

# Performance Evaluation of Round Robin CQI based Cellular Network

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# Chapter 1

## Modelling

### 1.1 Introduction

In these paragraph we describe how we modeled the Cellular Network described in the specifications.

- **A Web Server**, which generates data in the form of packets to be transmitted to users. For our purposes we have defined the class `UserPackets` which includes a `start_time` field and its interface (named `UserPacket_m`) includes a getter/setter method to update this field.

The size of each packet is an integer RV  $\sim U(3, 75)$ , since the service demand has to be uniform and consistent with the frame size. Moreover the packet interarrival time to the antenna has to be an exponential RV, so each packet is generated properly to satisfy this requirements.

- **An Antenna**, which has FIFO queue for each user. Packets received from **Web Servers** are stored inside queues and then are sent in a unicast way according to the Round Robin policy (which is described in the next section).
- **A Mobile Station**, which personifies a generic user connected to the antenna. On each timeslot it sends a channel quality indicator (CQI), which is a number between 1 and 15 that define the number of bytes the antenna can pack into a Resource Block (RB).

CQIs are integer RVs generated according the following scenarios:

1. Uniform, each user generates a RV  $\sim U(1, 15)$
2. Binomial, each user generates a RV  $\sim Bin(n, p_i)$ , where  $n$  is the number of users, and  $0 < p_i < 1$  depends on the user  $i$ .

To build our model and to run simulations we used the framework **OMNeT++ v5**, so each item described before is defined by a `*.ned` file. Each **Mobile Station** computes some statistics: slotted throughput (related to each time slot) and response time of received packets. The **Antenna** compute also statistics about the frame filling, which we will describe later.

The `CellularNetwork.ned` file shows how the previous modules are connected to obtain the network. Since frames are sent in a unicast way, there are multiple instances of the Web Server module, one for each Mobile Station, seeded in a different way in order to have IID RV.

The obtained network, by setting  $n = 10$ , is the following:



Figure 1.1: Simulated Network (omnet++)

## 1.2 Frame Chunks

Packets are delivered to users by enveloping that inside RBs. As requested by specifications  $RBsize_{i,t_j} = f(CQI_{i,t_j})$  where  $i$  is index of *user*, and  $t_j$  is index of *timeslot*. To do that, the scheduler receives CQIs from the **Mobile Stations** at beginning of each time slot, then compute every  $RBsize_{i,t_j}$  and fills the frame according to scheduling policy. Note that a frame can carry RBs for different users so, generally speaking, a frame in a specific time slot  $t_j$  can have RBs of different size. To cope these requirements we defined a new module **Frame Chunk** wich groups all RBs addressed to a specific **Mobile Station**. By introducing this module we can consider a frame as a collection of **Frame Chunks**. To deliver the whole frame we must send each **Frame Chunk** to its user in a unicast way.

## 1.3 Schedulers

In this section we will analyze the frame filling policy which are defined in the module **Scheduler**. Let's consider a user  $0 \leq i < n$ . Starting from user  $i$ , the scheduler allocates a new **Frame Chunk** and fills it with packets taken from the **FIFOQueue<sub>i</sub>**. A **Frame Chunk** is considered full if it contains 25 RBs because it corresponds to the whole frame. At the next time slot will be served the user  $(i + 1) \bmod n$ . If the frame is not full the scheduler must allocate others **Frame Chunks** in order to fill the residual space using one of the two following policies.

- **Round-Robin Frame Fill** The residual space in the frame is filled by considering the following **FIFOQueues<sub>j</sub>**  $j \in \{(i + 1) \bmod n, (i + 2) \bmod n, \dots\}$
- **Best CQI based Frame Fill** The residual space in the frame is filled by considering the users with the best(highest) CQI in a decreasing order. In the case of  $CQI_i = CQI_j \mid i < j$  is selected the user  $i$ .

We will analyze the effect of both policy to performance regarding the throughput and the response time for each user with varying workloads.

# Chapter 2

## Simulation

### 2.1 Introduction

How we said in the previous chapter we built the model inside the framework **OM-NeT++ v5**. The definition of network (*CellularNetwork.ned*) and their components can be found in the directory *RRCellNet/src*. We decided to analyze it when 10 **Mobile Stations** are connected to the **Antenna**.

We recall that **Web Servers** are sources of packets addressed to **Mobile Stations**. In order to have true random and independent arrivals to **Antenna** we need a 10 RNG, one for each **Web Server**. We also need RNG to generate packets with random size so others 10 RNG are needed. We need also a RNG for each **Mobile Station** in order to generate random CQIs at each timeslot. Overall the model requires 30 RNGs each of them initialized with a different seed in order to have independent pseudo-random variables. The seed-set is changed at every repetition to have different independent experiments. At the end of all repetitions the results are aggregated by computing the mean and 95% confidence interval.

Let's consider for example the mean throughput for a rate  $\lambda^*$ . By running each repetition we get the values  $X_1, X_2, \dots, X_{10}$ .  $X_i$  is a random variable which represents the mean throughput for the repetition  $i$ . By the CLT theorem we can say that  $X_i$  is a normal RV since it is obtained by summing up a huge number of *slotted throughput*. We can estimate the mean  $\bar{X}$  and a 95% confidence interval by using the *Student's t distribution* because  $X_i$  are normal RV.

$$\bar{X} = \frac{X_1 + X_2 + \dots + X_{10}}{10} \quad S^2 = \frac{1}{9} \sum_{i=1}^{10} (X_i - \bar{X})^2 \quad (2.1)$$

$$CI_{0.95} = \left[ \bar{X} - \frac{S}{\sqrt{10}} t_{0.025,9}, \bar{X} + \frac{S}{\sqrt{10}} t_{0.025,9} \right] \quad (2.2)$$

Similar consideration can be done for others quantities which we will analyze during simulations. Once we have computed the mean  $\bar{X}$  and its confidence interval we can do a box plot for that quantity at varying workload  $\lambda$  as required by specifications. Data are exported from simulation to csv files through a bash script *exportdata.sh* and plots are done through an R script *analyze\_csv.r*. These scripts are both included in the directory *RRCellNet/simulations*.

All parameters for simulations are summarized here and can be found in the file *RRCellNet/simulations/omnetpp.ini*. We will use them in the following chapters unless otherwise specified.

- **Number of resource block**,  $\#RB = 25$
- **Number of users**,  $n = 10$
- **Number of RNG**,  $\#RNG = 30$
- **Max RB size**,  $RBsize_{\max} = 93$
- **Max packet size**,  $packet_{\max} = 75$
- **Timeslot period**,  $T_{\text{slot}} = 1\text{ms}$
- **Number of repetitions**,  $\#REP = 10$
- **Simulation time**,  $ST = 60\text{s}$
- **Warmup period**,  $WP = 0.3\text{s}$

## 2.2 Warm-Up Period Estimation

In the previous section we saw that the warm-up time is 0.3s, but we haven't specified yet how that value comes out.

In this section we will illustrate how we have estimated the length of the warm-up period. We followed this approach: for each scenario and for each user we plotted the graph of the throughput and the response time and then for each repetition we applied the sliding moving average and then we computed the sample mean of the latter in order to see how many times it was required to converge around that value. We chosen the worst case among all of them, which graph is the following:

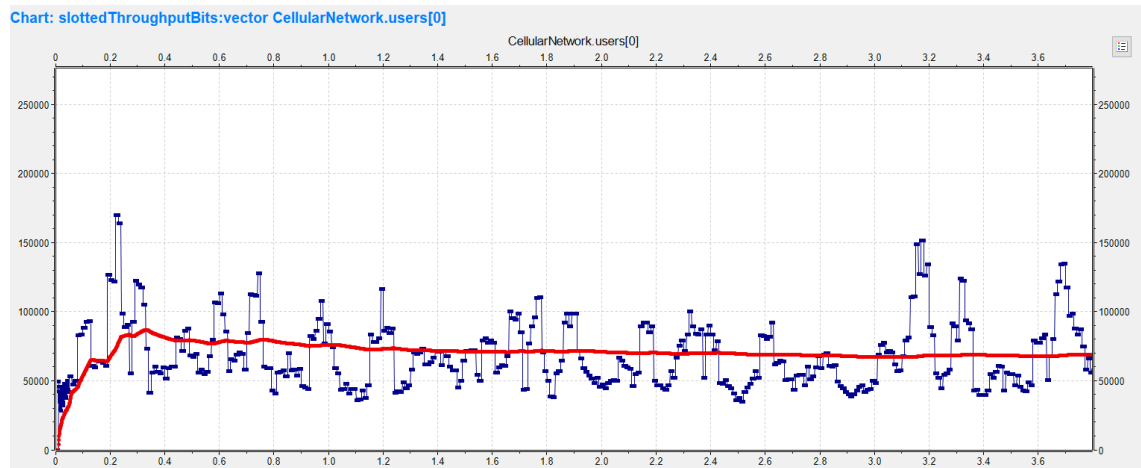


Figure 2.1: Worst Case for the Warm-Up period estimation

So we saw that in the worst case the graph converged to the sample mean after **0.3s** and we chosen that value as **warm-up time**.



# Chapter 3

## Validation

### 3.1 Introduction

After building our model inside the **OMNeT++** we can proceed with the simulation in order to analyze the quantities which we are interested. First of all we will simulate the model in very simple cases in order to be sure it reproduces the system's behavior correctly. We decided to validate our model by *removing randomness*. This choice allows us to do some easy computation by hand and to verify if the result of simulation is consistent with them. Our model will be considered a good replica of the system if it will pass all the *validation tests*. During the validation we will use the first scheduler: **Round-Robin Frame Fill** because it generates simulation which are easier to analyze and to compare with analytical results.

### 3.2 1<sup>st</sup> test: fixed CQI, fixed $\lambda$ rate, fixed packet size, 1 user

In this test we just one **Mobile Station** connected to the antenna which always generates the same CQI for each timeslot. Inside the **Web Server** the  $\lambda$  rate is fixed and also the packet size. This is a very simple system with deterministic arrivals and deterministic service demand. We can compute the traffic that **Web Server** sends to the antenna as

$$th_{in} = \frac{packet\ size \times 8}{1/(1000\lambda)} [bps] \quad (3.1)$$

If the system is in a stable state the output throughput and the input throughput must be equal. The maximum output throughput is the one we have by setting all parameters to maximum values.

$$th_{max} = \frac{\#RB \times RB\ size_{max} \times 8}{T_{slot}} = \frac{25 \times 93 \times 8}{0.001} = 18.6 \text{ Mbps} \quad (3.2)$$

We can derive very easily the  $\lambda_{\max}$  rate which produces the max throughput allowed by antenna.

$$\lambda_{\max} = \frac{\#RB \times RBsize_{\max}}{1000 \times T_{\text{slot}} \times packetsize_{\max}} = \frac{25 \times 93}{1000 \times 0.001 \times 75} = 31 \text{ ms}^{-1} \quad (3.3)$$

For  $0 < \lambda < \lambda_{\max}$  the system is a stable state and so  $th_{\text{in}} = th_{\text{out}}$ . For higher  $\lambda$  the FIFOQueue grows indefinitely because the frame is not able to carry as much data in a time slot.

Let's consider all the simulations with the following parameters:

- $\lambda \in \{1, 2, \dots, 32\}$
- $packetsize = 75$
- $CQI = 15$

We can see in the graph a linear behavior regarding the throughput until the system is not saturated. Note that the response time for each packet is zero since there is no queueing until  $\lambda < \lambda_{\max}$  and grows indefinitely when the system saturates. This is not surprising since  $th_{\text{in}} \propto \lambda$  when  $\lambda < \lambda_{\max}$  and packet's size is fixed.

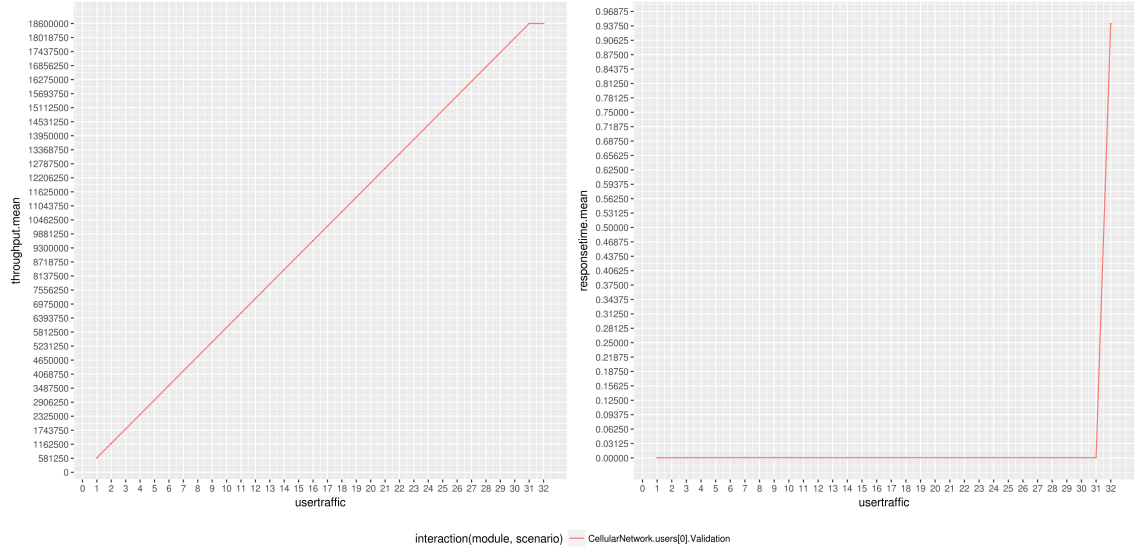


Figure 3.1: 1st validation scenario: throughput, response time

### 3.3 2<sup>nd</sup> test: fixed CQI, fixed $\lambda$ rate, fixed packet size, 2 users

In this test there are two **Mobile Stations** connected to antenna. As in the previous scenario all parameters are fixed. We have two independent flow of data from **Web Servers** to **Antenna** so the input throughput could be computed as

$$th_{in} = \frac{packet_{size_0} \times 8}{1/(1000\lambda_0)} + \frac{packet_{size_1} \times 8}{1/(1000\lambda_1)} \quad (3.4)$$

For these simulation we have chosen the following parameters:

- $packet_{size_0} = packet_{size_1} = 40$
- $CQI_0 = 6$
- $CQI_1 = 15$
- $\lambda = \lambda_0 = \lambda_1$  and  $\lambda \in \{1, 2, \dots, 32\}$

We can compute the max *slotted thoroughput* for both users.

$$slotth_{out}^0 = \frac{\#RB \times RBS_{size_0} \times 8}{T_s} = \frac{25 \times 20 \times 8}{0.001} = 4 \text{ Mbps}$$

$$slotth_{out}^1 = \frac{\#RB \times RBS_{size_1} \times 8}{T_s} = \frac{25 \times 93 \times 8}{0.001} = 18.6 \text{ Mbps}$$

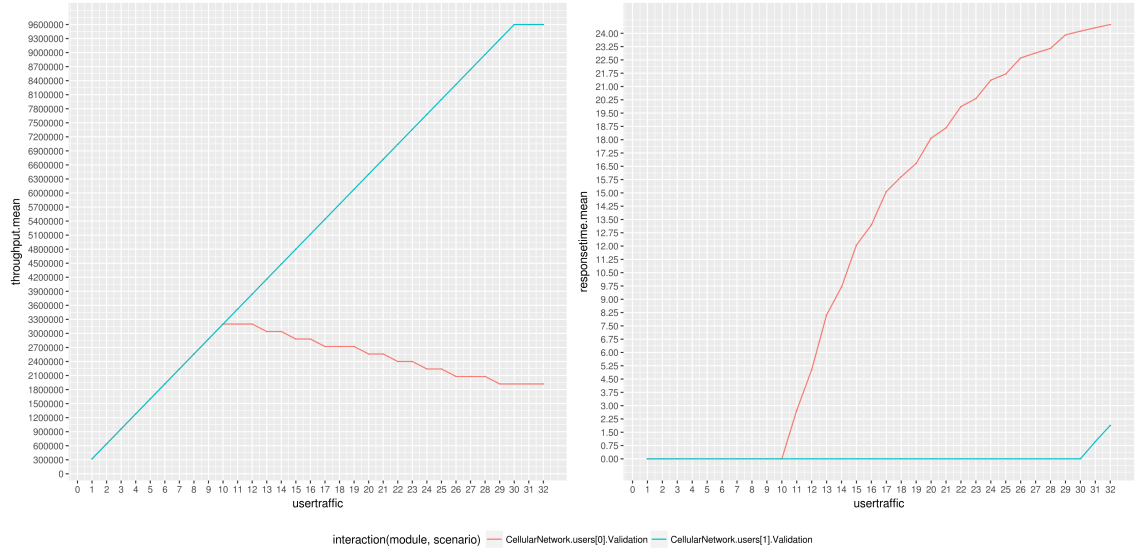


Figure 3.2: 2nd validation scenario: throughput, response time

At full load we expect that users compete to fill the frame. If the scheduler were fair, at full load, the average throughput would be  $th_{out}^i = (slotth_{out}^i)/2$  since there are 2 users and the scheduler follow a round robin scheme, which is fair in principle.

We see in the graph that throughput grows linear and is equal for both users when  $1 \leq \lambda \leq 10$ . For  $\lambda > 10$  the **Mobile User[0]** saturates, conversely **Mobile User[1]** continues to increase its throughput until it reaches saturation at  $\lambda = 30$ . When  $\lambda = 10$  the input flow is  $th_{in}^0 = th_{in}^1 = (40 \times 8)/0.0001 = 3.2$  Mbps and this result could be seen also in the graph. Infact when  $\lambda \leq 10$  both users are in stable state so  $th_{in} = th_{out}$ . We can see that, when  $\lambda$  increases the mean throughput approaches to the half of slotted throughput as said before. However there is a small difference between the expected mean throughput and the result of simulation. This oddity can be explained better by analyzing the following graph, which shows the mean resource block per frame assigned to users.

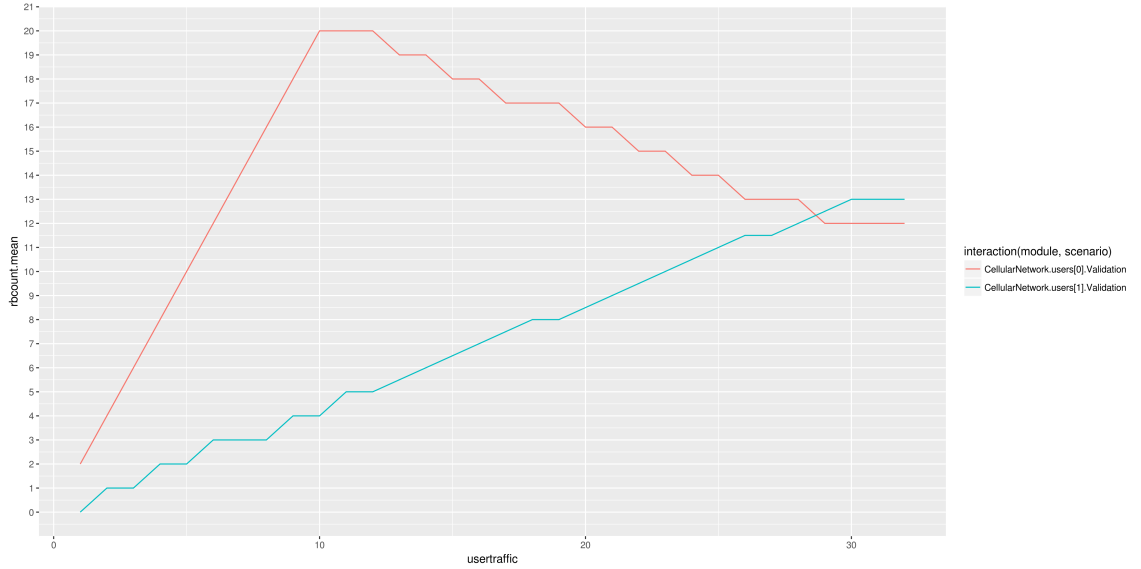


Figure 3.3: 2nd validation scenario: mean RB count

By math the mean RB would be  $\#RB/2 = 12.5$  but the number of RB assigned per user is slightly different since, on average, 11 RBs are assigned to **Mobile User[0]** and 13 RBs are assigned to **Mobile User[1]**. This oddness is due to fragmentation of packet. In our simple model infact packets can not be fragmented so if a packet does not fill inside the last RB this RB is lost and it assigned to the next user. Note that in validation scenarios everything is fixed, also packet dimension, so there could be strangeness like that. However we can say that our model is quite accurate and can be used to simulate the network in more complex scenarios. There is another strange behavior that involves response time. When the input traffic is

too high we expect that response grows indefinitely since packets get queued. However, by observing the graph, the mean response time seems to approach to  $ST/2$ . In the following graph it is displayed the response time of packets addressed to **Mobile Station[0]** when the rate  $\lambda = 40$ , so it is very high.

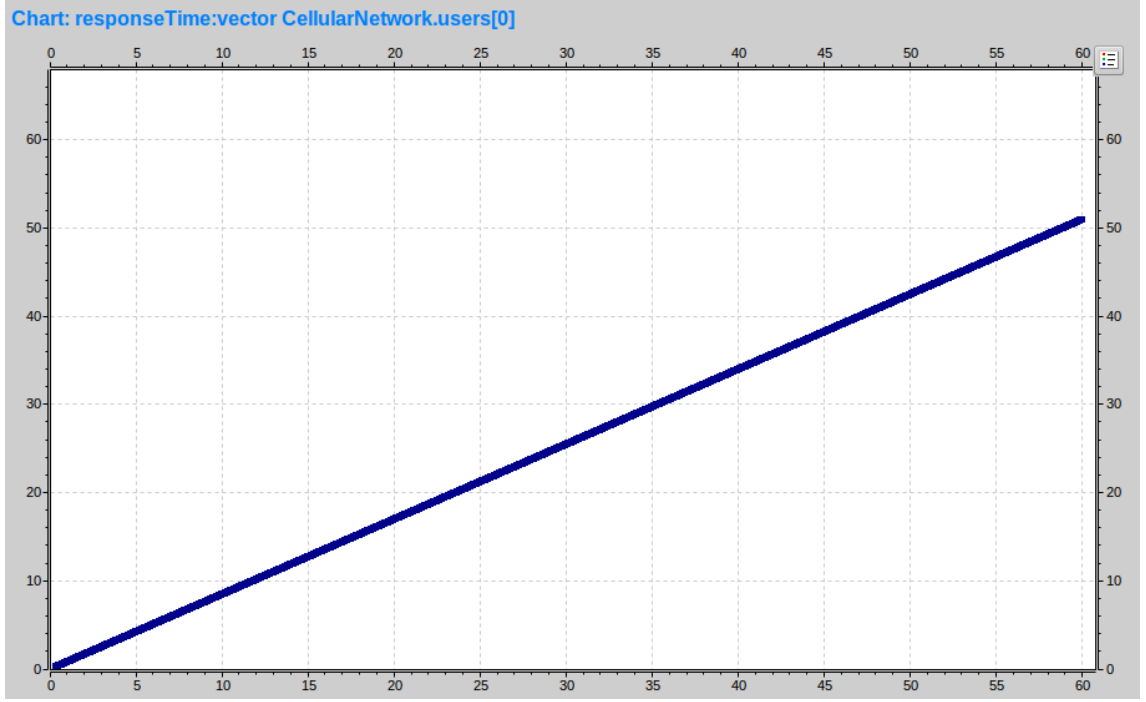


Figure 3.4: 2nd validation scenario: response time(vector)

We can see clearly a linear relation between simulation time and response time when the system is unstable. We can describe the relation as:

$$RT(t) \approx \frac{\max(RT)}{ST}t, \quad 0 \leq t \leq ST \quad (3.5)$$

The previous formula has that meaning: *a packet which is generated at time  $t$  will have a response time about equal to  $RT(t)$* . Now we can try to calculate the *mean response time*.

$$\begin{aligned} E[RT(ST)] &= \frac{\sum_{t=0}^{ST} RT(t)}{ST} = \frac{\sum_{t=0}^{ST} \frac{\max(RT)}{ST}t}{ST} = \frac{\max(RT)}{ST^2} \sum_{t=0}^{ST} t = \\ &= \frac{\max(RT)}{ST^2} \frac{ST(ST+1)}{2} = \frac{\max(RT)}{2} \frac{ST+1}{ST} \approx \frac{\max(RT)}{2} \end{aligned} \quad (3.6)$$

At the end we can observe that if the system is unstable  $RT(t)$  has a linear behavior so if we calculate the mean at the end of simulation we obtain  $E[RT(ST)] \approx ST/2$ .

### 3.4 3<sup>st</sup> test: NoFramingTest (uniform CQI, exponential interarrivals, fixed packet size, 10 users)

This is a test to ultimately validate the model shown in the previous chapter. Build a full mathematical model starting from the requirements it's too difficult, but having no one is not helpful in explaining the simulation results. So we started to build simple models leaving off some of the requirements and targeting only some conditions (like saturation). In our case one of the most difficult things to model is packet framing: as the requirements said, every RB cannot contain packets from two or more different users. This means that there will be some wasted space to consider. Furthermore, if a packet cannot completely fill the frame, it cannot be scheduled and the scheduler moves to the next user.

A question now arises: how this packet framing policy will influence our results? Intuition make us think that total antenna throughput will get somewhat worse, just thinking about the wasted space. To confirm this intuition we set up another scenario, called NoFramingTest, which will be running using the following parameters:

- $\#users = 10$
- $CQI_i \sim U(0, 15)$
- $packet\_size_i = 25 \text{ Bytes}$
- $interarrival\_rate_i \sim exp(\lambda)$

The most strange parameter here is *packet\_size*. This is a simple way to not having framing at all in our simulation. We could end up fixing  $packet\_size = 1 \text{ Byte}$ , which would be the simplest way, however simulation would be too heavy to run at higher traffic rates (we tried, but our PCs started frying). Recalling that we need just to check throughput in saturation, we can suppose that every frame is only filled with packets from the currently selected user (using RR policy). Studying the formula that defines the total frame size of each client in our model:

$$frame\_size_i = \#RB * rsize_i$$

where

$$\#RB = 25$$

$$rsize_i = f(CQI_i), CQI_i \sim U(1, 15)$$

computing the packet count that will fill the frame as:

$$\#packets_i = framesize_i / packetsize$$

where  $packetsize$  is fixed, our goal is to find a  $packetsize$  such that  $\#packets_i$  is a natural number (all packets fill exactly the frame) for each client ( $i$ ). As we said,  $packetsize = 1$  is a solution, however another interesting solution is  $packetsize = 25$ . This is due to the fact the  $\#RB$  is fixed and used to compute every client frame size. Note that this is valid only if frame is filled every time by a single client (as the previous assumption). Lets check the results:

INSERIRE GRAFICO THANTENNA QUI  
INSERIRE GRAFICO FILLRB QUI  
(dovrebbe essere esattamente a zero quando i client saturano)

A simple mathematical model to compute antenna total throughput can be:

$$E[th_{antenna}] = \frac{\sum_{i=1}^{\#clients} 25 * E[rbsize_i]}{\#clients * (1/T_{slot})}$$

$rbsize_i$  is a RV variable with an not known note distribution, however

$$\forall i, \quad rbsize_i = f(CQI \sim U(1, 15))$$

This means we can simply use the general formula for functions of RVs

$$E[x] = \sum_{x_i: g(x_i)=y_i} g(x)p(x) = E[g(x)]$$

Considering that

$$f(CQI) = [3, 3, 6, 11, 15, 20, 25, 36, 39, 50, 63, 72, 80, 93, 93]$$

our result, that will be used also in other computations, is

$$\forall i, \quad E[rbsize_i] = 40.6 \text{ byte/s}$$

which is constant for all clients. In this case the initial model can be simplified to

$$E[th_{antenna}] = \frac{25 * E[rbsize_i]}{1/T_{slot}} * 8 = 8.12 \text{ Mbit/s}$$

The mean **matches exactly** the simulation results!

This test is not only for a validation purpose, but it is a starting point to study how fragmentation impacts network performances. We will see this later.

# Chapter 4

## Simulation: Uniform Scenarios

In this chapter we will consider **Mobile Stations** which, at each timeslot, generate CQIs with an integer uniform distribution. In the validation scenario we proved that scheduler is fair so we expect that all users will have similar values for the mean throughput and the mean response time. In this simulation we will consider the following parameters:

- $n = 10$
- $packet_{size}_i \sim U(3, 75), \quad 0 \leq i \leq n - 1$
- $CQI_i \sim U(1, 15), \quad 0 \leq i \leq n - 1$
- $\lambda = \lambda_i = 0.1 + 0.5k, \quad k \in \{1, 2, \dots, 8\}, \quad 0 \leq i \leq n - 1$