

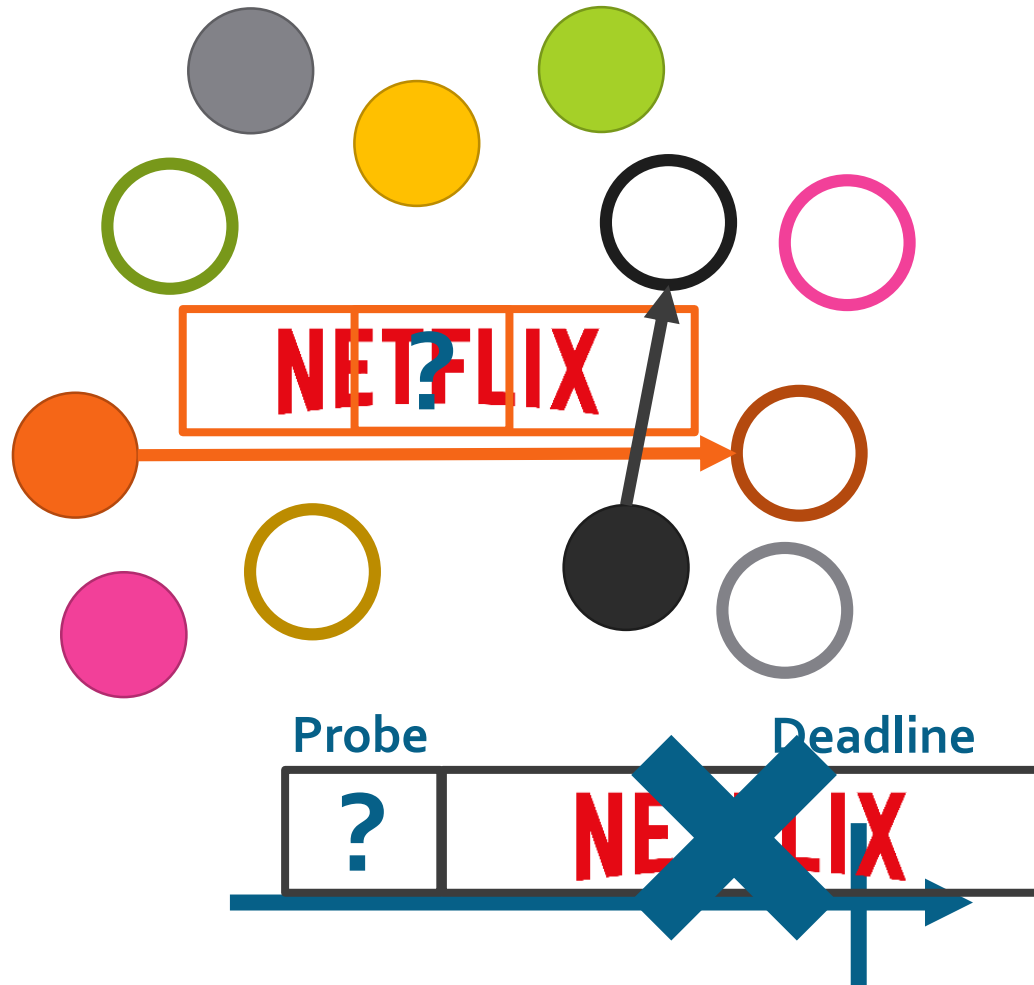
# SERVICE CENTRIC SCHEDULING WITH STRICT DEADLINES

David Ramirez

Behnaam Aazhang



# NETWORKS EXIST TO PROVIDE SERVICES



## INELASTIC SERVICES

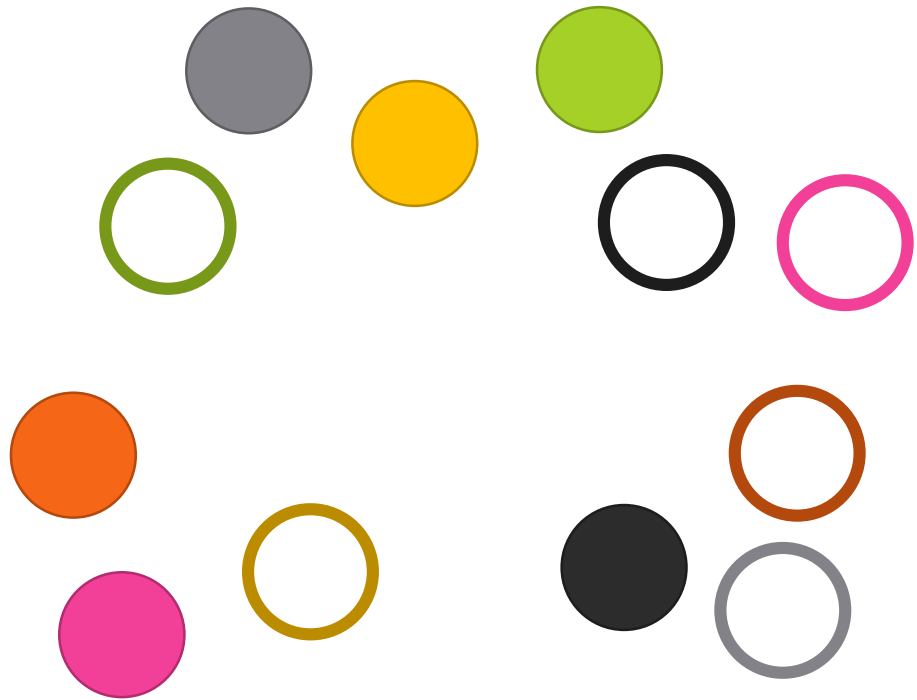
**NETFLIX**

**E\*TRADE®**

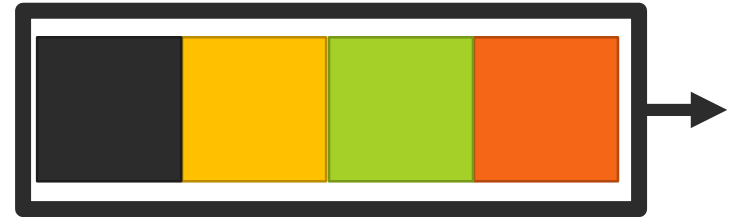
skype™



# SERVICE QUEUES AND VALUES



Queue



Value



Schedule

Who should transmit?

**NETFLIX**

skype™

E\*TRADE®

**NETFLIX**

# STATEMENT AND SOLUTION ROADMAP

How do we maximize the weighted sum value of completed service transmissions?

**Can Reorder Queue**  
Full Network Information

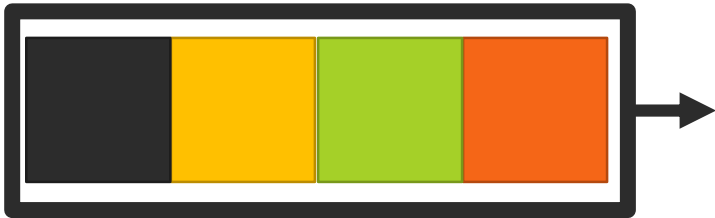
**Fixed Queue Order**  
Full Network Information

Opportunistic Strategy

Stopping Strategy

# PROBLEM FORMULATION

Queue



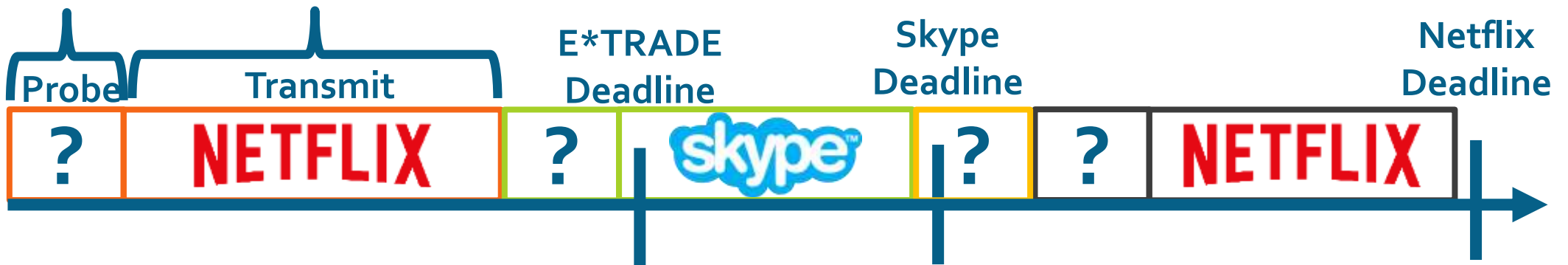
$$\max_{\mathbf{x}} \sum_{i=1}^N x_i w_i$$

$$s.t. \sum_{i=1}^{z_l} x_i t_i + \beta(z_l) c \leq T_l \quad \forall l$$

$$\beta(z_l) = \max \{i : x_{skype} = 1, i \leq z_l\}$$

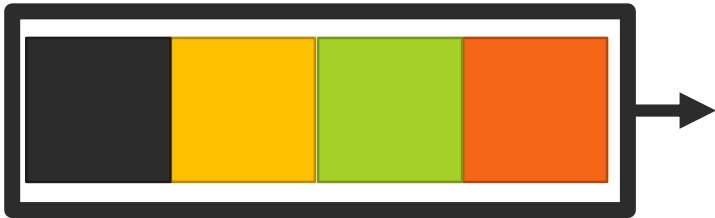
$$\sum_{i=1}^{z_l} x_i \leq \beta(z_l) \leq N$$

$$z_{Netflix} = 4$$



# PROBLEM FORMULATION

Queue



$$\max_{\mathbf{x}} \sum_{i=1}^N x_i w_i$$

Solve via Dynamic Approach

$$s.t. \sum_{i=1}^{z_l} x_i t_i + \beta(z_l) c \leq T_l \quad \forall l$$



# FULL NETWORK INFORMATION

## Fixed Queue Order

- Solve dual without penalty
- Add probing penalty to all feasible solutions
- Select *best* solution among remaining feasible solutions

## Can Reorder Queue

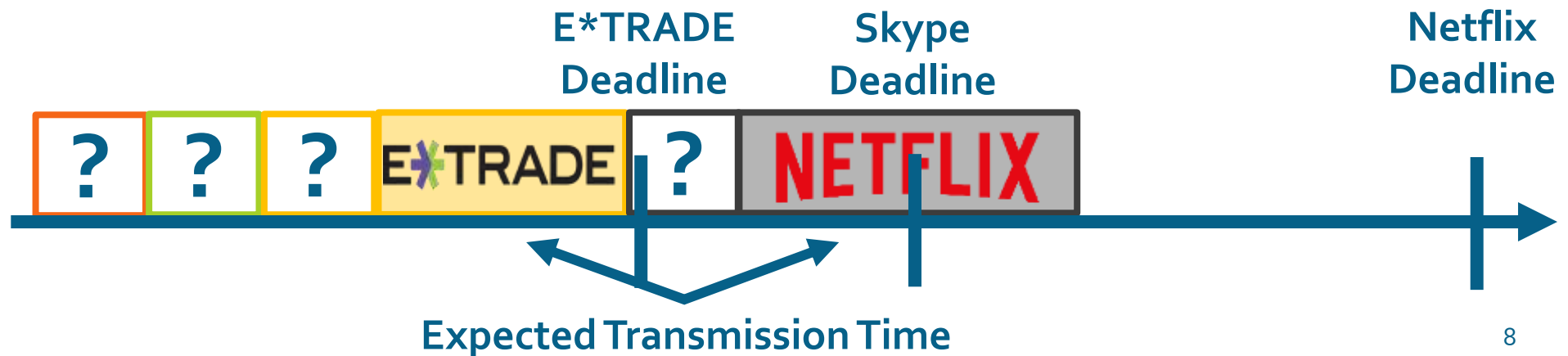
- Solve dual without penalty
- Reorder by minimum time first **if** transmitting
- Add probing penalty to all feasible solutions
- Select *best* solution among remaining feasible solutions

# OPPORTUNISTIC STRATEGY

- if service in queue (*Netflix*) transmits



- if service in queue (*Netflix*) **does not** transmit





# PRACTICAL STOPPING STRATEGY

## Optimal Stopping Problems

Series of random variables are viewed and a decision to stop must be made to minimize an associated function



# PRACTICAL STOPPING STRATEGY

## Stopping Problems

Series of random variables are viewed and a decision to stop must be made to minimize an associated function

In our case...

- Series = Probing order
- Random variables = Transmission times
- Stop = Transmit
- Function  $\min_i E[i\delta + t_i]$       *Transmit if  $t_i \leq V^*$*

# ALTERNATIVES FROM LITERATURE

## Shortest Time First

- Allowed to reorder by min  $E[t]$  first
- Follow new order and transmit

## Weighted Proportionally Fair

- Share resources depending on weighted average of bits
- No penalty for skipping once share is finished

$$\frac{\text{value of service } i \bullet \text{bits of service } i}{\sum_{\text{all values } j} \text{value of service } j \bullet \text{bits of service } j} \bullet \text{Time}$$

# SIMULATION SETUP

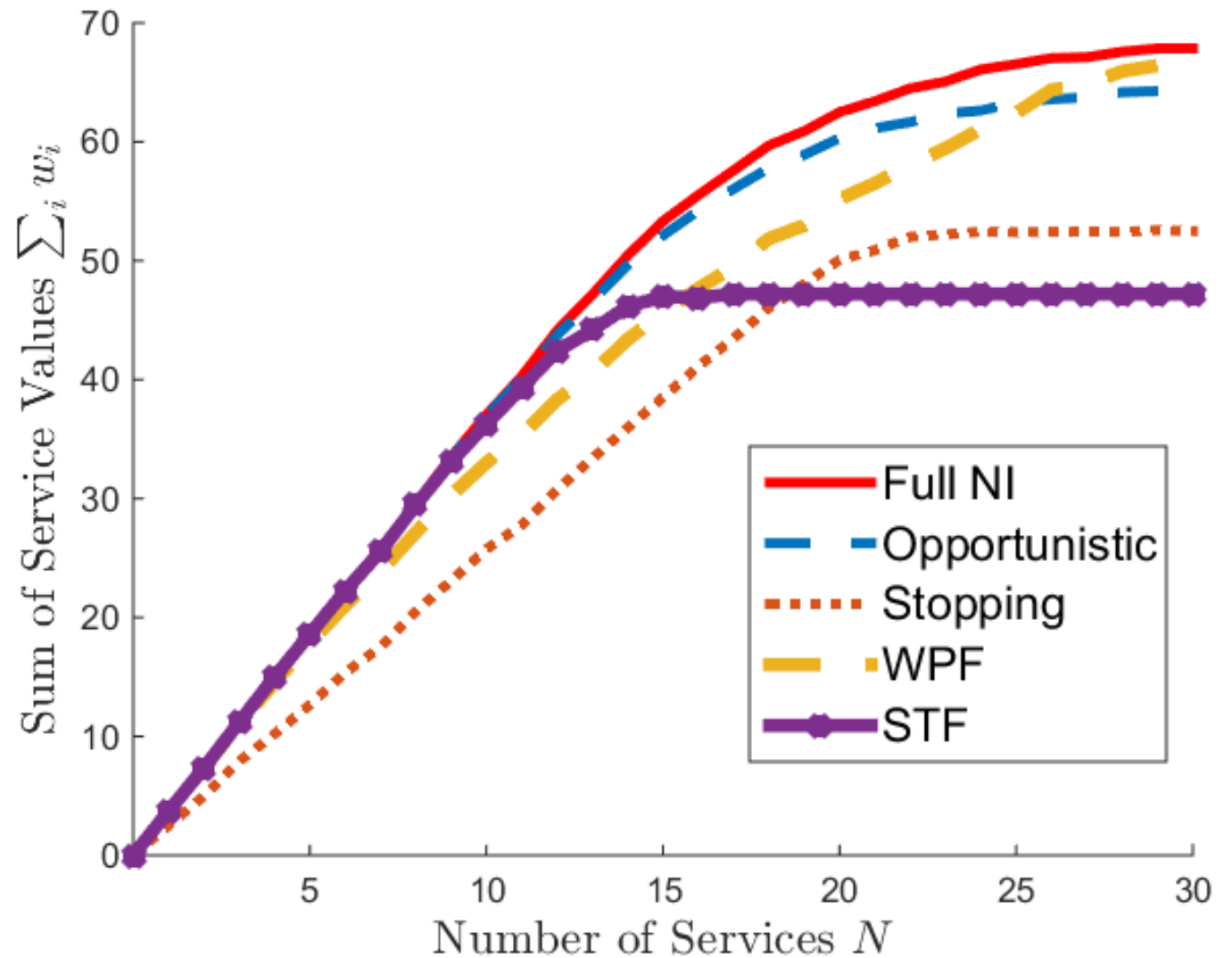
- Fixed transmit power
- Gaussian channels
- Rate =  $\log(1+\text{SNR})$
- Service values  $\{1, 2, 4, 8\}$
- Common deadline of 1 millisecond

## Strategies

- Full Network Information (NI)
- Opportunistic
- Stopping
- Weighted Proportionally Fair (WPF)
- Shortest Time First (STF)

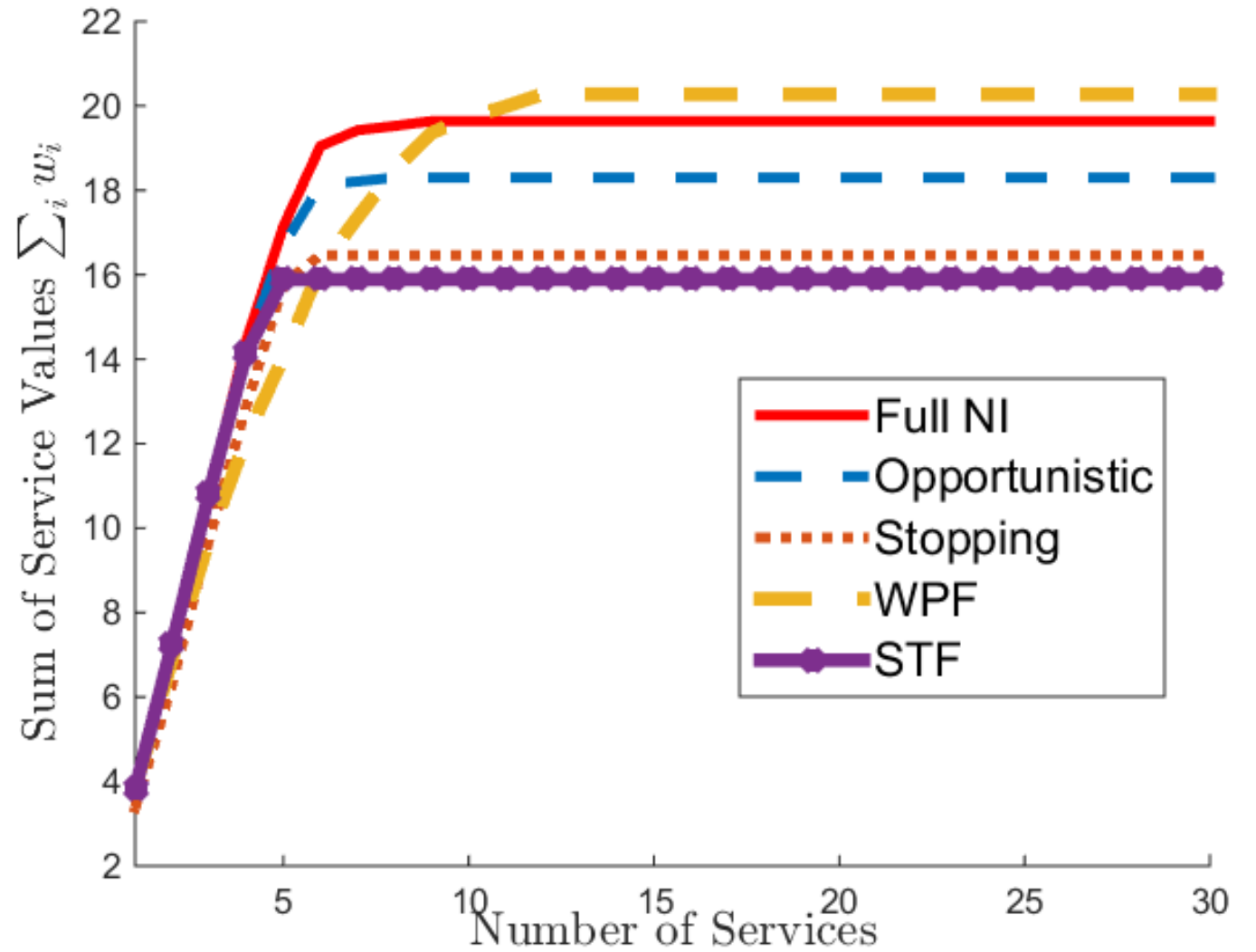
- Packet length 1kb
- 20 microsecond probing time (e.g. 802.11 RTS/CTS)

Strategies saturate at different points



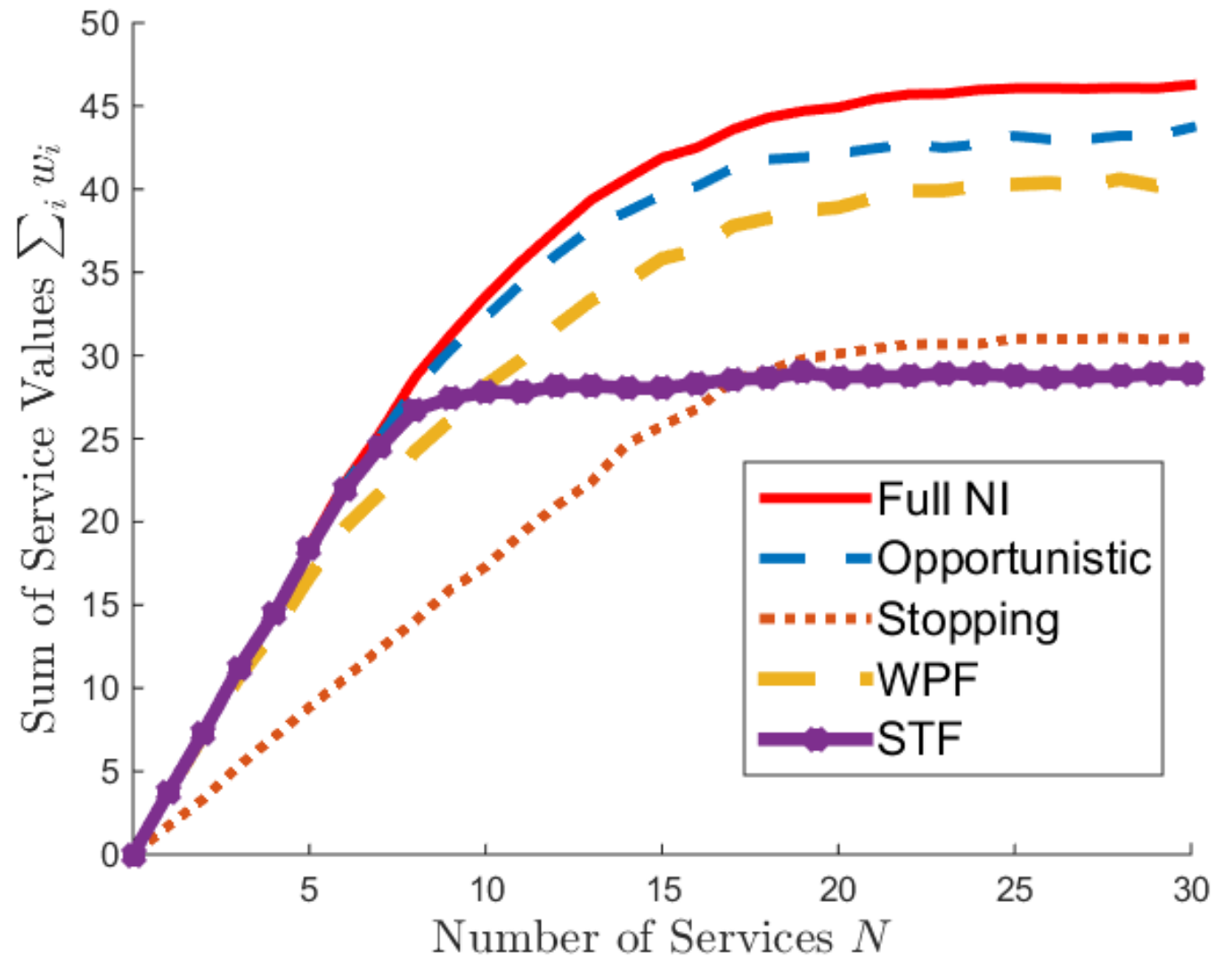
- Packet length 2kb
- 100 microsecond probing time (e.g. 4x4 MIMO)
- Full NI does **not** reorder

WPF benefits from skipping in order



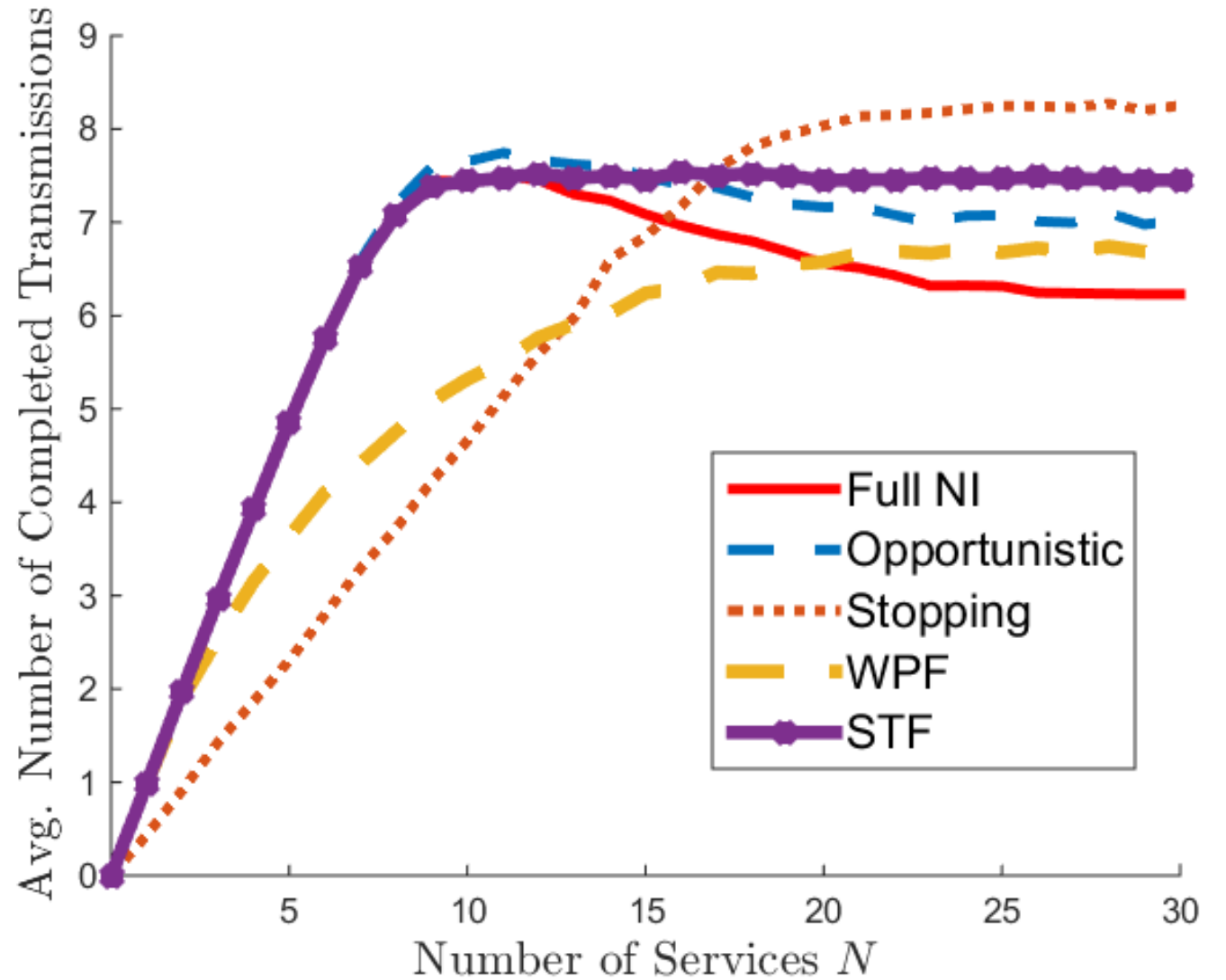
- Packet length 2kb
- 20 microsecond probing time

Cost of computations  
can payoff



- Packet length 2kb
- 20 microsecond probing time
- Stopping (eventually) transmits more
- Full NI transmits less, but more valuable

More value for less transmissions





# TAKEAWAY MESSAGE

- Quantitative value of service with strict deadlines and non-negligible probing time
- Overhead in transmissions and probing influences strategy selection

To consider...

What *is* the value of a service?