Coordinate-convex rate region
  - ▶ **Much weaker than convexity!**

## Theorem

*The Enhance & Explore algorithm guarantees that, for any initial rate allocation  $\mathbf{r}[0]$ , the utility of the last stable rate allocation  $\mathbf{r}[n]$  converges to the maximal utility for  $n \rightarrow \infty$ .*

# Practical implementation

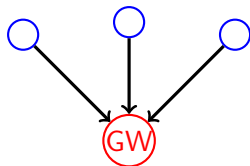
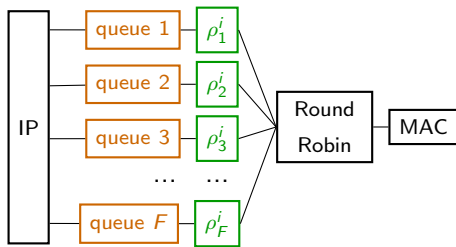
- Based on *Click*<sup>[1]</sup> with *MultiflowDispatcher*<sup>[2]</sup>

- Creation of 4 new *Click* elements

- ▶ MFQueue
- ▶ MFLeakyBucket
- ▶ EEadapter
- ▶ EEscheduler

- Evaluation with

- ▶ Asus routers
- ▶ ns-3

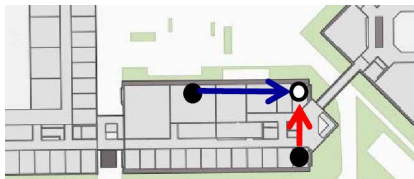


[1] Kohler et al., Transactions on Computer Systems, 2000

[2] Schiöberg et al., SyClick, 2009

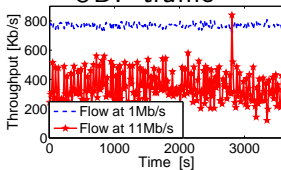
# Experimental results

- Deployment map:

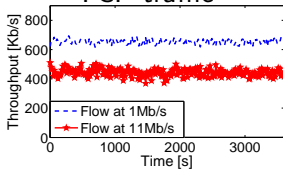


- Without E&E:

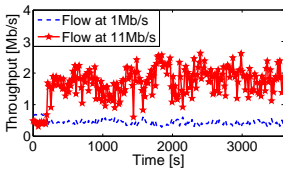
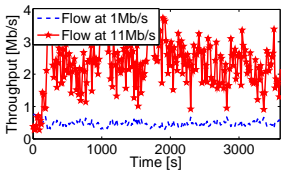
UDP traffic



TCP traffic



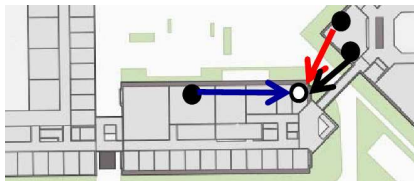
- With E&E ( $U_{prop}$ ):



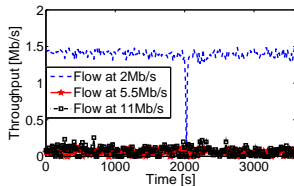


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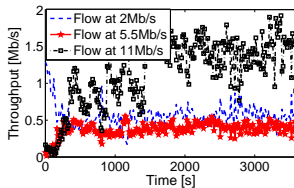
- Deployment map:



- Without E&E:



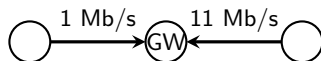
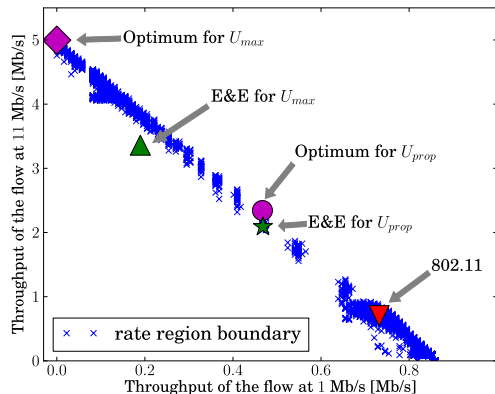
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# Simulation results

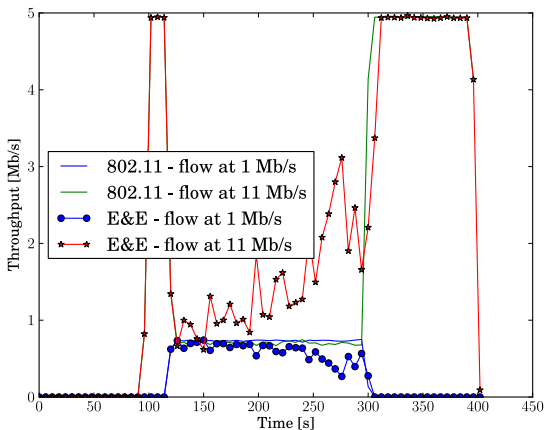
## *ns-3* simulator

- Re-use of the same *Click* elements
- More controlled environment
- Possible estimation of the rate region
- Computation of optima



# Simulation results

- Adaptivity to time-varying traffic
- Cyclic validation of last stable allocation  $\mathbf{r}[n]$



# Conclusion

## Problem

- **Inefficient** and/or **unfair** situations in WLANs
- Capture efficiency and fairness using a **utility function**
  - ▶ **The feasible rate region is unknown!**

## Solution

- Successive decisions and measurements by the GW
- Optimal for a fixed rate region
- When rate region changes, keeps adapting
- More details in [1], with an extension to multi-hop networks

## Future work:

- Downlink traffic
- Rate adaptation

[1] Aziz et al., Mobicom 2011