

Scheduling for moving vehicles with guarantee Proportional Fairness between users

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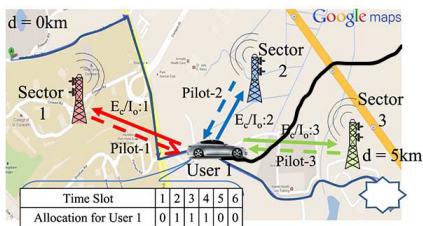
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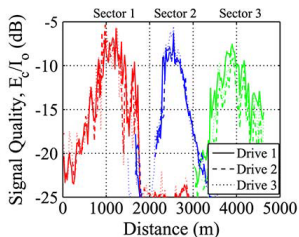
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- 2 The Mathematical Model
- 3 Objective: Guarantee Proportional Fair and High Throughput
- 4 Some Existing Algorithms
- 5 Simulation

Introduction

- Current scheduling algorithms use current/past information for decision.
- Connected vehicles technology will give access to future information (path prediction + Signal-to-noise ratio (SNR) maps → predict future rate)



(a)



(b)

Can data on future improve efficiency of algorithms?

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Mathematical Model: One Base Station

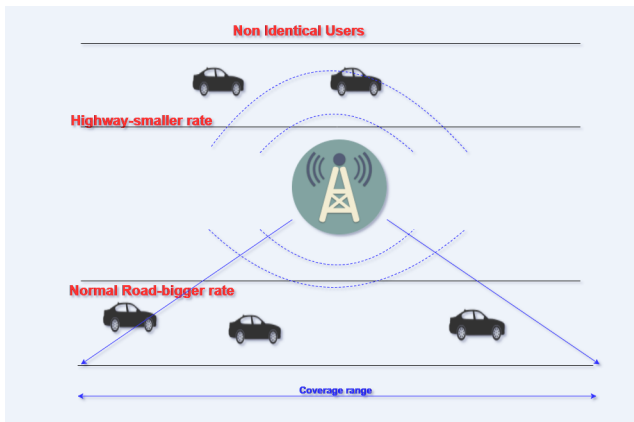


Figure: Drive-thru Internet systems.

- For each time the base station (BS) allows at most one vehicle to allocate data.

Objective: Guarantee Proportional Fair and High Throughput

$$\begin{aligned} & \text{maximize } C = \sum_{i=1}^K \log \left(\sum_{j=1}^T \alpha_{ij} r_{ij} \right) \\ & \text{subject to } \sum_{i=1}^K \alpha_{ij} = 1, \alpha_{ij} \in \{0, 1\} \end{aligned}$$

- K is number of cars, T is number of time slots, $\alpha_{i,j}$ is the allocation, $r_{i,j}$ is the rate.
- log objective function stands for Proportional fairness between users.

→ $r_{i,j}$ is **given**, $\alpha_{i,j}$ is **variable**.

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Some Existing Algorithms

- **Greedy**. Current info only: choose the vehicle with best current rate.
- **PF-EXP**[3]. Current + past info: choose user with best

$$\frac{\text{current rate}}{\text{total rate in the past}}$$

- Used in 3G network; optimal in some cases (not necessarily true for road traffic)
- **Discrete Gradient** [2]. Use current + past + future info: choose user with the best

$$\frac{\text{current rate}}{\text{total rate in the past} + \text{current} + \text{estimated future rate}}$$

- Relax the integer constraints.

$$\begin{aligned} &\text{maximize } C = \sum_{i=1}^K \log \left(\sum_{j=1}^T \alpha_{ij} r_{ij} \right) \\ &\text{subject to } \sum_{i=1}^K \alpha_{ij} = 1, \alpha_{ij} \in [0, 1] \end{aligned}$$

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- Benchmark algorithm for comparison

Formula for projected gradient

Update rule

- Start with $\alpha^{(0)} \in D$ where D is the feasible set.
- $\alpha^{(n+1)} = \Pi_D(\alpha^{(n)} + \epsilon_n \nabla C(\alpha^{(n)}))$, with $\epsilon_n \in (0, 1)$ is learning rate at step n .

→ This update rule can **approach the global optimal**.

In this below we compute the projection $\Pi_D(\alpha^{(n)} + \epsilon_n \nabla C(\alpha^{(n)}))$.

Lemma

Given A, B two finite sets, A is nonempty set. Then there exists a decomposition $B = B^1 \sqcup B^2$ such that $\text{mean}(A \cup B^1) \leq i$ for every $i \in B^1$ and $\text{mean}(A \cup B^1) > i$ for every $i \in B^2$. With convention that boolean on empty set is always true.

Ex: $A = \{5\}, B = \{1, 4, 6\}$ then $B^1 = \{6\}$ and $B^2 = \{1, 4\}$.

Fix $\alpha^{(n)}$, denote $\nabla_{i,j}C = \partial C / \partial \alpha_{i,j}(\alpha^{(n)})$.

Proposition

$\alpha^{(n+1)}$ is given in the following formula: For each j , define

$$A(j) = \{\nabla_{i,j}C \mid \text{for } i \text{ s.t. } \alpha_{i,j}^{(n)} > 0\} \text{ and}$$

$$B(j) = \{\nabla_{i,j}C \mid \text{for } i \text{ s.t. } \alpha_{i,j}^{(n)} = 0\}.$$

$B^1(j), B^2(j)$ are defined as lemma 4.1 for two set $A(j), B(j)$ and $\bar{m} := \text{mean}(A(j) \cap B^1(j))$.

Then

$$\alpha_{i,j}^{(n+1)} = \begin{cases} \alpha_{i,j}^{(n)} & \text{if } \alpha_{i,j}^{(n)} = 0 \text{ and } \nabla_{i,j}C \in B^2(j) \\ \alpha_{i,j}^{(n)} + \epsilon_n(\nabla_{i,j}C - \bar{m}) & \text{otherwise.} \end{cases}$$

Proposition

If $\alpha^* \in D$ and $\tilde{\nabla}C(\alpha^*) = 0$ then α^* is the optimal value of the relax problem, where

$$\tilde{\nabla}C(\alpha^*) = \begin{cases} 0 & \text{if } \alpha_{i,j}^* = 0 \text{ and } \nabla_{i,j}C(\alpha^*) \in B^2(j) \\ \nabla_{i,j}C(\alpha^*) - \bar{m} & \text{otherwise} \end{cases}$$

With this notation, $\alpha^{(n+1)} = \alpha^{(n)} + \epsilon_n \tilde{\nabla}C(\alpha^{(n)})$. So if we do algorithm until $\tilde{\nabla}C(\alpha^{(n)})$ converges to 0, it implies $\alpha^{(n)}$ converges to α^* at which $\tilde{\nabla}C(\alpha^*) = 0$, i.e, α^* is the optimal.

→ We do recursion until $\tilde{\nabla}C(\alpha^{(n)})$ converges to 0.

Simulations

Moving vehicles and Measurement based

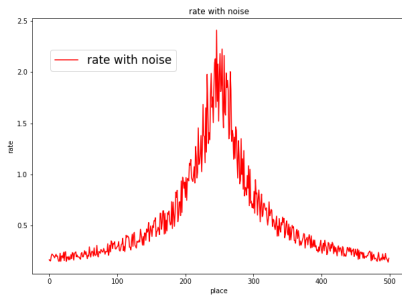


Figure: Rate in coverage range of one Base Station

Moving vehicles and Measurement based

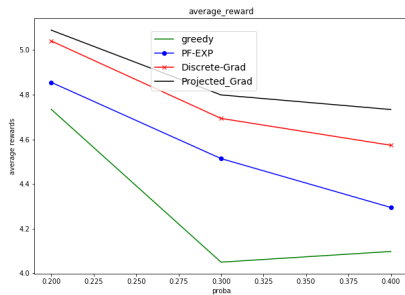


Figure: Rate in coverage range of one Base Station



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Thank you for your attention!
Any question?