

# Contention management for Deterministic Networking

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**NOKIA** Bell Labs

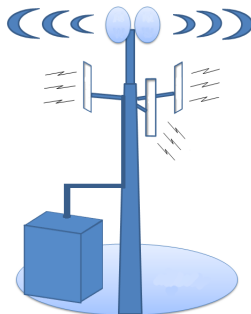


1 Presentation

2 Problem

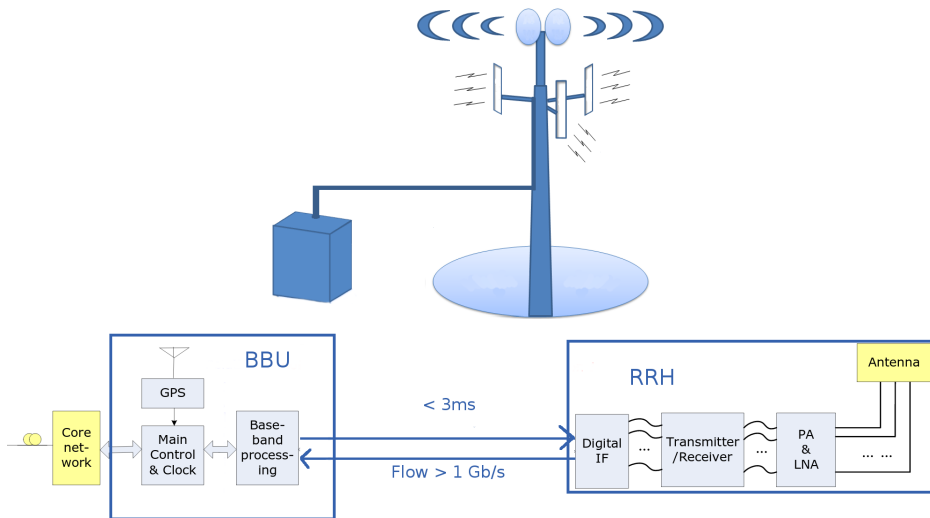
3 Application

4 Conclusion

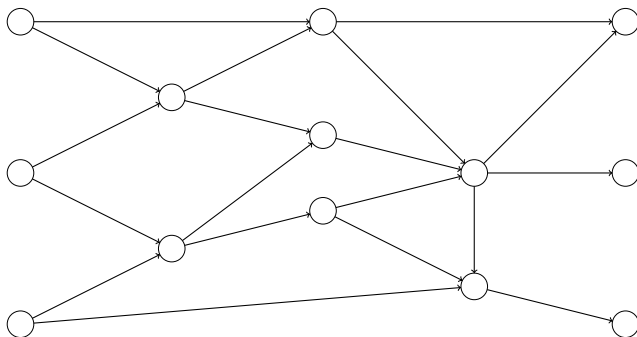


A base transceiver station.

# Context

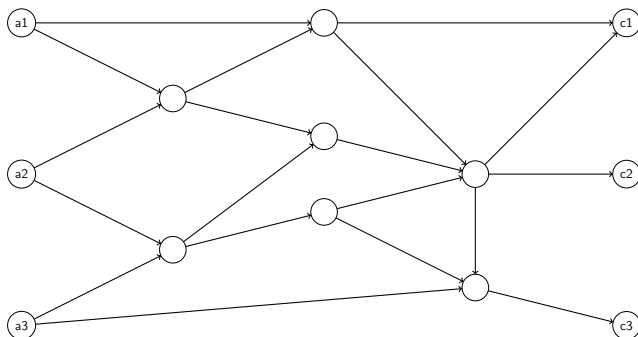


# Model



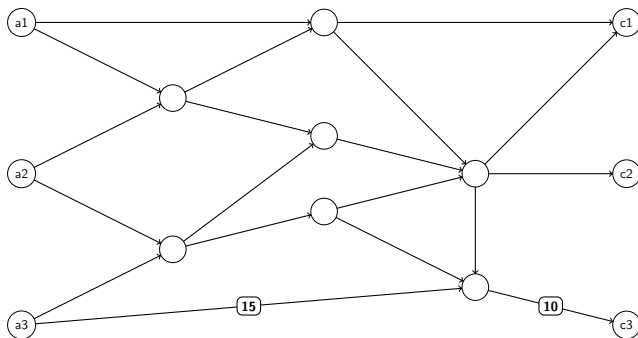
Network  $\rightarrow$  Graph  $G = (V, A)$ .

# Model

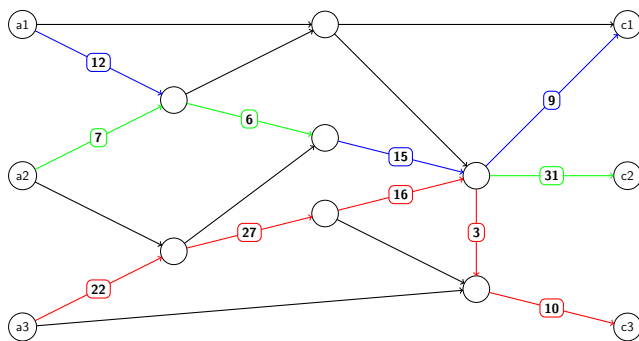


RRH / BBU  $\rightarrow$  set of vertices A (Antennas) and C (Computation).

# Model



Physical Delay of a link  $\rightarrow$  Weight on arcs.



Coherent routing.



# Message sending

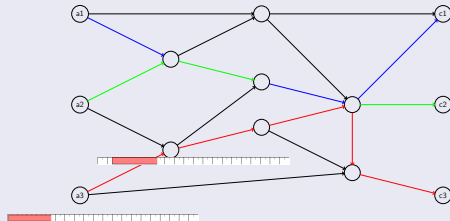
## Slotted time

A time (in slots) can be :

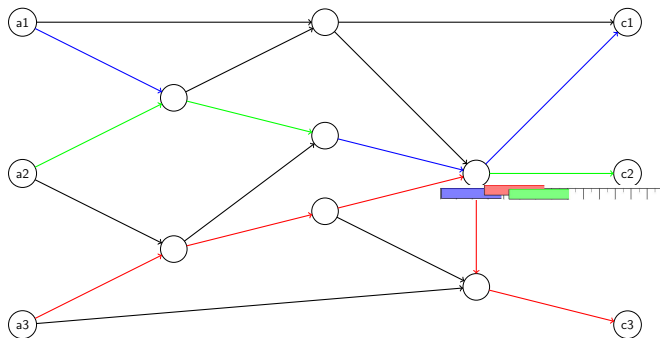
- A delay on a link.
- The time taken to emit a message.

## Message sending

Reserving slots on a route.

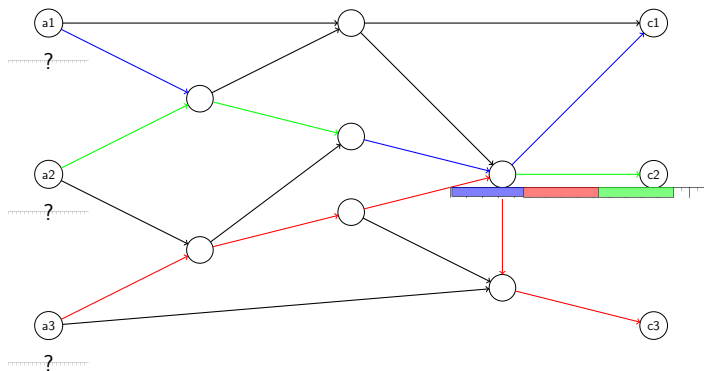


# Collisions

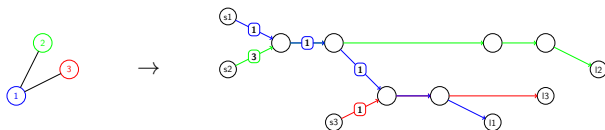


There is a collision when a slot is used by many routes.

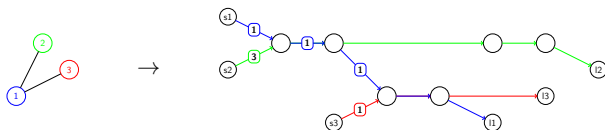
# Problem



The problem is to find the good starting time for each route such that there is no collision, considering a periodic process.



Reducing an instance of k-coloring into an instance of our problem.



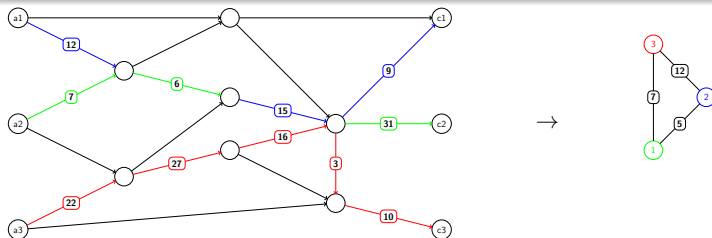
Give to the route 1 the offset(color) 0, and the route 2 and 3 the offset(color) 1.  
There is a 2 periodic affectation of the graph.

# Conflict Graph

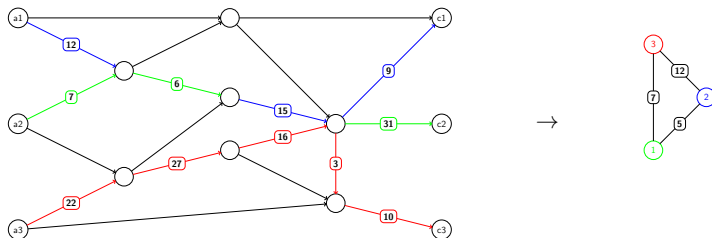
## Conflict graph

A conflict graph, is a digraph in which:

- The vertices are the route of the network.
- There is an edge between two vertices if the two routes have a common path.
- The weight on the edges is the difference between the conflict point and the sources of the routes.

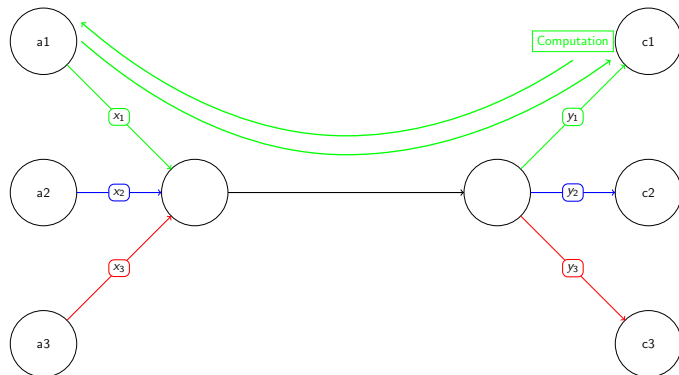


# Conflict Graph



Labelling the conflict graph  $\rightarrow$  finding a scheduling for the graph  $G$ .

# General Problem



The second scheduling depends of the first.  
The goal is to minimise the maximal latency on the routes.



# Longest Shortest Greedy versus Random

LSG   Random   LSG  $\rightarrow$  far from the deadline.  
Random  $\rightarrow$  10% solutions with  $T_{max} >$  deadline for 5 flows.

## Results:

- An heuristic giving good results compared to statistical approach.
- An Algorithm giving optimal solutions for some parameters.

## Further research:

- Improve the model.
- Study other topologies.