

# PAC: Perceptive Admission Control for Mobile Wireless Networks

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## Outline



- Motivation
- Background
  - Available bandwidth calculation
  - Wireless communication
- Related work
- PAC: Perceptive Admission Control
- Experimental results
- Conclusion



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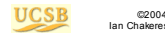


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## Motivation



- Many existing QoS solutions are problematic in wireless mobile networks
- Wireless characteristics
  - Shared medium
  - Spatial location
  - Coordination without communication
- Admission control
  - Determining the available bandwidth
- Previous approach drawbacks



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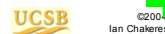
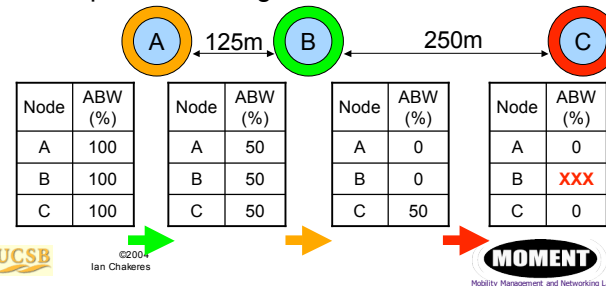


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## Available Bandwidth (ABW)



- For a new flow to be admitted, nodes need to determine if enough capacity is available
- Reception knowledge is not sufficient



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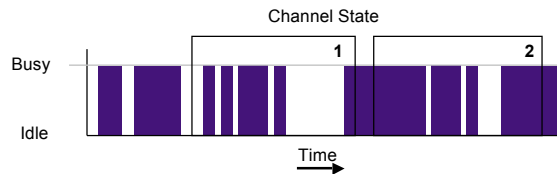


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## Available Bandwidth Channel Status



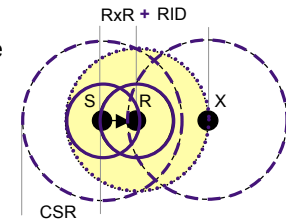
- Monitor the channel state - busy/idle
  - Reception range is not enough
  - Use carrier-sensing mechanism
- The more the channel is busy, the higher the utilization
  - Less bandwidth available



## Wireless Communication



- Reception range
- Carrier-sensing range
- Receiver interference distance
  - Distance between receiver and another source
- Simultaneous transmissions
  - Distance between sources
  - Beyond  $RxR + RID$  no impact
- Assumptions
  - Wireless disk model
  - No obstacles

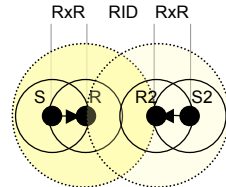


RxR: Reception Range  
 CSR: Carrier-Sensing Range  
 RID: Receiver Interference Distance

## Wireless Communication



- MAC layer acknowledgements
  - Occur immediately following data reception
  - Receivers do not check CS prior to sending ACKs
- A receiver may now interfere with another receiver
- To prevent interference, two receivers must be at least RID from each other
- Distance between two sources may be as large as  $2 * RxR + RID$



## Related Work



- Stateful
  - RSVP [Zhang '93]
  - INSIGNIA [Lee '00]
- Stateless
  - SWAN [Ahn '02]
  - CACP: Contention-aware Admission Control Protocol [Yang '03]

## CACP - Admission Decision

- Check local available bandwidth
- Broadcast admission request message to all neighbors in carrier-sensing range
  - Using high power
- Each Carrier-Sensing Neighbor performs local admission control
  - If a node cannot accommodate the flow, it sends a rejection message back to the requesting node and the session is not admitted
  - Otherwise, after a timeout, the flow is admitted



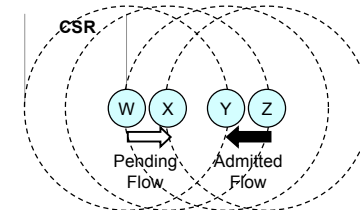
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## CACP Example

- $T_0$ : Initial state
  - 50% utilized by Z
- 25% pending flow at W
  - $T_0$ : Check
  - $T_0$ : Query
  - Timeout
  - Admit
  - $T_1$ : Adjust
- 50% pending flow at W
  - $T_1$ : Check
  - Query
  - X & Y send rejection messages
  - Reject



Node	W	X	Y	Z
ABW at $T_0$	100%	50%	50%	50%
ABW at $T_1$	75%	25%	25%	50%



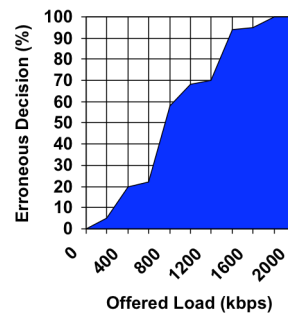
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## Limitations of CACP

- Admission based on rejection messages
  - **When rejection messages are lost, flows are admitted**
  - As the load in the network increases, rejection messages are more likely to be lost, so more flows are likely to be admitted!
  - Since collision rate at R1 is directly proportional to load of S1-R1 flow, error increases with load



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## Perceptive Admission Control (PAC)

- Nodes monitor channel status within the range that impacts transmission and reception to calculate the available bandwidth
  - $RxR+RID$  or  $2 * RxR+RID$
- If enough bandwidth is available, new traffic can immediately be admitted without querying other nodes
- Available bandwidth measure automatically adjusts to newly admitted traffic
- Congestion can be detected



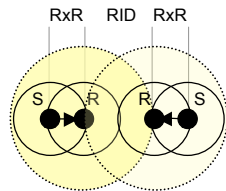
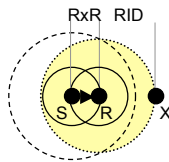
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## PAC Measurement Range

- For simultaneous successful transmissions source separation must be at least  $RxR + RID$
- If ACKs are used, sources must be separated by  $2 * RxR + RID$



RxR: Reception Range  
RID: Receiver Interference Distance



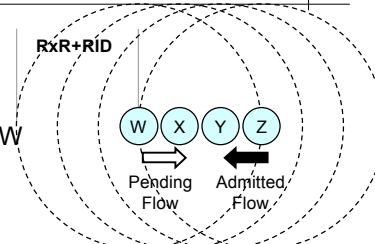
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## PAC Example

- PAC sensing range
- Initial state -  $T_0$ 
  - 50% utilized by Z
- 25% pending flow at W
  - $T_0$ : Check
  - Admit
  - $T_1$ : Adjust
- 50% pending flow at W
  - $T_1$ : Check
  - Reject



Node	W	X	Y	Z
ABW at $T_0$	50%	50%	50%	50%
ABW at $T_1$	25%	25%	25%	25%



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## Detecting Congestion

- Each node continually monitors available bandwidth
- If available bandwidth drops below a threshold, traffic flows must be throttled or rejected
  - Depends on the type of application
- Conservative bandwidth estimate or bandwidth reservation can help avoid congestion due to mobility, but this decreases the bandwidth utilization



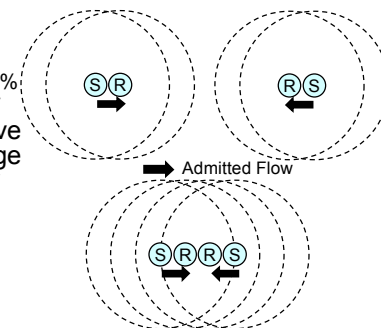
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## Mobility Example

- Two flows are admitted far from each other
  - Each consumes 75% of network capacity
- When sources move within sensing range of each other, they detect pending congestion and backoff



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## Evaluation Goals

- Ensure PAC keeps the network from becoming congested
  - Even congestion that is due to mobility
- Multimedia support
  - Packet loss should be small
  - Delay should be low
  - All admitted flows should receive comparable service

## Simulation Parameters

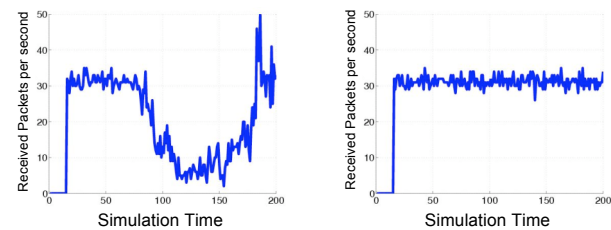
- 50 nodes, 25 sender-receiver pairs
  - Single-hop communication
  - 0-5 m/s and 20 second pause time
- Every 5 seconds another pair starts a CBR traffic flow
  - With PAC, a source only send packets if its flow is admitted
- After 125 seconds of simulation, all senders are active

## Overall Performance

Admission Control	Packet Losses	Packets Delivered	Average Delay (sec)
None	26778	81825	.973
PAC	0	58173	.005

- PAC has no packet losses
- PAC has fewer packets delivered
  - Reserved bandwidth
- PAC has much lower delay

## Performance - Goodput

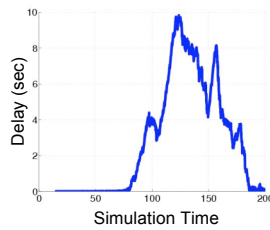


Without Admission Control

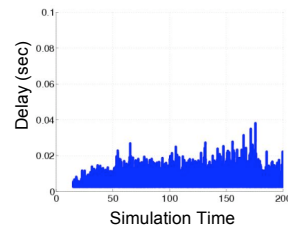
With PAC

Throughput of a single receiver

## Performance - Delay



Without Admission Control

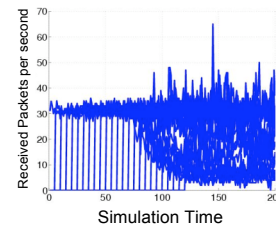


With PAC

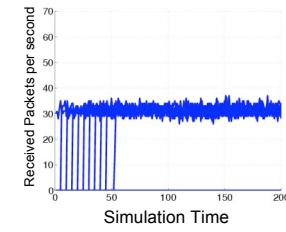
Delay of a single receiver



## Performance - Fairness



Without Admission Control



With PAC

Throughput for all flows



## Conclusions



- PAC maintains high packet delivery and low delay for all admitted flows
- Simple implementation
- Passive soft-state available bandwidth calculation
- Congestion detection
  - Mobility
- Future work
  - Mote implementation
  - Multiple traffic classes
  - Multihop



## Thank You



Questions - Comments?  
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