

Handing multiple communications sessions for the next generation of wireless networks

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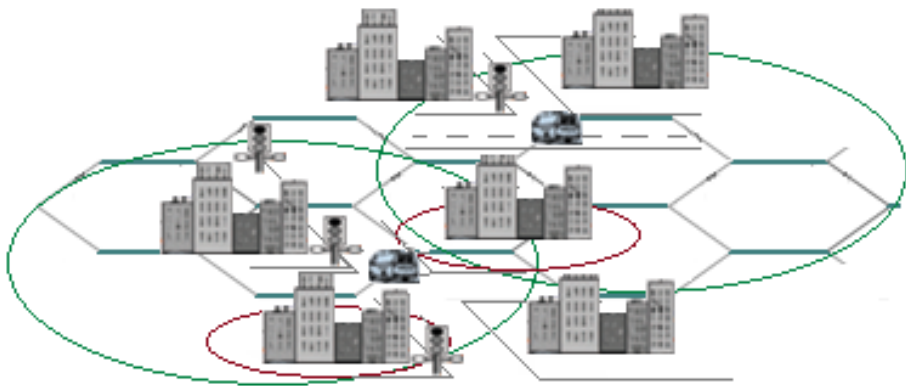
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Outline

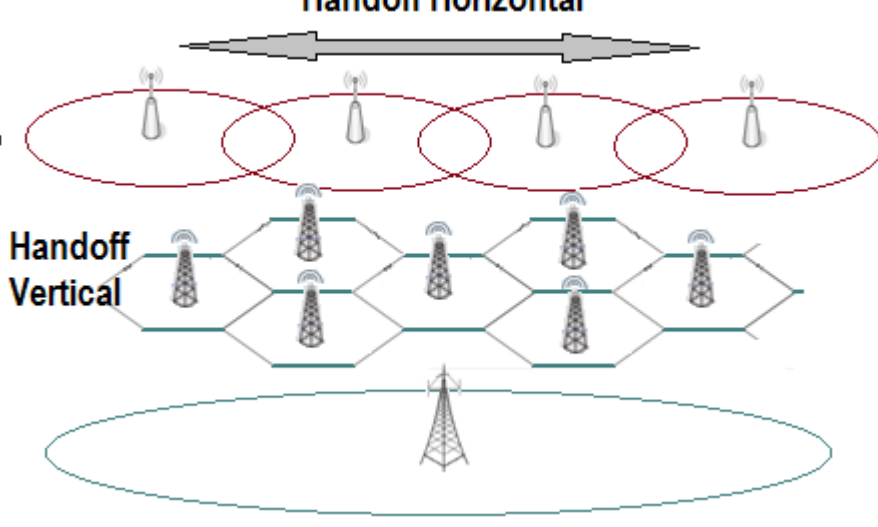
- Introduction
- Related work
- Handoff probabilistic algorithm
- Simulation results
- Conclusions and further work

Introduction

The handover process



Handoff Horizontal

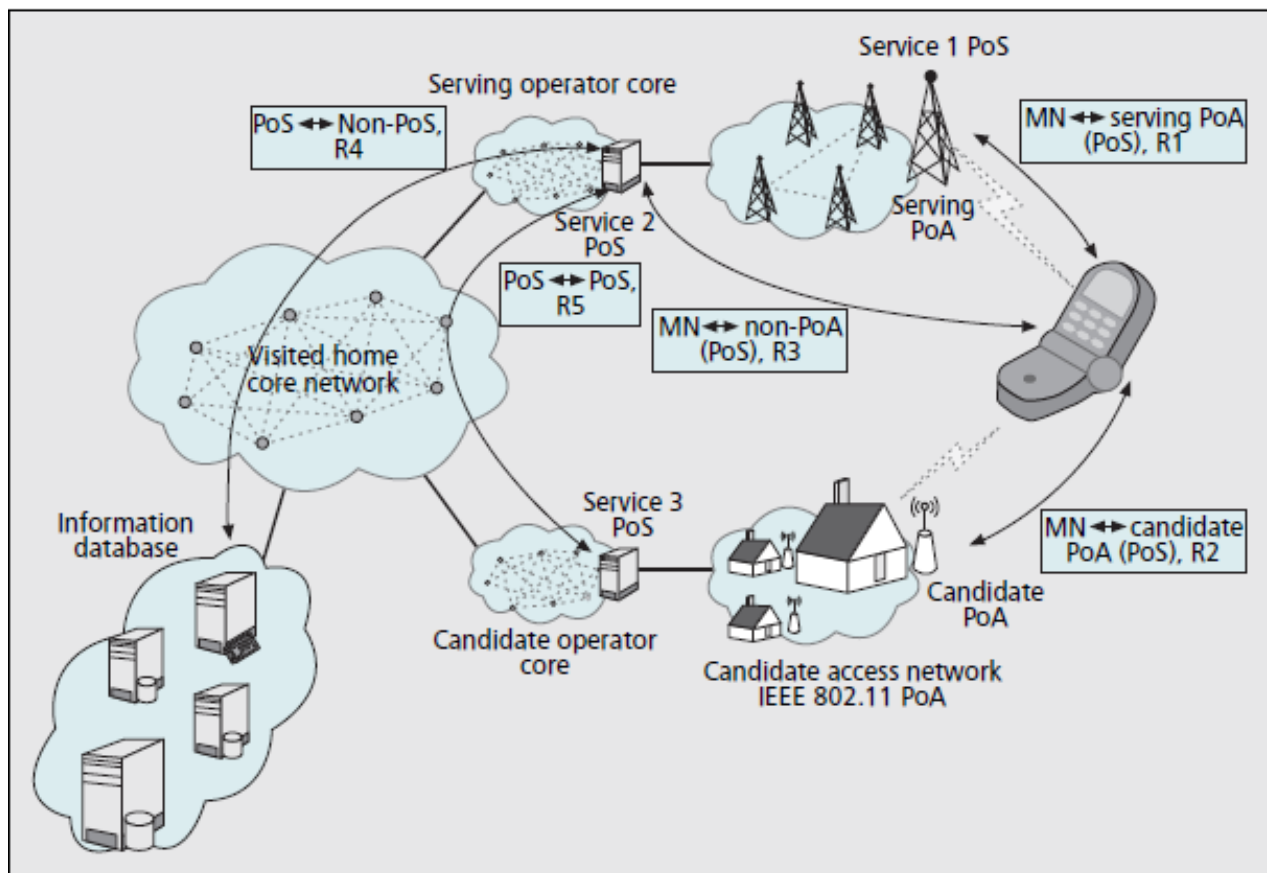


- Mobile users experiment handoff events while moving within a wireless network.
- **Handoff:** maintain the active connections when a mobile node switches from an access network to another.
- The handoff management process is a very important issue in heterogeneous scenarios.

Media Independent Handover

- IEEE 802.21 Media Independent Handover.
- **Goals:**
 - Common structure for handoff.
 - Seamless handover in homogeneous and heterogeneous environments.
 - Three different services:
 - Events (MIES)
 - Commands (MICS)
 - Information (MIIS)

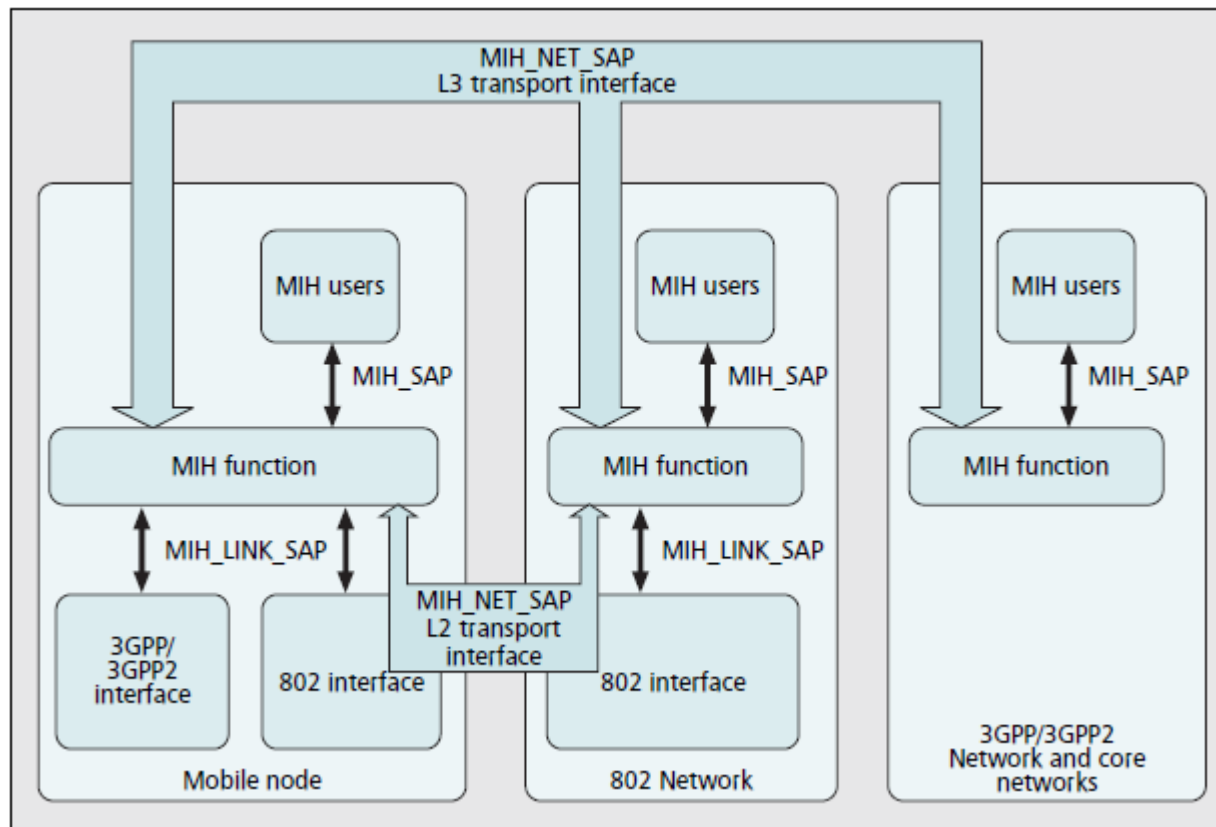
802.21: Reference Model



- **Coexistence** among wireless networks.
- Coverage maps.
- Link parameters.

802.21: Architecture

Communications sessions are kept while MIH interfaces exchange information.



Multiple Attribute Decision Making (MADM)

- Tool for **evaluating** competing alternatives with **multiple attributes**.
- Several **MADM** problems, same characteristics
 - Multiple alternatives
 - Multiple attributes qualitative/quantitative
 - Attribute prioritization
 - Matrix comparisons.

Classification of MADM methods

MADM

Information on environment

Pessimistic

Optimistic

Maximin

Maximax

Information on attribute

Standard level

Ordinal

Cardinal

Lexicographic method

Elimination by aspect

Conjunctive method

Disjunctive method

Simple additive
Weighting
Weighted product
ELECTRE
AHP

Related work

AHP: Analytic Hierarchy Processes

- AHP: Allows to interpret **quantitatively, quanlitative** factors.
- **AHP**
 - Build hierarchies
 - Priority assignment
 - Logic consistency
- AHP **decomposes** a decision problem into **several problems**.
- **AHP** structures an MADM problem by attributes

Handoff decision making

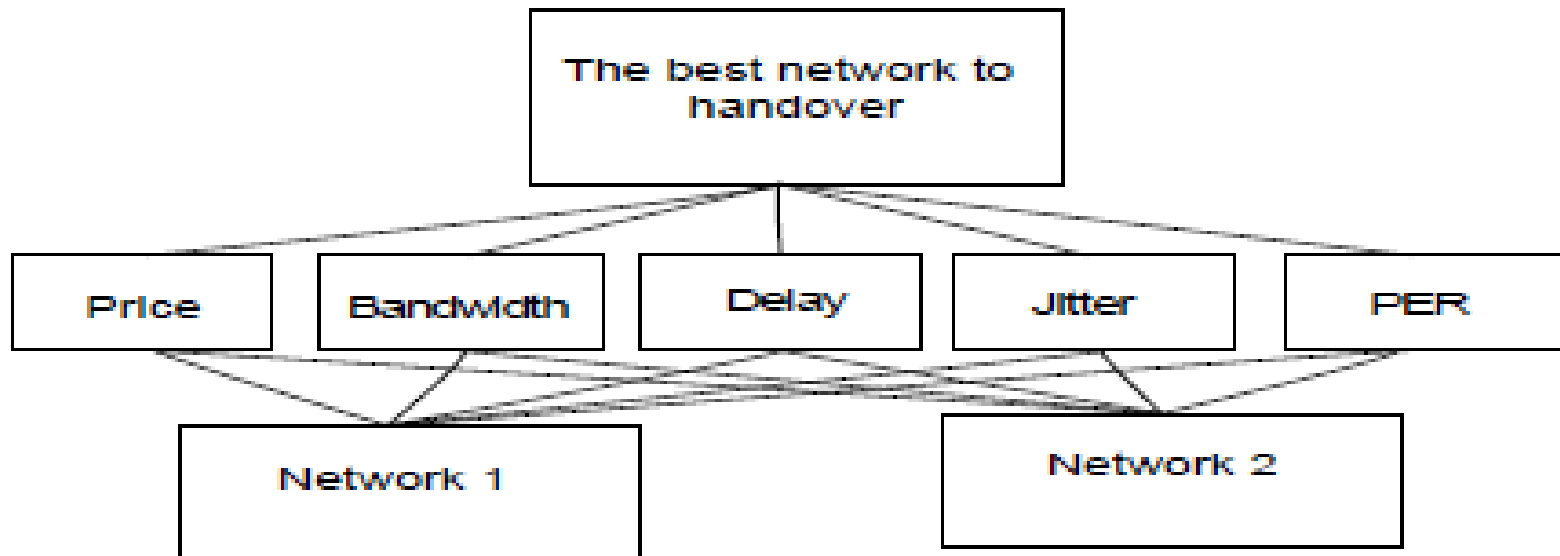
- Handoff decision making has been studied as a **deterministic** MADM problem.
- **AHP** is a decision making support which takes into account the different aspects of the decision making process.
- **Drawback:** AHP does not take into account the uncertainty of the judgements into the pairwise comparison matrix.

AHP hierarchy of our problem

Goal: Handover to the network offering the best QoS for the mobile node applications.

Criteria: Quantitative/qualitative parameters by which alternatives are judged.

Alternatives: Possible options to choose



Our contribution

- Tawil, Pujolle and Demerjian[1], proposed a decision scheme to select the best suitable network. The problem is stated as an MADM problem.
- Yang et. al. [2], propose an MADM handover decision algorithm for WiMax and WiFi networks:
- The works in [1,2] assume that the handoff problem is a decision making process.
- **Drawback:** They see the problem as a **deterministic** issue.

Our contribution (2)

- We propose in [3] a novel method, similar to [2], but we model the handoff process as a **probabilistic** process.
- *In this work*, we present numerical comparisons between AHP and the classic RSS.

[1] Distributed handoff decision scheme using MIH function for the 4th generation of wireless networks. **ICTA 2008**.

[2] A vertical media handover decision algorithm across Wi-Fi and WiMax networks. **WOCN 2008**.

[3] A vertical handoff algorithm which considers the uncertainty during the decision making process. **WOCN 2009**.

Handoff probabilistic algorithm

The proposed method

- Insert uncertainty into the pairwise comparison judgements.
- Each entry in the AHP matrix is a stochastic variable
- Use of a **second kind Beta** distribution to for comparison judgements → Insert uncertainty.

$$\begin{bmatrix} 1 & B_{e2}(\alpha_1, \alpha_2) & \dots & \dots & B_{e2}(\alpha_1, \alpha_n) \\ B_{e2}(\alpha_2, \alpha_1) & 1 & \dots & \dots & B_{e2}(\alpha_2, \alpha_n) \\ \dots & \dots & \dots & \dots & \dots \\ \dots & \dots & \dots & \dots & \dots \\ B_{e2}(\alpha_n, \alpha_1) & B_{e2}(\alpha_n, \alpha_1) & \dots & \dots & 1 \end{bmatrix}$$

Probability that each target network is the best

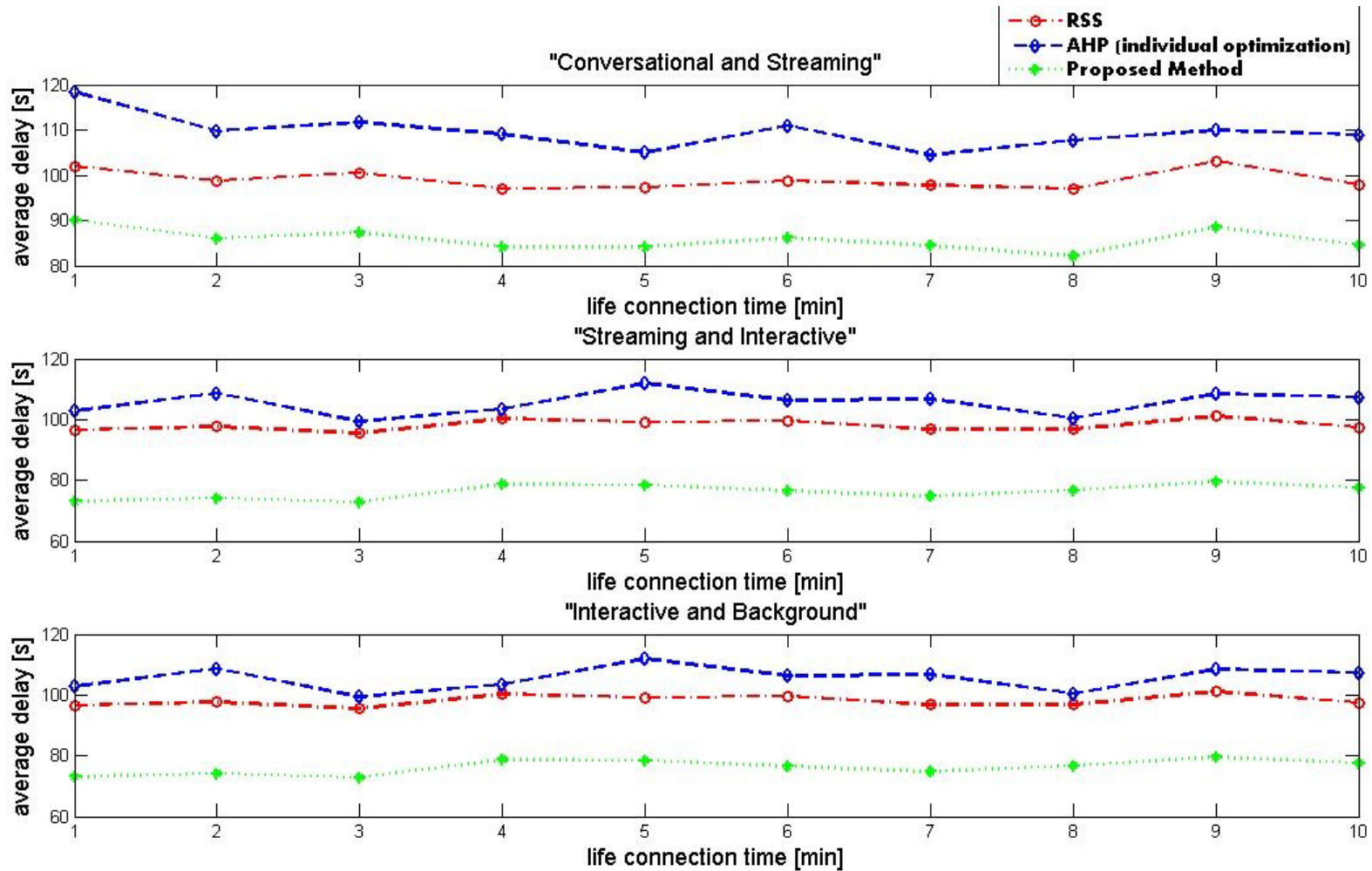
- $I(ih)$ is the set of permutations of the h elements excluding the j -th one.

$$\begin{aligned}
 P[y_j = y_{[1]}] = & 1 - \sum_{i=1}^n \sum_{x_i=0}^{\alpha'_i-1} \frac{\Gamma(\alpha'_j + x_i)}{\Gamma(\alpha'_j) x_i!} \left(\frac{1}{2}\right)^{\alpha'_j + x_i} + \\
 & + \sum_{h=2}^{n-1} [(-1)^h \sum_{I(i_h)} \sum_{x_{i_1}=1}^{\alpha'_{i_1}-1} \sum_{x_{i_2}=1}^{\alpha'_{i_2}-1} \cdots \sum_{x_{i_h}=1}^{\alpha'_{i_h}-1} \frac{\Gamma(\alpha'_j + \sum_{l=1}^h x_{il})}{\Gamma(\alpha'_j) \prod_{l=1}^h x_{il}!} \times \\
 & \times \left(\frac{1}{h+1}\right)^{\alpha'_j + \sum_{l=1}^h x_{il}}] \quad (5)
 \end{aligned}$$

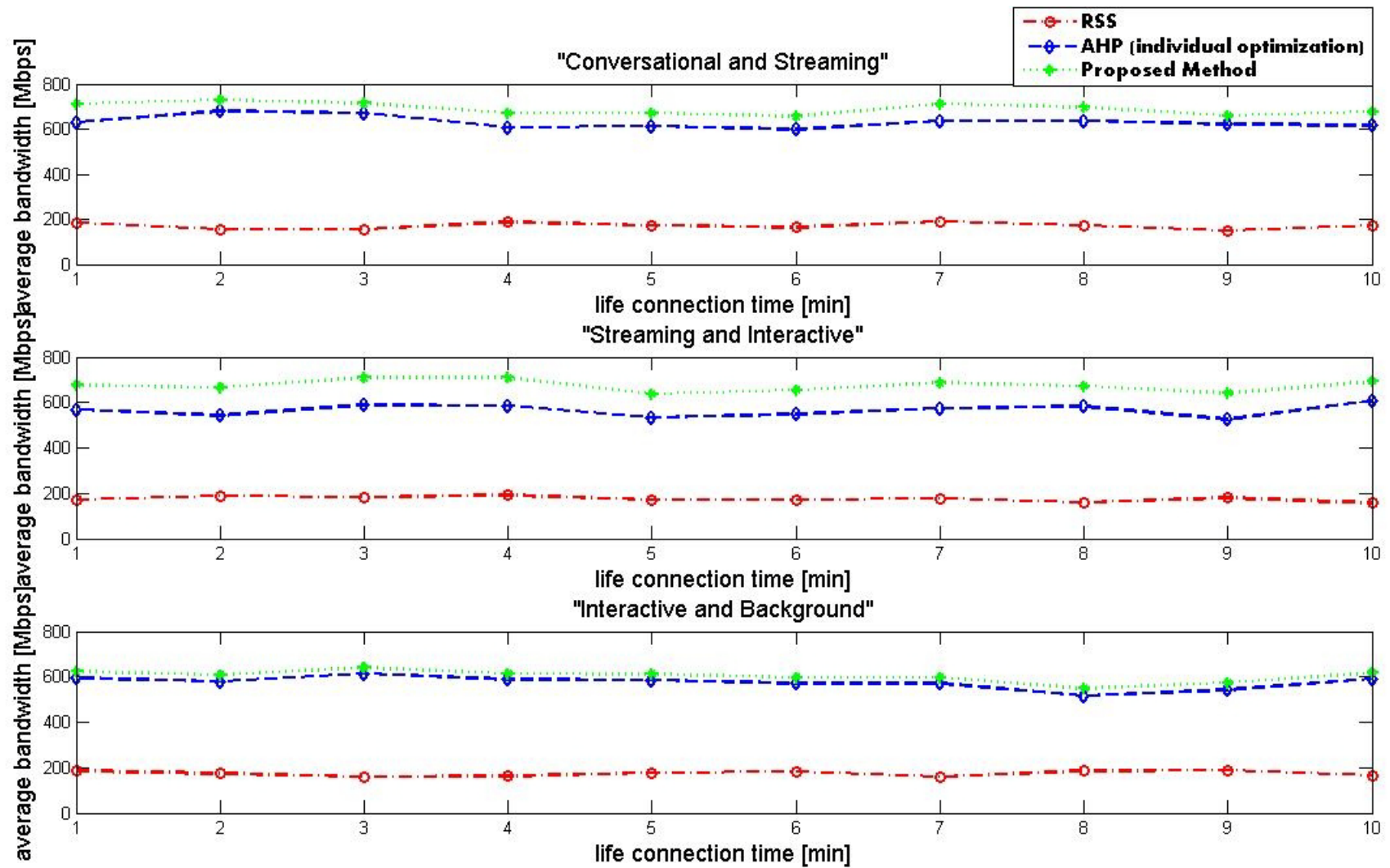
Performance comparisons

- **Coverage area:** UMTS and GPRS networks.
- **Traffic classes 3GPP:** conversational, streaming, interactive and background.
- **Simultaneous sessions at the mobile node:**
 - Conversational and streaming
 - Streaming and interactive
 - Interactive and background
- **Connection lifetime:** exponentially distributed, varied between 1-5 minutes.

Results



Results



Conclusions

- QoS requirements must be considered in the handoff process.
- The proposed algorithm handoffs to the network with the best QoS when the mobile node carries multiple communications sessions.
- Our algorithm is sensitive to changes in the network conditions

Thanks! *Merci* !