

# Deterministic Scheduling of Periodic Messages for Cloud RAN

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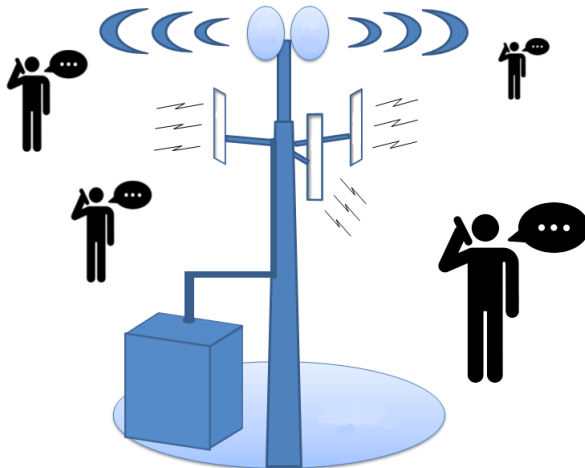
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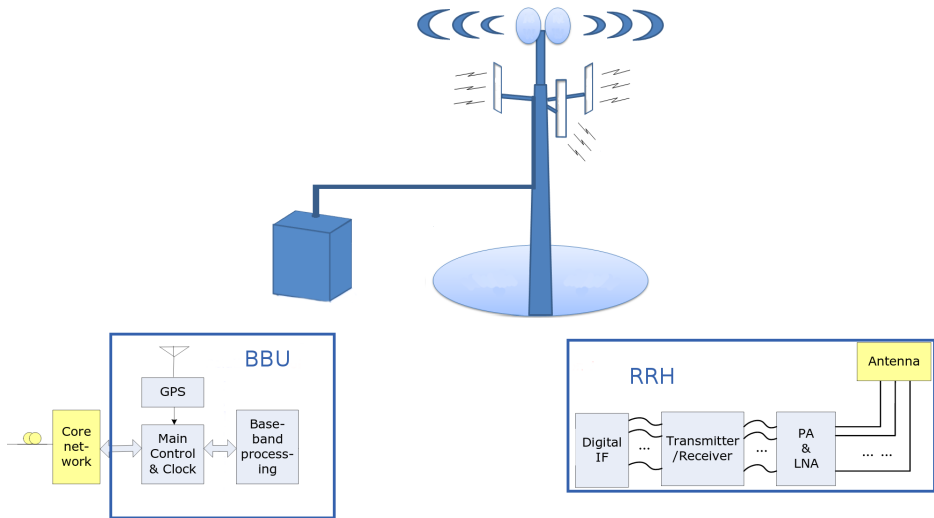
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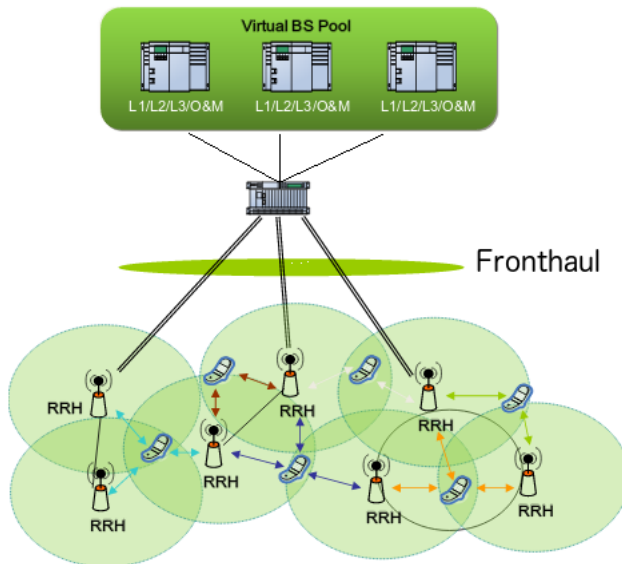
A Base Transceiver Station



# BBU/RRH



# Fronthaul



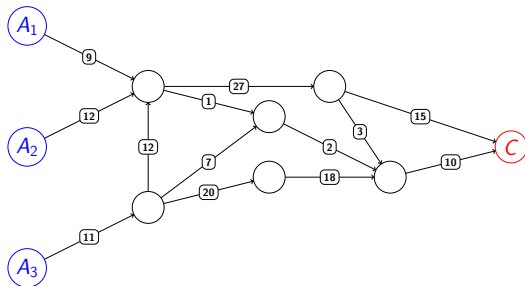
Constraints in Fronthaul network :

- Highly loaded
- Periodic traffic
- Latency must be guaranteed

Current approaches:

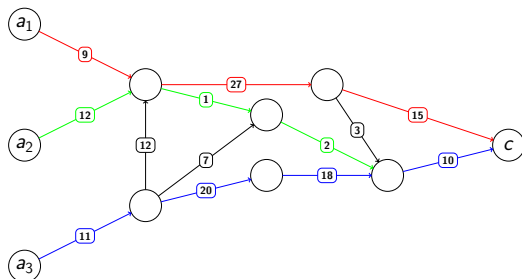
- E2E connections → Too expensive
- Statistical multiplexing → No latency guarantees

# Model



- Network : Weighted Directed Graph
- RRH / BBU  $\rightarrow$  set of vertices **A** (Antennas) and **C** (Computation)
- Physical Delay of a link  $\rightarrow$  Weight of the arc

# Routed Network



There is a route going from each RRH to the BBU.

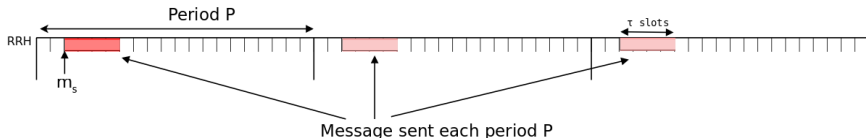
A **routed network** : set of routes.

# The communication process

Two parameters

- The period  $P$
- The size of a message  $\tau$

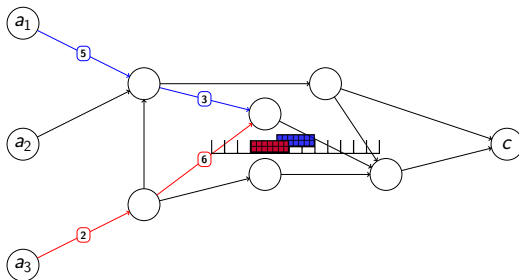
The time is discretized and on each route of the network, every  $P$  units of time, a message of size  $\tau$  is emitted.



The process is **periodic** : the message is emitted in each period at the same time, called **offset**.



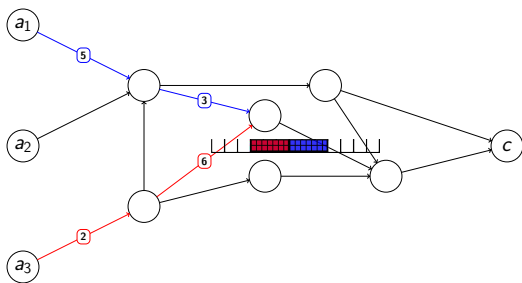
# Collisions



There is a **collision** between two routes when their messages go through the first vertex of a common arc at the same time.

**Periodicity must be taken into consideration**

# Assignment

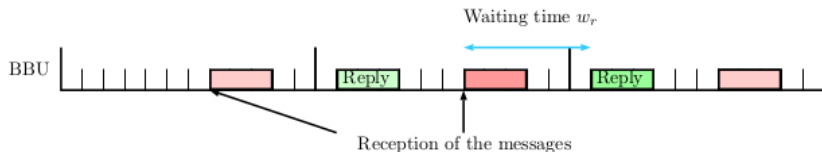


Choosing the offset such that there are no collisions.

An **assignment** is a choice of offsets for each route without collisions.

# Full process

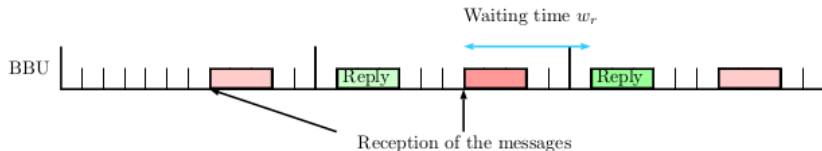
In each BBU, one can choose the **waiting time** before sending back the answer.



The **process time** of a route is defined by  $PT(r) = 2 \times \lambda(r) + w_r$ .  
 $\lambda(r)$  is the length of the route  $r$ .

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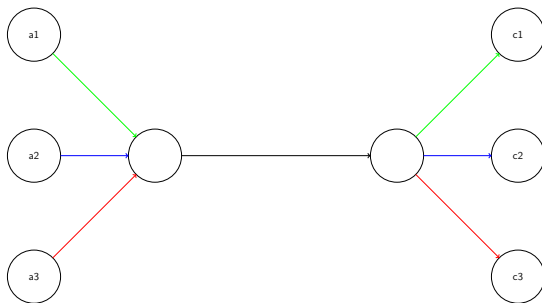
## Periodic Assignment for Low Latency (PALL)

**Input:** A routed network  $(G, \mathcal{R})$ , the integers  $P$ ,  $\tau$  and  $T_{max}$ .

**Question:** does there exist a  $(P, \tau)$ -periodic assignment of  $(G, \mathcal{R})$  such that for all  $r \in \mathcal{R}$ ,  $PT(r) \leq T_{max}$ ?

Problem PALL has been shown NP-hard and non-approximable.

# Star network

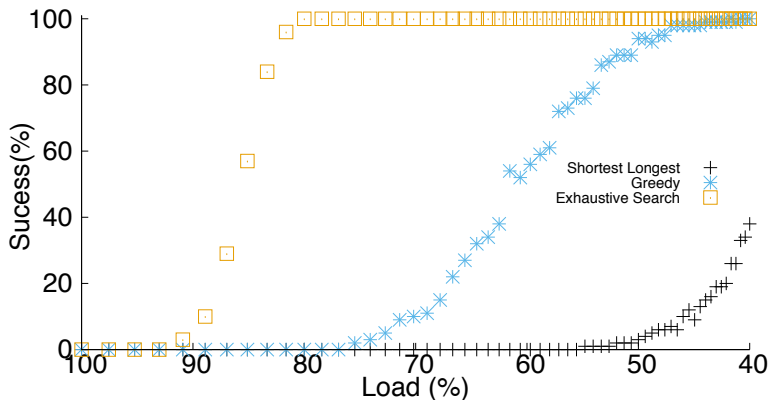


One link shared by all routes.

Three solutions to solve PALL without waiting time :

- Send the message from the shortest to the longest route : works well on short routes
- Greedy algorithm : always a solution for mild loads
- Branch and bound : always ends but scales exponentially in the number of routes

# Results



Not efficient under high loads : need to allow some waiting time.

# A two stages approach

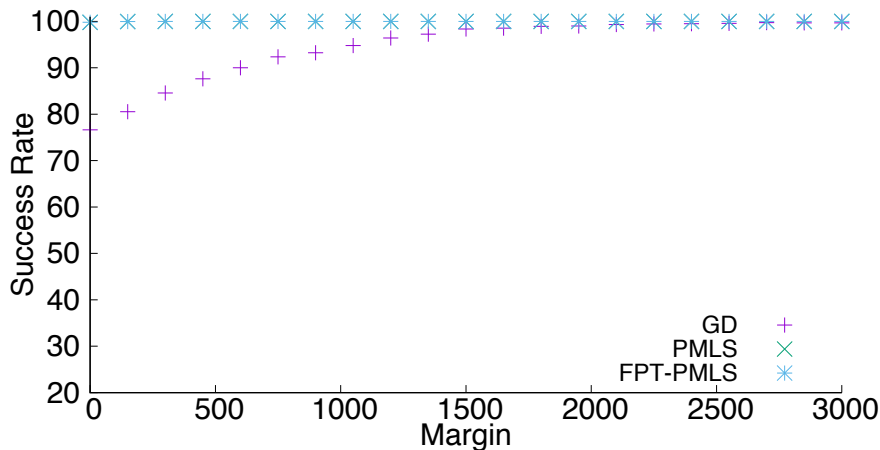
**First step.** We fix the offsets of the forward routes according to several heuristics.

**Second step.** Algorithms to schedule the backward routes.

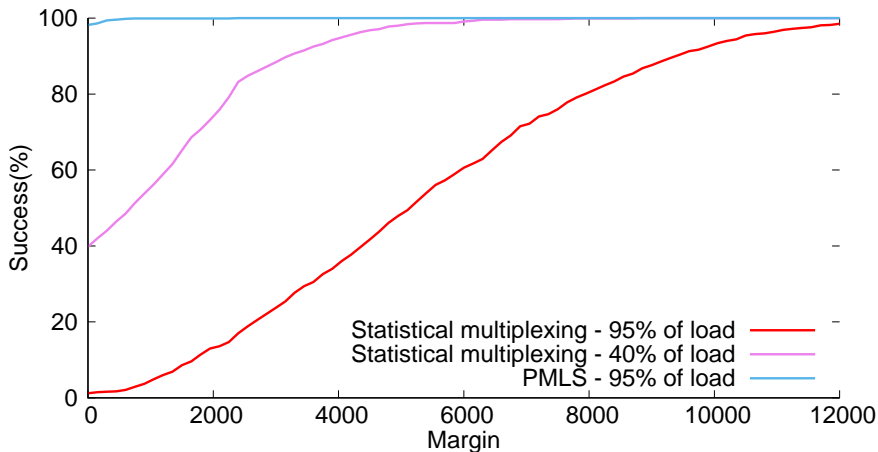
- A greedy algorithm (GD)
- Scheduling algorithm adapted for periodicity (PMLS)
- FPT algorithm (FPT-PMLS)



# Performances of the algorithms



# Deterministic vs Stochastic



# Conclusion

- Deterministic scheme outperforms traditional statistical multiplexing for our periodic schemes.
- Next steps : other topologies, fragmented messages, allowing jitter...

Thank you for your attention.