



ACM MobiHoc 2019

Age-optimal Sampling and Transmission Scheduling in Multi-Source Systems

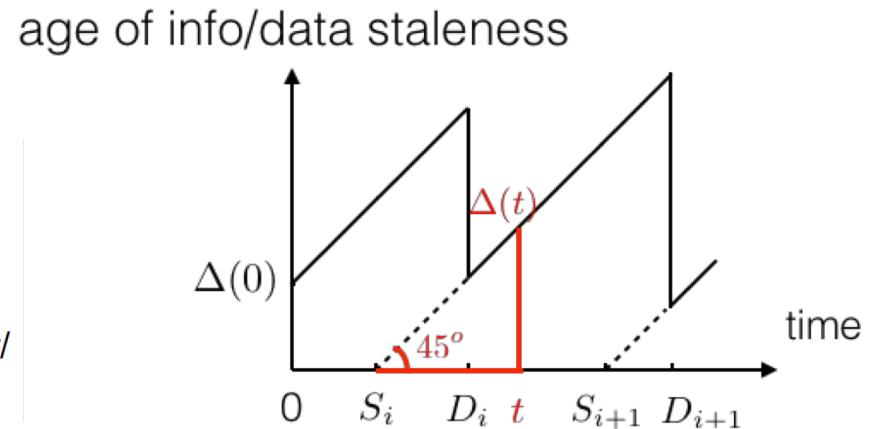
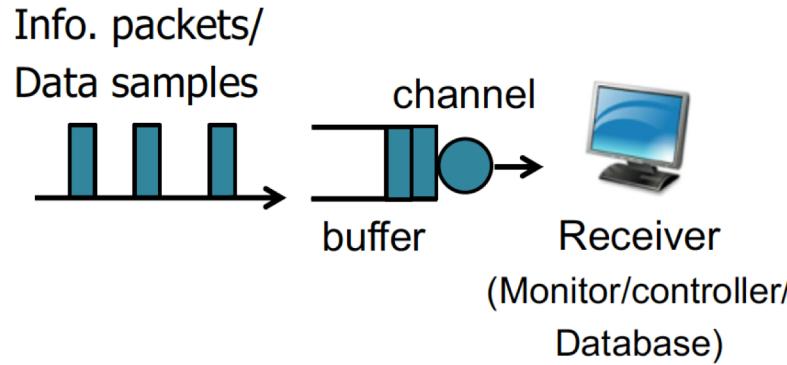
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Joint work with Yin Sun*, Sastry Kompella[§],
Ness B. Shroff[‡]

[‡] The Ohio State University, * Auburn University, [§] Naval
Research Laboratory

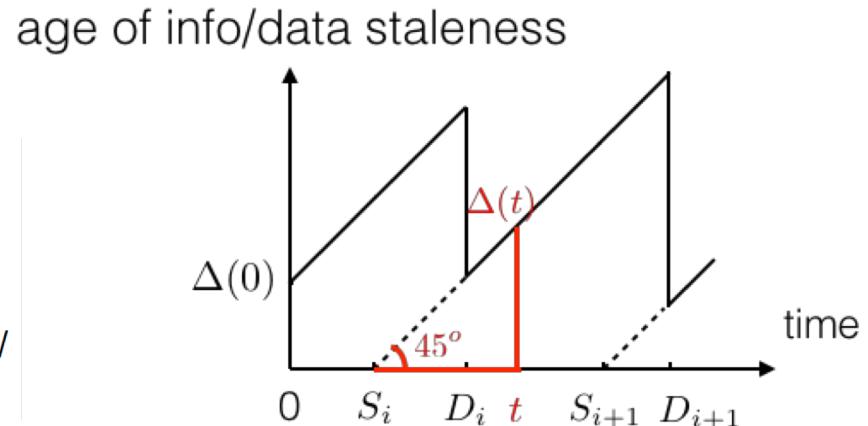
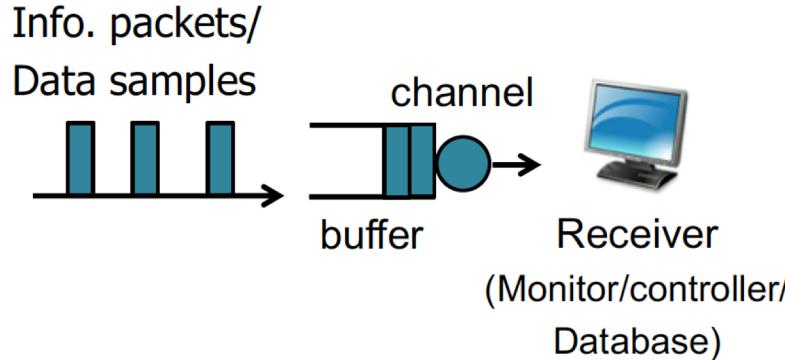
July 3rd 2019

What is the Age of Information?



- In real-time applications, fresh data is more important than stale data
 - E.g., Autonomous vehicles, wireless sensor networks,...

What is the Age of Information?



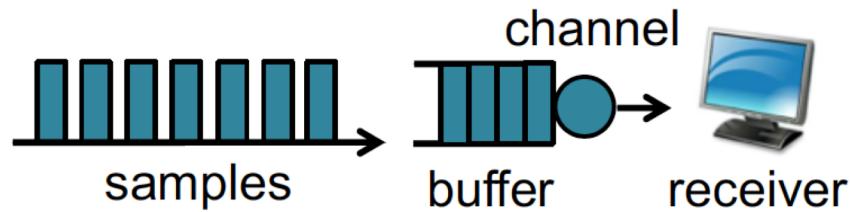
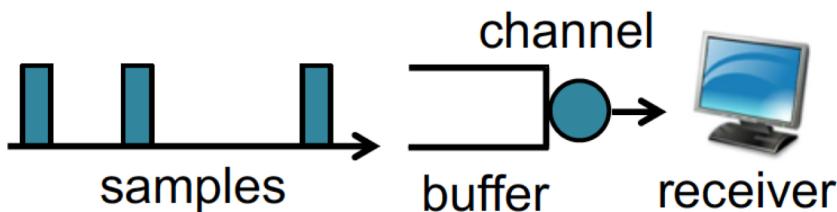
Definition: at any time t , **the age-of-information (Aoi)** $\Delta(t)$ is the “**age**” of the **freshest** sample available at the **destination** before time t

- If sample i is generated at S_i and delivered at D_i

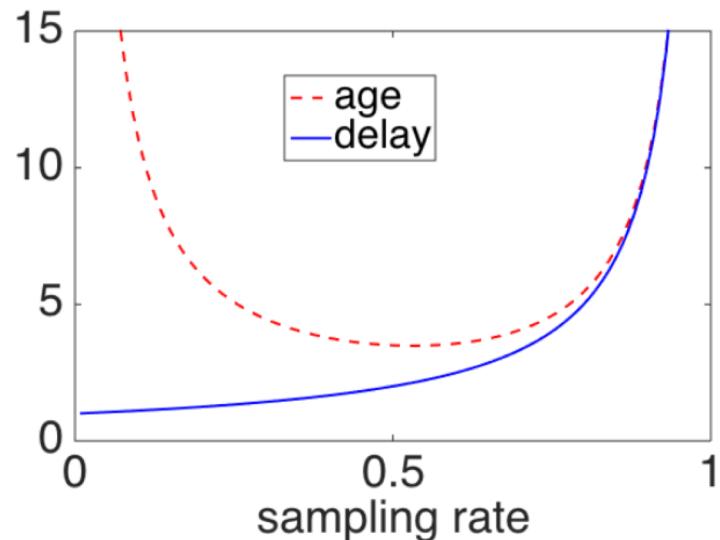
$$\Delta(t) = t - \max\{S_i : D_i \leq t\}$$

- Age **grows linearly**, and **drops** upon new sample delivered

Difference between Delay & Age



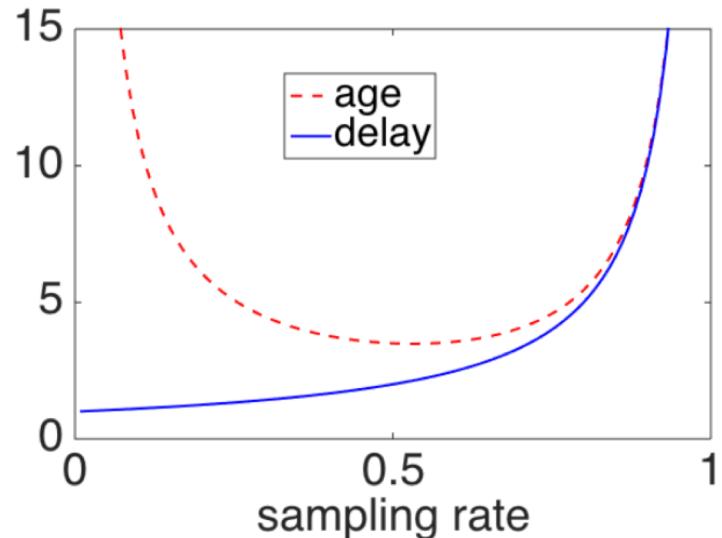
- Low sampling rate
 - Empty buffer → **Low** delay
 - Infrequent updates → **High** age
- High sampling rate
 - Full buffer → **High** delay
 - Long waiting time → **High** age



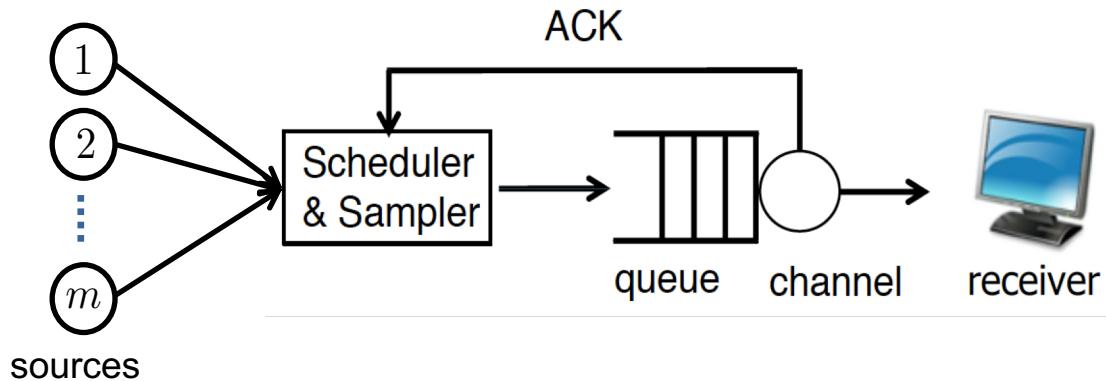
Difference between Delay & Age



- Delay **grows linearly** wrt queue length → Little's law
- Age **is not monotonic** wrt queue length

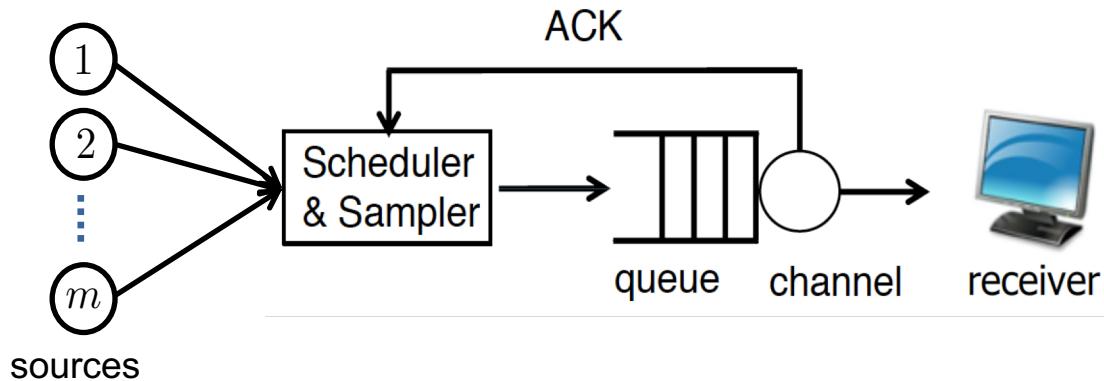


Our System Model



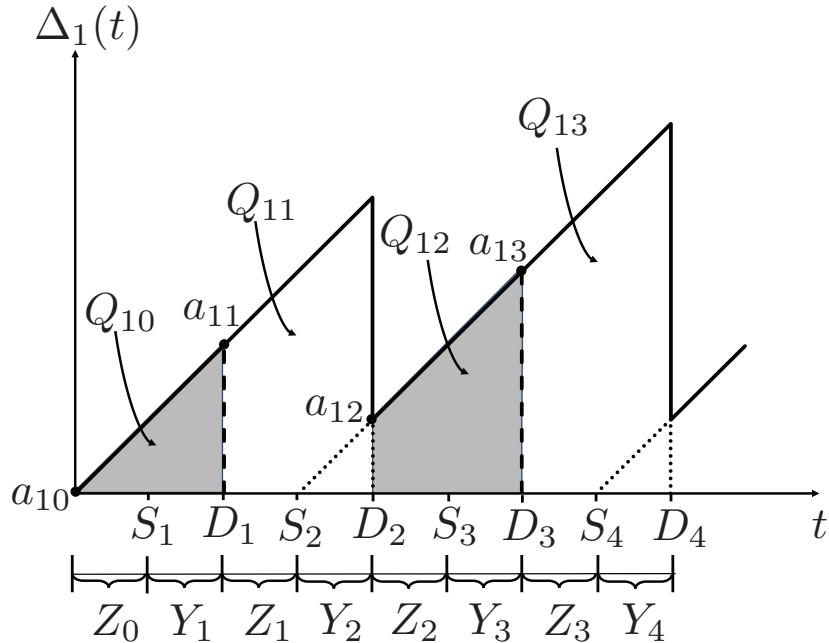
- Information update system with m sources
- **Channel:** FIFO queue with *i.i.d. service times*
- **One** source can communicate **at a time**
- **Scheduler:** Specifies the **transmission order** of the sources

Our System Model



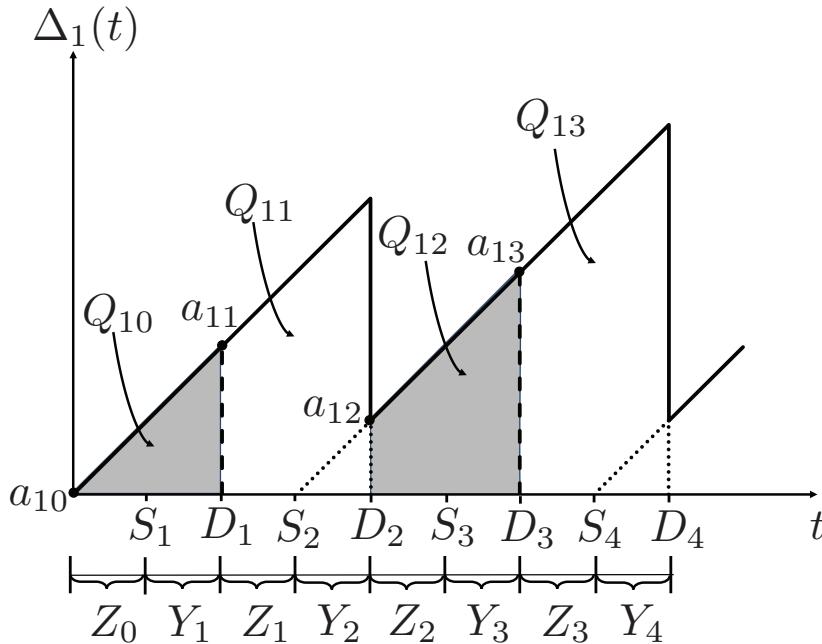
- Controllable sample generation times
- Sample i is generated at S_i , with service time Y_i , and is delivered at D_i
 - $Y_i \geq 0$ can be **any** discrete random variable (*i.i.d.* & bounded)
- **Feedback:** **Instantaneous** Ack upon sample reception
- **Trick:** **Only** take sample when the server is **idle**, i.e., $S_{i+1} \geq D_i$
- Z_i : The **waiting time** after the delivery of packet i at D_i
- **Sampler:** Controls (S_1, S_2, \dots) , or equivalently (Z_0, Z_1, \dots)

Why Waiting Times?



- Multiple sources network
- S_2 and S_4 are generated from Source 1

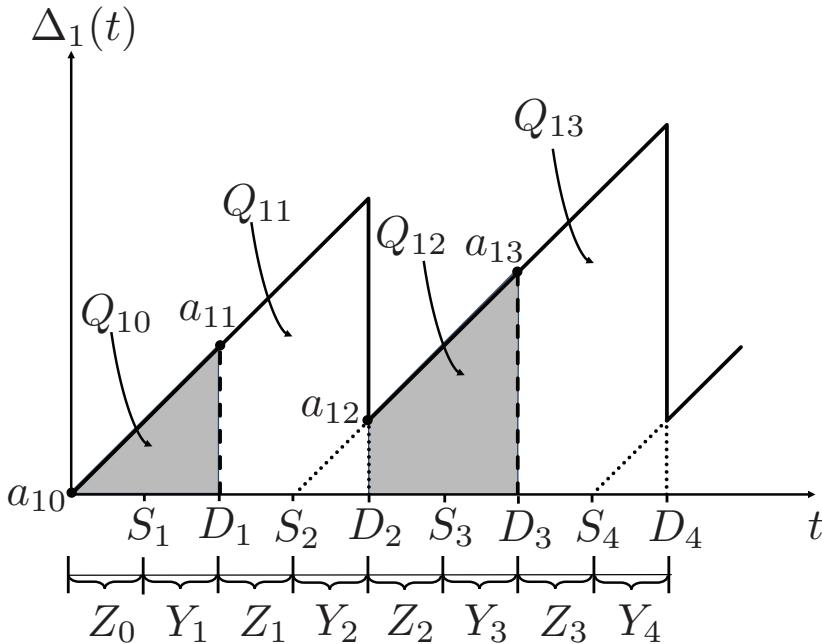
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Why do we need to impose waiting times?

Why Waiting Times?



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Why do we need to impose waiting times?

- Natural choice: **Zero-wait policy**:
 - Generate a sample as soon as the channel is idle ($S_{i+1} = D_i$)
- **Zero-wait** is **NOT** always **Age-optimal!**

Example: Zero-Wait is Not always Age-optimal

Example: Single source NW, channel transmission time = **0** or **2** with Prob. 0.5

0, 0, 2, 0, 2, 2, 0, 2, 0, 0, ...

Zero-wait policy:

- Samples 1 & 2 are **generated** at the **same time** \rightarrow Sample 2 carries **no information**

Wasted Resources, Can we do better?

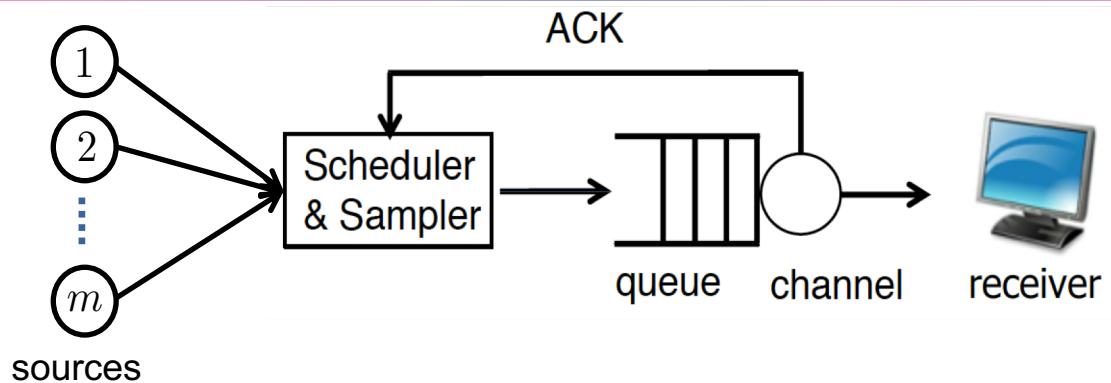
ϵ -wait policy:

- Wait for ϵ sec., if the previous sample has **zero** service time
- Don't wait otherwise.

Average age: $\bar{\Delta}(\epsilon) = (\epsilon^2 + 2\epsilon + 8)/(4 + 2\epsilon)$

- Zero-wait: $\bar{\Delta}(0) = 2$, ϵ -wait: $\bar{\Delta}(0.5) = 1.85$

Problem Formulation



- **Scheduler** π : Specifies the **transmission order** of the sources
- **Sampler** f : Controls (S_1, S_2, \dots) , or equivalently (Z_0, Z_1, \dots)
- **Challenge:** **Joint optimization** of **scheduler** and **sampler** for minimizing the **total average age**

$$\min_{\pi \in \Pi, f \in \mathcal{F}} \bar{\Delta}(f, \pi) = \min_{\pi \in \Pi, f \in \mathcal{F}} \limsup_{n \rightarrow \infty} \frac{\mathbb{E} \left[\sum_{l=1}^m \int_0^{D_n} \Delta_l(t) dt \right]}{\mathbb{E}[D_n]}$$

- Π : Set of causal schedulers

\mathcal{F} :Set of causal samplers

Prior Works

Optimal scheduler for minimizing AoI in multi-source networks
(Time-slotted system)

Stochastic arrivals

Active sources



- Wireless NW with interference:
[\[He, Yuan, Ephremides 2018\]](#)
- Broadcast NW:
[\[Hsu 2018\]](#)
[\[Hsu, Modiano, Duan 2017\]](#)
[\[Kadota, Sinha, Modiano 2018\]](#)
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- Multiaccess channel:
[\[Yates, Kaul 2017\]](#)
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First to consider joint optimization of sampler + scheduler to minimize AoI:

- **Multisource** networks
- **Any discrete random transmission time**

Step 1: Separation Principle

Maximum Age First (MAF) scheduler:

- The source with the **maximum age** is served the first

[Li-Eryilmaz-Srikant'15, Kadota-Uysal-Singh-Modiano'16, Hsu-Modiano-Dua'17,
Sun-Uysal-Kompella'18]

Proposition 1: For **any** given sampler $f \in \mathcal{F}$, MAF scheduler minimizes AoI
compared to scheduling policies in Π , i.e.,

$$\bar{\Delta}(f, \pi_{\text{MAF}}) \leq \bar{\Delta}(f, \pi) \quad \forall f \in \mathcal{F}, \forall \pi \in \Pi$$

$\bar{\Delta}$: the total average age π_{MAF} : MAF scheduler

Proof idea: Stochastic ordering technique

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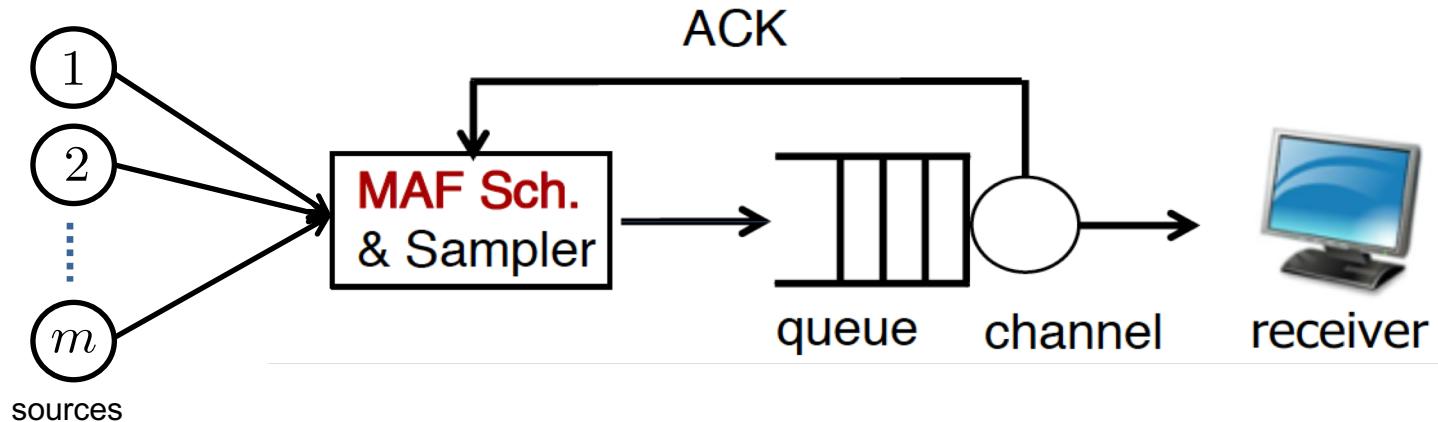
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The scheduler and sampler can be designed **independently!**

Reduced Optimization Problem

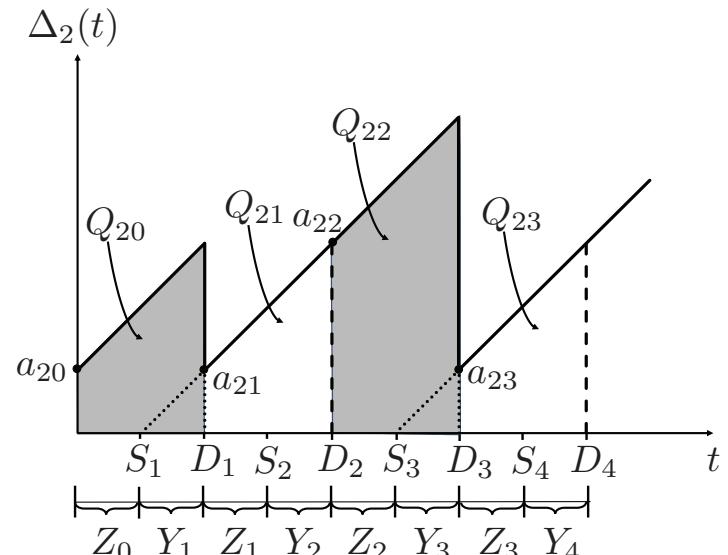
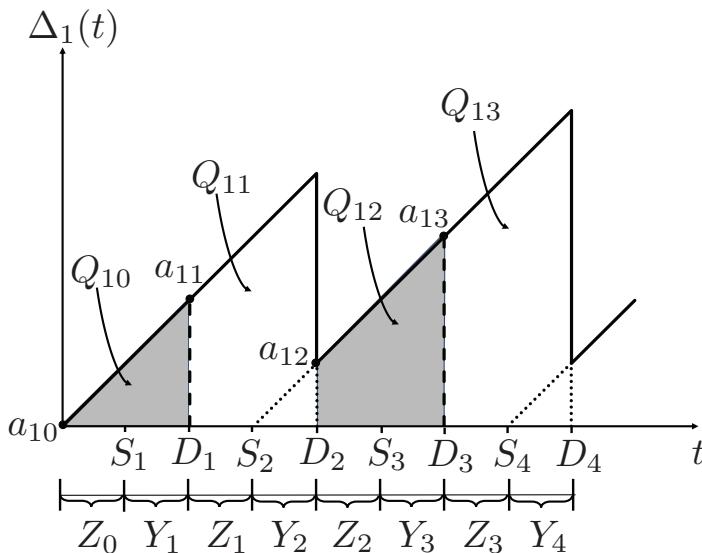


- **Goal:** $\min_{f \in \mathcal{F}} \bar{\Delta}(f, \pi_{MAF})$
 $f \triangleq (Z_0, Z_1, \dots)$

$$\bar{\Delta}(f, \pi_{MAF}) = \limsup_{n \rightarrow \infty} \frac{\mathbb{E}[\sum_{l=1}^m \int_0^{D_n} \Delta_l(t) dt]}{\mathbb{E}[D_n]},$$

Reduced Optimization Problem

- Example: $m=2$

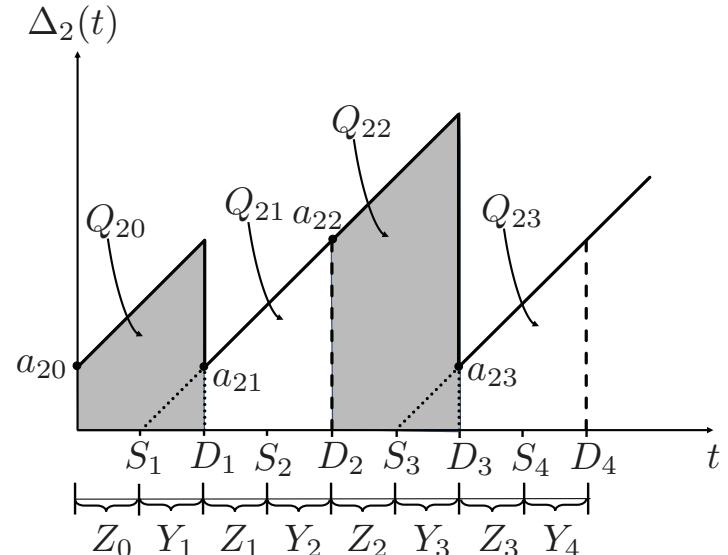
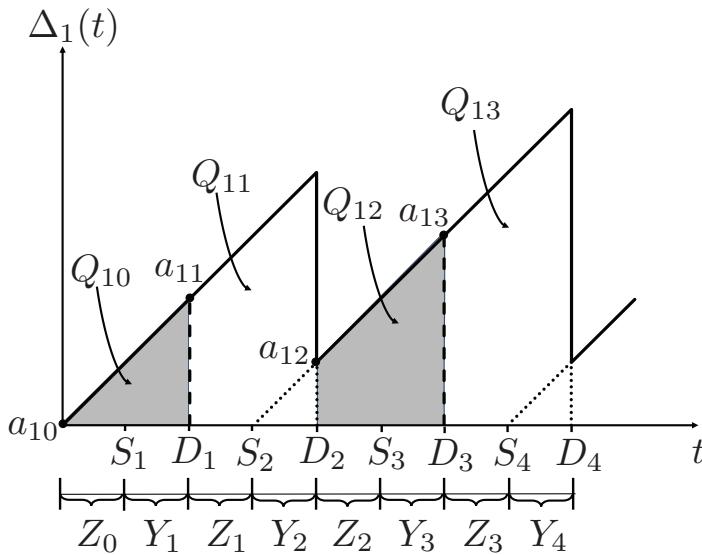


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Step 2: Equivalent Sampling Problem

- **Problem A:** $\bar{\Delta}_{\text{opt}} = \min_{f \triangleq (Z_0, Z_1, \dots)} \limsup_{n \rightarrow \infty} \frac{\sum_{i=0}^{n-1} \mathbb{E}[\sum_{l=1}^m Q_{li}]}{\sum_{i=0}^{n-1} \mathbb{E}[Z_i + Y_{i+1}]}$

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- Problem **B**: $p(\beta) = \min_{f \triangleq (Z_0, Z_1, \dots)} \limsup_{n \rightarrow \infty} \frac{1}{n} \sum_{i=0}^{n-1} \mathbb{E} \left[\sum_{l=1}^m Q_{li} - \beta(Z_i + Y_{i+1}) \right]$

Lemma:

1. If $p(\beta) = 0$, then the **optimal samplers** for Problems **A** and **B** are **identical**
2. $\bar{\Delta}_{\text{opt}} = \beta$ **iff** $p(\beta) = 0$

Algorithm:

1. Inner loop: Solve Problem **B**
2. Outer loop: Seek $\beta = \bar{\Delta}_{\text{opt}} \geq 0$, s.t. $p(\bar{\Delta}_{\text{opt}}) = 0$ (**Bisection** method)

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Dynamic Programming (DP)

- **Problem B:** $p(\beta) = \min_{f \triangleq (Z_0, Z_1, \dots)} \limsup_{n \rightarrow \infty} \frac{1}{n} \sum_{i=0}^{n-1} \mathbb{E} \left[\sum_{l=1}^m Q_{li} - \bar{\Delta}_{\text{opt}}(Z_i + Y_{i+1}) \right]$
- **Average Cost** per stage DP problem: $\limsup_{n \rightarrow \infty} \frac{1}{n} \mathbb{E} \left[\sum_{i=0}^{n-1} C(s(i), Z_i) \right]$

State: $s(i) = (a_{[1]i}, \dots, a_{[m]i})$, $a_{[l]i}$: The l^{th} largest age value at time D_i

State evolution: $a_{[m]i+1} = Y_{i+1}$

$$a_{[l]i+1} = a_{[l+1]i+1} + Z_i + Y_{i+1}, \quad l = 1, \dots, m-1$$

Cost: $C(s(i), Z_i) = \mathbb{E}_{Y_{i+1}} \left[\sum_{l=1}^m Q_{li}(s(i), Z_i, Y_{i+1}) - \bar{\Delta}_{\text{opt}}(Z_i + Y_{i+1}) \right]$

Solution of DP

Proposition 2: There exists a **stationary deterministic** policy that is **average cost optimal** and solves the following Bellman's equation:

$$\lambda + h(s) = \min_z \left[C(s, z) + \sum_{s'} \mathbb{P}_{ss'} h(s') \right]$$

λ : The optimal average cost

$h(s)$: Relative cost function

$\mathbb{P}_{ss'}$: Transition probability

Proof idea: Communicating MDP

- Relative value iteration (RVI)

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Proof idea: Communicating MDP

- Relative value iteration (RVI)  Curse of dimensionality
- We need **simplification**

Threshold-Based Sampler

Proposition 3 (Threshold-based sampler): The optimal waiting time is **ZERO** for states whose $A_s \geq (\bar{\Delta}_{\text{opt}} - m\mathbb{E}[Y])$.

Algorithm 1: Threshold-based sampler based on RVI algorithm.

```
1 given  $l = 0$ , sufficiently large  $u$ , tolerance  $\epsilon_1 > 0$ , tolerance  $\epsilon_2 > 0$ ;  
2 while  $u - l > \epsilon_1$  do  
3    $\beta = \frac{l+u}{2}$ ;  
4    $J(s) = 0$ ,  $h(s) = 0$ ,  $h_{\text{last}}(s) = 0$  for all states  $s \in \mathcal{S}$ ;  
5   while  $\max_{s \in \mathcal{S}} |h(s) - h_{\text{last}}(s)| > \epsilon_2$  do  
6     for each  $s \in \mathcal{S}$  do  
7       if  $A_s \geq (\beta - m\mathbb{E}[Y])$  then  
8          $z_s^* = 0$ ;  
9       else  
10         $z_s^* = \operatorname{argmin}_{z \in \mathcal{Z}} (A_s - \beta)(z + \mathbb{E}[Y]) + \frac{m}{2}(z^2 + 2z\mathbb{E}[Y] + \mathbb{E}[Y^2]) + \sum_{s' \in \mathcal{S}} \mathbb{P}_{ss'}(z)h(s')$ ;  
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13    end  
14     $h_{\text{last}}(s) = h(s)$ ;  
15     $h(s) = J(s) - J(\mathbf{o})$ ;  
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17  if  $J(\mathbf{o}) \geq 0$  then  
18     $u = \beta$ ;  
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Apply threshold test

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Outer loop: **Bisection** method

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As a result of Propositions 1, 2, and 3, we get

Theorem: The **MAF** scheduler and the **threshold-based** sampler are **jointly optimal** for minimizing the total average age.

Bellman's Equ. Approximation

- Towards a **simpler** solution:

- Bellman's equation: $\lambda = \min_z \left[C(s, z) + \sum_{s'} \mathbb{P}_{ss'} (h(s') - h(s)) \right]$

Bellman's Equ. Approximation

- Towards a **simpler** solution:

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- First order Tylor approx.: $h(s') - h(s) \approx (y - a_{[m]}) \frac{\partial h(t)}{\partial a_{[m]}} + \sum_{l=1}^{m-1} (a_{[l+1]} - a_{[l]} + z + y) \frac{\partial h(t)}{\partial a_{[l]}}$

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After the substitution and taking the derivative

- **Water-filling** solution: $\hat{z}_s^* = \left[th - \frac{A_s}{m} \right]^+$

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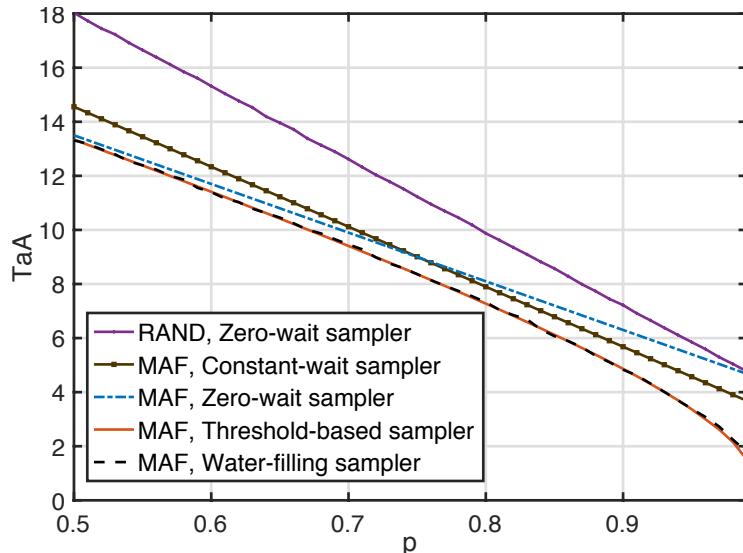
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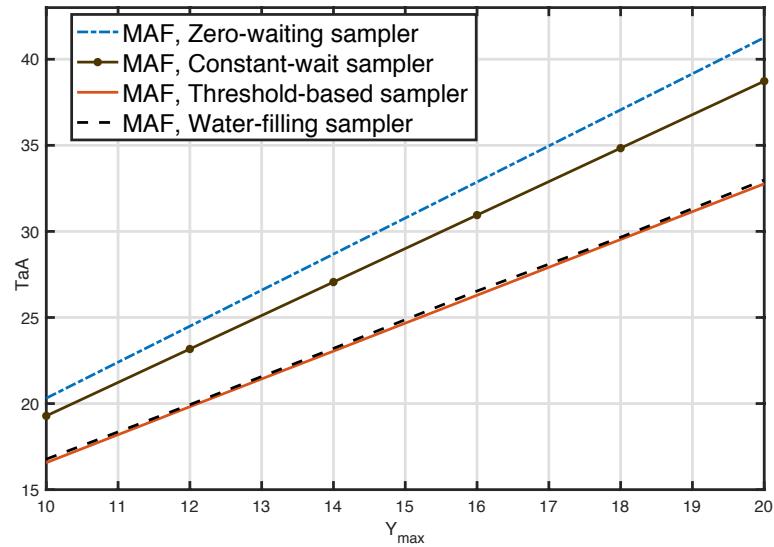


Golden-section method to obtain **optimal threshold**

Simulation Results



3 sources, service=[0 3],
prob=[p $1-p$]



3 sources, service=[0 Y_{\max}],
prob=[.9 .1]

Observations:

1. **MAF** scheduler outperforms the **RAND** scheduler
2. With MAF, **threshold-based** outperforms **zero-wait** and **constant-wait**:
 - Zero-wait sampler is **Not always optimal**
 - Optimizing the scheduler is **not enough**
3. The performance of **Water-filling** and **threshold-based** are almost the same

Avg. Peak Age problem

- Much **simpler** problem

Theorem: The **MAF** scheduler and the **zero-wait** sampler are **jointly optimal** for minimizing the **total average peak age**.

- What minimizes avg peak AoI **doesn't necessary** minimize avg AoI

Summary & Future work

- Joint optimization of the **scheduler** and **sampler** for minimizing AoI.
- **Separation** principle: The scheduler and sampler can be designed **independently**
- **MAF** scheduler and **Threshold-based** sampler are **jointly** optimal for avg. AoI
- **Water-filling** sampler can **approximate** the **threshold-based** sampler
 - Simulations show that their performances are almost the same
- **MAF** scheduler and **zero-wait** sampler are **jointly** optimal for avg. **peak** AoI
- **Future work:**
 - **Symmetric** non-linear age functional
 - **Asymmetric** non-linear age functional

Q&A

Thanks