

PERFORMANCE ANALYSIS
OF MULTI-CHANNEL AND MULTI-TRAFFIC
ON WIRELESS COMMUNICATION NETWORKS

Performance Analysis of Multi-Channel and Multi-Traffic on Wireless Communication Networks

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KLUWER ACADEMIC PUBLISHERS
NEW YORK, BOSTON, DORDRECHT, LONDON, MOSCOW

eBook ISBN: 0-306-47311-9
Print ISBN: 0-792-37677-3

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New York, Boston, Dordrecht, London, Moscow

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Contents

List of Figures	xiii
List of Tables	xix
Preface	xxi
Acknowledgments	xxvii
1. INTRODUCTION	1
1 Overview of Multiple Access Communication Networks	1
2 Packet Communication Networks	3
2.1 Local Area Networks	4
2.2 Single Channel Networks	4
2.3 Multichannel Networks	5
2.4 Multi-Hop Networks	6
3 Wireless Communication Networks	7
3.1 Cellular Mobile Telecommunication Networks	7
3.2 Mobile Packet Radio Networks	8
3.3 Wireless Local Area Networks	8
4 Multiple Access Protocols	9
4.1 Fixed Assignment Protocols	10
4.1.1 TDMA	10
4.1.2 FDMA	10
4.1.3 CDMA	11
4.2 Random Access Protocols	11
4.2.1 Pure ALOHA	13
4.2.2 Slotted ALOHA	14

4.2.3	CSMA and CSMA/CD	14
4.2.4	Performance Comparisons for ALOHA and CSMA	17
4.2.5	CSMA/CA	18
4.2.6	Reservation Multiple Access Protocols	18
5	Mobile Packet Radio Networks with Random Access Protocols	19
5.1	CSMA	19
5.2	CSMA/CD	20
5.3	Capture	20
6	Multichannel Networks with Random Access Protocols	21
6.1	Slotted ALOHA	22
6.2	CSMA and CSMA/CD	22
7	Multi-Hop Networks with Random Access Protocols	23
7.1	Slotted ALOHA	24
7.2	CSMA and CSMA/CD	25
7.3	CDMA	25
8	Channel Assignment Schemes in Cellular Mobile Networks	26
8.1	FCA Scheme	26
8.2	DCA Scheme	27
8.3	HCA Scheme	27
8.4	Hand-Off	29
9	Performance Analysis of Wireless Communication Networks	29
9.1	Discrete-Time and Continuous-Time Markov Chains	31
9.2	Probability Distributions	33
10	System Models and Performance Analyses in the Book	34
10.1	System Models and Performance Analyses	34
10.2	Performance Measures and Common Definitions	39

Part I Multichannel and Multi-Traffic Networks with Slotted ALOHA Protocol

2.	OUTPUT AND DELAY PROCESS ANALYSIS OF SLOTTED ALOHA MULTICHANNEL NETWORKS	45
1	Introduction	45
2	System Model	47
3	Performance Analysis	48

3.1	Stationary Probability Distribution	48
3.2	Average Performance Measures	51
3.3	Packet Interdeparture Time Distribution of Type $[c]$	52
3.4	Joint Probability Distribution of Packet Interdeparture Time and Number of Packet Departures	55
3.5	Packet Delay Distribution	60
4	Numerical Results	65
5	Conclusion	67
3.	PERFORMANCE ANALYSIS OF MULTICHANNEL SLOTTED ALOHA NETWORKS WITH CAPTURE	71
1	Introduction	71
2	System Model	72
3	Performance Analysis	74
3.1	Stationary Probability Distribution	74
3.2	Average Performance Measures	76
4	Numerical Results	77
5	Conclusion	78
4.	OUTPUT AND DELAY PROCESS ANALYSIS OF MULTICHANNEL NETWORKS WITH VOICE/DATA	83
1	Introduction	83
2	System Model	85
3	Performance Analysis	87
3.1	Analysis of Nonreservation System	87
3.2	Analysis of Reservation System	90
3.3	Packet Departure Distribution	92
3.4	Average Performance Measures	94
3.5	Packet Delay Distribution	98
4	Numerical Results	103
5	Conclusion	106
5.	PERFORMANCE ANALYSIS OF PRIORITIZED MULTI-HOP PACKET RADIO NETWORKS	113
1	Introduction	113
2	System Model	116

3	Performance Analysis	117
3.1	Joint Probability Generating Function	117
3.2	Analysis for Three-Hop Network	119
3.2.1	Fully Connected Three-Hop Network	119
3.2.2	Tandem Three-Hop Network	123
3.3	Analysis for N -Hop Network	126
3.3.1	Queue Length Distribution	128
3.3.2	Average Performance Measures	132
3.3.3	Transmission State Distribution	132
3.4	Two-Hop Parallel Network	139
4	Numerical Results	141
5	Conclusion	141

Part II Multichannel and Multi-Traffic Networks with CSMA Protocols

6.	OUTPUT AND DELAY PROCESS ANALYSIS OF SLOTTED CSMA/CD MULTICHANNEL LANS	149
1	Introduction	149
2	System Model	152
3	Performance Analysis	153
3.1	Stationary Probability Distribution	153
3.2	Average Performance Measures	155
3.3	Packet Interdeparture Time Distribution of Type $[c]$	155
3.4	Joint Probability Distribution of Packet Interdeparture Time and Number of Packet Departures	157
3.5	Packet Delay Distribution	159
4	Numerical Results	162
5	Conclusion	163
7.	PERFORMANCE ANALYSIS OF CSMA/CA WIRELESS LANS	169
1	Introduction	169
2	System Model	172
3	Performance Analysis	173
3.1	Analysis for Second State Transition	175
3.2	Analysis of IFT for First State Transition	175
3.3	Analysis of DFT for First State Transition	177

3.4	Analysis for Third State Transition	178
3.5	Stationary Probability Distribution	179
3.6	Average Performance Measures	179
4	Numerical Results	180
5	Conclusion	182
8.	OUTPUT PROCESS ANALYSIS OF WIRELESS CSMA/CA LANS WITH VOICE/DATA	187
1	Introduction	187
2	System Model	189
3	Performance Analysis	191
3.1	Analysis for Second State Transition	193
3.2	Analysis of IFT for First State Transition	195
3.3	Analysis of DFT for First State Transition	196
3.4	Analysis for Third State Transition	198
3.5	Stationary Probability Distribution	199
3.6	Average Performance Measures	200
3.7	Packet Interdeparture Time Distribution	201
4	Numerical Results	203
5	Conclusion	210
Part III Multichannel and Multi-Traffic in Wireless Communication Networks with CDMA Protocol and Hybrid Channel Assignment Scheme		219
9.	OUTPUT AND DELAY PROCESS ANALYSIS OF CDMA NETWORKS WITH VOICE/DATA	221
1	Introduction	221
2	System Model	224
3	Performance Analysis	227
3.1	Stationary Probability Distribution	227
3.2	Packet Departure Distribution	230
3.3	Average Performance Measures	231
3.4	Packet Delay Distribution	233
4	Numerical Results	236
5	Conclusion	239

10. PERFORMANCE ANALYSIS OF CELLULAR MOBILE NETWORKS WITH HCA SCHEME	245
1 Introduction	245
2 System Model	248
3 Performance Analysis	250
3.1 Interoverflow Time Distribution	250
3.2 Analytical Method I	252
3.3 Analytical Method II	255
3.3.1 Blocking Probability	255
3.3.2 Binomial Moment	257
4 Numerical Results	261
5 Conclusion	262
11. OUTPUT AND DELAY PROCESS ANALYSIS OF CELLULAR MOBILE NETWORKS WITH HAND-OFF	267
1 Introduction	267
2 System Model	269
3 Performance Analysis	271
3.1 Stationary Probability Distribution	271
3.2 Average Performance Measures	277
3.3 Waiting Time Distribution	279
4 Numerical Results	282
5 Conclusion	285
12. CONCLUDING REMARKS	289
1 Summary of the Book	289
2 Topics for Future Research	289
Appendices	298
Derivation of Equation (5.16)	299
Derivation of Equation (8.4)	301
Numerical Calculation Method to Solve Row Vector x in Chapter 11	305
References	309
Index	321

List of Figures

2.1	Multichannel system configuration	47
2.2	Imbedded Markov points and channel state transition	50
2.3	Packet interdeparture time T_c	53
2.4	Packet interdeparture time T	56
2.5	Initial delay and backlog delay	61
2.6	Average channel utilization versus packet arrival rate	68
2.7	Average channel utilization versus packet retransmission rate	68
2.8	Average packet delay versus packet arrival rate	69
2.9	Coefficient of variation of packet interdeparture time versus packet arrival rate	69
2.10	Coefficient of variation of packet delay versus packet arrival rate	70
3.1	Average channel utilization versus packet arrival rate with μ	80
3.2	Average packet delay versus packet arrival rate with μ	80
3.3	Average channel utilization versus packet arrival rate with M	81
3.4	Average packet delay versus packet arrival rate with M	81
4.1	System state transition diagram	86
4.2	Imbedded Markov points and channel state transition	89

4.3	Average channel utilization of data traffic versus data packet arrival rate	108
4.4	Average data packet delay versus data packet arrival rate	108
4.5	Coefficient of variation of data packet delay versus data packet arrival rate	109
4.6	Average channel utilization of voice traffic versus data packet arrival rate	109
4.7	Loss probability of voice traffic versus data packet arrival rate	110
4.8	Effect of selection probability on reserved channels	110
4.9	Effect of reserved channel on correlation coefficient of packet departures	111
4.10	Effect of selection probability on correlation coefficient of packet departures	111
5.1	System configuration	117
5.2	System state transition rate diagram for fully connected three-hop network	122
5.3	Tandem three-hop network	124
5.4	Tandem N -hop network	127
5.5	Imbedded Markov points and channel state transition at hop i	128
5.6	Decomposition at hop N	133
5.7	Decomposition at hop i	137
5.8	Two-hop parallel network	139
5.9	Average packet delay versus packet arrival rate	143
5.10	Average packet delay versus packet transmission error rate	143
5.11	Average packet delay characteristics ($N = 3$)	144
5.12	Average packet delay characteristics ($N = 4$)	144
5.13	Average packet delay characteristics ($N = 5$)	145
5.14	Average packet delay characteristics for three systems	145
6.1	Average channel utilization versus total offered rate	165
6.2	Average packet delay versus total offered rate	165

6.3	Coefficient of variation of packet interdeparture time T_c versus total offered rate	166
6.4	Coefficient of variation of packet interdeparture time T versus total offered rate	166
6.5	Coefficient of variation of packet delay versus total offered rate	167
7.1	Imbedded Markov points and channel state transition	174
7.2	Second state transition diagram for both IFT and DFT	175
7.3	First state transition diagram for IFT	176
7.4	First state transition diagram for DFT	177
7.5	Average channel utilization versus packet arrival rate with γ	184
7.6	Average packet delay versus packet arrival rate with γ	184
7.7	Average channel utilization versus packet arrival rate with D	185
7.8	Average packet delay versus packet arrival rate with D	185
7.9	Average packet delay versus average channel utilization	186
8.1	Imbedded Markov points and channel state transition	192
8.2	Second state transition diagram for both IFT and DFT	193
8.3	First state transition diagram for IFT	195
8.4	First state transition diagram for DFT	197
8.5	Average packet delay versus total offered rate with γ_v	212
8.6	Total packet delay versus total channel utilization with γ_v	212
8.7	Average voice packet delay versus total offered rate with D	213
8.8	Average data packet delay versus total offered rate with D	213
8.9	Total packet delay versus total channel utilization with D	214
8.10	Average packet delay versus total offered rate for IFT and DFT with γ_v	214
8.11	Total packet delay versus total channel utilization for IFT and DFT with γ_v	215

8.12	Average voice packet delay versus total offered rate for IFT and DFT with D	215
8.13	Average data packet delay versus total offered rate for IFT and DFT with D	216
8.14	Total packet delay versus total channel utilization for IFT and DFT with D	216
8.15	Throughput of voice or data traffic versus total offered rate	217
8.16	Coefficients of variation of packet interdeparture time versus total offered rate with γ_v	217
8.17	Coefficient of variation of data packet interdeparture time versus total offered rate with D	218
9.1	System state transition diagram	226
9.2	Throughput of voice traffic versus data packet arrival rate	241
9.3	Throughput of data traffic versus data packet arrival rate	241
9.4	Blocking probability of voice traffic versus data packet arrival rate	242
9.5	Average data packet delay versus data packet arrival rate	242
9.6	Correlation coefficient of packet departures versus data packet arrival rate	243
9.7	Coefficient of variation of data packet delay versus data packet arrival rate	243
10.1	Cellular mobile telephone network	249
10.2	State transition rate diagram upon arrival	253
10.3	Flowchart of simulation model	264
10.4	Blocking probability versus arrival rate with method I	265
10.5	Blocking probability versus arrival rate with method II	265
11.1	Flow diagram of system model with hand-off	270
11.2	System state transition diagram	273
11.3	Average channel utilization versus total offered load	286
11.4	Blocking probability versus total offered load	286
11.5	Average queue length of hand-off calls versus total offered load	287

11.6	Average waiting time of hand-off calls versus total offered load with M	287
11.7	Average waiting time of hand-off calls versus total offered load with R_n and R_o	288
11.8	Standard deviation of hand-off waiting time versus total offered load	288

List of Tables

0.1	Classification of performance model in each chapter	xxiii
1.1	Related wireless communication networks	2
1.2	Specific model types used in the book	34

Preface

With the rapidly increasing penetration of laptop computers and mobile phones, which are primarily used by mobile users to access Internet services like e-mail and World Wide Web (WWW) access, support of Internet services in a mobile environment is an emerging requirement. Wireless networks have been used for communication among fully distributed users in a multimedia environment that has the needs to provide real-time bursty traffic (such as voice or video) and data traffic with excellent reliability and service quality.

To satisfy the huge wireless multimedia service demand and improve the system performance, efficient channel access methods and analytical methods must be provided. In this way very accurate models, that faithfully reproduce the stochastic behavior of multimedia wireless communication and computer networks, can be constructed. Most of these system models are discrete-time queueing systems.

Queueing networks and Markov chains are commonly used for the performance and reliability evaluation of computer, communication, and manufacturing systems. Although there are quite a few books on the individual topics of queueing networks and Markov chains, we have found none that covers the topics of discrete-time and continuous-time multichannel multi-traffic queueing networks.

On the other hand, the design and development of multichannel multi-hop network systems and interconnected network systems or integrated networks of multimedia traffic require not only such average performance measures as the throughput or packet delay but also higher moments of traffic departures and transmission delay.

The purpose of this book, therefore, is to offer detailed exact and approximate analytical solution methods and techniques using queueing theory to model the complex multichannel and multi-hop network systems with procedures of multiple access schemes and reliably evaluate the performance of the systems. In particular, this book presents methods of approximating the system performance of discrete-time and continuous-time multimedia networks, the probability distribution of the interarrival time of internet-work transmissions at the adjacent network and the higher moments of the transmission departure distribution and delay distribution in wireless multimedia communication environment.

The generally accepted view is that discrete-time multimedia communication systems can be more complex to analyze than equivalent continuous-time ones, because of the finite size of a time-unit, multiple state changes can occur from one time-unit to the next. This complicates the resulting analysis of the model. In this book, numerical results that illustrate the applications of the theory and various properties are also discussed.

We organize the book to three parts. In Part I, we discuss wireless communication networks with the multiple random access slotted ALOHA protocol with several system performance analyses for multichannel, multi-hop and multi-traffic network systems. Part I includes 4 chapters, Chapters 2-5.

In Chapter 2, we consider packet radio communication systems that employ a set of M parallel channels under the slotted ALOHA protocol and exactly derive the moment generating functions of the packet interdeparture time, number of packet departures and packet delay for both IFT and DFT protocols.

In Chapter 3, we present an exact analysis to evaluate the effect of capture on the multichannel slotted ALOHA protocol and give the improved system performance such as the channel utilization and average packet delay.

In Chapter 4, we propose two different procedures of multichannel multiple random access schemes with slotted ALOHA operation for integrated voice and data traffic and present exact analyses to numerically evaluate the average performance measures and high moments of these systems. In scheme I, there is no limitation on access between voice transmission and data transmission, i.e., all channels can be accessed by all transmissions. In scheme II, a channel reservation policy is applied where a number of channels are used exclusively by voice packets, while the remaining channels are used by both voice and data packets, and voice packets select the reserved channels with a given probability.

In Chapter 5, we analyze a multi-hop packet radio communication network which consists of a finite number of hops with infinite buffer capacities. In this chapter, two major results are presented. First, through an exact analysis, the average queue length and packet delay of the system are explicitly derived, and performance of the system with and without transmission error is compared. Then, an approximate analytic method, based on a decomposition approach in which the total system is divided into subnetworks of the generalized $M/G/1$ type, is proposed to simplify the analysis of the queue length and packet delay in packet radio communication networks with a large number of hops.

In Part II, we provide the analyses and various properties for local area networks (LANs) and wireless LANs (WLANs) with the multiple random access CSMA/CD and CSMA/CA protocols for multichannel and multi-traffic. There are 3 chapters, Chapters 6-8, in Part II.

In Chapter 6, we present the system performance analysis of slotted multichannel non-persistent CSMA/CD local area networks with a finite number of users. Channel utilization, delay performance and higher moments of the packet interdeparture time, number of packet departures and packet delay are then calculated in the terms of the number of network users, the number of network channels and the channel access rate.

In Chapter 7, we present an exact analysis to numerically evaluate the performance of high-speed and realizing fully distributed WLAN systems with a multiple random access method named non-persistent CSMA/CA protocol. The collision avoidance portion of CSMA/CA in this system model is performed with a random pulse transmission procedure, in which a user with a packet ready to transmit initially sends some pulse signals with random intervals within a collision avoidance period before transmitting the packet to verify a clear channel.

WLANs as in Chapter 7 have been used for communication among fully distributed users in a multimedia environment that has the needs to provide real-time bursty traffic (such as voice or video) and data traffic. In Chapter 8, we present a detailed system model and an effective analysis for the performance of WLANs which support multimedia communication with the non-persistent CSMA/CA protocol. In this chapter, we also present an exact analysis to derive the moment generating function of the packet interdeparture time for the output process.

In Part III, we present performance analyses and evaluations for personal communication networks and cellular mobile networks with various chan-

nel access process methods as the CDMA protocol, fixed and hybrid channel assignment schemes for supporting multi-traffic transmission and hand-off. Part III has 3 chapters, Chapters 9-11.

In Chapter 9, we present the output and delay process analysis of integrated voice and data slotted CDMA network systems with a multiple random access protocol for personal wireless communications. In the system, the allocation of codes to voice calls is given priority over that to data packets, while an admission control, which restricts the maximum number of codes available to voice sources, is considered for voice traffic so as not to monopolize the resource. In addition, the system monitoring can distinguish between silent and talkspurt periods of voice sources, so that users with data packets can use the voice codes for transmission if the voice sources are silent.

In Chapter 10, we provide two approximate techniques to evaluate the performance of large scale cellular mobile wireless network systems using a hybrid channel assignment scheme. The two approximate analyses give the steady-state probability distributions of the system which are used to obtain expressions for the blocking probabilities. Analytical results are compared with simulation results and good agreements are observed for both fixed and hybrid channel assignment schemes.

In Chapter 11, we present an exact analysis and an efficient matrix-analytic procedure to numerically evaluate the performance of the large scale cellular mobile wireless network systems with hand-off. This chapter considers such a priority scheme that some channels and buffers are reserved for hand-off calls to reduce the forced termination of calls in progress. Performance characteristics included blocking probability, channel utilization, average queue length, average waiting time and high moments.

Finally, in Chapter 12 we offer a summary of our conclusions in this book and suggest topics for future research.

We classify the performance models analyzed in each chapter in Table 0.1 with regard to whether the analysis is exact or approximate, what types of communication network and protocol are considered, and whether the performance measure obtained is with respect to average or distribution. In Table 0.1, we use some abbreviated signs as follows: "Ch." for "Chapter", "M.C." for "Multichannel", "M.T." for "Multi-Traffic", "M.H." for "Multi-Hop", and "Perf.M." for "Performance Measure".

Furthermore, we point out that Chapters 2-9 analyze discrete-time networks operating on the basis of time slotting, and transmitting information

Table 0.1. Classification of performance model in each chapter

	Analysis	M.C.	M.T.	M.H.	Protocol	Perf.M.	Note
Ch. 2	Exact	○	×	×	ALOHA	Distribution	
Ch. 3	Exact	○	×	×	ALOHA	Average	Capture
Ch. 4	Exact	○	○	×	ALOHA	Distribution	
Ch. 5	Exact & Approx.	×	×	○	ALOHA	Distribution	
Ch. 6	Exact	○	×	×	CSMA	Distribution	
Ch. 7	Exact	×	×	×	CSMA	Average	
Ch. 8	Exact	×	○	×	CSMA	Distribution	
Ch. 9	Exact	×	○	×	CDMA	Distribution	
Ch. 10	Approx.	○	×	○	-	Average	Cellular
Ch. 11	Exact	○	×	○	-	Distribution	Hand-Off

in fixed length units such as packets (but in Chapter 5, arrivals of packets can possibly occur at any given time instant on the time axis). Chapters 10 and 11 analyze continuous-time networks at which arrivals and departures can possibly occur at any given time instant on the time axis.

The analysis offered in each chapter is independent of that offered in other chapters, although, depending on the class of queueing system involved, there is some common ground between the techniques employed. Each chapter contains its own system model and offers important equations and specific numerical results. The reader will find it helpful to refer to Chapter 1 initially, but after that the remaining chapters are stand-alone units which can be read in any order.

The book should prove useful to a post-graduate course in computer science or engineering. It is often a pre-requisite to some other more advanced courses like network design and management based on queueing modeling with examples of their applications to multimedia communication and computer networks. It can also be used for a course on stochastic models in mathematics and operations research departments.

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Acknowledgments

The authors would like to thank Itochubei Foundation of Konan University, Kobe, Japan, for supporting this publication. The authors are also grateful for the support for the research which led to this book received from GRANT-IN-AID FOR SCIENTIFIC RESEARCH.