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1

A Novel Cross Entropy Approach for Offloading Learning in Mobile Edge Computing

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Abstract—In this paper, we propose a novel offloading learning approach to compromise energy consumption and latency in a multi-tier network with mobile edge computing. In order to solve this integer programming problem, instead of using conventional optimization tools, we apply a cross entropy approach with iterative learning of the probability of elite solution samples. Compared to existing methods, the proposed one in this network permits a parallel computing architecture and is verified to be computationally very efficient. Specifically, it achieves perfor-mance close to the optimal and performs well with different choices of the values of hyperparameters in the proposed learning approach.

Index Terms—Mobile edge computing (MEC), cross entropy (CE), computation offloading, probability learning.

1. INTRODUCTION

WITH the rapid development of electronics and wireless networks, various services are currently supported by modern mobile devices (MD). However, most real-time appli-cations require huge computation efforts from the MDs. Mo-bile edge computing (MEC) is a very promising technology to solve this dilemma for the next-generation wireless networks. According to MEC, edge servers, which are used to connect mobile terminals with a cloud server, provide high storage

capability as well as fast computation ability.

In a MEC architecture both latency and energy consumption contribute to the network performance and it is of common in-terest to investigate the problem of balancing these factors with optimized offloading policies. Scanning the open literature, the authors in [[1]](#page5) proposed to offload a task from a single MD to multiple computational access points (CAP). Furthermore, a weighted sum of energy and latency was optimized by using convex optimization. This problem was recently extended in

1. to a scenario where multiple MDs perform offloading. The multiple tasks were scheduled based on a queuing state in

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order to adapt channel variations. Alternatively, in [[3],](#page5) the latency was minimized with scheduling the MEC offloading, while the energy consumption was considered as an individual constraint in MDs.

Recently, machine learning (ML) attracts much attention from both academia and industry, as an efficient tool to solve traditional problems in wireless communication [[4]](#page5)-[[7].](#page5) Specifically, the authors in [[4]](#page5) proposed a payoff game frame-work to maximize the network performance through reinforce-ment learning. Furthermore, a deep Q-network was utilized in

1. to optimize the computational offloading, without a priori knowledge of the network. Most of these methods, including those which use deep learning network (DNN), focused on the offloading design from a perspective of long-term optimization and at the cost of complexity and robustness [[6][7].](#page5) Moreover, these methods can hardly track fast channel changes, due to the requirement of offline learning. Thus, in general they cannot be applied for real-time applications in time-varying channel and it remains a problem of common interest to optimize offloading policies with a time-efficient method, which simultaneously ensures high-quality performance.

In this work, we introduce the cross entropy (CE) approach to solve the offloading association problem, by generating multiple samples and learning the probability distribution of elite samples. In contrary to the conventional algorithms, the proposed CE learning approach can use parallel computer architecture to reduce computational complexity, and it works for short-term offloading using online learning architecture, which has a stringent requirement on real-time evaluation. Our work generalizes the CE learning approach to solve the offloading problem with low complexity. The proposed approach is promising since it can effectively replace the traditional convex optimization tools.

* 1. SYSTEM MODEL

We consider the problem of multi-task offloading in a network with multiple CAPs, where the MD has access to the CAPs. Each of the tasks can be selected to be executed at the local MD or offloaded to the CAPs, while a CAP serves only one task at each time. Since the index ‘0’ represents the local CPU, N = f1; 2; Ng and M = f0; 1; M g are defined as the sets of tasks and CAPs, respectively. In order to indicate the offloading status, we define the policy

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| xnm = | 1; | if task n offloads to CAP m | (1) |  |
| 0; | otherwise |  |

2

and matrix X = [xnmjxnm 2 f0; 1g]N (M+1) ensembles all the indices. Assume that each task can be offloaded to a single

CPU. In this case holds

M

X

|  |  |
| --- | --- |
| xnm = 1: | (2) |

m=0

A. Latency

where P0 denotes the energy for local computation. Then, the total energy consumption is

E (X) = E1(X) + E2(X): (9)

C. Optimization Problem

Low computational latency and energy consumption are two main objectives of MEC. Unfortunately, these objectives

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| The execution latency consists of two components: trans- | | | | | | | | | | | | | | | | | | | | | cannot be minimized simultaneously and the problem turns out | | | | | | | | | | | | | | | | | | | | | | | |  |
| mission latency and computation time. The transmission time | | | | | | | | | | | | | | | | | | | | | to be a multi-objective optimization. We define the weights, t | | | | | | | | | | | | | | | | | | | | | | | |  |
| includes task data preparation at the MD, data transmission | | | | | | | | | | | | | | | | | | | | | and e, to compromise the two objectives. Then, the weighted | | | | | | | | | | | | | | | | | | | | | | | |  |
| duration over the air, and received data processing at CAP | | | | | | | | | | | | | | | | | | | | | objective can be defined as [[1]](#page5) | | | | | | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |
| before conducting computation. Also, the transmission time | | | | | | | | | | | | | | | | | | | | |  |  |  | (X) = tT (X) + eE(X); | | | | | | | | | | | | | | | |  |  |  |  | (10) |  |
| depends on the achievable rate of physical links. The uplink | | | | | | | | | | | | | | | | | | | | |  |  |  |  |  |  |  |  |
| and downlink data rates can be defined as, | | | | | | | | | | | | | | |  |  |  |  |  |  | where T (X) is defined in [(6)](#page3) as the maximum delay consumed | | | | | | | | | | | | | | | | | | | | | | | |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| y1 | |  |  |  |  |  | ) ; m = 1; | | | | | | ; M; | | | | | | | (3) | by all the CAPs instead of the sum or average one. | | | | | | | | | | | | | | | | | | | | | |  |  |  |
| Rm = log2 (1 + Py2 | | | | | | | We aim to solve computation resource allocation scheme | | | | | | | | | | | | | | | | | | | | | | | |  |
| where y1 2 fUL; DLg, y2 2 fT; Rg, = hmy1 /N0. PT (PR) is | | | | | | | | | | | | | | | | | | | | |  |
| under specific situation where e and t are fixed. The joint | | | | | | | | | | | | | | | | | | | | | | | |  |
| the transmitting (receiving) power, and hmy1 | | | | | | | | | | | | | is the channel gain | | | | | | | | minimization problem of both power and latency can be | | | | | | | | | | | | | | | | | | | | | | | |  |
| between CAP and MD. When it turns to the specific R0UL and | | | | | | | | | | | | | | | | | | | | | formulated as | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| R0DL, they are set infinitely large because computing at local | | | | | | | | | | | | | | | | | | | | |  | min | | |  | (X) | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| CPU leaves out the process of offloading. Let n denote the | | | | | | | | | | | | | | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  | X | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| input data size in bits, n is the computation data size (number | | | | | | | | | | | | | | | | | | | | |  |  | s:t: | |  |  |  |  |  | xnm = 1; 8n 2 N ; | | | | | | | | | |  |  |  |  | (11) |  |
| of cycles required for CPU) and n is the output data size after | | | | | | | | | | | | | | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |
| computation. Then, for the offloaded task n, the computation | | | | | | | | | | | | | | | | | | | | |  |  |  |  | m2M | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  | X | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| time, the uplink and the downlink transmission time can be | | | | | | | | | | | | | | | | | | | | |  |  |  |  | xnm 2 f0; 1g: | | | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |
| tnmComp = | n | |  | tnmUL = | | |  | n | |  | tnmDL = | | | | | n | | |  | (4) | III. OFFLOADING LEARNING THROUGH CROSS ENTROPY | | | | | | | | | | | | | | | | | | | | | | | |  |
| ; |  | ; | ; | The problem | | in | | (11) | | |  |  | is a binary | | | | | | | integer programming | | | | | | | |  |
|  | | UL | |  | DL | |  |  |  |
|  | rm | | |  |  |  |  | Rm | | |  |  |  |  |  | Rm | | | |  | one, which | can |  | be | optimally | | | | | | | | | solved | | | via the | | |  | branch-and- | | | |  |
| where the CAP m serves the tasks with a fixed rate of rm | | | | | | | | | | | | | | | | | | | | |  |  |  |
| bound (BnB) algorithm with exponentially large computational | | | | | | | | | | | | | | | | | | | | | | | |  |
| cycles/sec. | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | complexity, especially when X is large [[7].](#page5) In future wireless | | | | | | | | | | | | | | | | | | | | | | | |  |
| In fact, the CAP can start computing after either one or all | | | | | | | | | | | | | | | | | | | | |  |
| networks, the number of tasks will increase and more CAPs | | | | | | | | | | | | | | | | | | | | | | | |  |
| scheduled tasks are offloaded. Here, we consider computation | | | | | | | | | | | | | | | | | | | | |  |
| will be involved. Then, the BnB algorithm can hardly satisfy | | | | | | | | | | | | | | | | | | | | | | | |  |
| after one task offloading completes. For this case, there is no | | | | | | | | | | | | | | | | | | | | |  |
| the requirements of real-time applications. Besides, there are | | | | | | | | | | | | | | | | | | | | | | | |  |
| intra-CAP overlap when evaluating the overall latency. This | | | | | | | | | | | | | | | | | | | | |  |
| studies on trying to solve the problem by using conventional | | | | | | | | | | | | | | | | | | | | | | | |  |
| latency is simple in expression, but the following proposed | | | | | | | | | | | | | | | | | | | | |  |
| optimization | methods. The | | | | | | | | | most popular solution | | | | | | | | | | |  | is to use | |  |
| algorithm is still effective for other general expression. The | | | | | | | | | | | | | | | | | | | | |  |  |
| convex relaxation, e.g. to relax xnm 2 f0; 1g as xnm 2 [0; 1] | | | | | | | | | | | | | | | | | | | | | | | |  |
| three steps, offloading, computing and transmitting, take place | | | | | | | | | | | | | | | | | | | | |  |
| sequentially, which results in the overall latency at CAP m as | | | | | | | | | | | | | | | | | | | | | through linear programming relaxation (LPr) or to relax | | | | | | | | | | | | | | | | | | | | | | | |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| follows | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | max T | | | |  |  | ( | | X | ) | as | | T ( | X | ) |  | max T | |  |  | ( | X | ) |  |
|  | X | | |  |  |  |  | n | | |  | n |  |  |  |  | n | | |  | T (X) = m2M | | | | | m | |  |  |  |  |  | m2M | | | m | |  |  |  |
|  | xnm | |  |  |  |  |  |  |  |  |  |  |  |  | : | | (5) |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Tm (X) = n | |  |  |  | | | + | | |  | | + | | |  | by semidefine relaxation (SDR) [[1].](#page5) The relaxation, however, | | | | | | | | | | | | | | | | | | | | | | | |  |
| 2N | | RmUL | | | RmDL | | rm |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | causes performance degradation compared to BnB algorithm. | | | | | | | | | | | | | | | | | | | | | | | |  |
| Note that since all CAPs evaluate their tasks in parallel, the | | | | | | | | | | | | | | | | | | | | | Besides the above methods, the problem in [(11)](#page3) with | | | | | | | | | | | | | | | | | | | | | | | |  |
| delay is the maximum one, given as | | | | | | | | | | |  |  |  |  |  |  |  |  |  |  | discrete optimization variables can be solved by using a | | | | | | | | | | | | | | | | | | | | | | | |  |
| T (X) = max Tm (X) : | | | | | | | | | | | | |  |  |  |  |  |  |  | (6) | probabilistic | model | | | based | | | | | | method, | | | | in | | the way | | |  | of | | learning | |  |
|  |  |  |  |  |  |  | the probability of each policy xnm. The CE approach is a | | | | | | | | | | | | | | | | | | | | | | | |  |
|  |  |  |  |  | m2M | | | | | |  |  |  |  |  |  |  |  |  |  |  |
| B. Energy Consumption | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | probability learning technique in the ML area [[9], [10].](#page5) To | | | | | | | | | | | | | | | | | | | | | | | |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | solve [(11),](#page3) we propose a CE approach with adaptive sampling, | | | | | | | | | | | | | | | | | | | | | | | |  |
| An MD consumes battery to compute the tasks locally or | | | | | | | | | | | | | | | | | | | | |  |
| namely adaptive sampling cross entropy (ASCE) algorithm. | | | | | | | | | | | | | | | | | | | | | | | |  |
| to transmit and receive the task data. The energy consumption | | | | | | | | | | | | | | | | | | | | |  |
| A. The CE Concept | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| in the two cases can be written as | | | | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| E1 (X) = P0 | | | | | | |  |  |  |  | Comp | | | | ; |  |  |  |  | (7) | Cross entropy, also known in probability theory as Kullback- | | | | | | | | | | | | | | | | | | | | | | | |  |
|  | xn0tn0 | | | | |  |  |  |  |  |  | Leibler (K-L) divergence, serves as a metric of the distance | | | | | | | | | | | | | | | | | | | | | | | |  |
|  |  |  |  |  | n2N | | | | | |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | between two probability distributions. For two distributions, | | | | | | | | | | | | | | | | | | | | | | | |  |
|  |  |  |  |  | X | | | | | |  |  |  |  |  |  |  |  |  |  |  |
| E2 (X) = PT | | | |  | X X | | | | | | xnmtnmUL | | | | | | | | |  | q(x) and p(x), the CE is defined as | | | | | | | | | | | | | | |  |  |  |  |  |  |  |  |  |  |
| m2Mnf0g n2N | | | | | | |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  | (8) | jj |  | X | |  |  |  |  |  |  |  |  |  | X | | |  |  |  |  |  |  |  |  |  |
|  |  | + PR | | | X X xnmtnmDL; | | | | | | | | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | (12) |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | D(q p) = | |  | q(x) ln q(x) | | | | | | | | | |  |  | q(x) ln p(x) : | | | | | | |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | |  |  |  | {z | |  |  |  |  | } | | |  |  |  | {z |  |  | } |  |  |  |  |

m2Mnf0g n2N H(q) H(q;p)

Note that in our proposed CE-based learning method p(x) represents a theoretically-tractable distribution model that we try to learn for obtaining the optimal solutions, while q(x) is the empirical distribution which characterizes the true distribu-tion of the optimal solutions. Particularly, in machine learning, distribution q(x) is known from observations and H(q) is the entropy of q(x), which leads to the equivalence of learning the CE in [(12)](#page3) and H(q; p).

We are inspired by the definition of CE, a popular cost function in machine learning, to solve problem [(11)](#page3) via prob-ability learning. We learn p(x) by iteratively training samples, and then generate the optimal policy of X according to p(x), which is close to the empirical one, q(x).

B. The ASCE-based Offload Learning

For probability learning, the probability distribution func-tion p(x) is usually introduced with an indicator u, e.g., p(x; u) can be a Gaussian distribution and u contains its mean and variance [[11].](#page5) Denoting that L equals to N (M + 1),

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| the indicator u is a | vector of L dimensions, defined | | as |  |
| u = [u1; u2; ; uL] |  | umT |  |  |
| = [u0T ; u1T ; ; uMT ] where | = |  |

[u1m; u2m; ; uNm] and unm 2 [0; 1] represents the proba-bility of Pr(xnm = 1). With this method, we learn p(x; u) by learning its parameter u. Accordingly, X is vectorized as

* = xT0 ; xT1 ; ; xTM where xTm = [x1m; x2m; ; xNm].

Following the Bernoulli distribution, we have the distribution function p(x; u) as [[13]](#page6)

|  |  |  |  |
| --- | --- | --- | --- |
| L |  |  |  |
| Yl | xl (1 ul)(1 xl): | (13) |  |
| p (x; u) = ul |  |
| =1 |  |  |  |

According to [(2),](#page3) one task associates to at most one CAP. Thus if a task is assigned to one CAP, its probability of being associated to other CAPs becomes zero. Aiming to reduce the redundancy of generated samples, we divide one sample, i.e., a vector x of L dimensions, into M + 1 independent blocks, x0, x1, , xM , and each of them associates to one CPU, e.g., the feasible block [x1m; ; xNm] indicates the task assignment of tasks 1-N to CAP m. Let G denote the set of indices of the selected blocks in sampling and T is another set to store the samples satisfying the constraints in each iteration. We first uniformly choose g, an index in MnG. To generate an xg given g, we draw the entries of xg according to the probability density function p(xg; u). For each ul in xg, it is drawn according to the Bernoulli distribution of parameter ul. The indicator um of the remaining blocks in MnG is then adjusted based on xg, that is, if xig = 1 we have uim = 0 for m 2 MnG. When the cardinality of G, denoted as jGj, is equal to M, one valid sample is generated. Note that we draw the sample, while the non-feasible samples are excluded on the way. All the valid samples gather in T and the sampling repeats until the cardinality of T , denoted as jT j, reaches S.

In the proposed CE approach, computations in each iteration can be conducted in parallel, while the iterations are imple-mented in sequential. As will be shown later in the simulation results, we can adjust the hyperparameters of the proposed algorithm, including S; Selite; , to compromise between the amount of parallel computations per iteration and the number

3

Algorithm 1 : ASCE-based Offload Learning Algorithm

* Initialize: G = T = [ ], u(0) = 0:5 1L 1.

2 for t = 0 : T

3 While G 6= M and jT j < S

4 Select an index g from MnG;

5 Generate entries of xg based on p(x; u) and update G, T ; 6 Adjust um where m 2 (MnG) based on xg;

7 end while

* Calculate the objective f (xs)gSs=1;

9 Sort f (xs)gSs=1;

1. Select the minimum Selite xs as elites;
2. update u(t+1) according to [(17);](#page4)
3. end for
4. Output: x.

of iterations for convergence. This makes a flexible tradeoff between performance and latency.

Now we take the CE in [(12)](#page3) as the lost function. It shows that the smaller H(q; p) is, the smaller the distance between

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| q(x) and p(x) is. This implies | X | | |  |
|  |  |
| min H (q; p) = max |  |  | q (x) ln p (x) |  |
|  | 1 | | (14) |  |
| = max | X ln p (x; u); |  |
|  |  |  |
| S | |  |

where q(x) is S1 , since the probability of each independent solution in the set of samples is 1=S where S is the cardinality of the set [[9].](#page5) Regarding the problem in [(14),](#page4) the objective is equivalently to finding the optimal indicator u minimizing H(q; p). During the tth iteration, S series of random samples x, serving as candidates, are drawn according to probabil-ity p(x; u). The feasible samples generated by the adaptive sampling are under evaluation. We evaluate the objective

* (xs)gSs=1 of [(11)](#page3) and sort them as

x[1] x[2] x[S] :

Then, Selite samples, i.e., x[1]; x[2]; ; x[elite], yielding the minimum objective, are selected as elites. Now, the best indicator u for policy x can be determined as

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| u = arg | 1 | Selite | x ; u : | (15) |  |
| u S | s=1 ln p |  |
|  |  | X |  |  |  |

max [s]

Using [(13)](#page4) and [(15)](#page4) and by forcing @H(q;p) = 0, the saddle

@ul

point can be evaluated as

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| u = | 1 | | Selite x[s]: | (16) |  |
|  |  |  |
| l |  |  | Xs |  |  |
| Selite | | l |  |  |
|  | =1 |  |  |
|  |  |  |  |  |

In the proposed learning algorithm, we choose the CE-based metric for updating the probability. Considering the randomness of sampling, especially when the number of samples is small, we update u(t+1) in the (t + 1)th iteration not only on the basis of u which is handled with [(15)](#page4) and [(16)](#page4), but also u(t) learned in the last iteration. It follows

|  |  |
| --- | --- |
| u(t+1) = u + (1 ) u(t); | (17) |

4

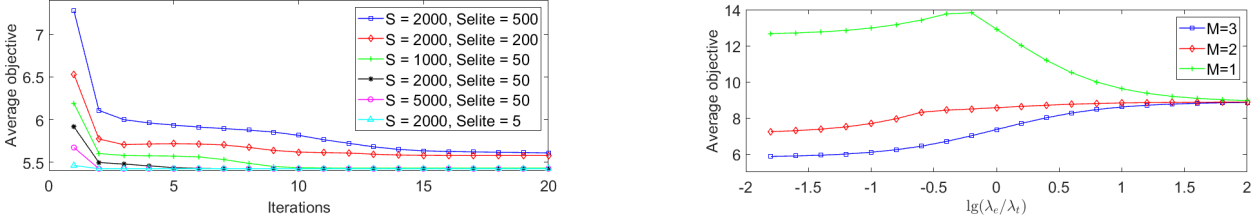


Fig. 1. Weighted objective against iterations with varying S and Selite Fig. 3. Impacts of ratio of e to t on the weighted objective

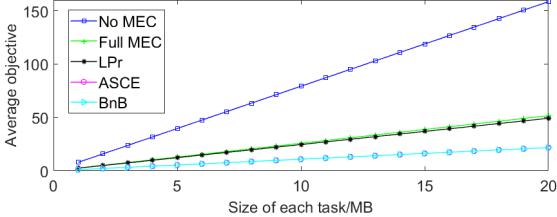


Fig. 2. Weighted objective under varying sizes of each task

where 2 [0; 1] is the learning rate [[10].](#page5) In general, for the CE-based method, the iterations converge to an optimized solution of the problem [[14].](#page6)

The proposed algorithm is summarized in Algorithm 1. The CE approach combining with the indicator updating mecha-nism can replace conventional convex optimization methods, to compromise complexity and performance.

IV. SIMULATIONS AND DISCUSSION

This section validates the efficiency of the proposed ap-proach through simulations, by using the same parameters as in [1]. The MD is equipped with a CPU and r0 = 200 Mcycles/sec, P0 = 0:8 W, PT = 1:258 W and PR = 1:181 W. The CPU frequencies of the three CAPs are r1 = 2 109, r2 = 2:2 109 and r3 = 2:4 109 cycles/sec. The data rates, RkUL and RkDL, are set to be 10 Mbps. The average objective in the figure results is the average value of the objective in (10) over a number of trials.

Fig. 1 shows the convergence of the proposed ASCE algorithm under various choices of hyperparameters S and Selite. From Fig. 1, it is evident that the algorithm converges fast and the average objective reduces with Selite, which can be considered as closer to the optimum one. Moreover, the average objective converges to almost the same optimal value for all the different choices of the values of hyperparameters. We therefore conclude that, the proposed ASCE algorithm performs robustly to different values of parameters.

In Fig. 2, we compare the proposed ASCE algorithm with the LPr-based offloading algorithm in [[1],](#page5) BnB [[7],](#page5) No MEC and Full MEC. Among them, No MEC and Full MEC represent that all the tasks are arranged to local CPU and CAP 1, respectively. The proposed ASCE algorithm greatly outperforms the LPr method and it approaches the theoretically globally optimal solution obtained by BnB. By contrast of “Full MEC” and “No MEC”, “No MEC” is far inferior to “Full MEC”, which implies that the MDs of multiple tasks can work efficiently with the assist of MEC. From [[12],](#page6) the complexity of the CE approach and BnB algorithm is O (L) and O 2L ,

respectively. The latter is far larger because the CE-method of parallel architecture optimizes L parameters in one iteration while BnB solves parameters sequentially. Besides, the BnB algorithm requires much more memory for storage.

The offloading policy is a tradeoff between latency and

energy consumption to a certain extent. The value of e is

t

chosen to be 10q, where q grows from 1:8 to 2 with step size 0:2. While T (X) plays an increasing role in the objective function, the curve presents an increasing trend for M = 2; 3. As for M = 1, there is only one CAP serving the MD, which makes the minimized latency T (X) much higher than the cases with multiple CAPs. Because the minimized E(X) reduces to the energy consumption of all the tasks computed locally, which is the same for all different values of M, the curve of

* = 1 finally decreases to the minimized E(X).

1. CONCLUSION

In this paper, we present an efficient computational offload-ing approach for a multi-tier Het-MEC network. We propose the ASCE algorithm, which occupies less memory and has lower computational complexity than traditional algorithms. The proposed algorithm performs robustly, while it approaches closely to the optimal performance.

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5

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