

Applying fuzzy logic to a radio system with location dependent errors

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Problem statement

Consider a radio system consisting of K users (e.g. $K=3$) which transfer data.

Between the moments t_1 and t_2 , one of the users has a very bad radio link, with so many errors that the scheduler will not allocate radio resources (radio channels) to that user.

Compared to an ideal system (i.e., without errors), the user affected by (location dependent) errors will be lagging, which means that the amount of data transferred by that user is with LAG smaller than the data transferred by its correspondent in the ideal system.

After the moment t_2 the user will have again a good radio link, and its weight in the scheduling algorithm has to be increased, with the purpose to reduce the value of LAG to zero, or very close to zero.

LAG is defined as the difference between the amount of data transferred by a user in the ideal system, and the amount of data transferred by the same user, in the real system.

Like in the previous problem, you can start from the *fifo* model from *samples*. We can consider either a discrete scheduling algorithm (e.g. WRR - Weighted Round Robin), or you can consider that each user has a transfer rate equal with $1/K$ of the capacity C of the network (e.g. $C=1$ Mega bits per second).

The fuzzy algorithm will adjust the weight of the user affected by errors (respectively its transfer rate) on the expense of the other users.

Process

We will use the existing components from our implementation: the WRR scheduler, the simulated user modules and the sink. We'll also keep in mind the previously stated information regarding the structure of the network and the different interactions between its modules.

But now, we also introduce the fuzzy logic controller. This will intelligently adjust the weight of the unlucky user which loses their connection.

In terms of OMNeT modules, this means the addition of a controller which is triggered by a generator. This starts sending messages at a predefined time and at predefined intervals. In each such interval, the controller recalculates the optimal weight for the user which is lagging behind using fuzzy inference.

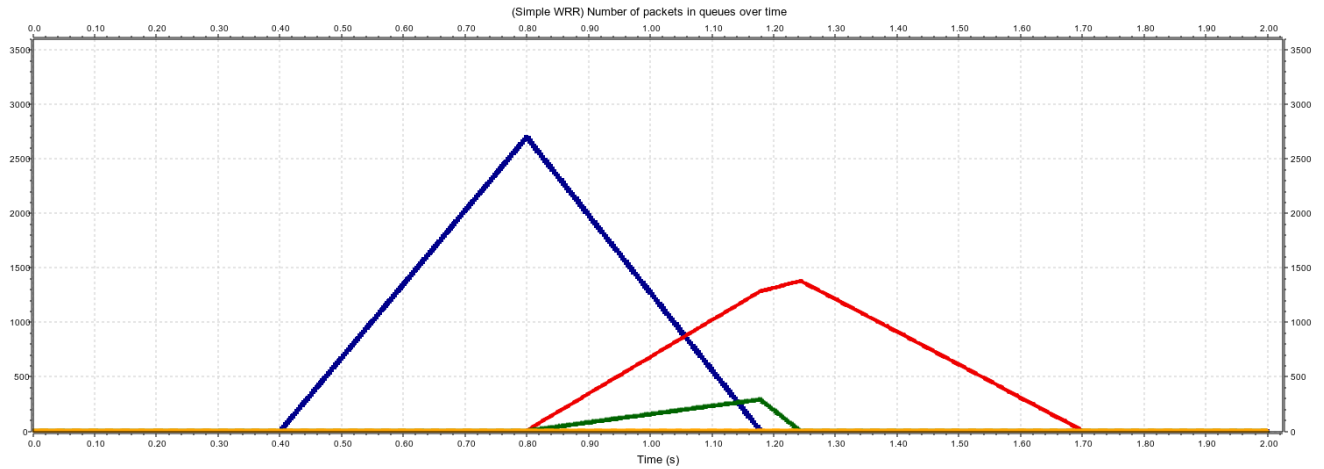
The generator module will be configured to start when the user regains their connection. After this, it will start triggering the controller at well-defined intervals.

The general fuzzy logic controller needs to be configured for this particular scenario. The wanted delay should be considered, just like we defined in the problem statement. The actual delay or LAG will be measured as the number of packets that are sitting in the user's queue. The mapping and scaling will be done according to the number of available channels. At each recalculation, the starting weight of the unlucky user will be the one previously used, in order to apply the optimal weight.

After everything is set up, we let the fuzzy inference do its magic.

The basic scenario for 4 users

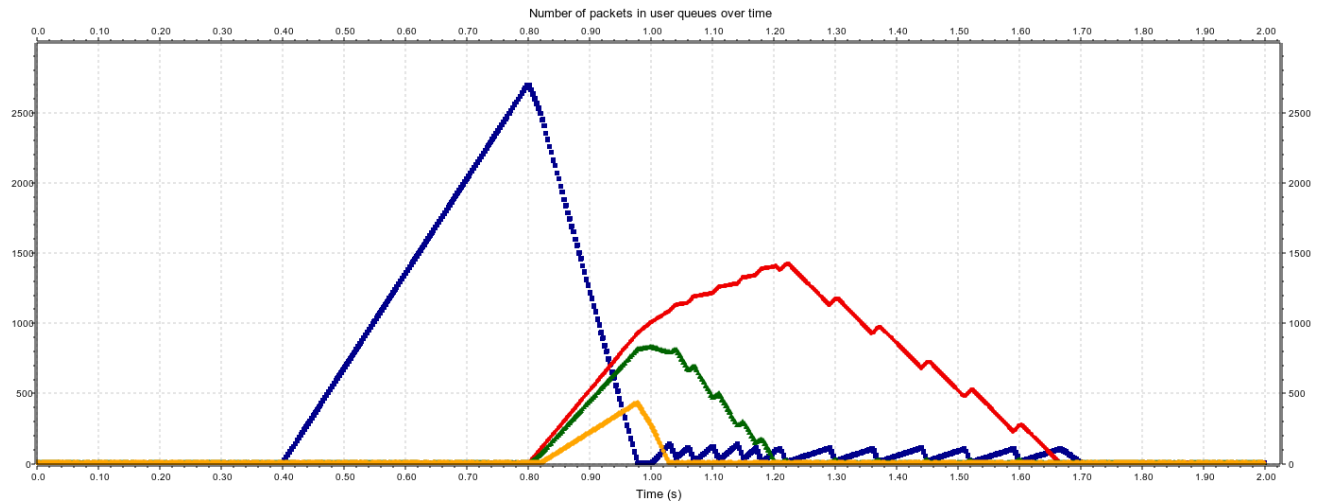
This is the number of packets for the WRR scheduler **without** fuzzy inference. After the user regains their connection, their weight becomes the same as the user's with the highest priority.



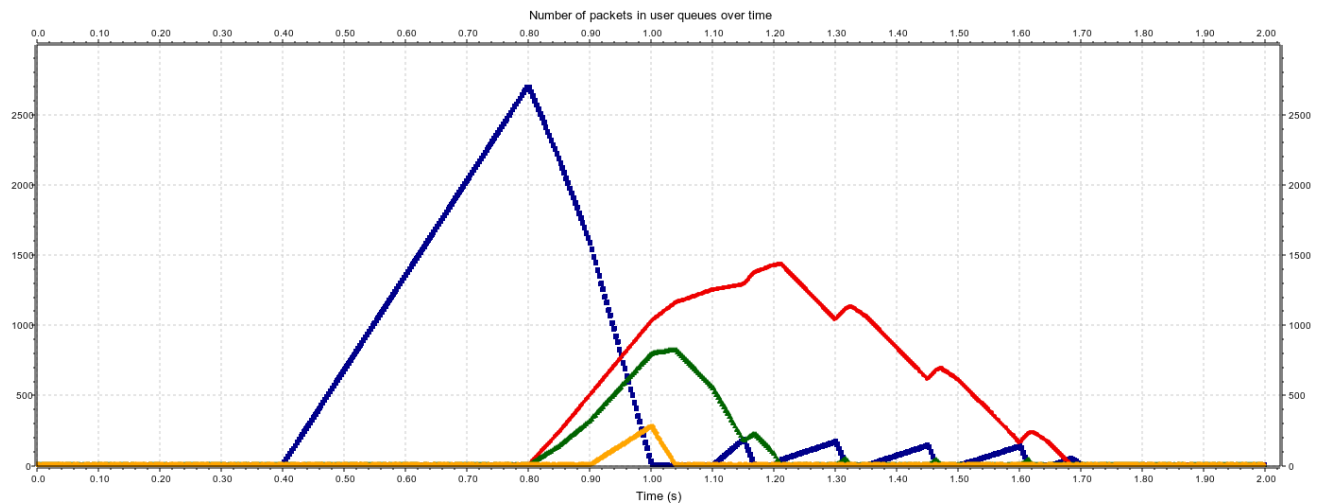
When the fuzzy logic controller is introduced, we can see the gradual adjustments which take place. We make several tweaks to the allowed delay and the fuzzy inference interval.

The FLC scenario for 4 users

Allowed delay: 100 - FLC interval: 0.01s

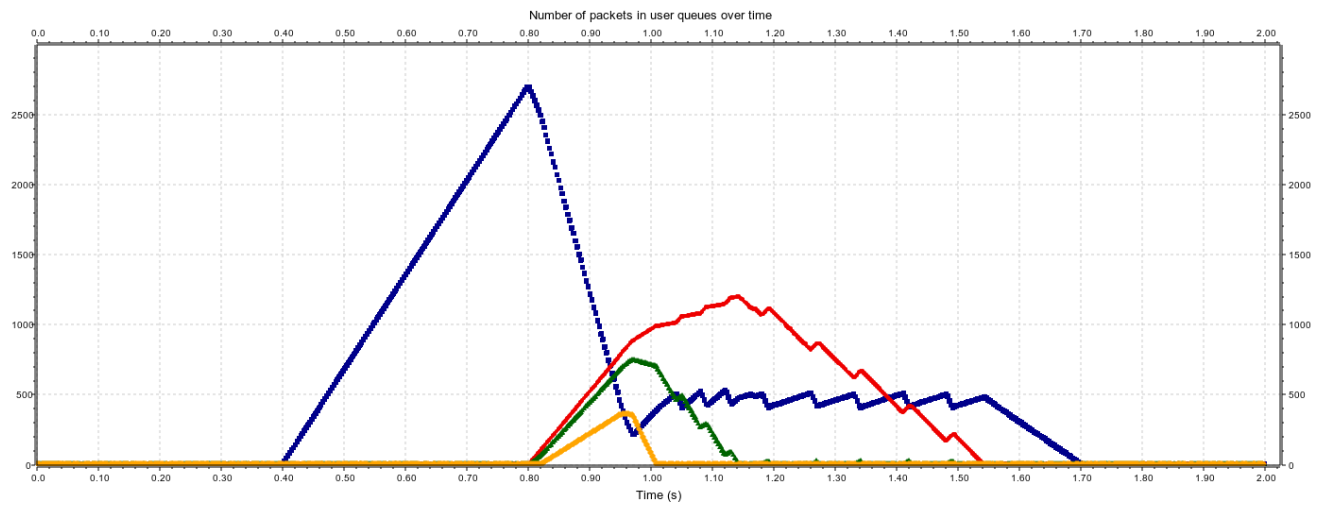


Allowed delay: 100 - FLC interval: 0.05s

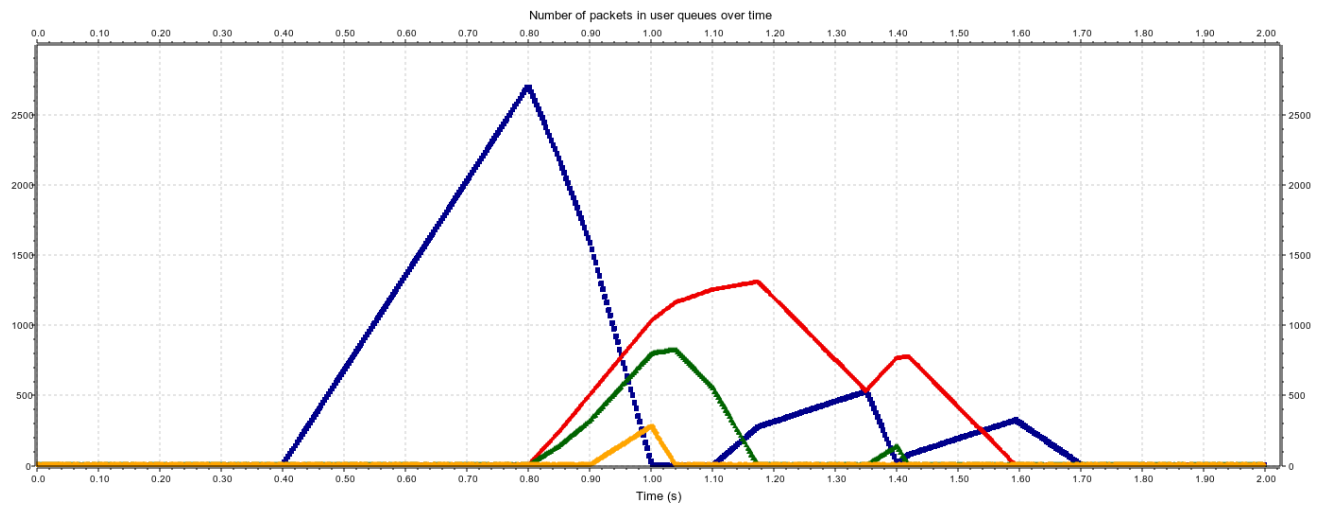


The FLC scenario is quite different: all other users are affected, as the weight of the unlucky user reaches a maximum. We can also see the fine adjustments which occur during the FLC's processing cycle.

Allowed delay: 500 - FLC interval: 0.01s



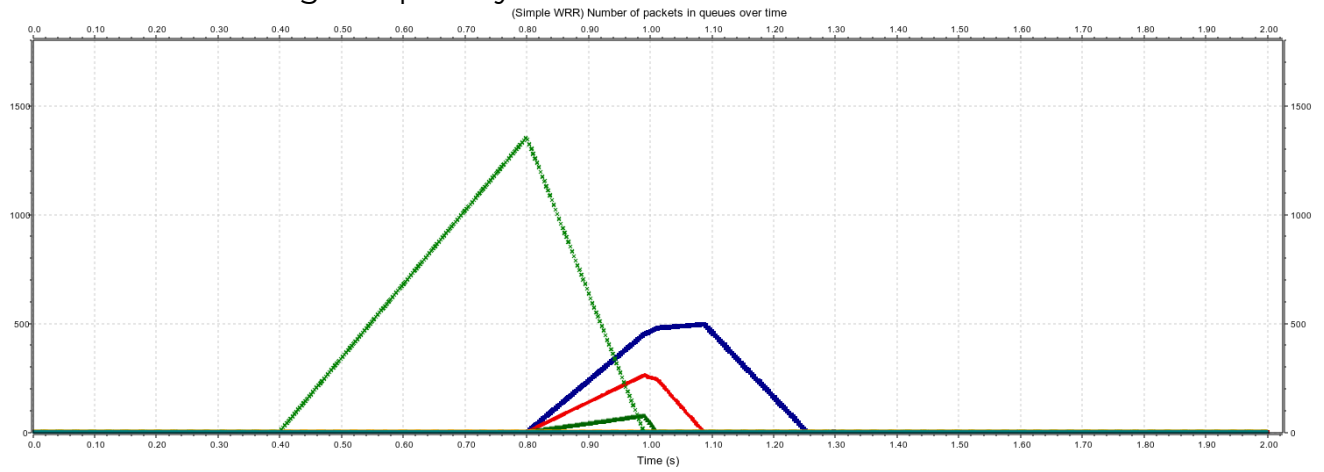
Allowed delay: 500 - FLC interval: 0.05s



When the unlucky user is allowed a greater delay, we can see bigger changes in terms of the delay of the other users.

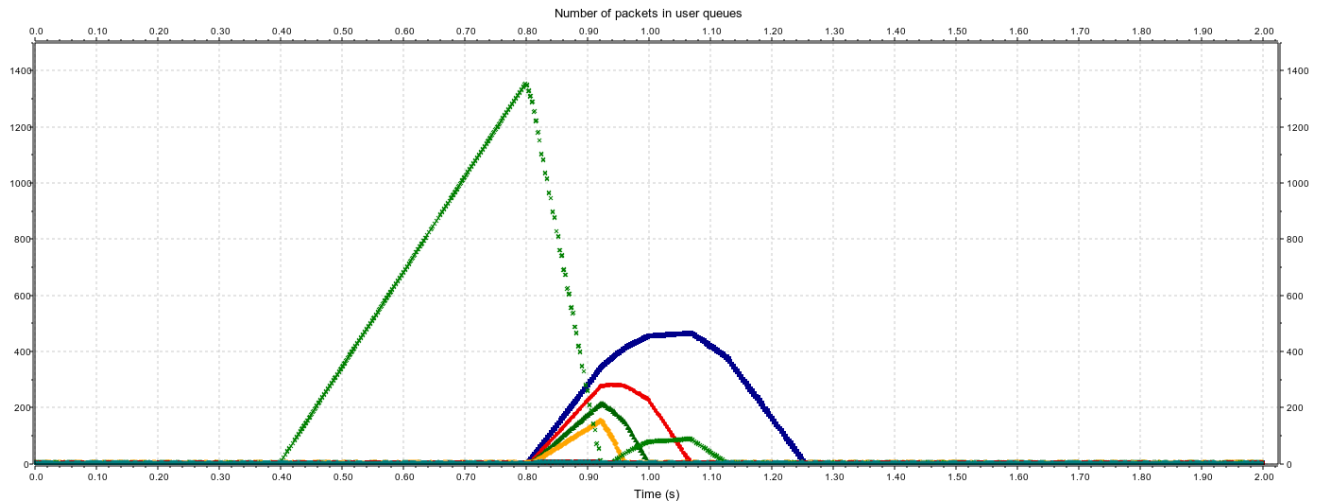
The basic scenario for 8 users

In the scenario without fuzzy logic, the user's weight is increased to the weight of the user with the highest priority.

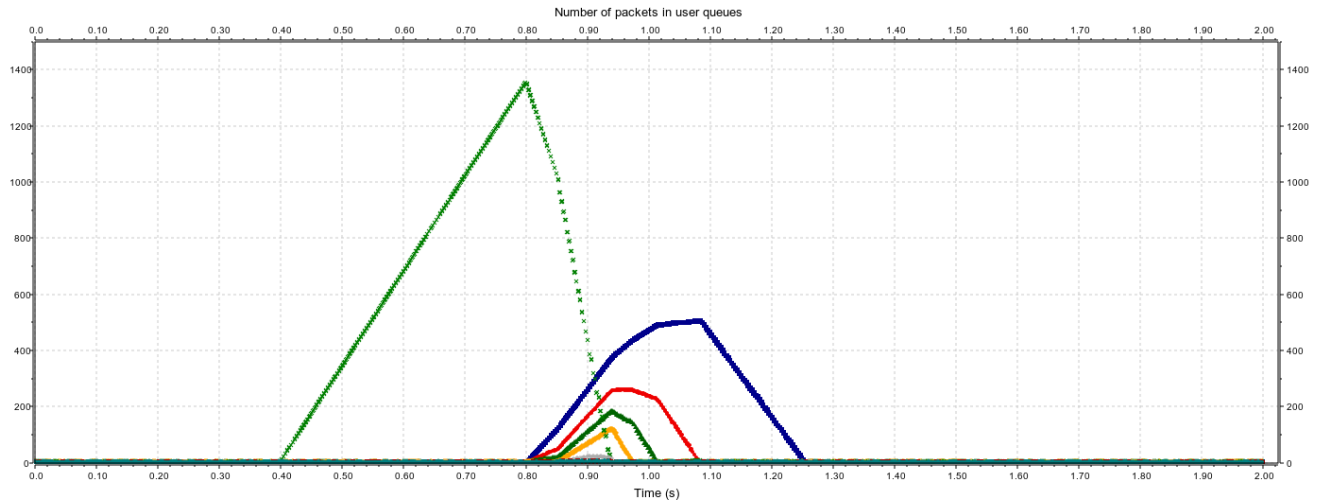


The FLC scenario for 8 users

Allowed delay: 100 - FLC time: 0.01s

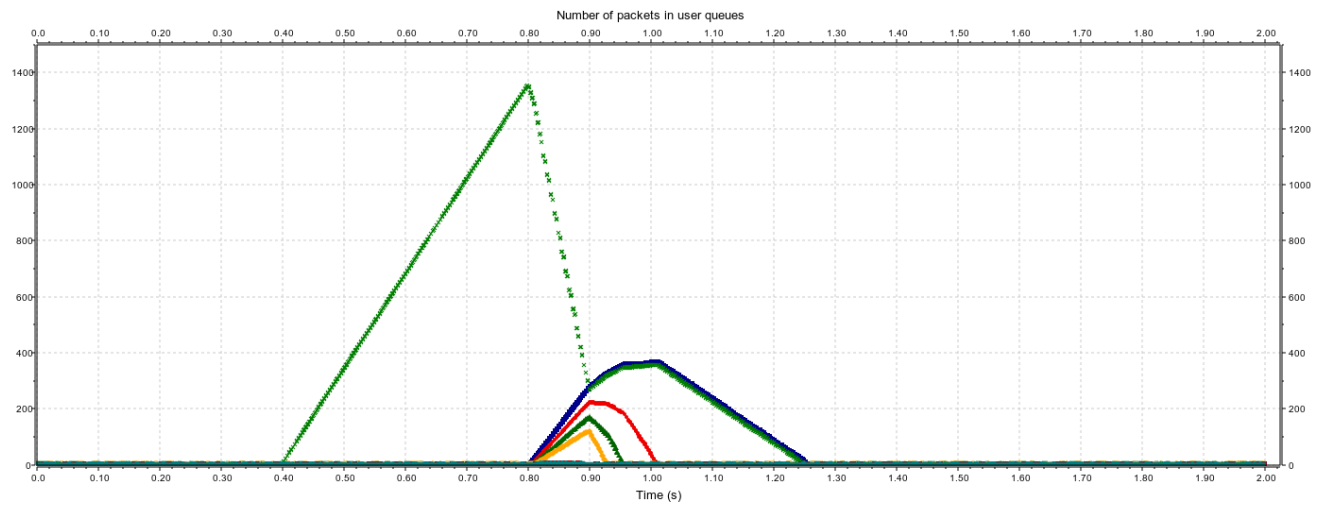


Allowed delay: 100 - FLC time: 0.05s

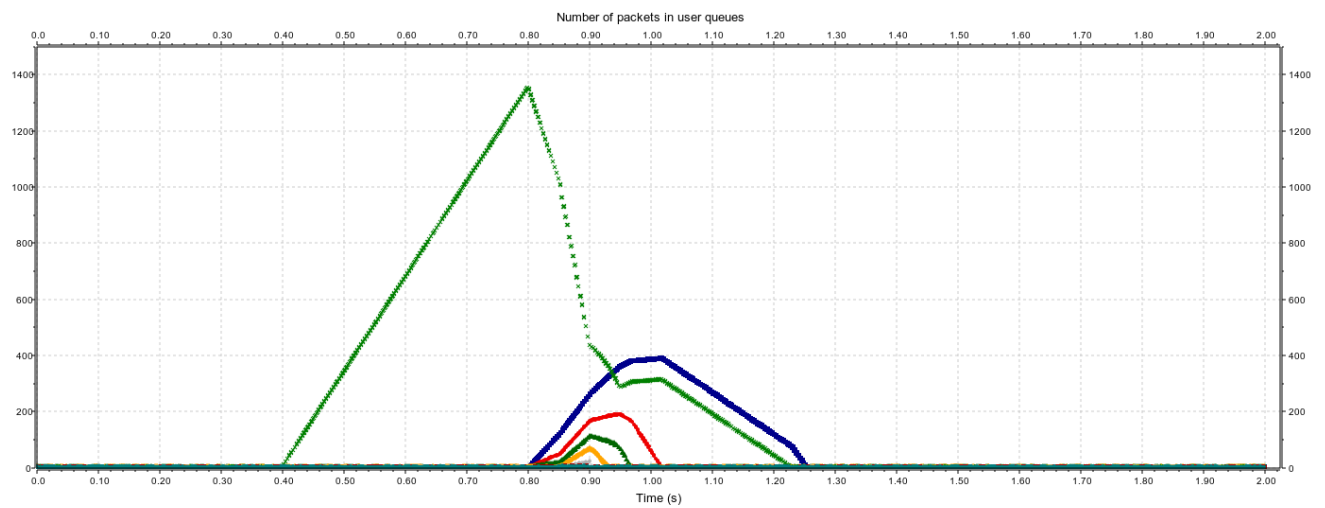


Here we can see that the more frequent FLC time causes the user to acquire a bit more LAG after reaching a minimal delay.

Allowed delay: 500 - FLC time: 0.01s



Allowed delay: 500 - FLC time: 0.05s



When the user is given more leeway in terms of delay, the other users are not as affected.