

Optimization in the Loop

Implementing and Testing Scheduling
Algorithms with SimuLTE

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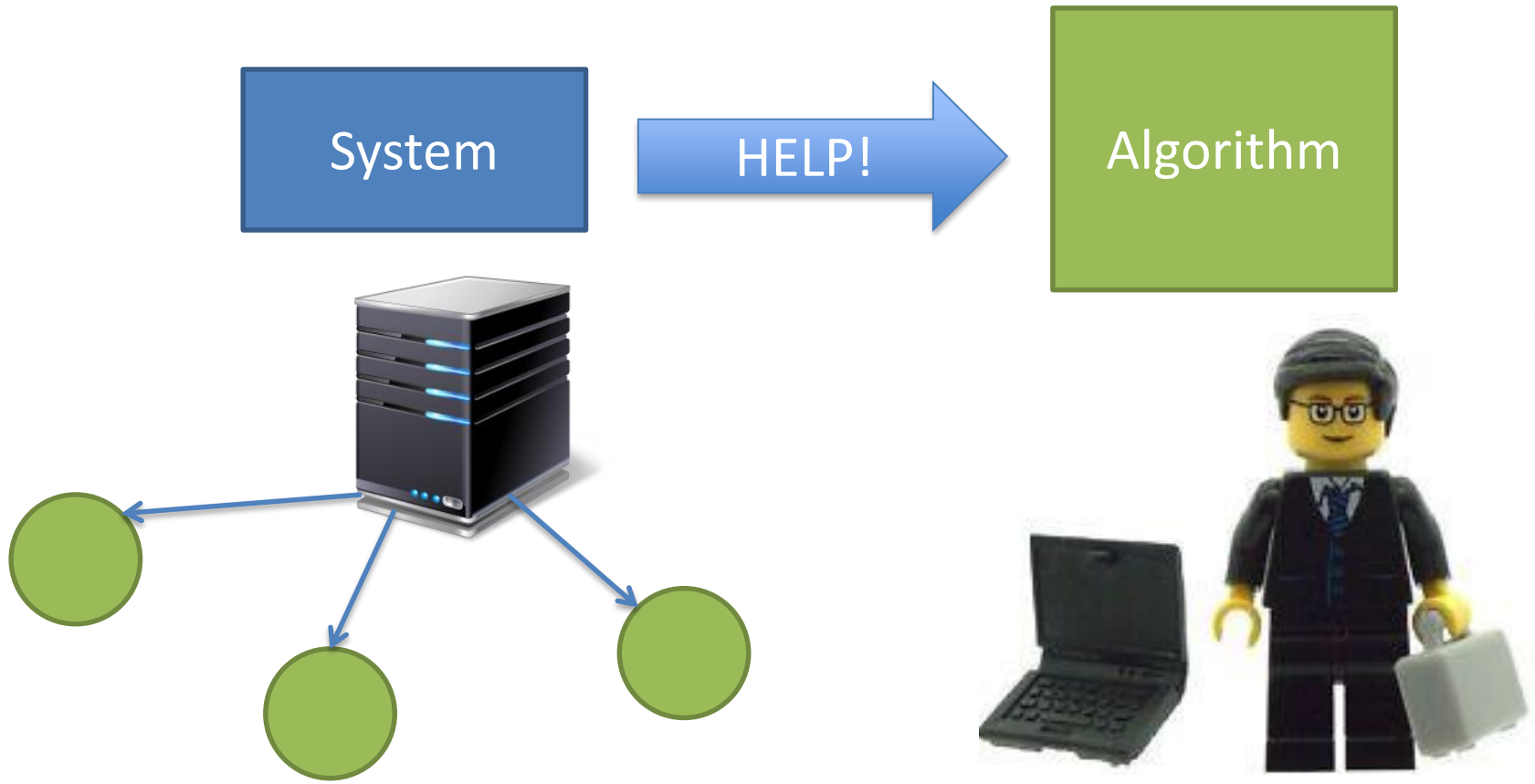
- Prof. Giovanni Stea
- Giovanni Nardini



Outline

- Why Optimization
- Going into the Loop
- Methods
- Example

An everyday problem



Comparing Results

system

Algorithm 1

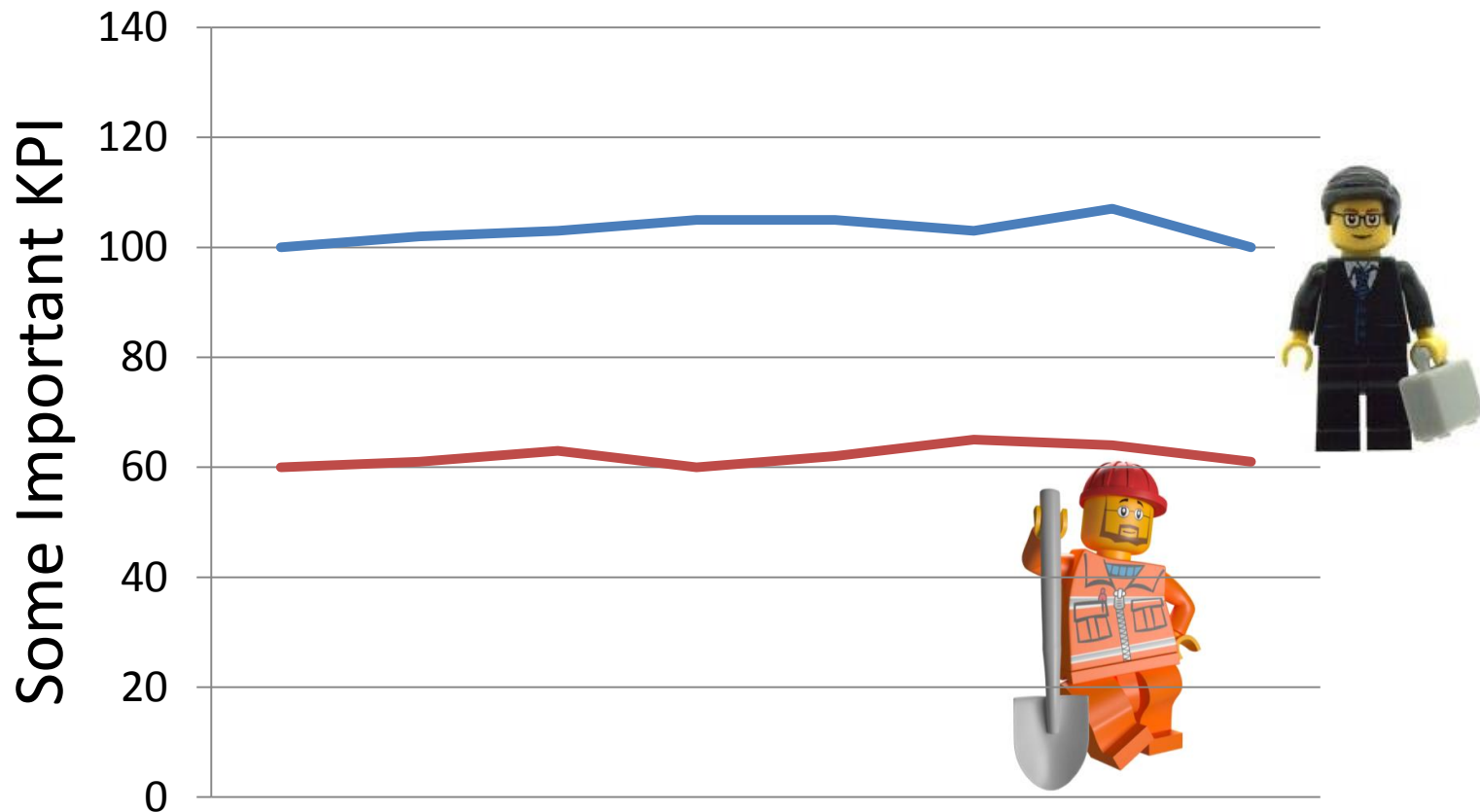


I'm better than you

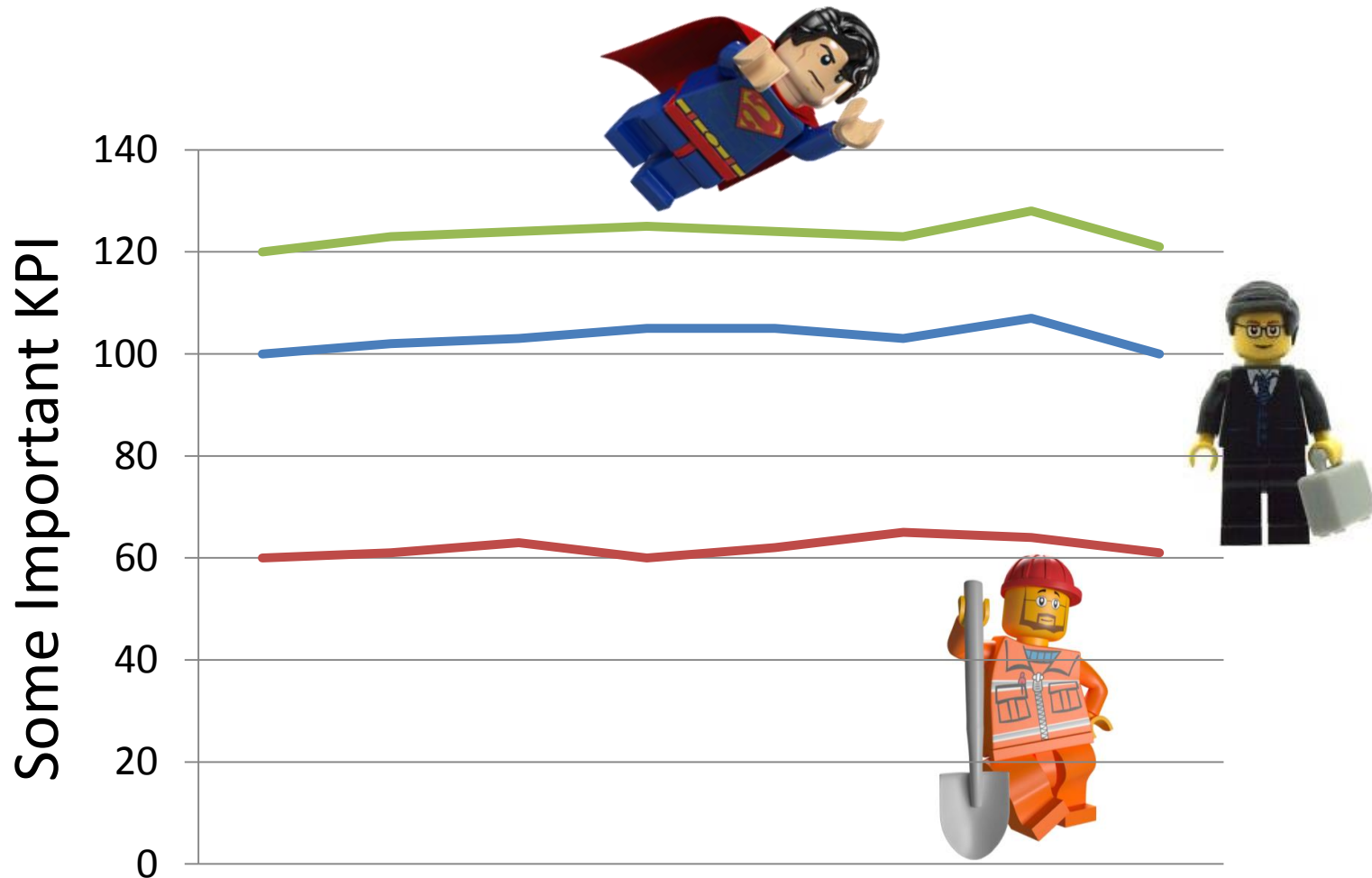
Algorithm 2



Comparing with the best



Comparing with the best



Comparing Results

system



~~I'm better than the optimum~~



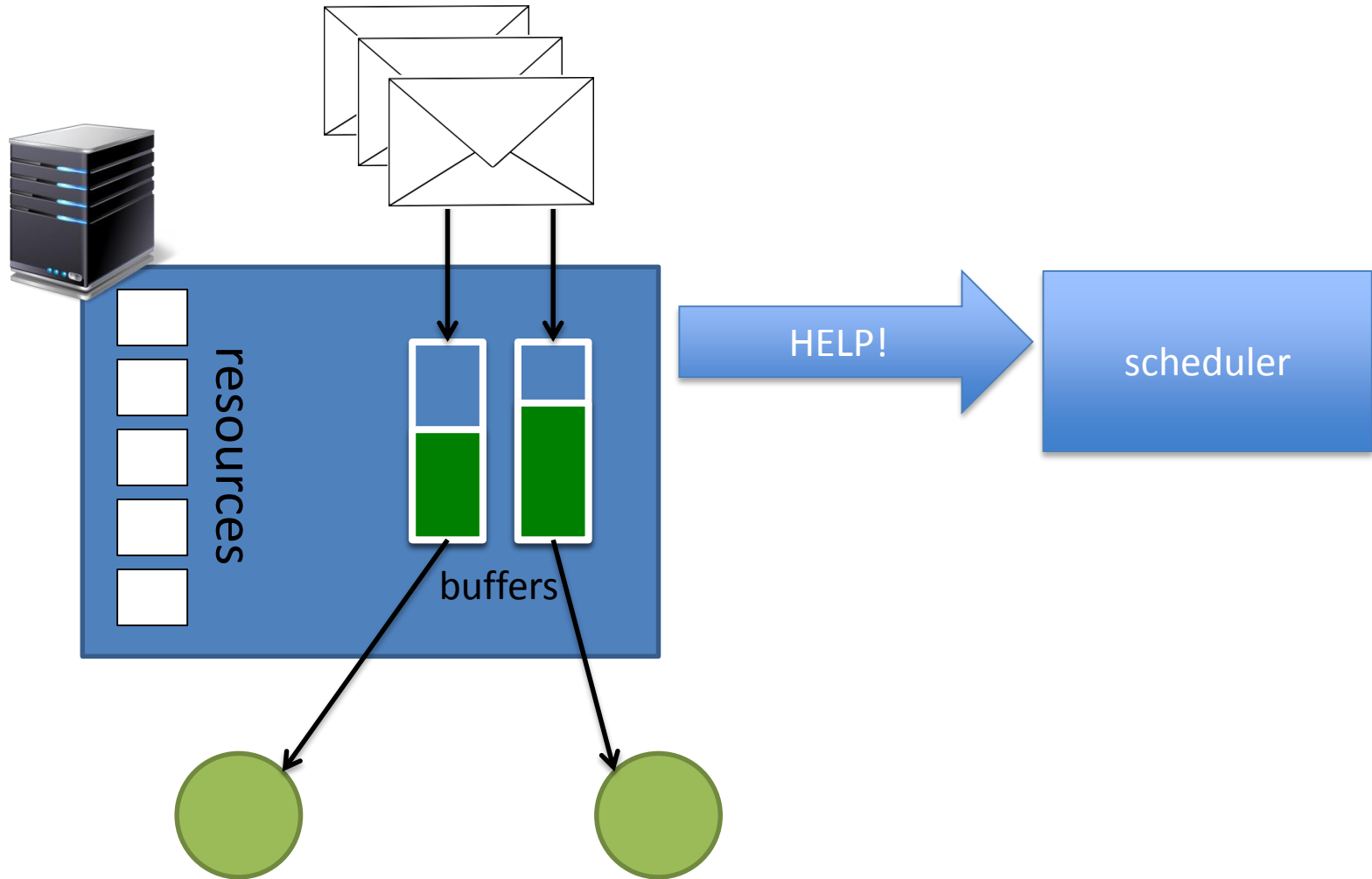
$$\max_i \sum a_i x_i$$

s t.

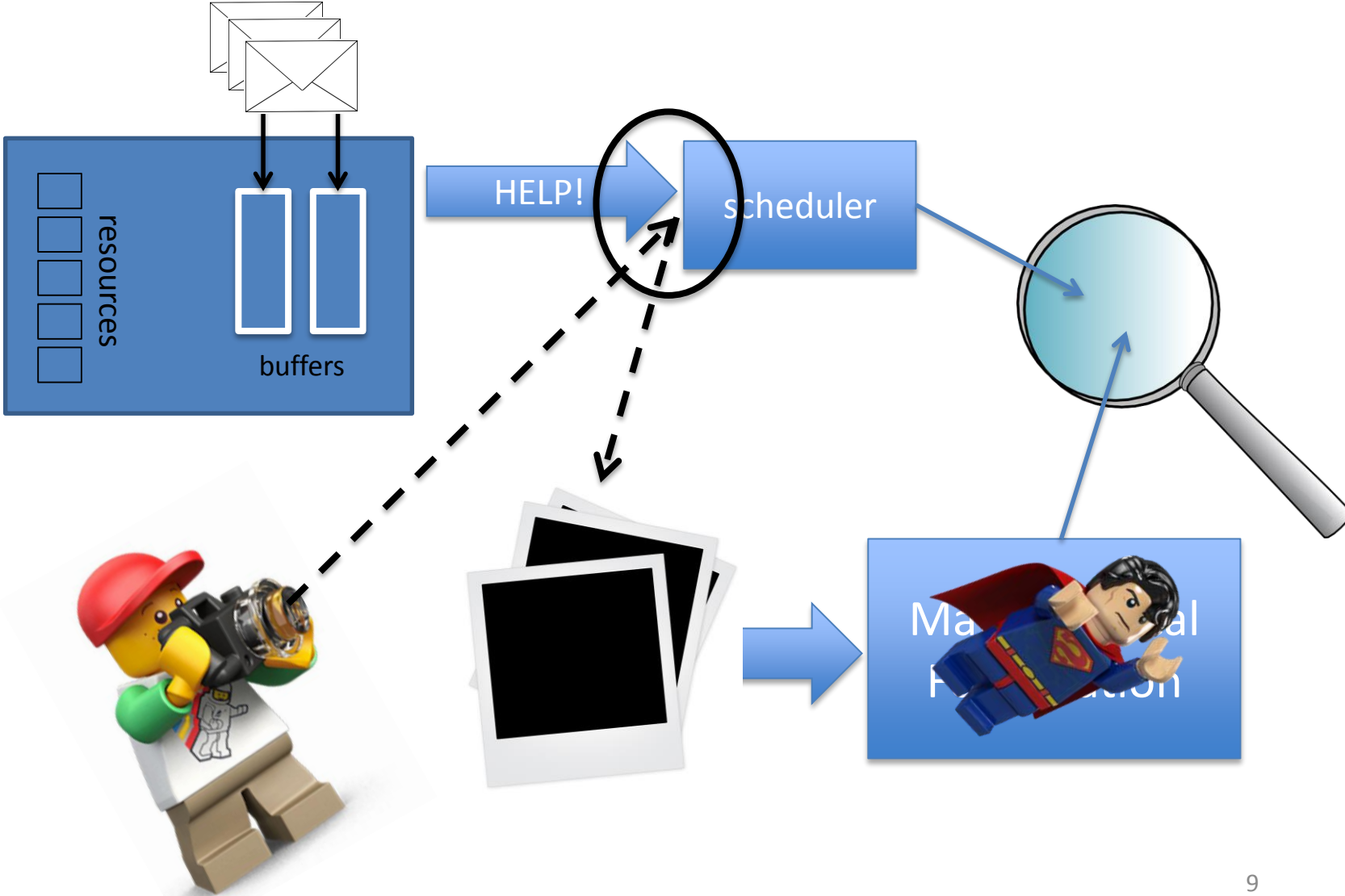
$$x_i + p_i \in M$$

...

A simple problem



Taking a Photo



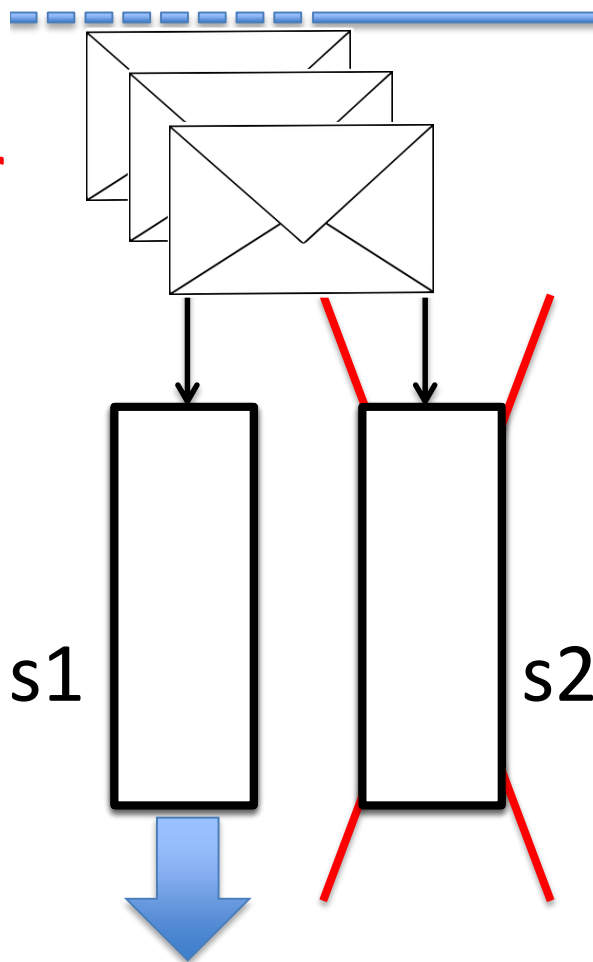


Quiz 1

QUIZ

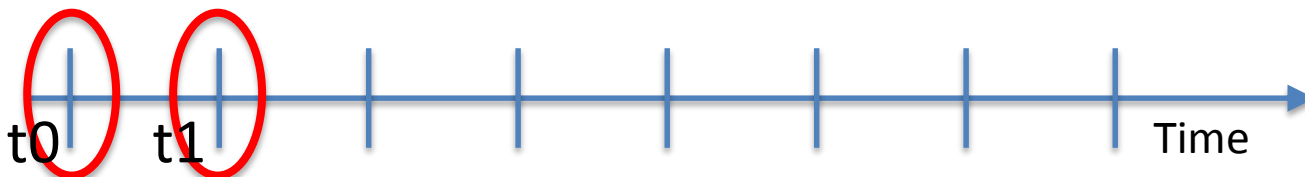
Quiz 1

Full Buffer

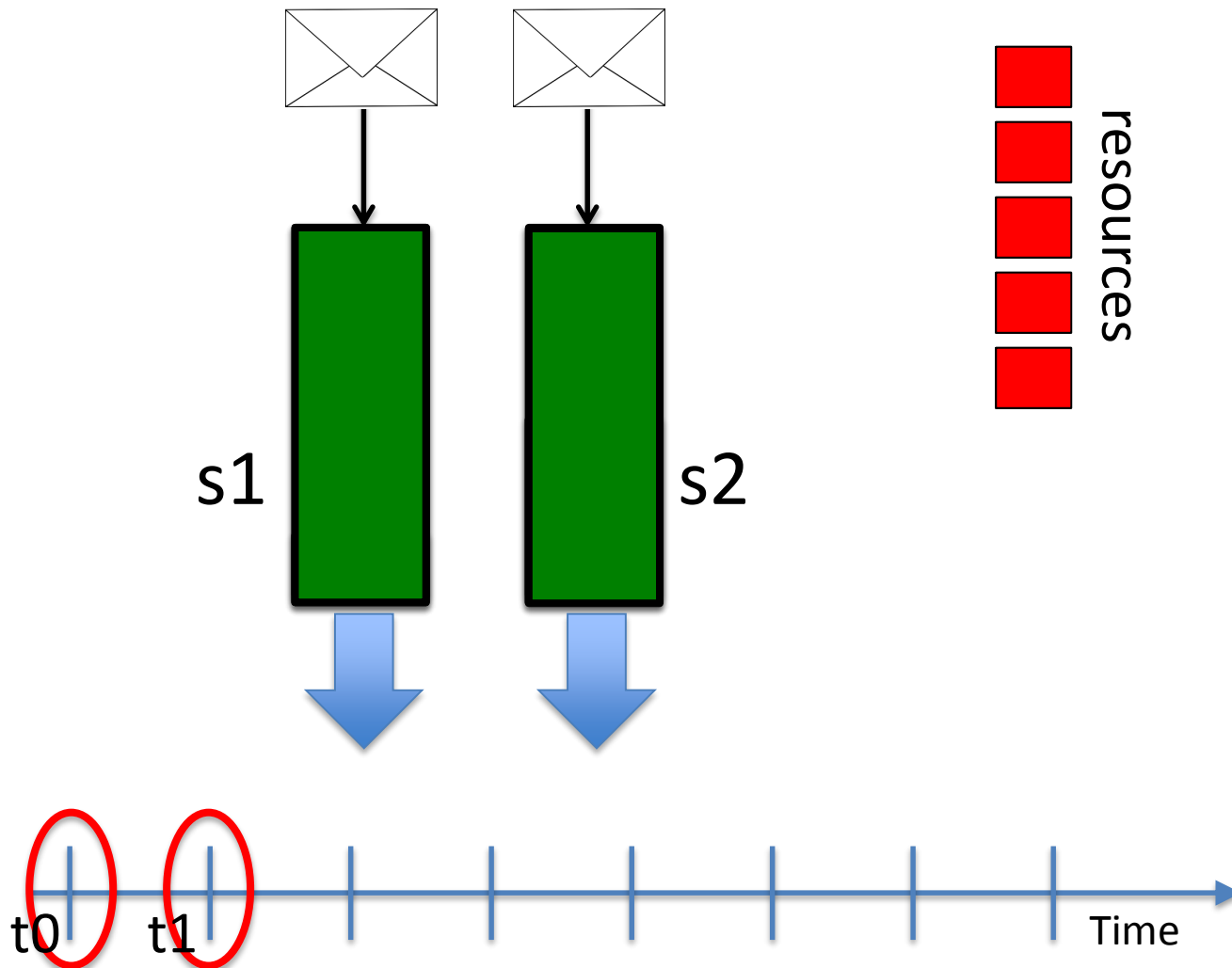


output speed

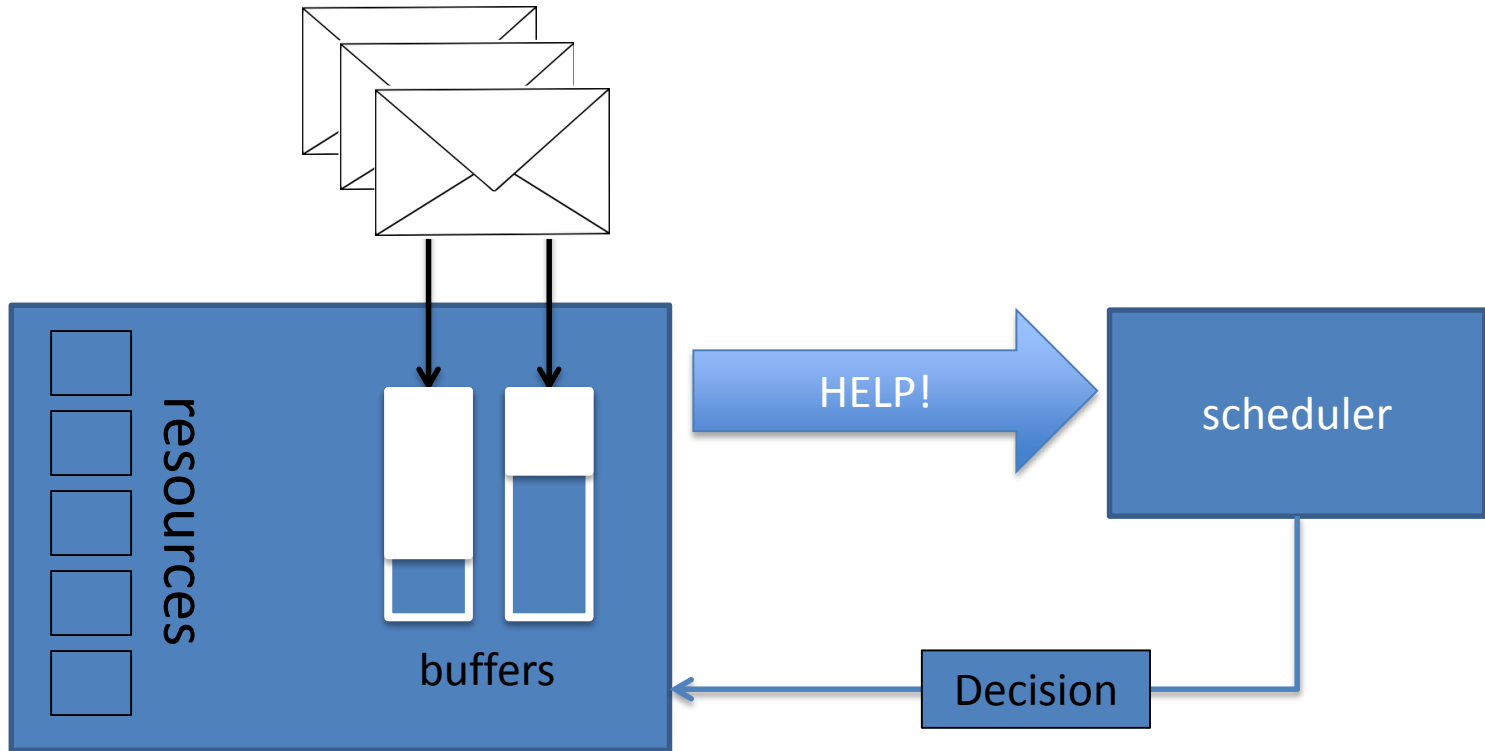
$$s_1 > s_2$$



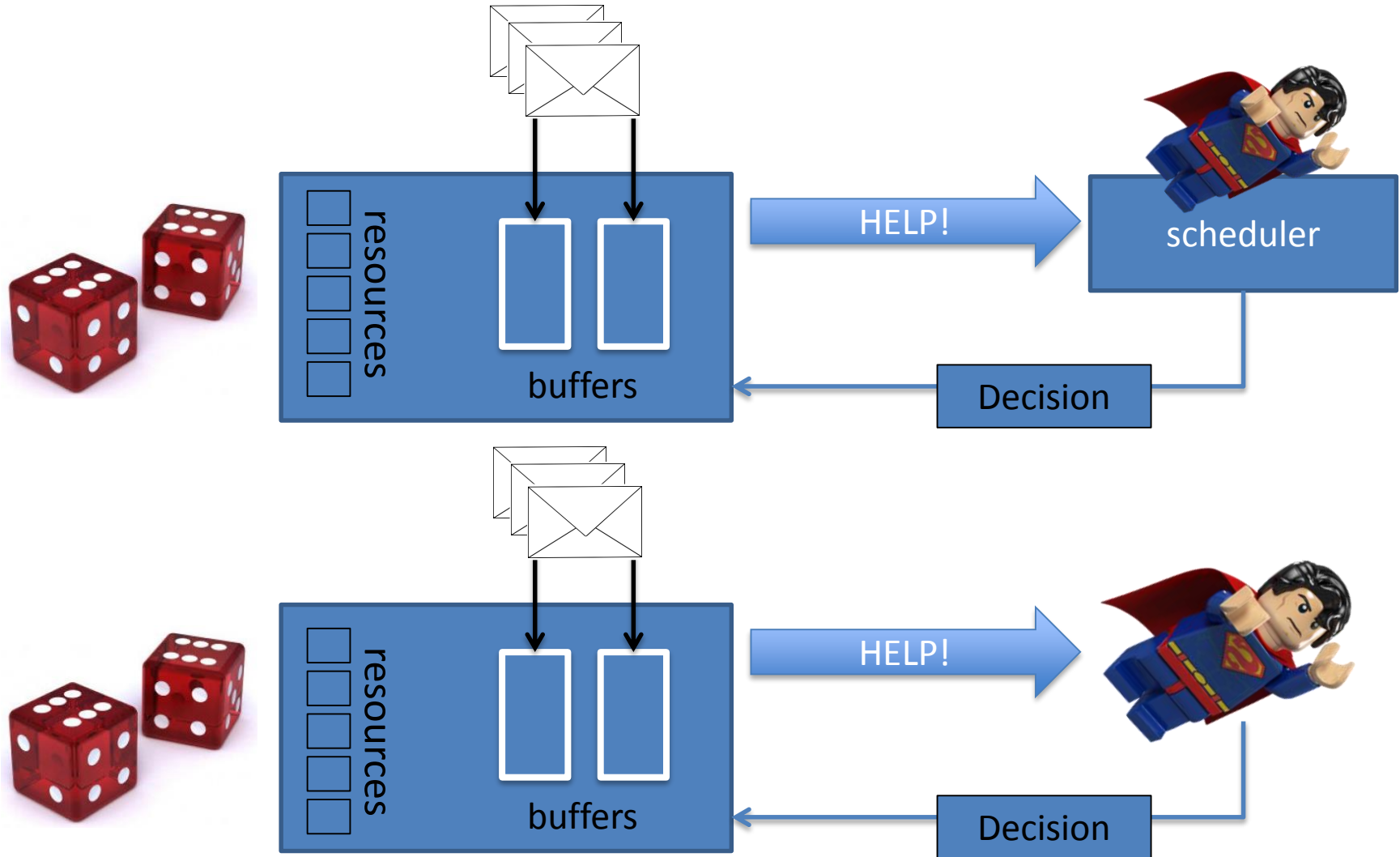
Finite Buffer: CBR



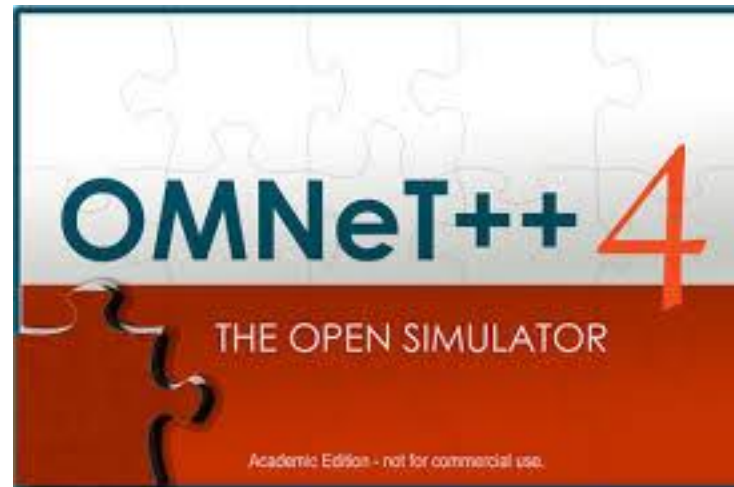
How does the system evolve



From outside to inside

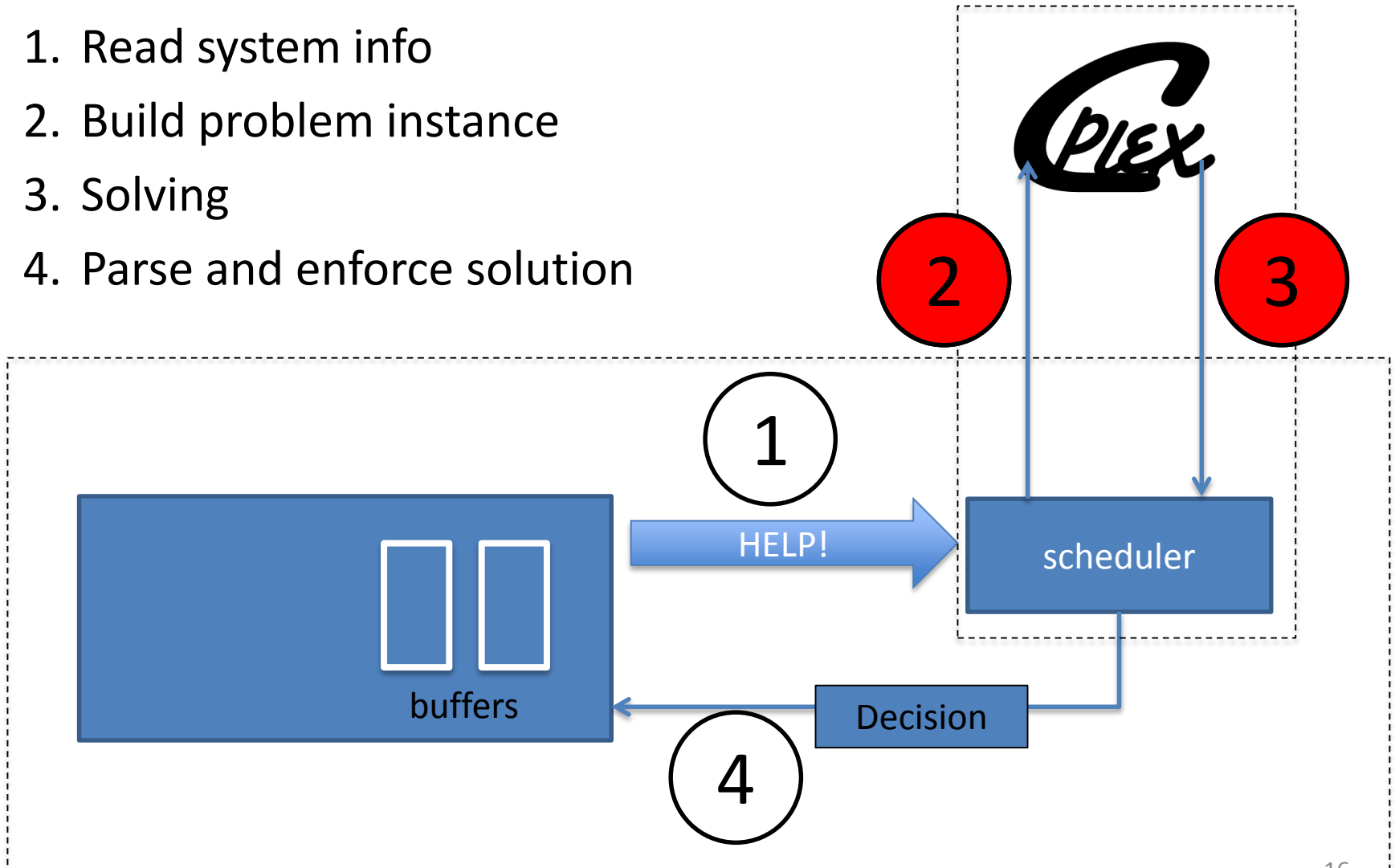


Going Into The Loop

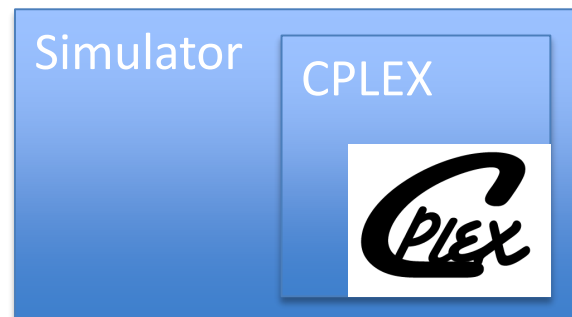
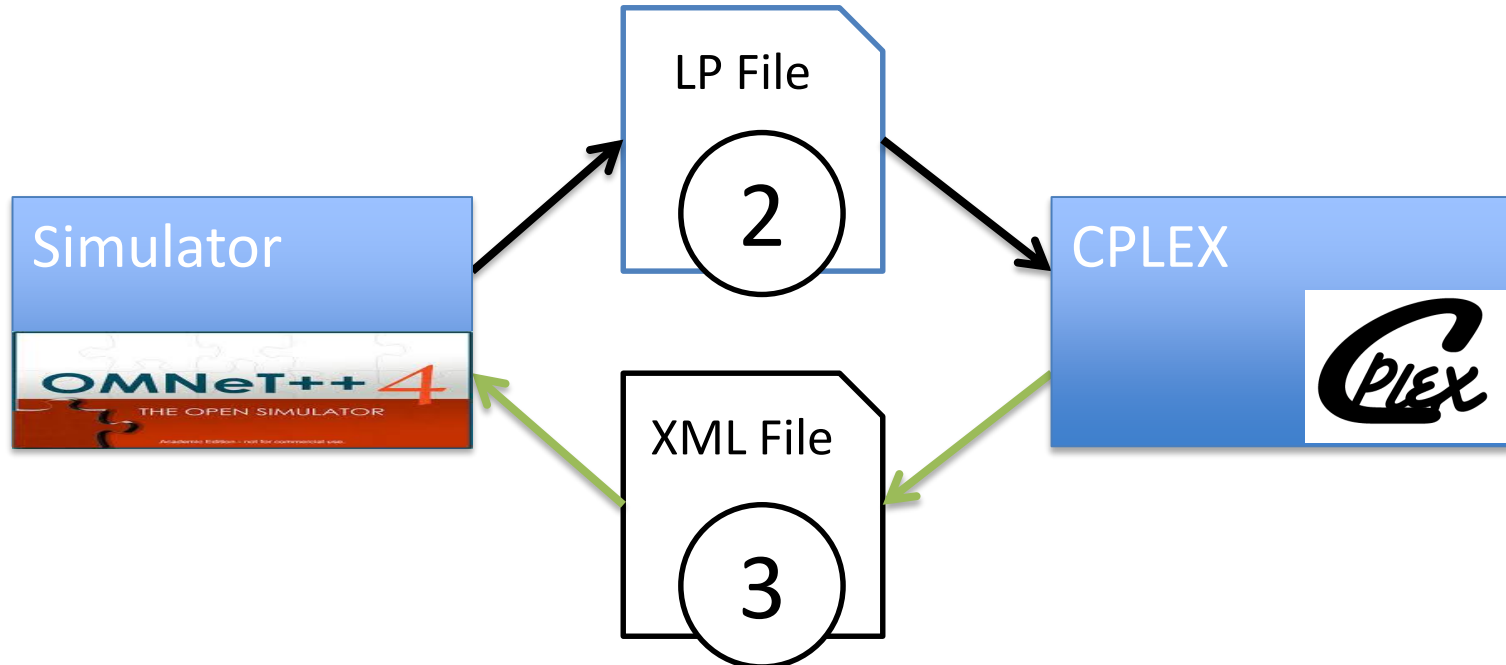


Overview

1. Read system info
2. Build problem instance
3. Solving
4. Parse and enforce solution



2 methods



LP file

② Building A problem File

$$\max \sum_{i=1}^N c_i x_i$$

```
for( i=0 ; i<N ; ++i )  
    stream << "x" << i << " + ";
```

s t.

$$x_i + p_i \leq M \quad \forall i$$

...

```
for( i=0 ; i<N ; ++i )  
    .....
```



XML
file

3

Reading Results

– XML Management

- Built-in in OMNeT
- Easy to implement manually

```
<variable name="x0" index="0" value="51"/>  
<variable name="x1" index="1" value="0"/>  
<variable name="x2" index="2" value="141"/>  
<variable name="x3" index="3" value="0"/>  
<variable name="p0" index="4" value="141"/>  
<variable name="p1" index="5" value="0"/>
```

2° method: API

- Idea: can we use CPLEX as an API?

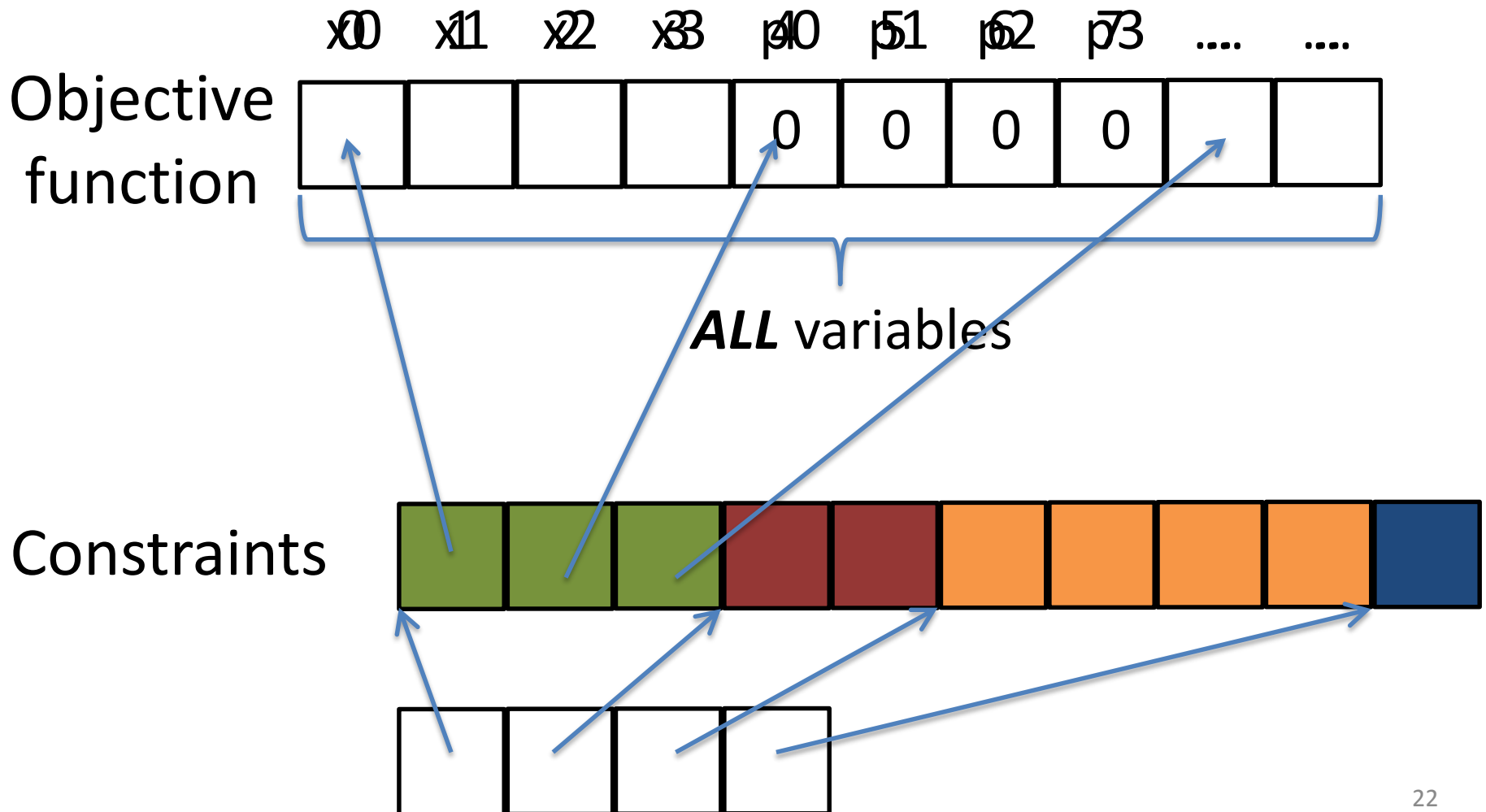
– ***Callable Library***: matrix-based C-written API

– ***Concert Technology***: a set of modeling objects
(also) in C++

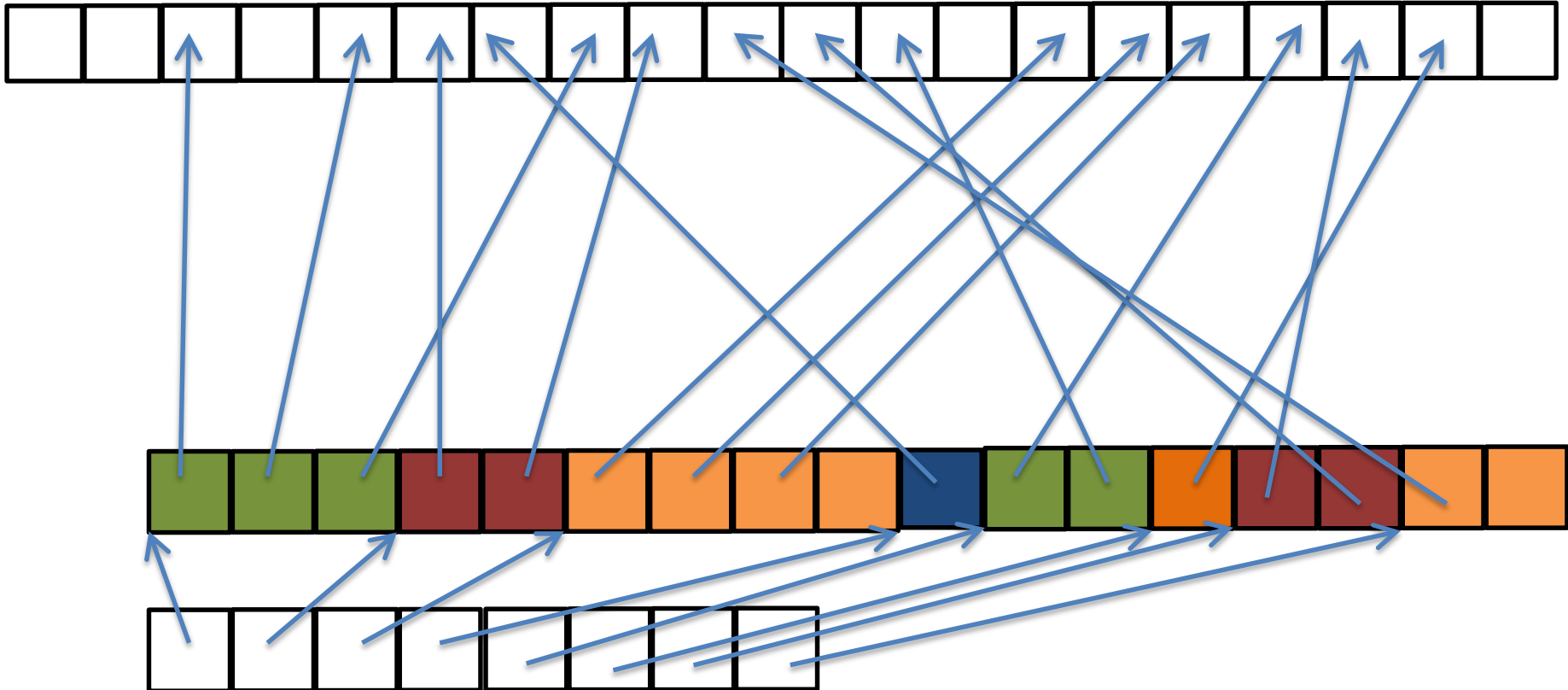
Including CPLEX

- **TELL OMNET:**
 - where the .h files are located
 - where the dynamic libraries are located
 - which dynamic library to include
 - enable the I_STD preprocessor macro
- Can be done via the ***Project Properties*** of OMNeT++

Matrix representation



Matrix representation

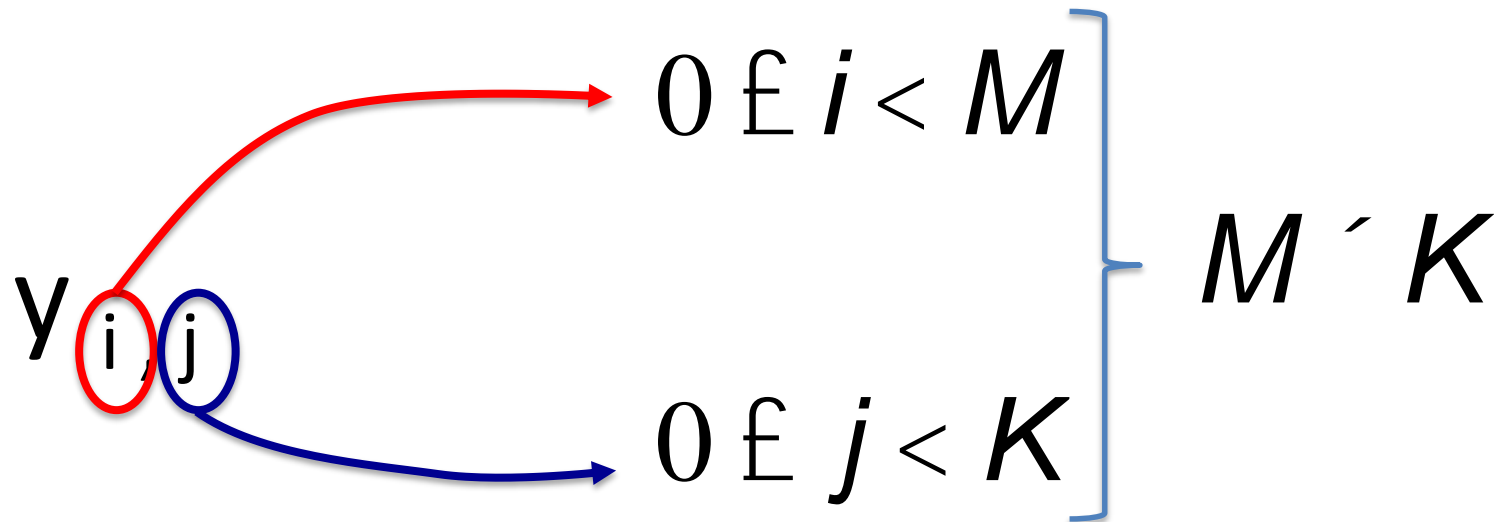


Custom C++ Interface

- Generally variables are in the form:

$-X_i$ One pedix

$-y_{i,j}$ Two pedices

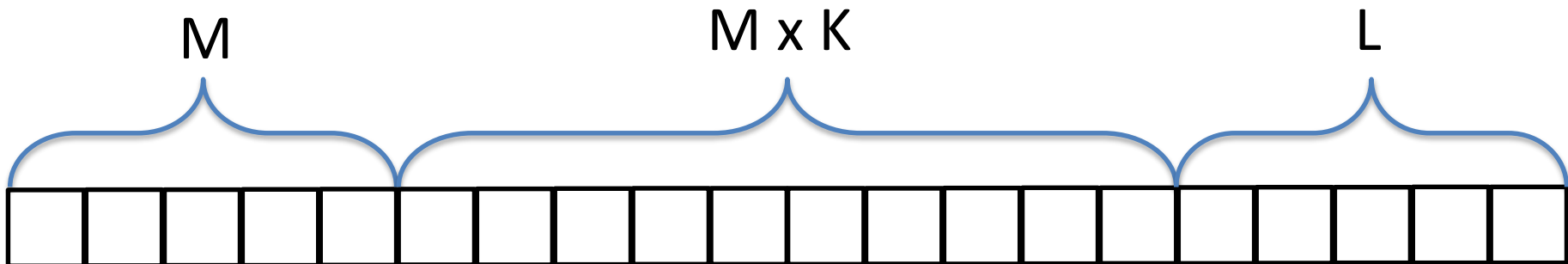


2° Method: variables

Name , #1st , #2nd

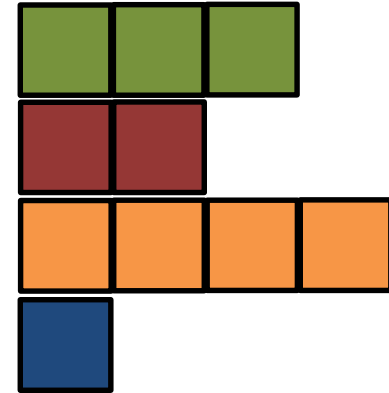
X_i	M	0
$Y_{i,j}$	M	K
Z_n	L	0

Access with
local indexes

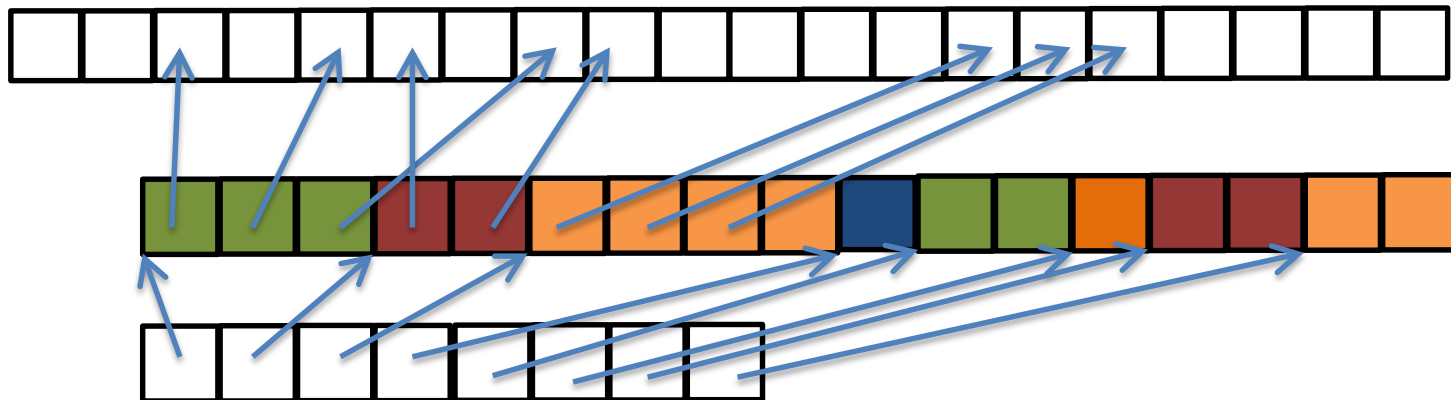


2° Method: constraints

- Add constraints one by one
usign *local indexes*



- Build the problem at the end **one-shot**



Reading The Output

XML

```
<variable name="x0" index="0" value="51"/>  
<variable name="x1" index="1" value="0"/>  
<variable name="x2" index="2" value="141"/>  
<variable name="x3" index="3" value="0"/>  
<variable name="p0" index="4" value="141"/>  
<variable name="p1" index="5" value="0"/>
```

index	0	1	2	3	4			
solution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>



Quiz 2:

$x_i \hat{=} \{0, 1\}$ Binary values

$x[i] \stackrel{?}{=} 1$

QUIZ



Quiz 2:

x0 -> 0

x1 -> 0

x2 -> 1

x3 -> 0

x4 -> 0

x5 -> 0

x6 -> 0

x7 -> 0

x8 -> 1

x9 -> 1

x10 -> 1

x11 -> 0

x0 -> 0.000000000

x1 -> 0.000000000

x2 -> 1.000000000

x3 -> 0.000000000

x4 -> 0.000000000

x5 -> 0.000000000

x6 -> 0.000000000

x7 -> 0.000000000

x8 -> 1.000000001

x9 -> 1.000000000

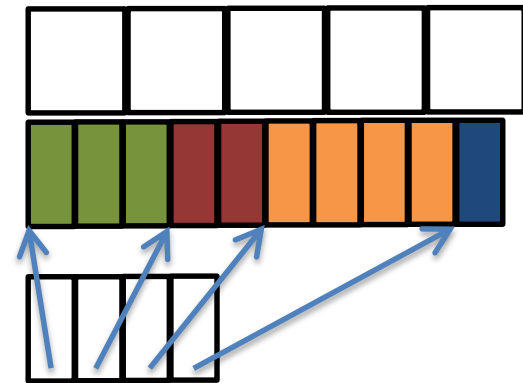
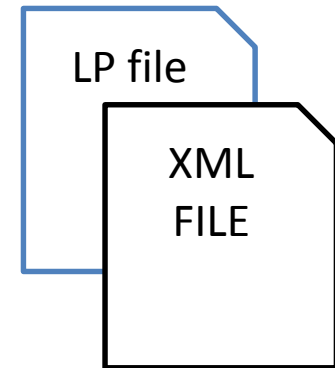
x10 -> 1.000000000

x11 -> 0.000000000

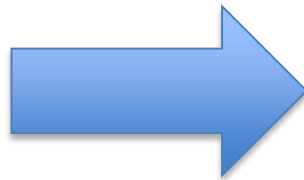
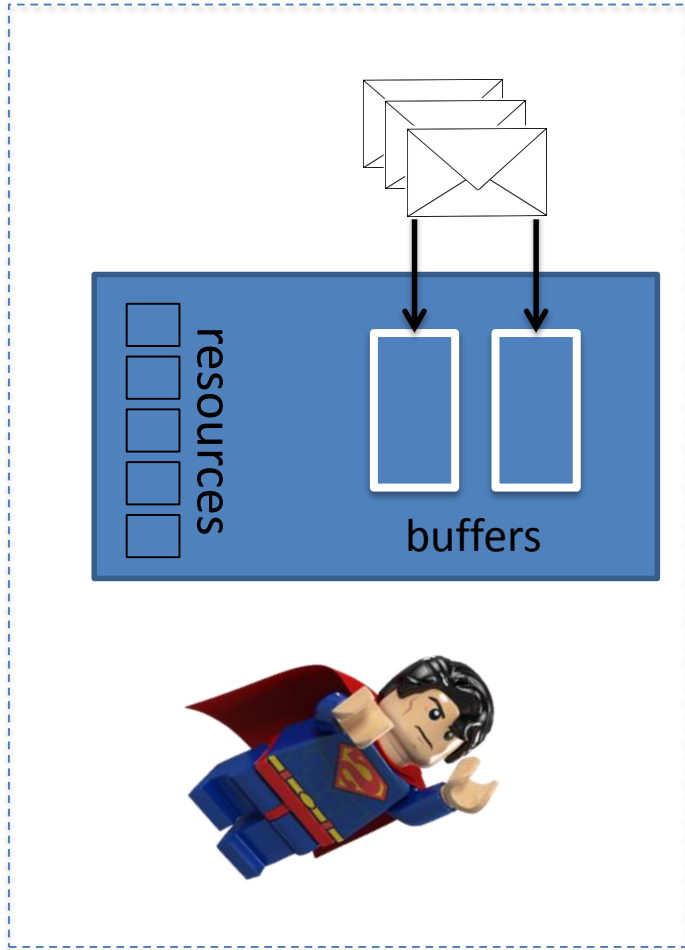
Do not trust
double values

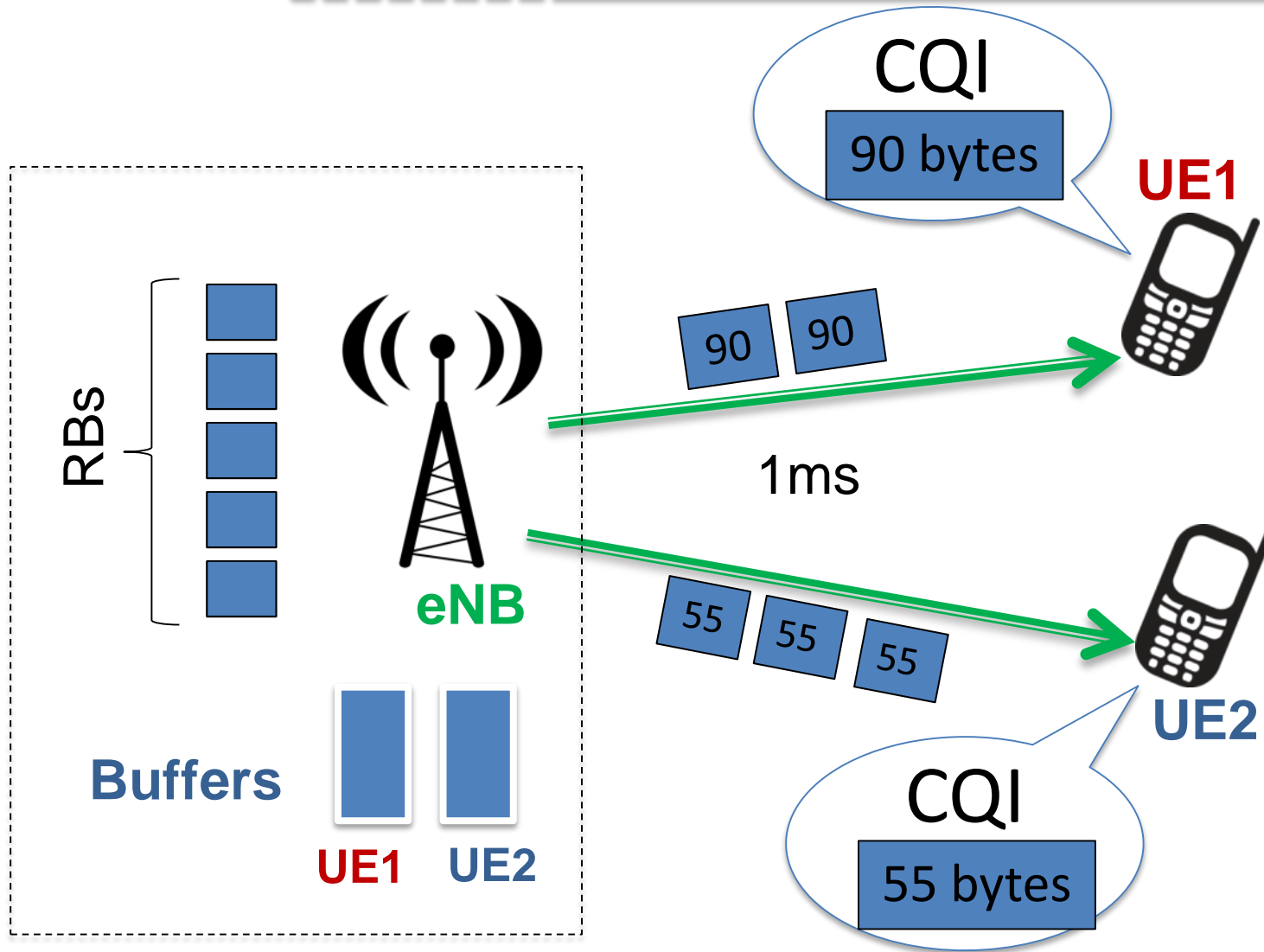
Pros and Cons

- Easy to build
- Generally slower
- Generally faster
- Requires API knowledge

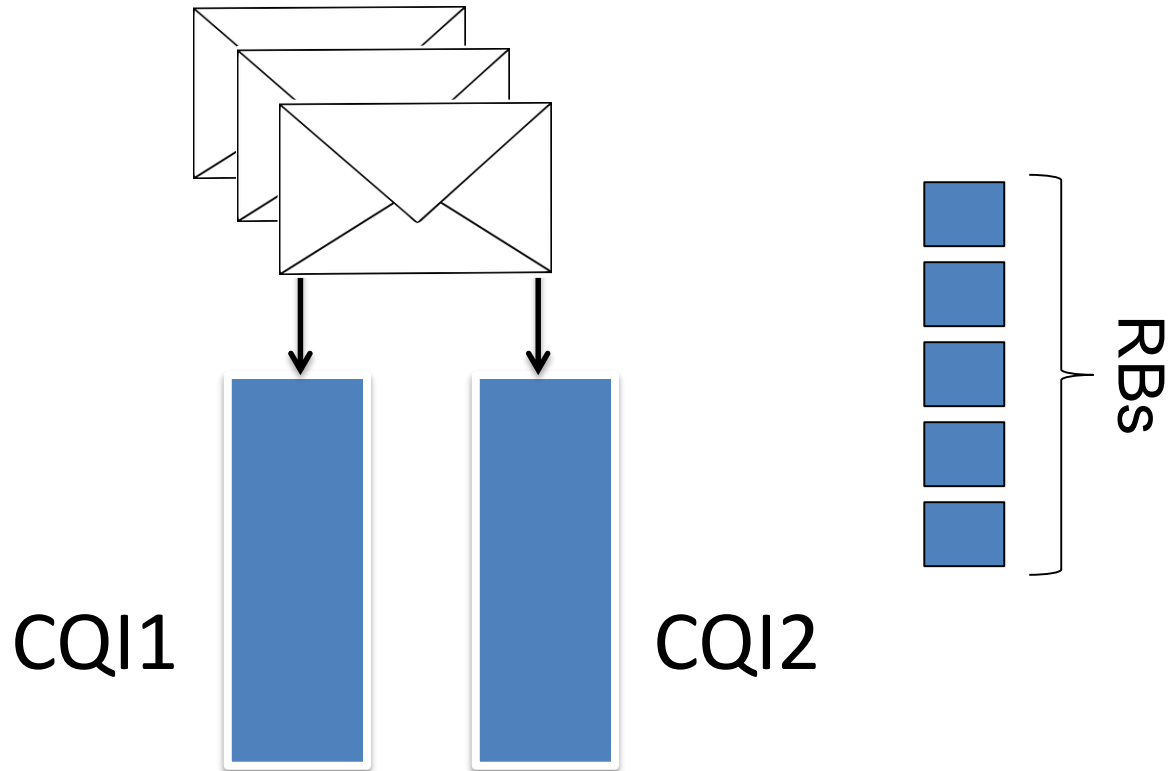


Optimization in SimuLTE



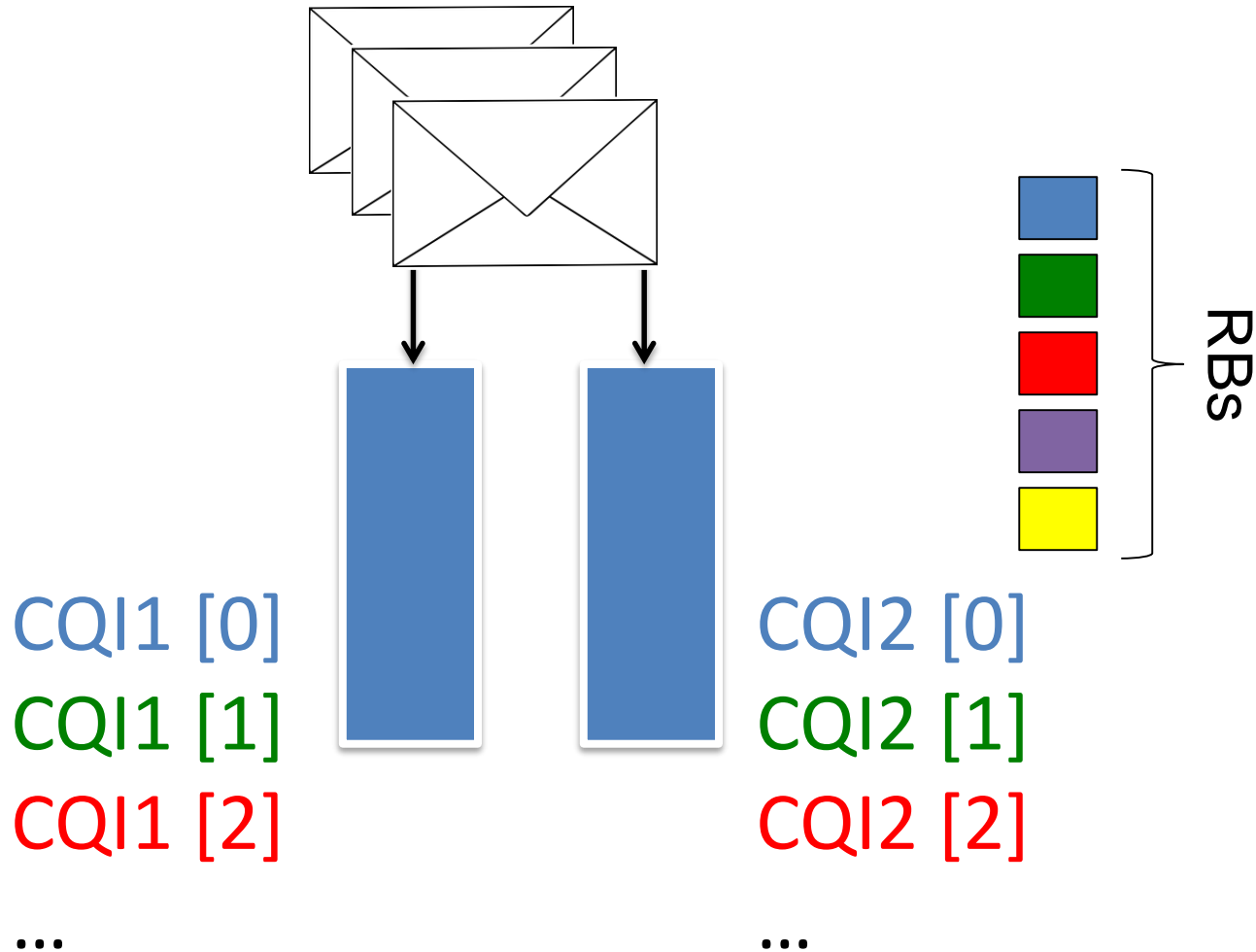


Resource allocation in LTE



Allocate **RBs** to **UEs**

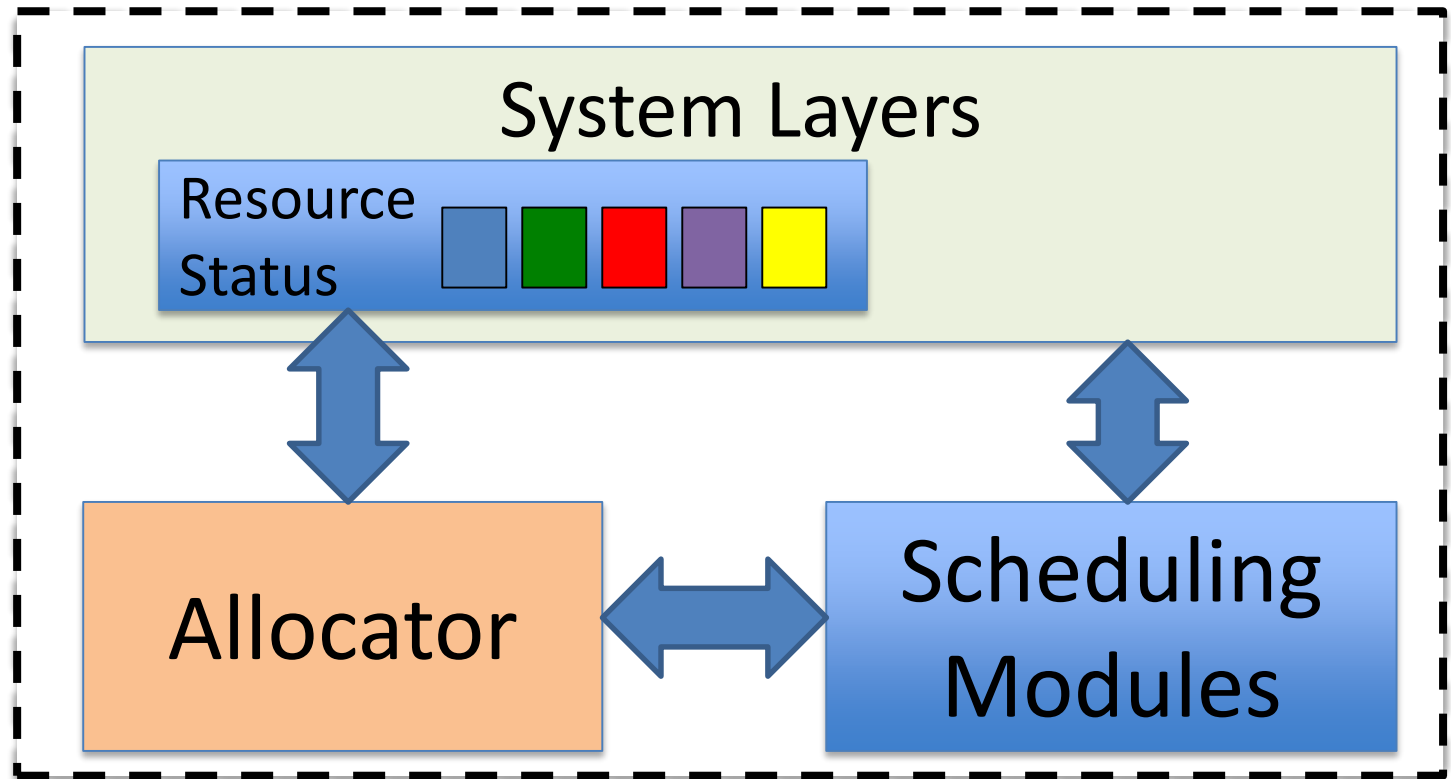
Multi Band Scheduling



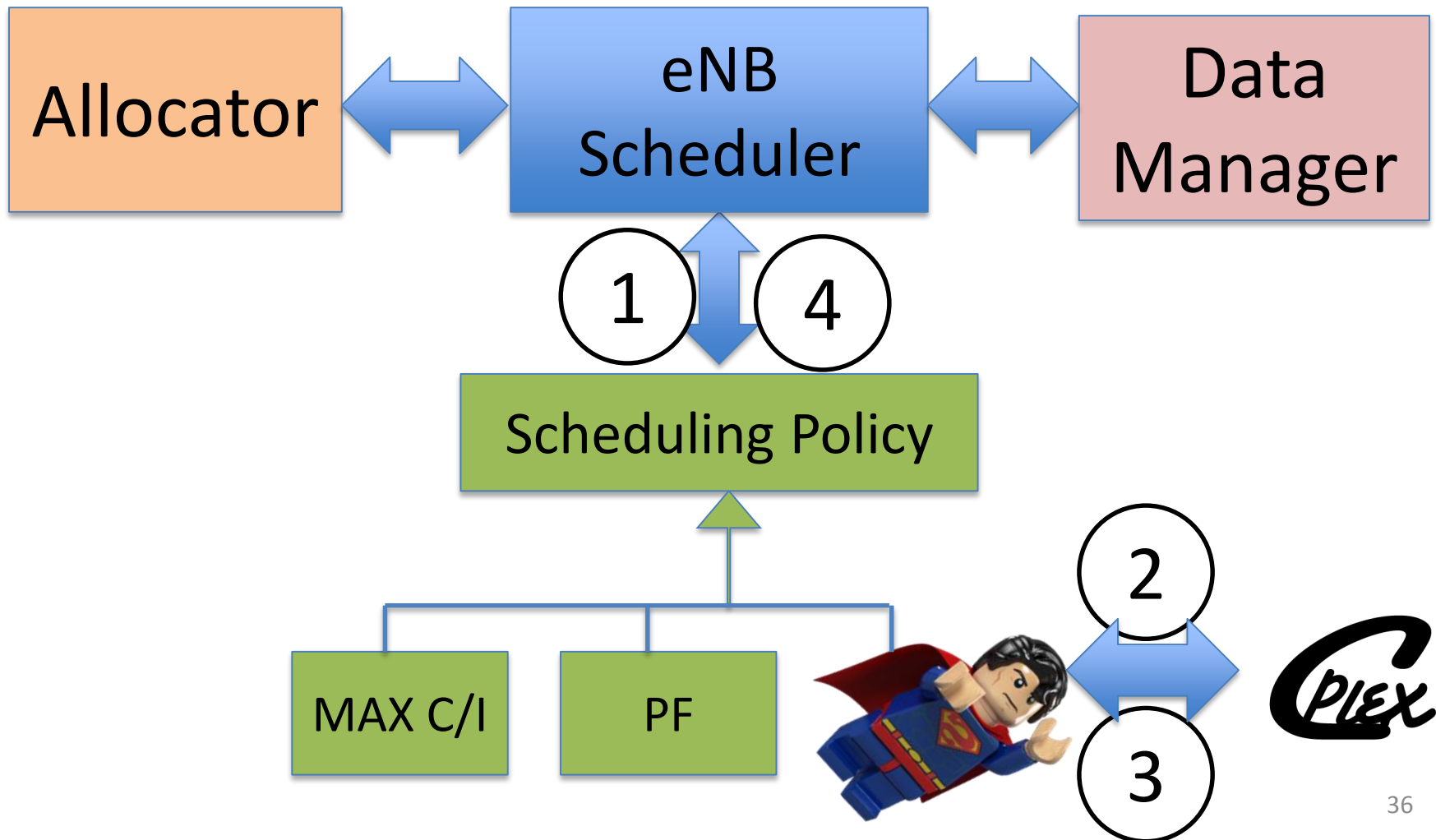
SimuLTE: Scheduling structure



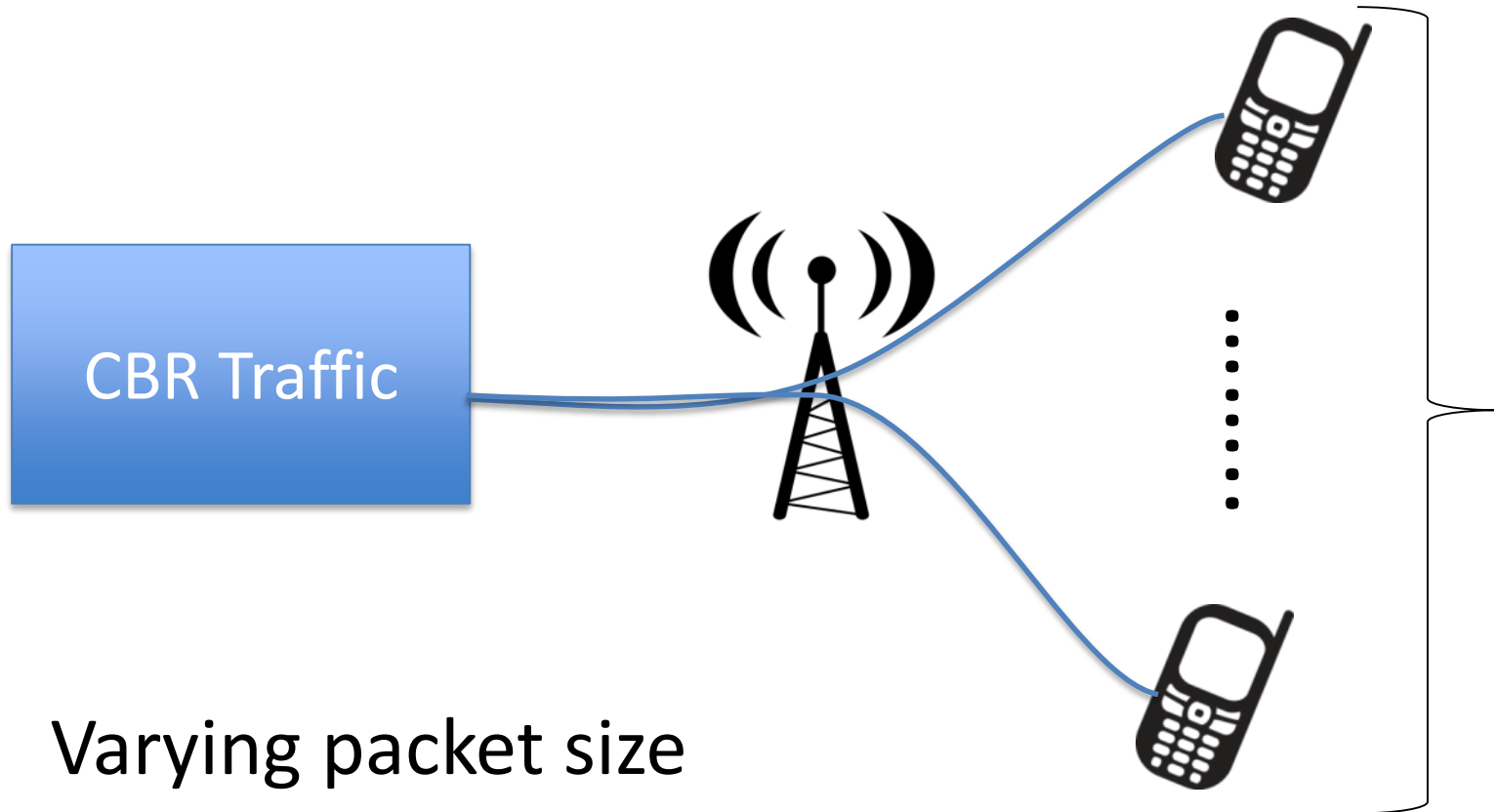
eNB



SimuLTE: Scheduler Hierarchy

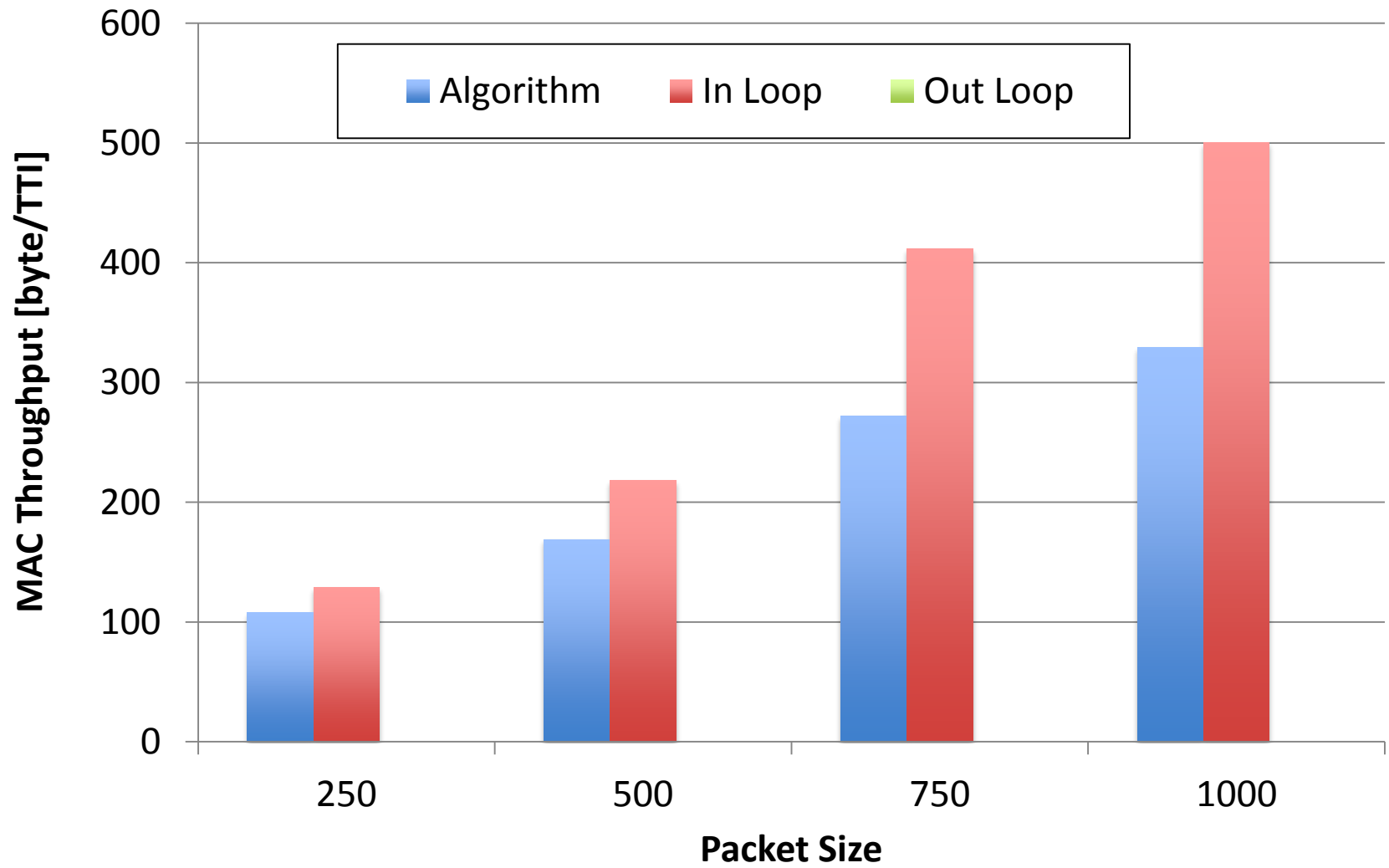


Simulation Scenario

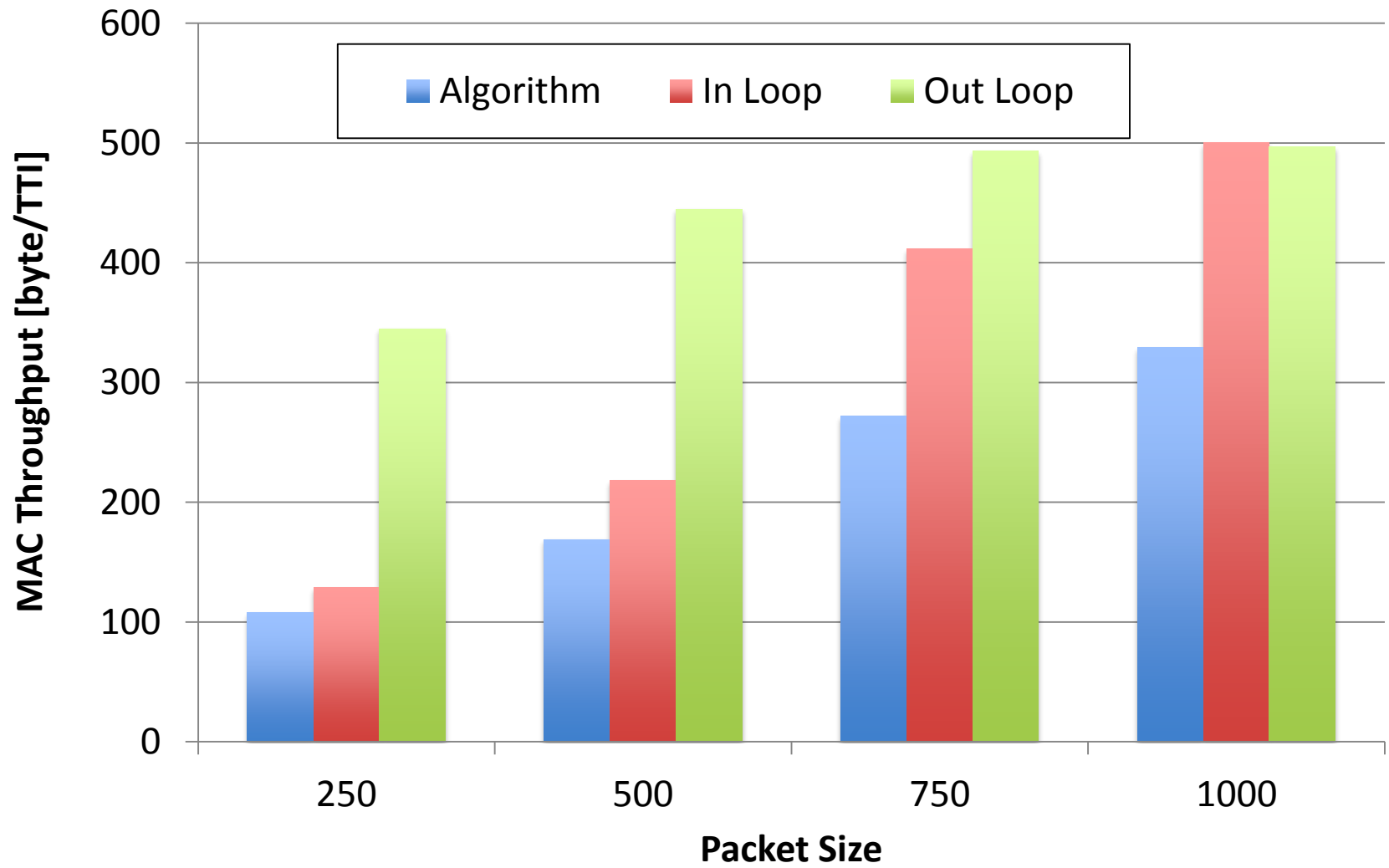


- Varying packet size
- Linear Mobility
- InLoop vs OutLoop

InLoop vs OutLoop



InLoop vs OutLoop





Any question while running for
dinner?

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