



Optimal Path Planning for Mobile Backbone Networks

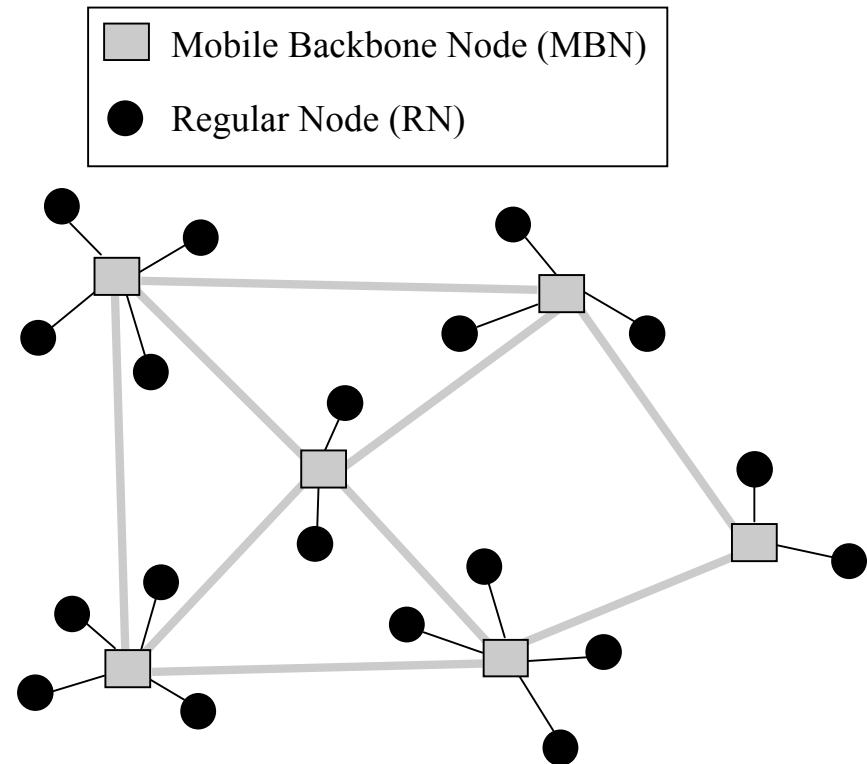
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Mobile Backbone Architecture



- **Use dedicated communication nodes to maintain network connectivity**
 - The MBNs primary purpose is to facilitate communication
 - The MBN's form a backbone over which communications takes place
 - MBN nodes are moved about to maintain connectivity requirements
- **Regular nodes (RNs) have unconstrained mobility dictated by their mission**
- **Technical challenges:**
 - Number and location of MBN's to provide connectivity for RN's
 - Algorithms for reconfiguring the network as the RN's move



Related work: Baker et. al, 1981; Gerla, et. al. 2003; Rubin et. al. 2002



Outline



- **Introduction**
- **MBN placement under disk cover model**
 - Network connectivity
- **MBN placement under communications model**
 - Maximizing network throughput
- **MBN trajectory planning**
 - Time horizon throughput maximization
 - Energy efficient trajectory



MBN Placement Problem

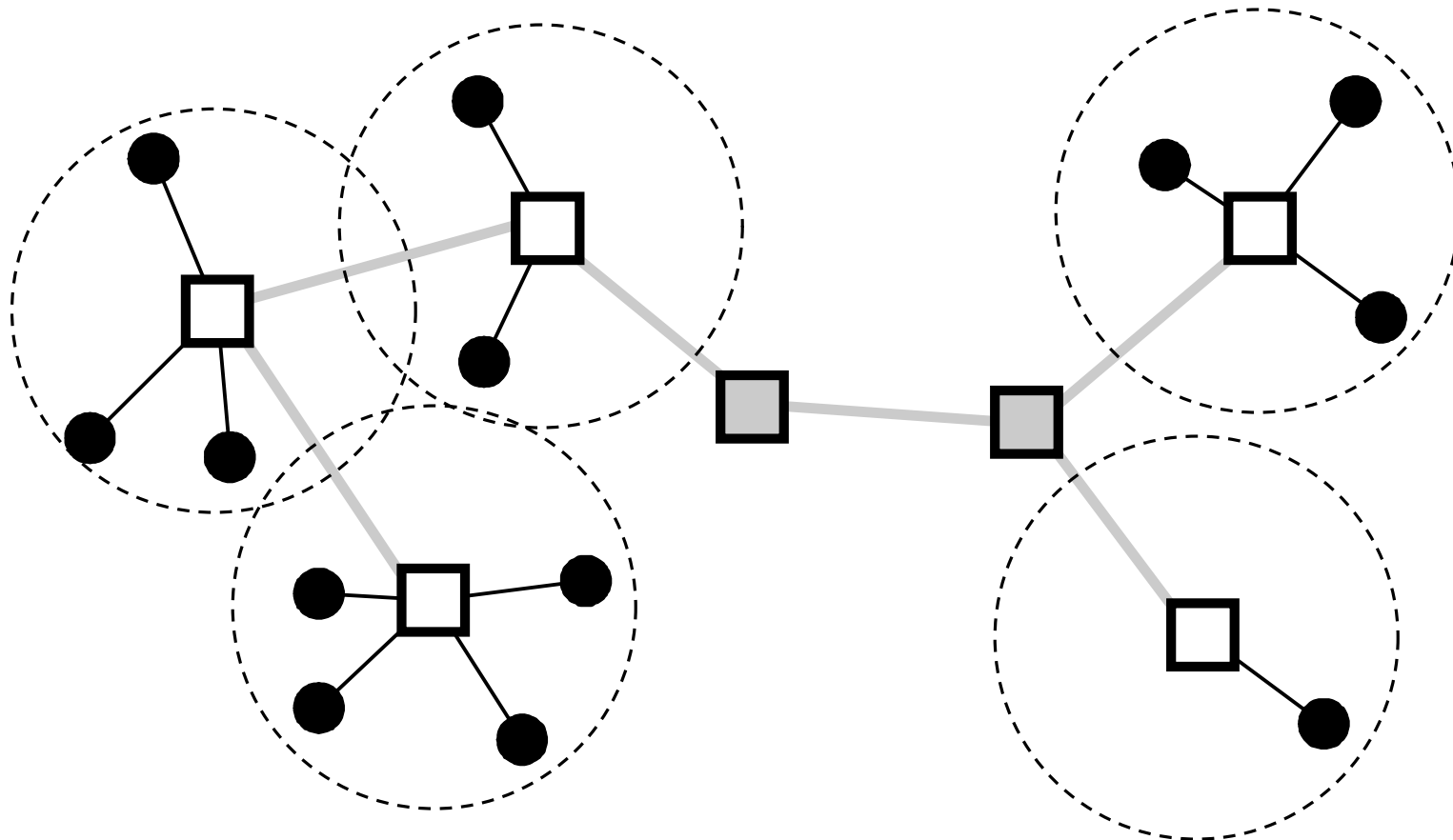
Disk connectivity model



- **Assume disk communications model**
 - RN i can *communicate* with node $j \Leftrightarrow d(i,j) \leq r$
 - MBN i can *communicate* with MBN $j \Leftrightarrow d(i,j) \leq R$
- **Given a set of RNs in the plane, place the *minimum number* of MBNs such that:**
 - (a) Every RN can communicate with at least 1 MBN
 - (b) The network formed by the MBNs is *connected*
- **Results**
 - Problem can be *decomposed* into 2 sub-problems:
 - Geometric Disk Cover (GDC) Problem
 - Steiner Tree Problem w/ Minimum Number of Steiner Pts. (STP-MSP)
 - Developed distributed algorithms for GDC and STP-MSP



Decomposition Illustration





MBN Placement Problem (Disk model)



- **Decomposition Lemma:**
 - Applying α - and β -approximation algorithms for the GDC and STP-MSP respectively, yields an $(\alpha+\beta)$ -approximation algorithm for the overall problem
 - Implication 1: even optimal solution to both GDC and MTP-MSP yields a 2-approximation for overall problem
 - Implication 2: decomposition yields a 3.5-approximation algorithm using known (centralized) solutions for GDC and STP-MSP
- **Distributed algorithms**
 - Developed distributed approximation algorithms for GDC with mobile RNs by dividing plane into “strips”
 - Developed a distributed algorithm for STP-MSP using discretization
 - Decomposition approach is sub-optimal but amenable to *distributed* implementation
- **Papers**
 - A. Srinivas, G. Zussman and E. Modiano, “Mobile Backbone Networks – Construction and Maintenance,” *ACM Mobihoc*, May, 2006.
 - A. Srinivas, G. Zussman and E. Modiano, “Mobile Disk Cover – A Building Block for Mobile Backbone Networks,” *IEEE Allerton*, Sept., 2006.



Outline



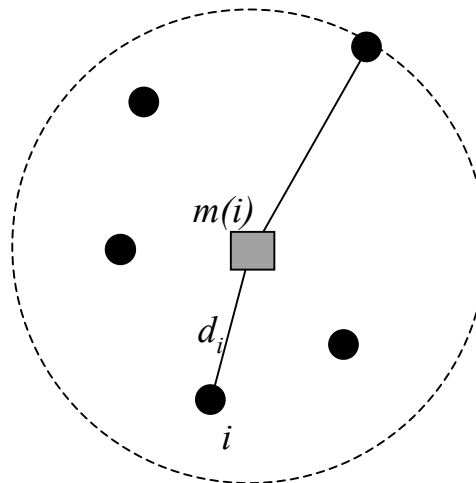
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MBN Placement Problem Revisited



- **Issues with previous formulation**
 - Implicitly assumes arbitrary number of available MBNs
 - Simplistic disk communications model
- **Alternative formulation**
 - Fixed number of MBNs, K
 - Assume a more general communications model:
 - Throughput of RN i is a decreasing function $F(\cdot)$, of
 - d_i - distance from its assigned MBN $m(i)$ (*propagation effects*)
 - $P_{m(i)}$ - number of RNs assigned to the same MBN (*interference effects*)





Examples of Communication Model

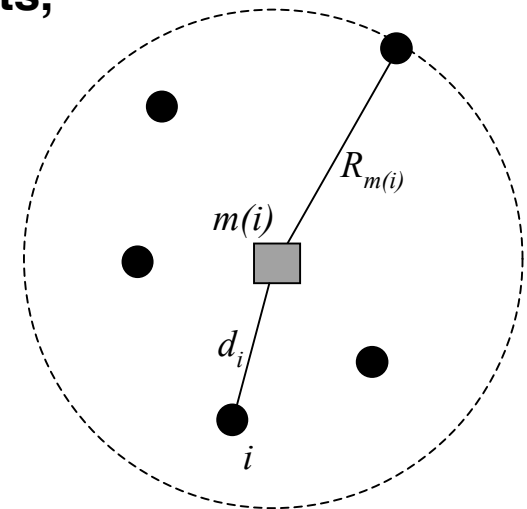


- **Slotted ALOHA (no capture)**
 - All RNs transmit with equal probability
 - Throughput of RN i is probability *only* i transmits, multiplied by a distance penalty,

$$F(i) = \left(\frac{1}{P_{m(i)}} \right) \left(1 - \frac{1}{P_{m(i)}} \right)^{P_{m(i)} - 1} \left(\frac{1}{d_i^\alpha} \right) \approx \frac{1}{e \cdot P_{m(i)} \cdot d_i^\alpha}$$

- **CDMA**
 - Received power is equalized at $m(i)$
 - Throughput of RN i is related to SINR at $m(i)$,

$$F(i) = \frac{(1/R_{m(i)}^\alpha)}{(1/R_{m(i)}^\alpha) \cdot (P_{m(i)} - 1) + \eta} = \frac{1}{(P_{m(i)} - 1) + \eta \cdot R_{m(i)}^\alpha}$$





MBN Placement Problem Revisited



- **Maximum Fair Placement and Assignment (MFPA) Problem:**
 - Given N RNs, place K MBNs and assign each RN to exactly one MBN such that,

$$T_{MFPA} = \min_i \{F(d_i, P_{m(i)})\} \quad \text{is maximized}$$

- **Maximum Throughput Placement and Assignment (MTPA) Problem**
 - Given N RNs, place K MBNs and assign each RN to exactly one MBN such that,

$$T_{MTPA} = \sum_i F(d_i, P_{m(i)}) \quad \text{is maximized}$$

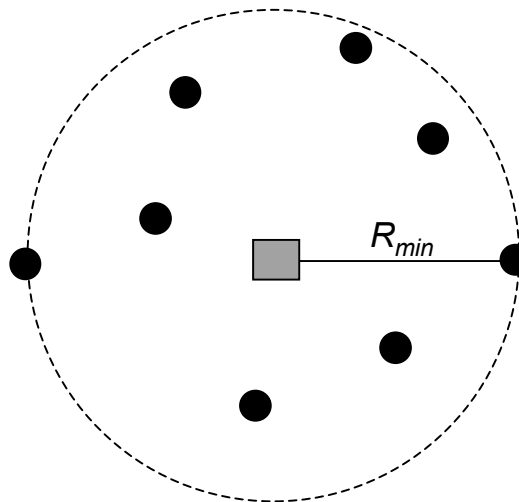
- **Note:**
 - Above formulations do not consider MBN connectivity
 - Above formulations include a non-trivial assignment component



Simple example: 1 MBN and N RNs



- **MFPA cost function, i.e.** $T = F(R_{m_1}, P_{m_1})$
 - R_{m_1} = radius of MBN
 - P_{m_1} = number of RN's assigned to the MBN
- **Note: No assignment component in this case**
- **Place MBN to minimize R_{m_1}**
 - Optimal MBN placement at “1-center” of the RNs ($O(n \log n)$ computation)



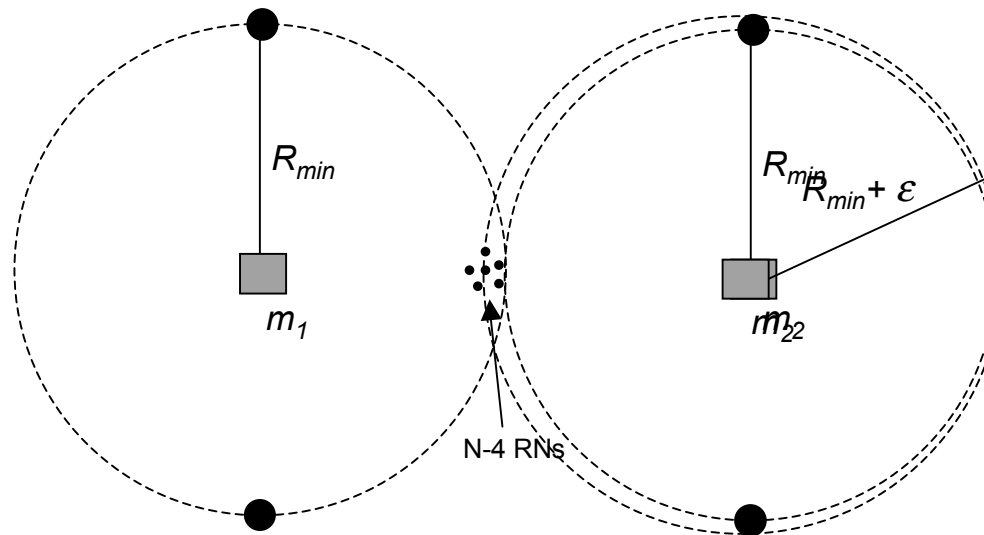
Optimal Throughput
is $T_{1-cen} = F(R_{min}, N)$



Non-trivial example: 2 MBNs and N RNs



- MFPA cost function, i.e., $T = \min_i \{F(R_{m(i)}, P_{m(i)})\}$
- Assignment problem non-trivial
- 2-center solution no longer optimal



Optimal Solution
(e.g. solution)

$$T_{opt} = F(R_{min} + \epsilon, N/2)$$

- Note:
 - Infinite number of possible MBN placements
 - Given a placement, there are 2^N different RN to MBN assignments



Optimal Solution for K-MFPA



- Placement of K MBNs to maximize min throughput
- Basic idea
 - Show that restricting MBN placements to a finite set of locations preserves optimality
 - Show that given an MBN placement, can efficiently solve RN assignment sub-problem
- Theorem 1:
 - Given optimal RN to MBN assignments P_1, \dots, P_k
 - Placing MBNs at 1-center locations 1-Center(P_1), ... 1-Center (P_k) is optimal
- Theorem 2:
 - The 1-center location of *any subset* of N RNs lies among at most N^3 candidate locations, which can be easily enumerated
 - At most $\binom{N^3}{K}$ possible placements of K MBNs
- For each placement, need a way optimally assign RNs to MBNs



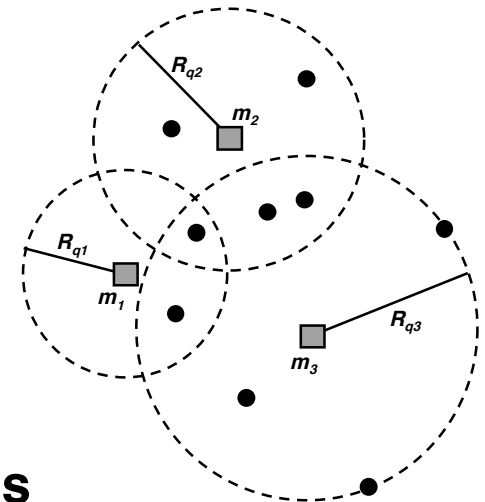
Assignment Sub-problem



- Given K placed MBNs at “1-Center locations” q_1, \dots, q_K , assign every RN to exactly 1 MBN to maximize

$$T = \min_i \{F(R_{m(i)}, P_{m(i)})\}$$

- Note: there are K^N possible assignments
- Key observation: each candidate location q has an associated radius R_q (given by set of nodes that define this candidate location)
 - Only RNs within R_q of the MBN placed at location q can be assigned to it
 - An RN may still be covered by multiple MBNs
 - Defines a set of “valid assignments”, i.e., $z_{ij} = 1$, iff RN i can be assigned to MBN m_j





Mathematical formulation for the assignment problem



- Mathematical Formulation of MFPA Assignment Sub-problem:

$$\begin{array}{lll} \max \min_{j \in M} F\left(R_j, \sum_{i \in P} x_{ij}\right) & \min \max_{j \in M} H\left(R_j, \sum_{i \in P} x_{ij}\right) & \min W \\ \text{s.t. } \sum_{j \in M} x_{ij} = 1, \quad \forall i \in P & \text{s.t. } \sum_{j \in M} x_{ij} = 1, \quad \forall i \in P & \text{s.t. } \sum_{i \in P} x_{ij} \leq G(W; R_j) \\ & x_{ij} \leq z_{ij}, \quad \forall i \in P, j \in M & \sum_{j \in M} x_{ij} = 1, \quad \forall i \in P \\ & x_{ij} \in \{0,1\} & x_{ij} \leq z_{ij}, \quad \forall i \in P, j \in M \\ & & x_{ij} \in \{0,1\} \end{array}$$

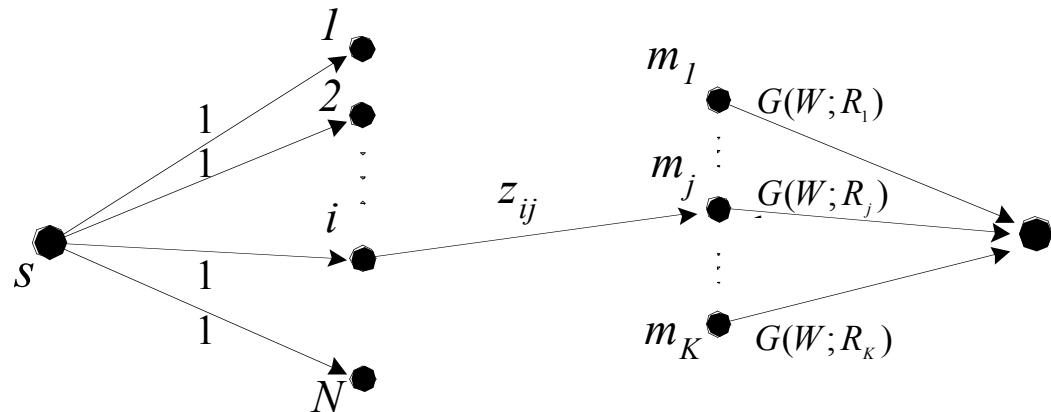
- $x_{ij} = 1$ if RN i assigned to MBN m_j
- $P \equiv$ set of RNs, $M \equiv$ set of placed MBNs, $H() = 1/F()$, $G = H^{-1}()$
- W corresponds to the inverse of the throughput
 - G gives the maximum number of RNs that can be assigned to the MBN while satisfying the throughput implied by W
- Finding the optimal W^* - Max-flow formulation



Assignment Sub-problem Details



- **Lemma:**
 - Optimal W^* must satisfy $G(W; R_j) \in \mathbb{Z}_+$, for some $j \in M$
 - At most KN possibilities for W
- For a given value of W , we can formulate the feasibility problem as the following integer max-flow problem:



- **Theorem:**
 - A s - t max-flow of size N exists \Leftrightarrow the assignment sub-problem is feasible for W
 - Flow variables x_{ij} 's specify RN to MBN assignments



Lower Complexity Heuristics



- **Developed lower complexity sub-optimal heuristics for both MTPA and MFPA**
 - **Extended-Diameter Algorithm**
 - Prune number of placements to $\binom{N^2}{K}$
 - Consider pairs of nodes as defining the optimal 1-center locations
 - Achieves 3-approximation ratio in worst case
 - **Farthest Point Heuristic**
 - Applies a approximation algorithm of K-center algorithm for placement, and assigns RNs to their closest MBNs

Start with single 1-center at an arbitrary node
Repeatedly add MBNs at “furthest” point from existing 1-centers

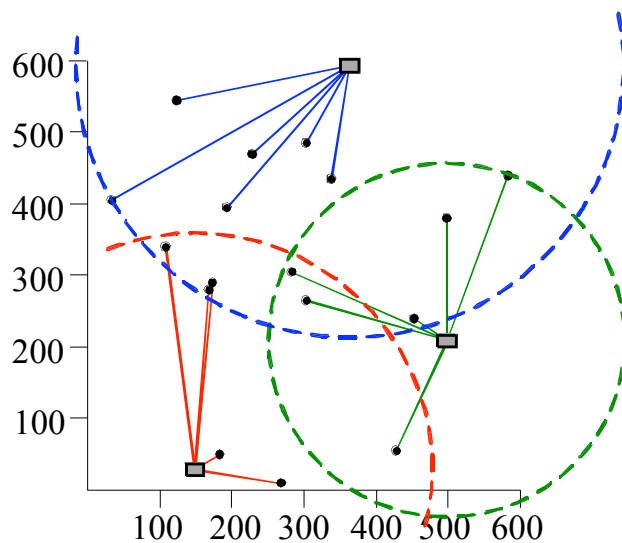
 - Running time of $O(KN \log N)$



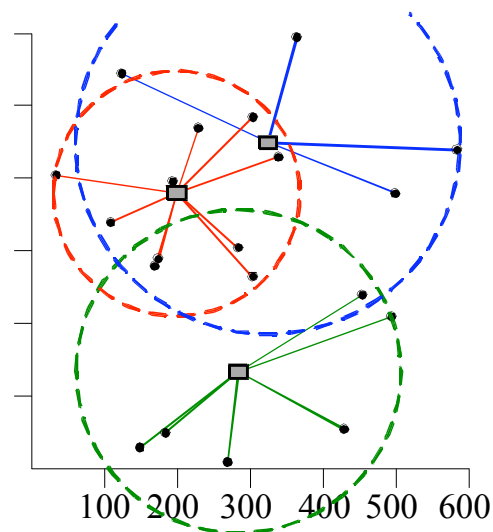
Simulation Results



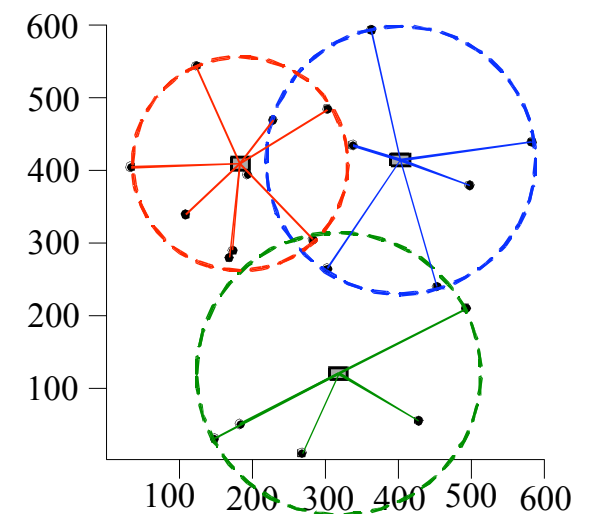
- **Single Example, 3 MBNs, 20 RNs, MFPA objective function**



***Farthest Point
Heuristic***



***Extended Diameter
Algorithm***

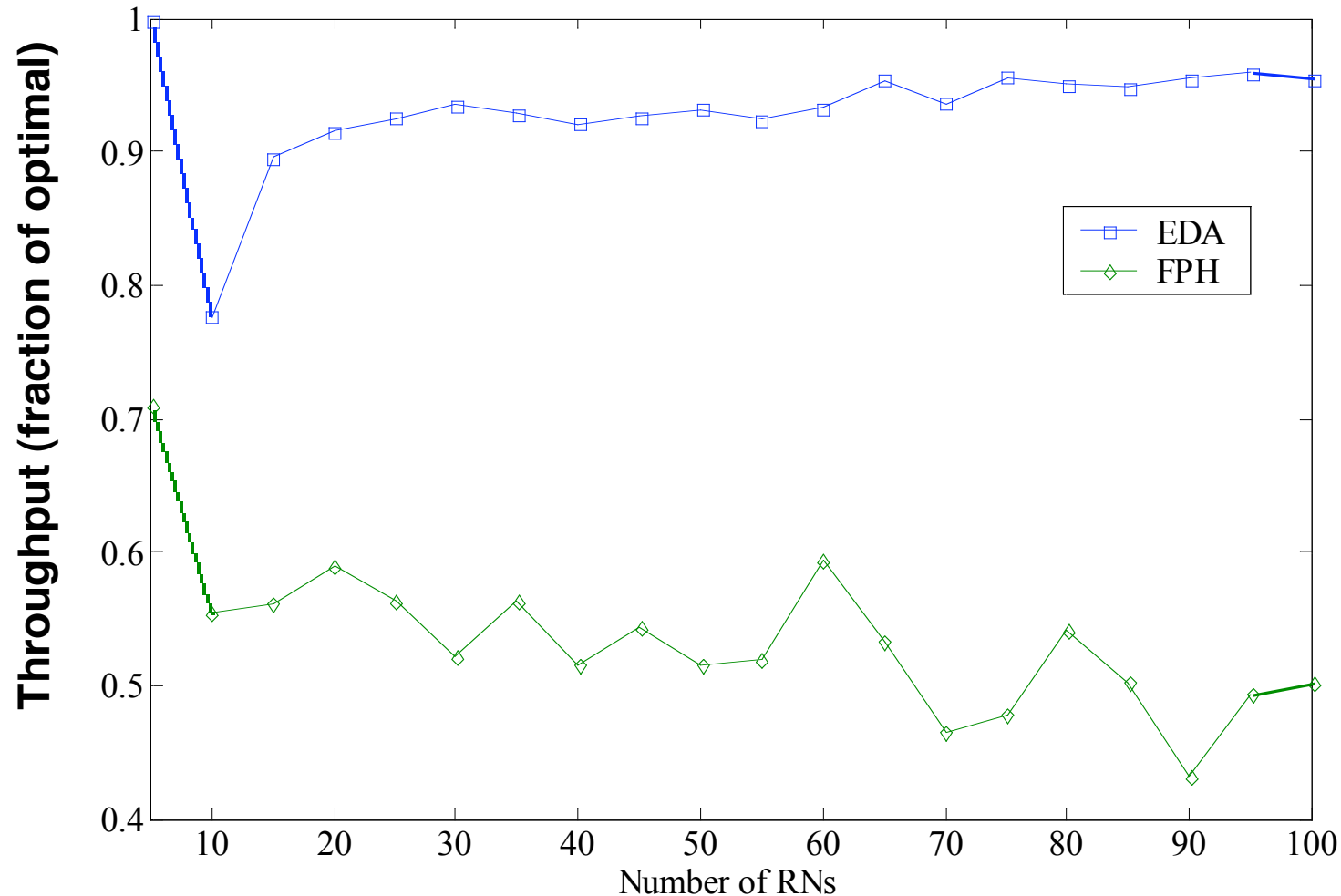


Optimal Algorithm



Simulation Results

- RNs randomly distributed, 2 MBNs, MFPA objective function





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MBN Path Planning (MPP) Problem



- **Motivation**
 - In many scenarios RN trajectories are known a-priori
 - Previous formulations place MBNs *reactively* based on independent snapshots of the network
 - This requires MBNs to move arbitrarily fast in response to RN's mobility
 - Want algorithms that incorporate RN trajectory knowledge and solve for entire MBN path a-priori
 - Account for limited MBN mobility
- **Our focus: single MBN and multiple RNs**



MBN Path Planning (MPP) Problem Formulation



- Goal is to determine optimal *path* of a single MBN - $M[t]$
 - Given initial MBN position, $M(0) = M_0$
 - Assume a finite time horizon $t \in [0, T]$
 - Discrete-time, $K=T/\Delta t$ intervals of size Δt
 - Consider time-average system throughput
 - $F[d_{\max}(t)]$ = decreasing function of distance from farthest RN
- Assume N RNs, trajectory information known a-priori
 - Given RN positions $p_i[t], t = 0, \dots, K$ ($K=T/\Delta t$)
- Limited MBN mobility
 - *Hard Constraint* – bound MBN velocity by V : $d[M(t-1), M(t)] \leq V\Delta t$

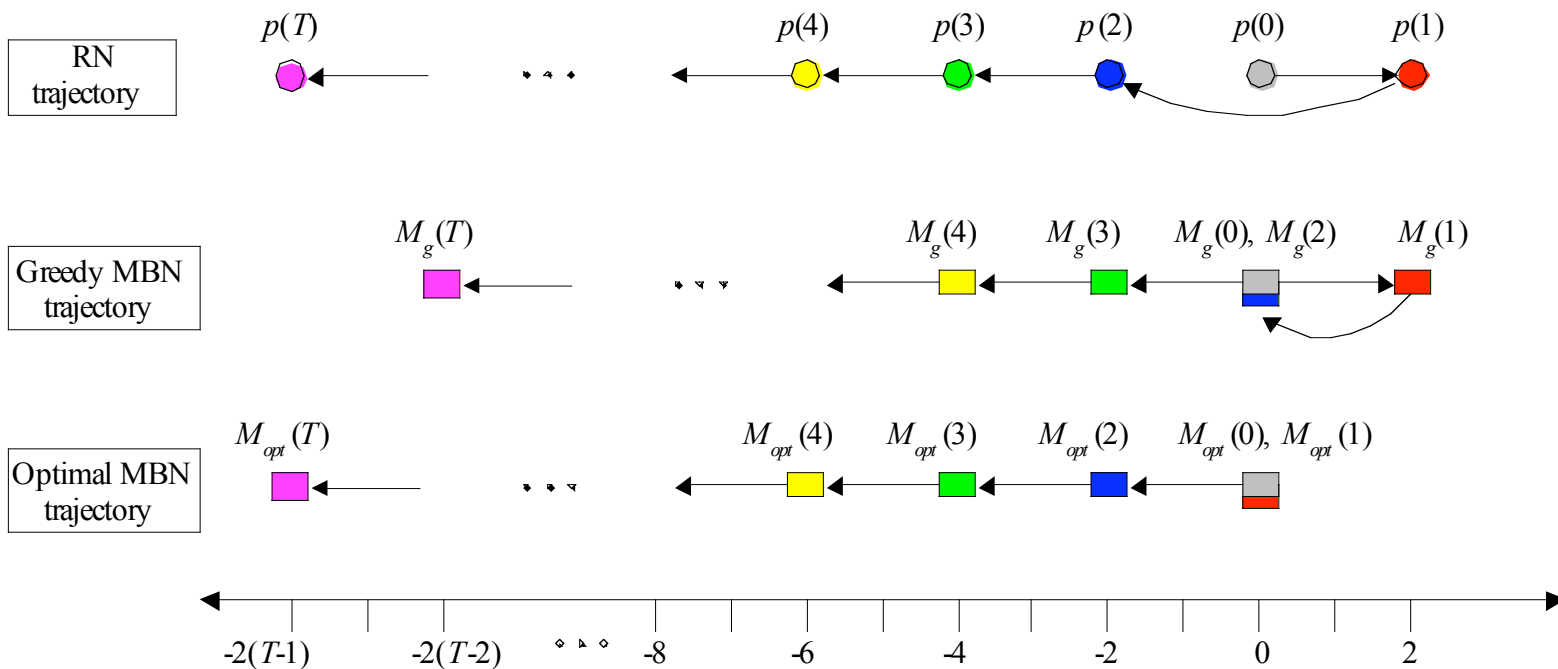
$$\begin{aligned} \max_{M^*} \quad & \frac{1}{K} \sum_{t=1}^K F[d_{\max}(t)] \\ \text{s.t.} \quad & d[M(t-1), M(t)] \leq V\Delta t \\ & M(0) = M_0 \end{aligned}$$



Sub-optimality of greedy algorithm



- **Illustrative Example (Single RN, 1-D):**
 - Greedy vs. Optimal solutions ($V = 2$, $\Delta t = 1$)



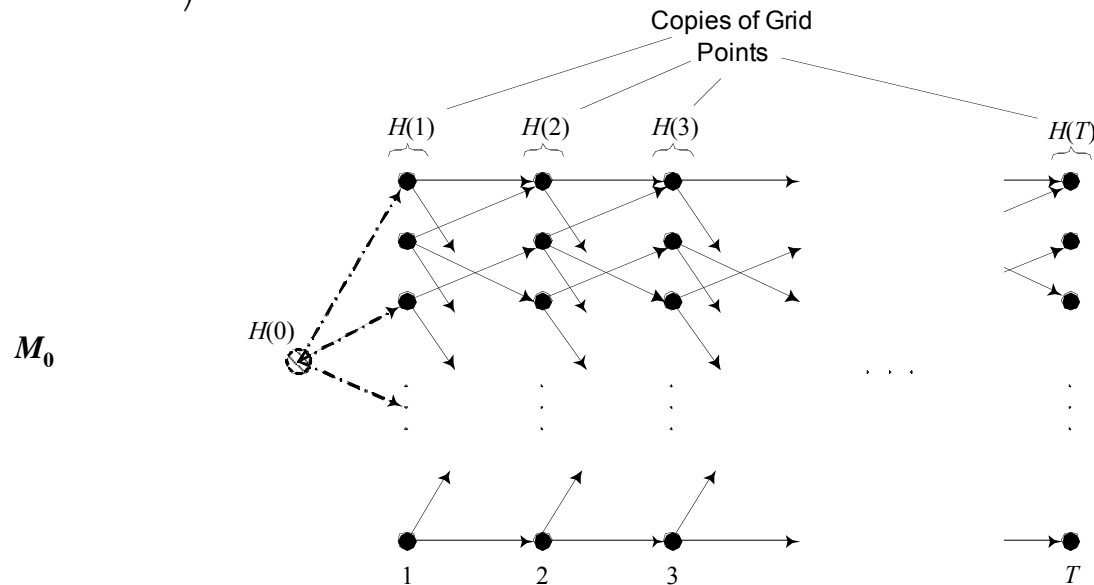
- To guarantee good performance, want algorithms that solve for the entire MBN path at once



Dynamic Programming Algorithm (discrete locations)



- Grid the plane with horizontal/vertical spacing $\varepsilon \leq V\Delta t$
 - Define graph $G=(V',E)$
 - Let V' represent K copies of grid points $H(1),\dots,H(K)$
 - $v \in H(t)$ represents a potential location for the MBN at time t
 - Define edge weight for (u,v) , $d[u,v] \leq V\Delta t$, $u \in H(t)$, $v \in H(t+1)$ as $F\left(\max_i d[v, p_i(t)]\right)$ - throughput function evaluated at grid point



- Optimal MBN path *constrained to grid points* corresponds to the longest (max-weight) path in the above graph



Performance grid-based DP algorithm



- How does the grid-based DP algorithm compare to the unconstrained optimal solution?
- Lemma: on an unbounded plane, the objective of the DP algorithm is lower bounded by,

$$\frac{1}{K} \sum_{t=1}^K F \left[d_{\max}^{\text{opt}}(t) + 2\sqrt{2t\varepsilon} \right]$$

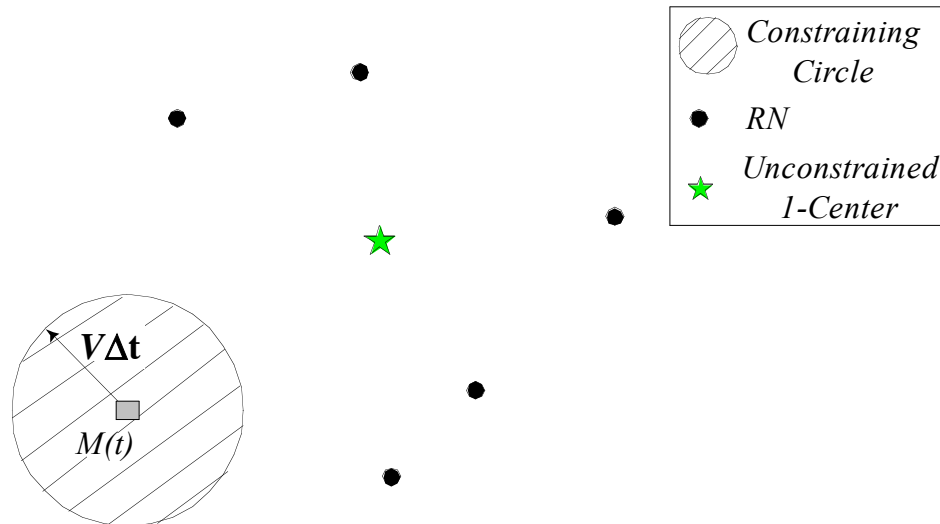
- Grid-based solution deviates from optimal
 - Difference increases with time
 - Constraining MBN to travel on “grid” results in the MBN falling behind the optimal location
 - Above bound is “tight”



Greedy Approach



- **Motivation**
 - DP approach has high computational complexity
 - For many practical scenarios, greedy can perform well
- **Greedy High-Level Idea:**
 - For each time-step $t = 0, \dots, K-1$, compute the location for $M(t+1)$ that maximizes $F[d_{\max}(t+1)]$ subject to $d[M(t), M(t+1)] \leq V\Delta t$
 - Problem reduces to finding the *circular constrained 1-center*

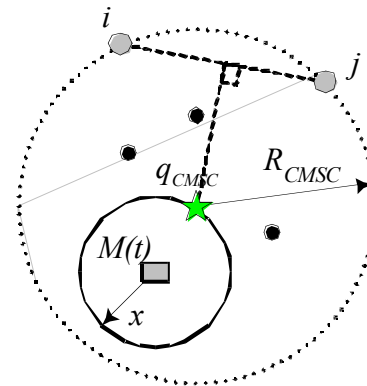
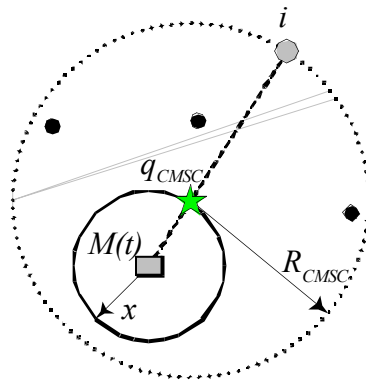




Circularly constrained 1-center



- **Lemma:** if the unconstrained 1-center lies outside the constraining circle C . Then, the constrained 1-center must lie on the boundary of C (δC)
- **Lemma:** The constrained 1-center, q , can be defined by either,
 - A single RN i . If this is the case, then q is located on the intersection between the line segment $\langle i, M(t) \rangle$ and δC
 - By a pair of RNs i, j . If this is the case, then q is located on the intersection between the perpendicular bisector of $\langle i, j \rangle$ and δC

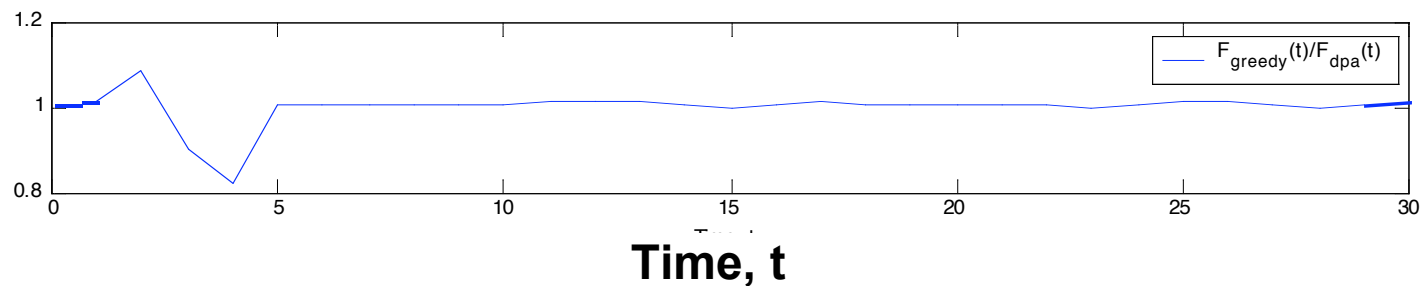
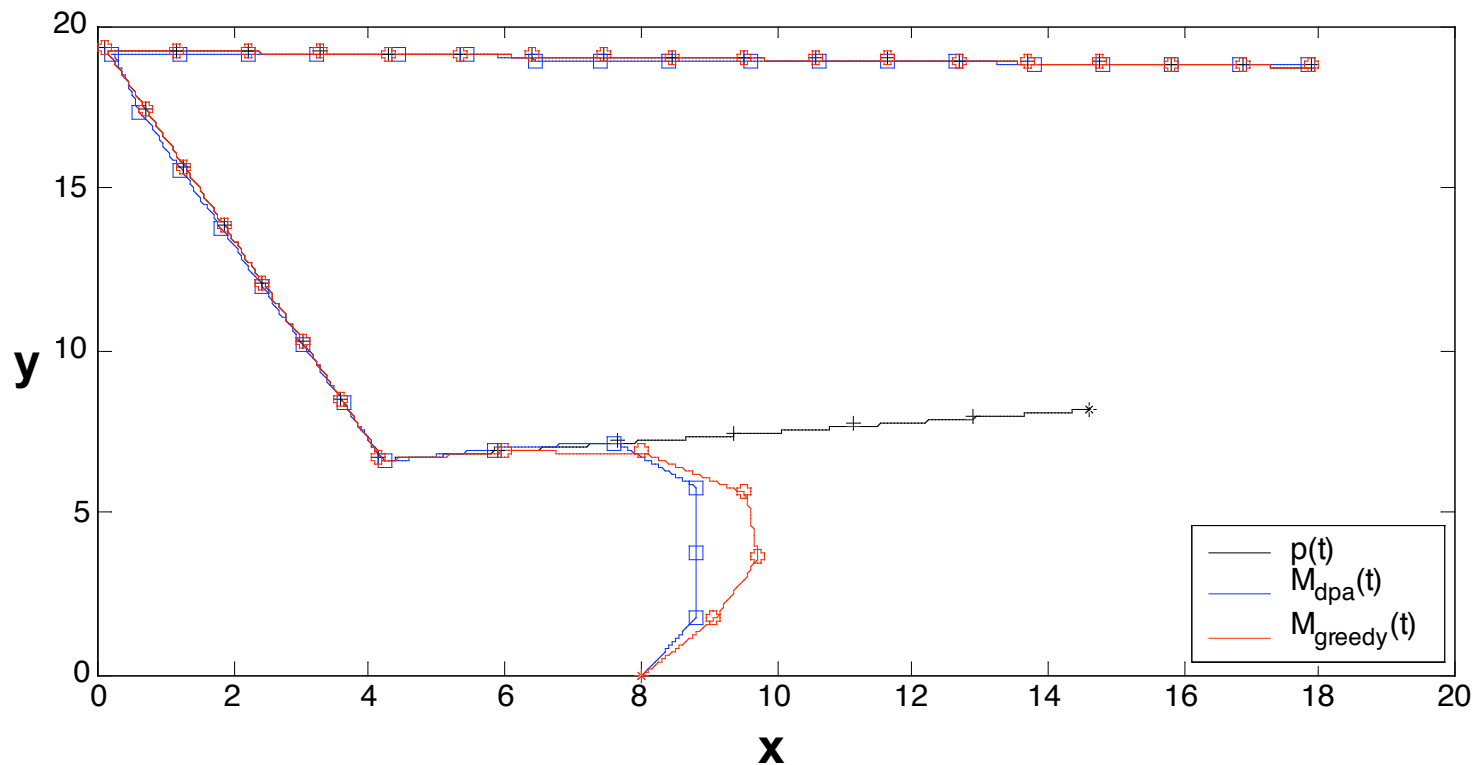


Only need to examine $O(N^2)$ possible locations



Simulation Results

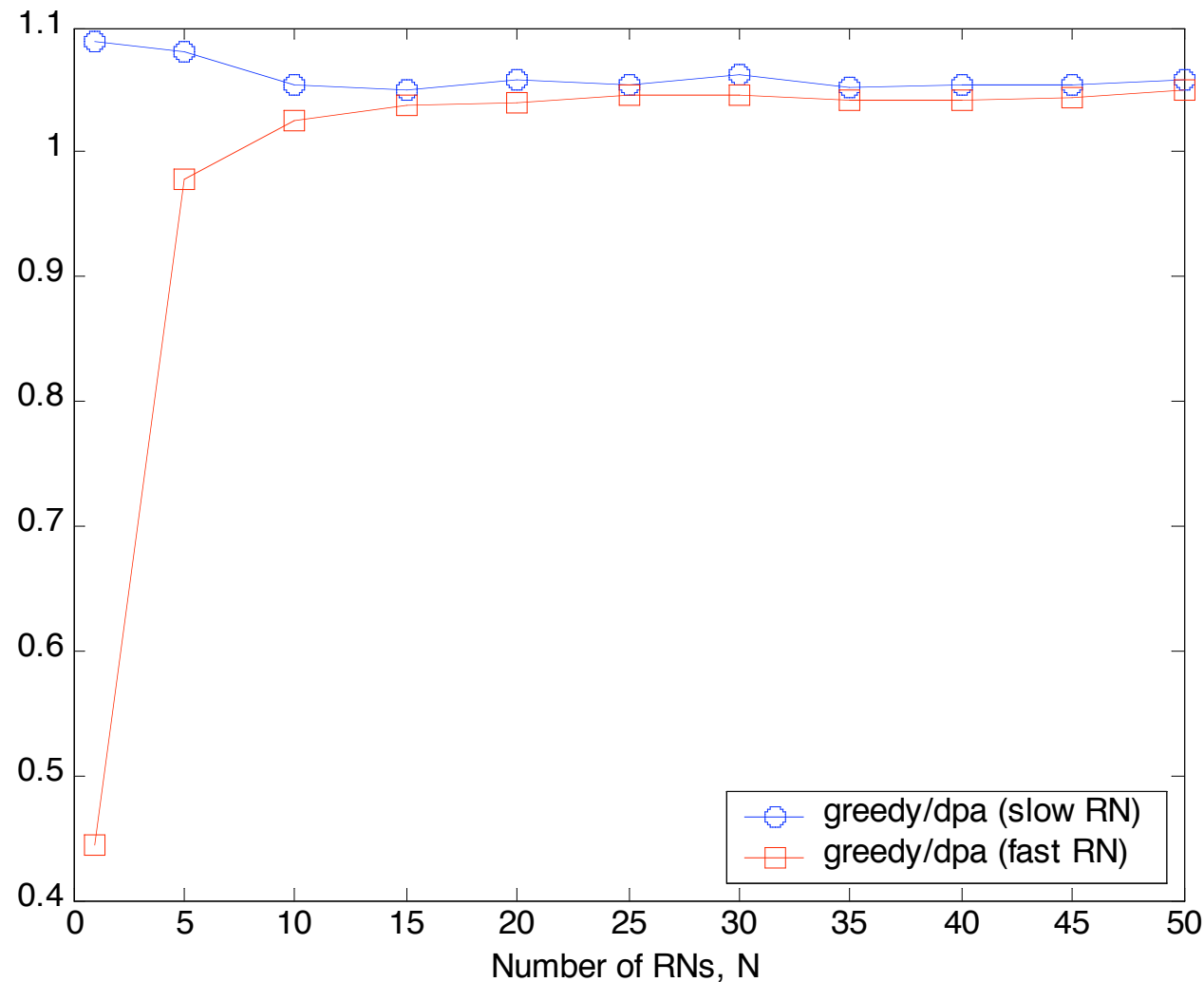
- Simplified CDMA throughput function, $F[d_{max}(t)] = 1/(d_{max}(t)^2 + 1)$
- Single RN, 2-D random waypoint example, $\Delta t = 1$, 20X20 plane,





Simulation Results

- Simplified CDMA throughput function, $F[d_{max}(t)] = 1/(d_{max}(t)^2 + 1)$
- 2-D random waypoint example, $\Delta t = 1$, 100s time period, 20X20 plane, velocity $V \in [0,2]$





Summary



- **MBN architecture utilizes dedicated communication nodes to provide support**
 - In contrast to traditional “peer” view of ad hoc networks
 - MBN’s trajectory/position can be controlled
- **Developed algorithms for MBN Placement**
 - 1) Disk communications model
 - 2) SINR-based communications model
- **Developed algorithms for planning the MBN trajectory**
- **Future directions: controlled mobility wireless networks**
 - Can we take advantage of “controlled mobility” to:
 - Increase network throughput
 - Reduce energy consumption
 - Reduce delays