

A Review of Cross-Layer Scheduling and Resource Allocation for Wireless Mesh Networks

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- Wireless Mesh Networks
- OSI VS Cross-Layer Design
- Cross Layer Design Architectures
- Cross-Layer Design Techniques
- Our scheme
- Conclusions & Future Work

- Multi-hop wireless ad hoc network
 - Mesh Routers MR
 - Gateways GW
 - Mesh Clients MC
- Majority of traffic between MC and GW
 - Not MC to MC
- MR often assumed static, more resources
 - CPU, Memory, Power (battery life)



- Applications
 - Commercial internet access
 - Also applications in Military communication
 - Search and Rescue
 - Sensor applications where Mesh provides backbone
- Advantages
 - Cheap and easy to deploy compared with wired
 - Autonomous: self-configuration, self-optimization, self-healing network
 - Good for rural applications and sparsely populated areas

- Cross-Layer
 - Provides feedback from multiple layers
 - More intelligent decisions made at routing, MAC layers
 - Must be designed carefully to allow for extensions
- OSI
 - Good design from software engineering point of view
 - Provides good separation and abstraction compared with a “flat” model

- Cross-Layer Design an Emerging Technology?
 - It has been around for about 5 years now
 - Last major survey covered only the beginning of cross-layer design
 - Many developments in the last 5 years
 - Somewhat controversial technique
- Many different ideas are being applied to cross-layering
 - Cognitive radio techniques
 - Adaptive control
 - Network coding



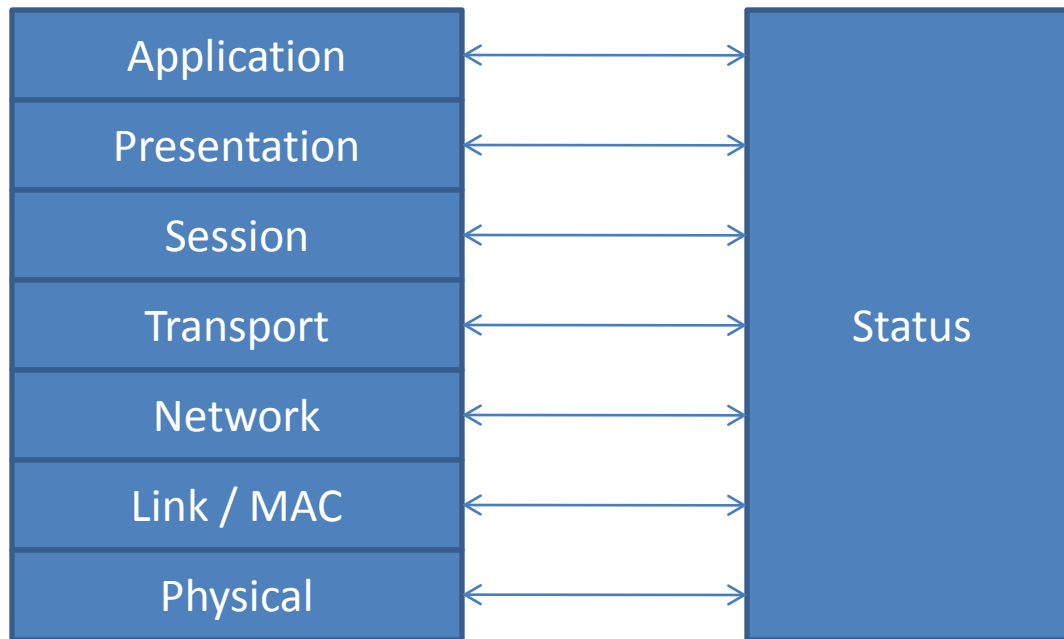
OSI 7 Layer Stack



OSI 7 Layer Stack

Direct Communication:

- Layers which do not normally interact exchange information
- Difficult to maintain
- Poor extensibility



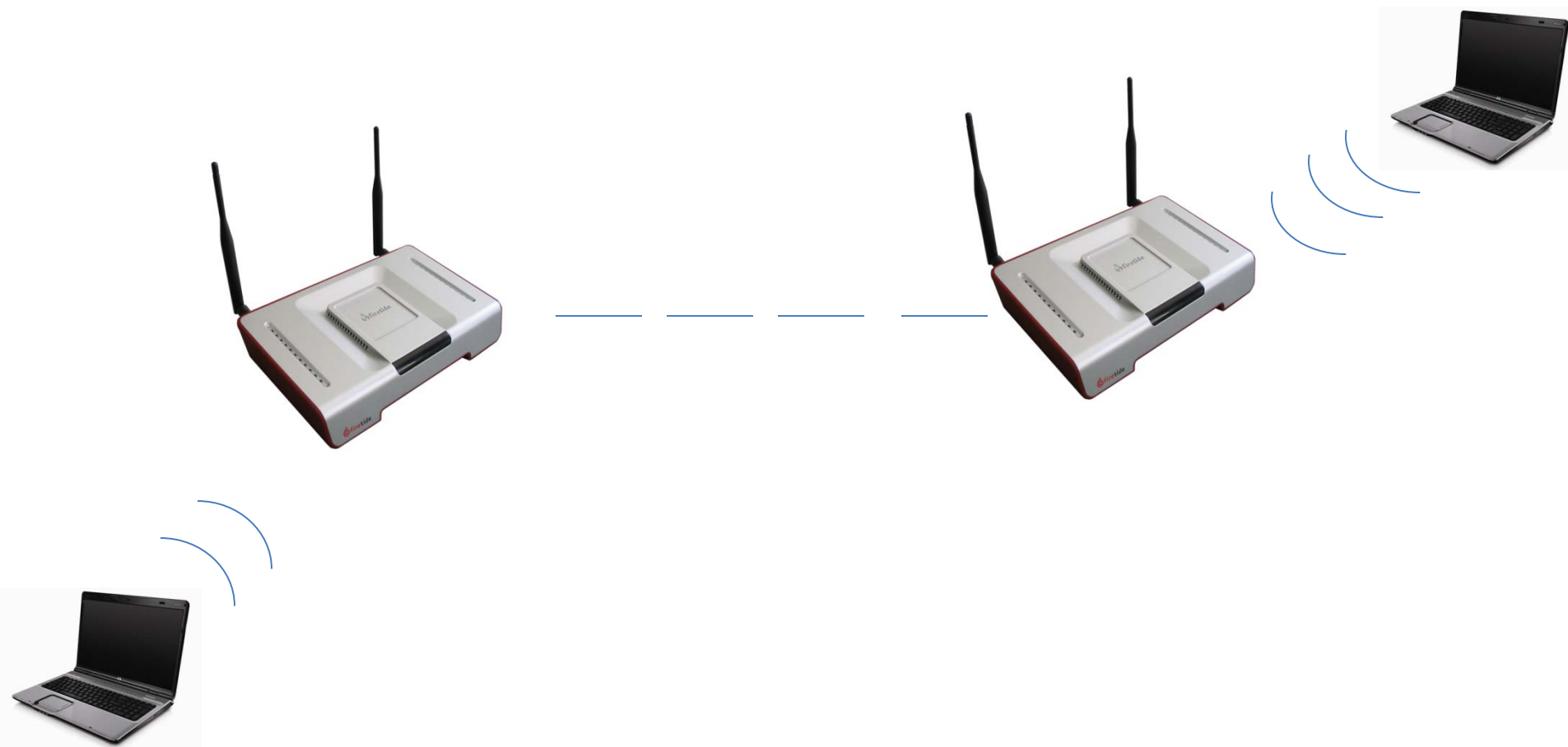
OSI 7 Layer Stack

Status:

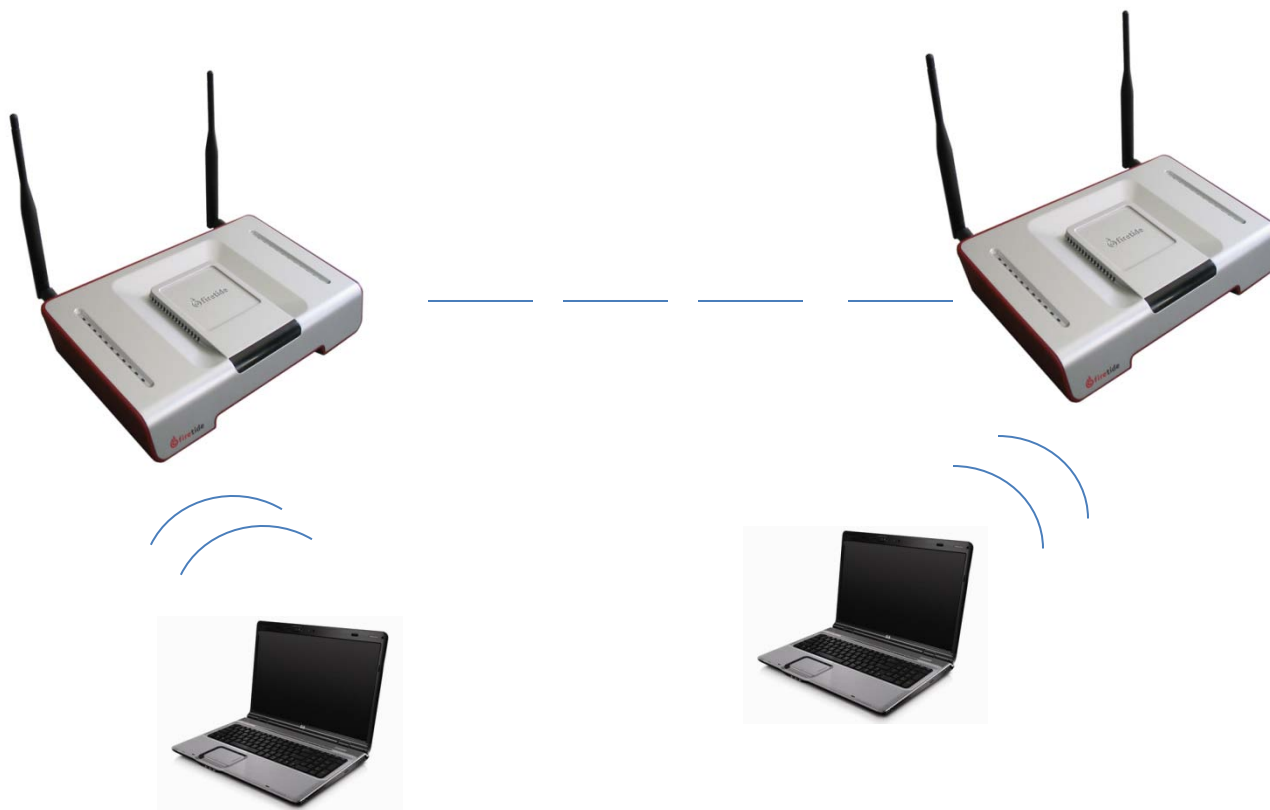
- Link quality
 - Queue sizes
 - Application requirements
 - Distance between nodes
-
- Easily enable cross-layer interactions by querying the status stack

- Power Control
- Rate Control
- Route Control
- Network Coding
- Mixed-Bias

- Power levels of competing nodes are adapted to ensure less contention and interference
- Often combined with Rate Control, Route Control
- Makes use of Physical, MAC and Network layers



No Interference between MCs

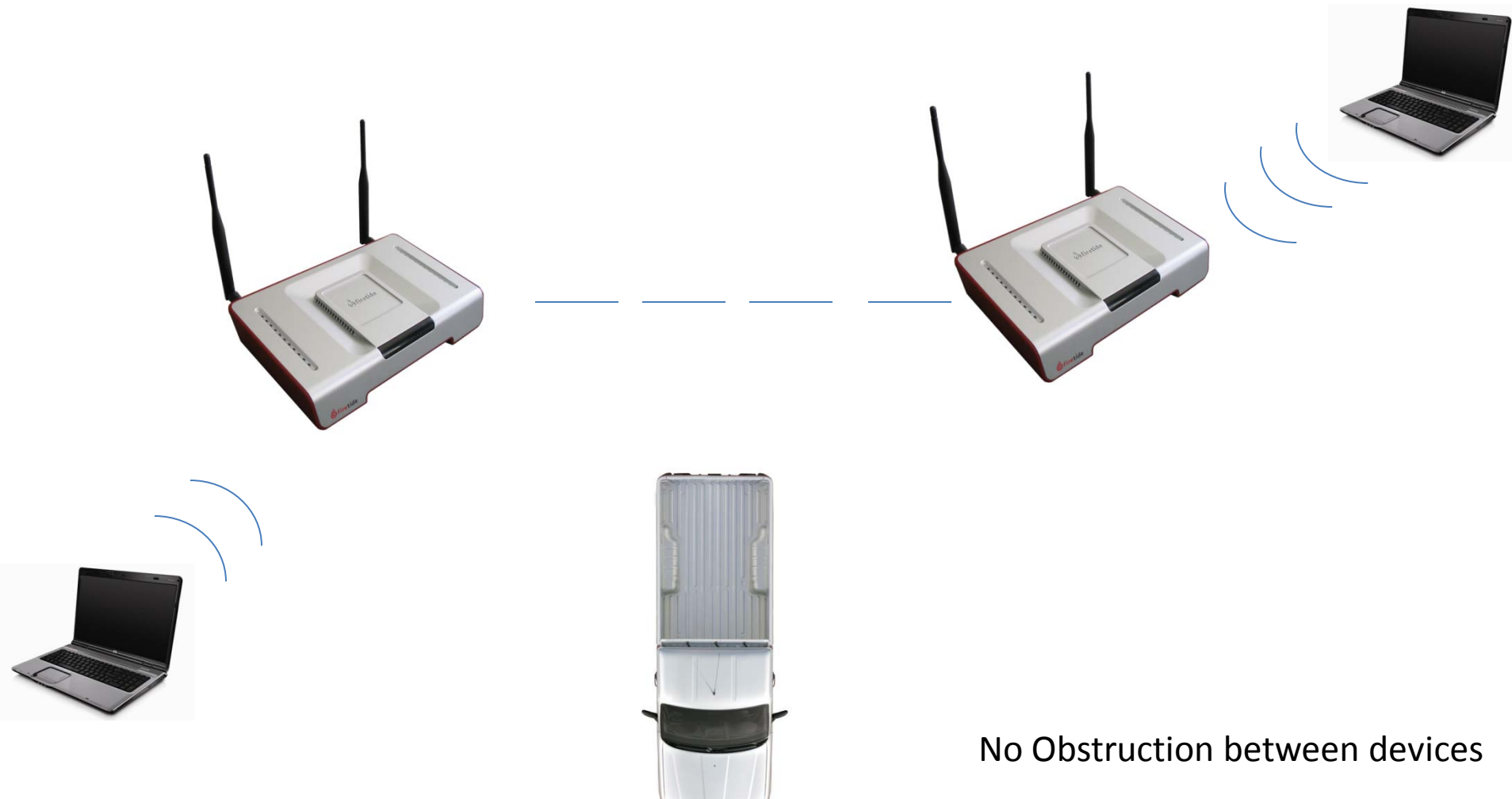


Interference between MCs

- Allows MRs to control the transfer rates of associated MCs
- Rates are raised for a given link when the quality is higher
 - Thresholds to ensure other MCs are not affected
- Solutions make use a wide range of layers
 - Some take parameters from application layer (multimedia applications)
 - Generally Physical, MAC, Network layers are used



Obstruction between devices



No Obstruction between devices

- Avoid congested links, links with poor quality
- Use SINR, queue sizes to determine which links to avoid
- Existing solutions make use of Network, Transport and Link (MAC) layers



Obstruction or Congestion on one link

- Allow multiple unicast transmissions simultaneously
 - Assign a unique code for each link
 - The correct information is decoded and separated from other simultaneous transmissions
 - SINR measure taken from physical layer to determine which links may cause conflict
- Often combined with other previous techniques
- Usually uses the MAC / Physical layer

Reference	Technique	Layers
[12] J. Tang et. al	Power Control	MAC, Physical
[15] J. Thomas	Power Control	Network, MAC, Physical
[28] X. Wang et. al	Rate Control	Transport, MAC
[13] J. Tang et. al	Rate Control	Transport, Network, Link
[16] K. Karakayali et. al	Power / Rate	MAC, Physical
[1] C.E. Huang et. al	Power / Rate	Application, MAC, Physical
[7] H-Y. Wei	Route Control	Physical, Link, Network
[22] M.J. Neely et. al	Route Control	Transport, Network
[21] M.S. Kuran et. al	Route Control	Network, Link
[17] K. Li et. Al	Network Coding	MAC, Physical

- Mixed bias technique [Singh et al]
- Studied using different levels of bias
 - A comparison against proportionally fair and max-min algorithms
 - Strong bias, weak bias
 - Mixed bias combines a strong and a weak bias together
- Only bias against one characteristics
 - Distance between GW and MR

- Our Mixed-Bias technique

$$R = \frac{\alpha}{c^{\beta_1}} + \frac{1-\alpha}{c^{\beta_2}} \quad (1)$$

$$R = \gamma_1 R_1 + \gamma_2 R_2 + \gamma_3 R_3 \quad (2)$$

- Additional characteristics

- Distance between GW and MR
- Queue Size
- Link Quality

- Combined Technique

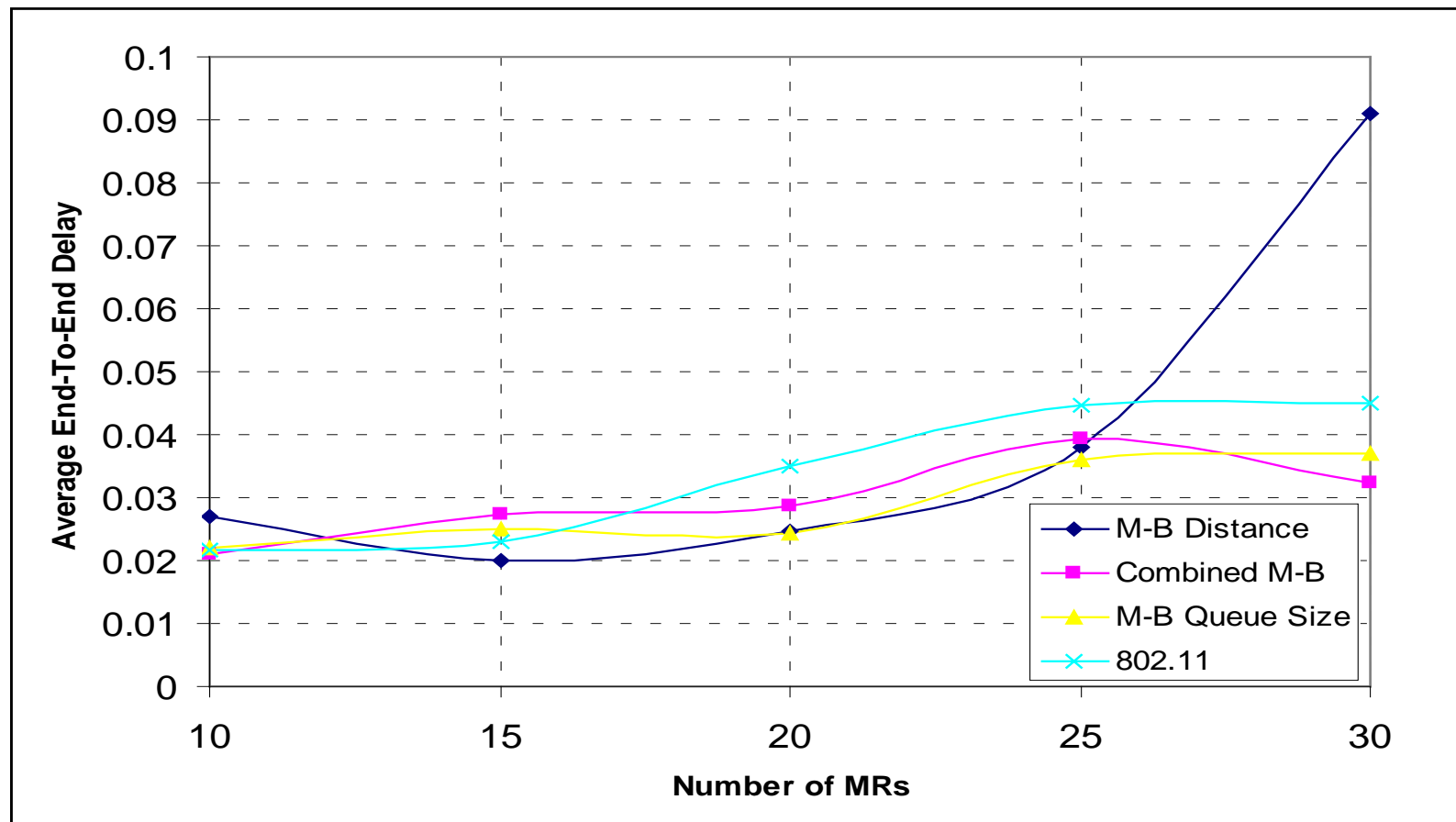
- Biases against multiple characteristics at once

- Scheduling / Resource assigned according to a cost function at the gateways
- Multiple gateways are supported
 - Each GW is responsible for scheduling / allocation for MRs associated with it
- At each schedule a measure of the parameters is taken and applied to the cost function

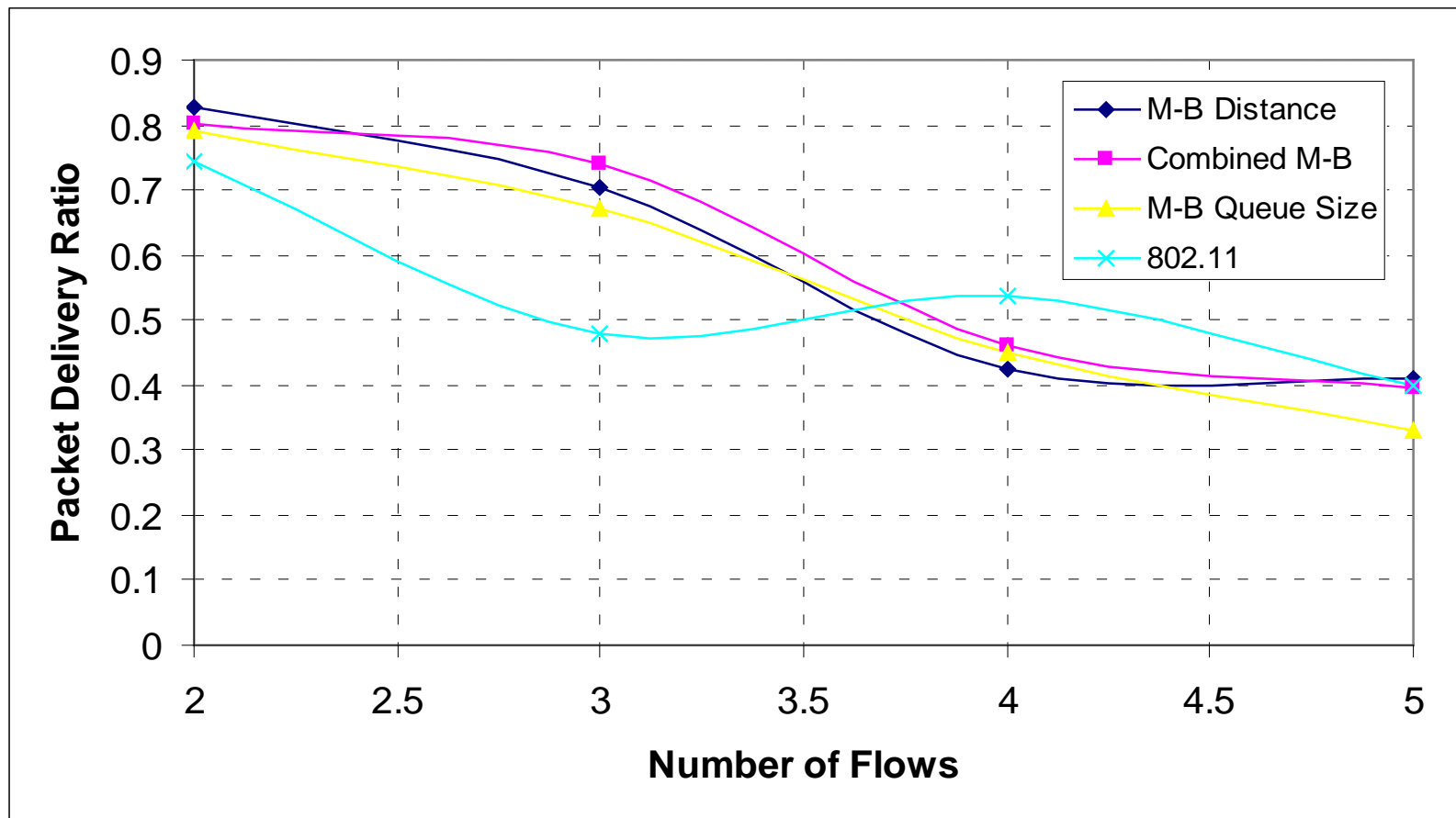
Simulation Parameters

Parameter	Value
MRs	10 to 30
GWs	1 to 5
MCs	250
Flows	2 to 5
Environment Dimensions	1000 x 1000 m
Node Range	150 m

NS3 Simulation Tool



5 Flows – Effect of Varying MRs on End-to-End Delay



5 GWs - Effect of Varying Flows on Packet Delivery Ratio

- Conclusions
 - Cross-Layering should be viewed as intimidating
 - Many existing approaches can apply cross-layer design
 - The results show that our cross-layered mixed bias approach is promising
- Future work
 - Experiment with tuning the weightings and bias factors in the mixed bias approaches
 - Implement the scheme in real equipment to compare
 - Many existing schemes make assumptions that limit the application (single GW, no mobility of MCs or MRs)

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Thank you for listening!