

SAVO GLISIC AND BEATRIZ LORENZO

COGNITIVE, COOPERATIVE
AND OPPORTUNISTIC

4G

TECHNOLOGY

ADVANCED
WIRELESS
NETWORKS

SECOND EDITION

Companion Website

 WILEY

Contents

Preface to the Second Edition

xix

1	Fundamentals	1
1.1	4G Networks and Composite Radio Environment	1
1.2	Protocol Boosters	7
1.2.1	One-element error detection booster for UDP	9
1.2.2	One-element ACK compression booster for TCP	9
1.2.3	One-element congestion control booster for TCP	9
1.2.4	One-element ARQ booster for TCP	9
1.2.5	A forward erasure correction booster for IP or TCP	10
1.2.6	Two-element jitter control booster for IP	10
1.2.7	Two-element selective ARQ booster for IP or TCP	11
1.3	Green Wireless Networks	11
	References	11
2	Opportunistic Communications	15
2.1	Multiuser Diversity	15
2.2	Proportional Fair Scheduling	16
2.3	Opportunistic Beamforming	19
2.4	Opportunistic Nulling in Cellular Systems	20
2.5	Network Cooperation and Opportunistic Communications	22
2.5.1	Performance example	25
2.6	Multiuser Diversity in Wireless Ad Hoc Networks	27
2.6.1	Multiple-output and multiple-input link diversity	29
2.6.2	Localized opportunistic transmission	30
2.6.3	Multiuser diversity-driven clustering	31
2.6.4	Opportunistic MAC with timeshare fairness	34
2.6.5	CDF-based K-ary opportunistic splitting algorithm	34
2.6.6	Throughput	37
2.6.7	Optimal opportunistic MAC	37

2.6.8	Contention resolution between clusters	38
2.6.9	Performance examples	40
2.7	Mobility-Assisted Opportunistic Scheduling (MAOS)	46
2.7.1	Mobility models	48
2.7.2	Optimal MAOS algorithm	49
2.7.3	Suboptimum MAOS algorithm	51
2.7.4	Mobility estimation and prediction	51
2.7.5	Estimation of Lagrange multipliers	52
2.7.6	Performance examples	52
2.8	Opportunistic and Cooperative Cognitive Wireless Networks	53
2.8.1	The system model	53
2.8.2	The outage probability	57
2.8.3	Cellular traffic shaping	58
2.8.4	User mobility modeling	59
2.8.5	Absorbing Markov chain system model	61
2.8.6	Throughput analysis	62
2.8.7	Collision resolution	65
2.8.8	Opportunistic transmission with intercell interference awareness	65
2.8.9	Performance examples	68
	References	70
3	Relaying and Mesh Networks	73
3.1	Relaying Strategies in Cooperative Cellular Networks	73
3.1.1	The system model	73
3.1.2	System optimization	75
3.1.3	Relay strategy selection optimization	79
3.1.4	Performance example	84
3.2	Mesh/Relay Networks	85
3.2.1	The system model	86
3.2.2	Exhaustive sleep	88
3.2.3	Practical applications	94
3.2.4	Performance example	95
3.3	Opportunistic <i>Ad Hoc</i> Relaying For Multicast	97
3.3.1	The system model	98
3.3.2	Proxy discovery and route interference	99
3.3.3	Near-optimal multicast and approximations	101
3.3.4	Performance examples	103
	References	107
4	Topology Control	113
4.1	Local Minimum Spanning Tree (LMST) Topology Control	115
4.1.1	Basics of MST topology control	115
4.1.2	Performance examples	118
4.2	Joint Topology Control, Resource Allocation and Routing	118
4.2.1	JTCR algorithm	121
4.3	Fault-Tolerant Topology	123
4.3.1	The system model	124
4.3.2	Fault-tolerant topology design	124
4.3.3	α -Approximation algorithms	127
4.3.4	Performance examples	132

4.4	Topology Control in Directed Graphs	132
4.4.1	The system model	133
4.4.2	Minimum-weight-based algorithms	133
4.4.3	Augmentation-based algorithms	135
4.4.4	Performance examples	138
4.5	Adjustable Topology Control	138
4.5.1	The system model	140
4.5.2	The r -neighborhood graph	142
4.6	Self-Configuring Topologies	143
4.6.1	SCT performance	145
	References	148
5	Adaptive Medium Access Control	157
5.1	WLAN Enhanced Distributed Coordination Function	157
5.2	Adaptive MAC for WLAN with Adaptive Antennas	160
5.2.1	Description of the protocols	160
5.3	MAC for Wireless Sensor Networks	166
5.3.1	S-MAC protocol design	167
5.3.2	Periodic listen and sleep	168
5.3.3	Collision avoidance	168
5.3.4	Coordinated sleeping	169
5.3.5	Choosing and maintaining schedules	169
5.3.6	Maintaining synchronization	170
5.3.7	Adaptive listening	170
5.3.8	Overhearing avoidance and message passing	172
5.3.9	Overhearing avoidance	172
5.3.10	Message passing	172
5.4	MAC for <i>Ad Hoc</i> Networks	174
5.4.1	Carrier sense wireless networks	176
5.4.2	Interaction with upper layers	179
	References	180
6	Teletraffic Modeling and Analysis	183
6.1	Channel Holding Time in PCS Networks	183
	References	191
7	Adaptive Network Layer	193
7.1	Graphs and Routing Protocols	193
7.1.1	Elementary concepts	193
7.1.2	Directed graph	193
7.1.3	Undirected graph	194
7.1.4	Degree of a vertex	194
7.1.5	Weighted graph	195
7.1.6	Walks and paths	195
7.1.7	Connected graphs	195
7.1.8	Trees	196
7.1.9	Spanning tree	197
7.1.10	MST computation	199
7.1.11	Shortest path spanning tree	201
7.2	Graph Theory	212

7.3	Routing with Topology Aggregation	214
7.4	Network and Aggregation Models	215
7.4.1	Line segment representation	217
7.4.2	QoS-aware topology aggregation	220
7.4.3	Mesh formation	220
7.4.4	Star formation	221
7.4.5	Line-segment routing algorithm	222
7.4.6	Performance measure	224
7.4.7	Performance example	225
	References	228
8	Effective Capacity	235
8.1	Effective Traffic Source Parameters	235
8.1.1	Effective traffic source	237
8.1.2	Shaping probability	238
8.1.3	Shaping delay	238
8.1.4	Performance example	241
8.2	Effective Link Layer Capacity	243
8.2.1	Link-layer channel model	244
8.2.2	Effective capacity model of wireless channels	246
8.2.3	Physical layer vs link-layer channel model	249
8.2.4	Performance examples	251
	References	254
9	Adaptive TCP Layer	257
9.1	Introduction	257
9.1.1	A large bandwidth-delay product	258
9.1.2	Buffer size	259
9.1.3	Round-trip time	260
9.1.4	Unfairness problem at the TCP layer	261
9.1.5	Noncongestion losses	262
9.1.6	End-to-end solutions	262
9.1.7	Bandwidth asymmetry	263
9.2	TCP Operation and Performance	264
9.2.1	The TCP transmitter	264
9.2.2	Retransmission timeout	265
9.2.3	Window adaptation	265
9.2.4	Packet loss recovery	265
9.2.5	TCP-OldTahoe (timeout recovery)	265
9.2.6	TCP-Tahoe (fast retransmit)	265
9.2.7	TCP-Reno fast retransmit, fast (but conservative) recovery	265
9.2.8	TCP-NewReno (fast retransmit, fast recovery)	266
9.2.9	Spurious retransmissions	267
9.2.10	Modeling of TCP operation	267
9.3	TCP for Mobile Cellular Networks	268
9.3.1	Improving TCP in mobile environments	269
9.3.2	Mobile TCP design	270
9.3.3	The SH-TCP client	272
9.3.4	The M-TCP protocol	273
9.3.5	Performance examples	275

9.4	Random Early Detection Gateways for Congestion Avoidance	276
9.4.1	The RED algorithm	276
9.4.2	Performance example	277
9.5	TCP for Mobile <i>Ad Hoc</i> Networks	280
9.5.1	Effect of route recomputations	280
9.5.2	Effect of network partitions	280
9.5.3	Effect of multipath routing	280
9.5.4	ATCP sublayer	281
9.5.5	ATCP protocol design	282
9.5.6	Performance examples	287
	References	287
10	Network Optimization Theory	289
10.1	Introduction	289
10.2	Layering as Optimization Decomposition	290
10.2.1	TCP congestion control	290
10.2.2	TCP Reno/RED	291
10.2.3	TCP Vegas/Drop Tail	292
10.2.4	Optimization of the MAC protocol	292
10.2.5	Utility optimal MAC protocol/social optimum	295
10.3	Crosslayer Optimization	298
10.3.1	Congestion control and routing	298
10.3.2	Congestion control and physical resource allocation	301
10.3.3	Congestion and contention control	303
10.3.4	Congestion control, routing and scheduling	306
10.4	Optimization Problem Decomposition Methods	307
10.4.1	Decoupling coupled constraints	307
10.4.2	Dual decomposition of the basic NUM	308
10.4.3	Coupling constraints	310
10.4.4	Decoupling coupled objectives	310
10.4.5	Alternative decompositions	313
10.4.6	Application example of decomposition techniques to distributed crosslayer optimization	315
10.5	Optimization of Distributed Rate Allocation for Inelastic Utility Flows	319
10.5.1	Nonconcave utility flows	319
10.5.2	Capacity provisioning for convergence of the basic algorithm	322
10.6	Nonconvex Optimization Problem in Network with QoS Provisioning	323
10.6.1	The system model	323
10.6.2	Solving the nonconvex optimization problem for joint congestion-contention control	325
10.7	Optimization of Layered Multicast by Using Integer and Dynamic Programming	326
10.7.1	The system model	327
10.7.2	Lagrangian relaxation for integer programs	329
10.7.3	Group profit maximization by dynamic programming	329
10.8	QoS Optimization in Time-Varying Channels	331
10.8.1	The system model	331
10.8.2	Dynamic control algorithm	332
10.9	Network Optimization by Geometric Programming	337
10.9.1	Power control by geometric programming: high SNR	338
10.9.2	Power control by geometric programming: low SNR	340
10.10	QoS Scheduling by Geometric Programming	340

10.10.1	Optimization of OFDM system by GP	344
10.10.2	Maximum weight matching scheduling by GP	344
10.10.3	Opportunistic scheduling by GP	345
10.10.4	Rescue scheduling by GP	345
	References	346
11	Mobility Management	351
11.1	Introduction	351
11.1.1	Mobility management in cellular networks	353
11.1.2	Location registration and call delivery in 4G	355
11.2	Cellular Systems with Prioritized Handoff	374
11.2.1	Channel assignment priority schemes	377
11.2.2	Channel reservation – CR handoffs	377
11.2.3	Channel reservation with queueing – CRQ handoffs	378
11.2.4	Performance examples	382
11.3	Cell Residing Time Distribution	383
11.4	Mobility Prediction in Pico- and MicroCellular Networks	388
11.4.1	PST-QoS guarantees framework	390
11.4.2	Most likely cluster model	391
	Appendix: Distance Calculation in an Intermediate Cell	398
	References	403
12	Cognitive Radio Resource Management	407
12.1	Channel Assignment Schemes	407
12.1.1	Different channel allocation schemes	409
12.1.2	Fixed channel allocation	410
12.1.3	Channel borrowing schemes	410
12.1.4	Simple channel borrowing schemes	411
12.1.5	Hybrid channel borrowing schemes	412
12.1.6	Dynamic channel allocation	414
12.1.7	Centralized DCA schemes	415
12.1.8	Cell-based distributed DCA schemes	417
12.1.9	Signal strength measurement-based distributed DCA schemes	419
12.1.10	One-dimensional cellular systems	420
12.1.11	Reuse partitioning (RUP)	422
12.2	Dynamic Channel Allocation with SDMA	426
12.2.1	Single-cell environment	426
12.2.2	Resource allocation	430
12.2.3	Performance examples	435
12.3	Packet-Switched SDMA/TDMA Networks	435
12.3.1	The system model	437
12.3.2	Multibeam SDMA/TDMA capacity and slot allocation	439
12.3.3	SDMA/TDMA slot allocation algorithms	441
12.3.4	SDMA/TDMA performance examples	445
12.4	SDMA/OFDM Networks with Adaptive Data Rate	446
12.4.1	The system model	446
12.4.2	Resource allocation algorithm	448
12.4.3	Impact of OFDM/SDMA system specifications on resource allocations	450
12.4.4	Performance examples	453
12.5	Intercell Interference Cancellation – SP Separability	454

12.5.1	Channel and cellular system model	455
12.5.2	Turbo space-time multiuser detection for intracell communications	457
12.5.3	Multiuser detection in the presence of intercell interference	459
12.5.4	Performance examples	460
12.6	Intercell Interference Avoidance in SDMA Systems	461
12.6.1	The BOW scheme	467
12.6.2	Generating beam-off sequences	468
12.6.3	Constrained QRA-IA	468
12.7	Multilayer RRM	470
12.7.1	The SRA protocol	471
12.7.2	The ESRA protocol	473
12.8	Resource Allocation with Power Preassignment (RAPpA)	475
12.8.1	Resource assignment protocol	476
12.8.2	Analytical modeling of RAPpA	479
12.9	Cognitive and Cooperative Dynamic Radio Resource Allocation	484
12.9.1	Signal-to-interference ratio	486
12.9.2	System performance	488
12.9.3	Multicell operation	491
12.9.4	Performance examples	492
	Appendix 12A: Power Control, CD Protocol, in the Presence of Fading	494
	Appendix 12B: Average Intercell Throughput	498
	References	499
13	<i>Ad Hoc</i> Networks	505
13.1	Routing Protocols	505
13.1.1	Routing protocols	507
13.1.2	Reactive protocols	512
13.2	Hybrid routing protocol	524
13.2.1	Loop-back termination	526
13.2.2	Early termination	527
13.2.3	Selective broadcasting (SBC)	528
13.3	Scalable Routing Strategies	531
13.3.1	Hierarchical routing protocols	531
13.3.2	Performance examples	533
13.3.3	FSR (fisheye routing) protocol	534
13.4	Multipath Routing	537
13.5	Clustering Protocols	539
13.5.1	Introduction	539
13.5.2	Clustering algorithm	541
13.5.3	Clustering with prediction	542
13.6	Caching Schemes for Routing	549
13.6.1	Cache management	549
13.7	Distributed QoS Routing	558
13.7.1	Wireless links reliability	558
13.7.2	Routing	558
13.7.3	Routing information	559
13.7.4	Token-based routing	559
13.7.5	Delay-constrained routing	560
13.7.6	Tokens	561
13.7.7	Forwarding the received tokens	562
13.7.8	Bandwidth-constrained routing	562

13.7.9 Forwarding the received tickets	562
13.7.10 Performance example	564
References	567
14 Sensor Networks	573
14.1 Introduction	573
14.2 Sensor Networks Parameters	575
14.2.1 Pre-deployment and deployment phase	576
14.2.2 Post-deployment phase	576
14.2.3 Re-deployment of additional nodes phase	577
14.3 Sensor networks architecture	577
14.3.1 Physical layer	578
14.3.2 Data link layer	578
14.3.3 Network layer	581
14.3.4 Transport layer	585
14.3.5 Application layer	586
14.4 Mobile Sensor Networks Deployment	587
14.5 Directed Diffusion	590
14.5.1 Data propagation	591
14.5.2 Reinforcement	593
14.6 Aggregation in Wireless Sensor Networks	593
14.7 Boundary Estimation	596
14.7.1 Number of RDPs in P	598
14.7.2 Kraft inequality	598
14.7.3 Upper bounds on achievable accuracy	599
14.7.4 System optimization	600
14.8 Optimal Transmission Radius in Sensor Networks	602
14.8.1 Back-off phenomenon	606
14.9 Data Funneling	607
14.10 Equivalent Transport Control Protocol in Sensor Networks	610
References	613
15 Security	623
15.1 Authentication	623
15.1.1 Attacks on simple cryptographic authentication	625
15.1.2 Canonical authentication protocol	629
15.2 Security Architecture	631
15.3 Key Management	635
15.3.1 Encipherment	637
15.3.2 Modification detection codes	637
15.3.3 Replay detection codes	637
15.3.4 Proof of knowledge of a key	637
15.3.5 Point-to-point key distribution	638
15.4 Security management in GSM networks	639
15.5 Security management in UMTS	643
15.6 Security architecture for UMTS/WLAN Interworking	645
15.7 Security in <i>Ad Hoc</i> Networks	647
15.7.1 Self-organized key management	651
15.8 Security in Sensor Networks	652
References	654

16	Active Networks	659
16.1	Introduction	659
16.2	Programable Networks Reference Models	661
16.2.1	IETF ForCES	662
16.2.2	Active networks reference architecture	662
16.3	Evolution to 4G Wireless Networks	665
16.4	Programmable 4G Mobile Network Architecture	667
16.5	Cognitive Packet Networks	670
16.5.1	Adaptation by cognitive packets	672
16.5.2	The random neural networks-based algorithms	673
16.6	Game Theory Models in Cognitive Radio Networks	675
16.6.1	Cognitive radio networks as a game	678
16.7	Biologically Inspired Networks	682
16.7.1	Bio-analogies	682
16.7.2	Bionet architecture	684
	References	686
17	Network Deployment	693
17.1	Cellular Systems with Overlapping Coverage	693
17.2	Imbedded Microcell in CDMA Macrocell Network	698
17.2.1	Macrocell and microcell link budget	699
17.2.2	Performance example	702
17.3	Multitier Wireless Cellular Networks	703
17.3.1	The network model	704
17.3.2	Performance example	708
17.4	Local Multipoint Distribution Service	709
17.4.1	Interference estimations	711
17.4.2	Alternating polarization	711
17.5	Self-Organization in 4G Networks	713
17.5.1	Motivation	713
17.5.2	Networks self-organizing technologies	715
	References	717
18	Network Management	721
18.1	The Simple Network Management Protocol	721
18.2	Distributed Network Management	725
18.3	Mobile Agent-Based Network Management	726
18.3.1	Mobile agent platform	728
18.3.2	Mobile agents in multioperator networks	728
18.3.3	Integration of routing algorithm and mobile agents	730
18.4	Ad Hoc Network Management	735
18.4.1	Heterogeneous environments	735
18.4.2	Time varying topology	735
18.4.3	Energy constraints	736
18.4.4	Network partitioning	736
18.4.5	Variation of signal quality	736
18.4.6	Eavesdropping	736
18.4.7	Ad hoc network management protocol functions	736
18.4.8	ANMP architecture	738
	References	743

19	Network Information Theory	747
19.1	Effective Capacity of Advanced Cellular Networks	747
19.1.1	4G cellular network system model	749
19.1.2	The received signal	750
19.1.3	Multipath channel: near-far effect and power control	752
19.1.4	Multipath channel: pointer tracking error, rake receiver and interference canceling	753
19.1.5	Interference canceler modeling: nonlinear multiuser detectors	755
19.1.6	Approximations	757
19.1.7	Outage probability	757
19.2	Capacity of <i>Ad Hoc</i> Networks	761
19.2.1	Arbitrary networks	762
19.2.2	Random networks	764
19.2.3	Arbitrary networks: an upper bound on transport capacity	765
19.2.4	Arbitrary networks: lower bound on transport capacity	768
19.2.5	Random networks: lower bound on throughput capacity	769
19.3	Information Theory and Network Architectures	773
19.3.1	Network architecture	773
19.3.2	Definition of feasible rate vectors	775
19.3.3	The transport capacity	776
19.3.4	Upper bounds under high attenuation	776
19.3.5	Multihop and feasible lower bounds under high attenuation	777
19.3.6	The low-attenuation regime	778
19.3.7	The Gaussian multiple-relay channel	779
19.4	Cooperative Transmission in Wireless Multihop <i>Ad Hoc</i> Networks	780
19.4.1	Transmission strategy and error propagation	783
19.4.2	OLA flooding algorithm	784
19.4.3	Simulation environment	784
19.5	Network Coding	787
19.5.1	Max-flow min-cut theorem (mfmcT)	788
19.5.2	Achieving the max-flow bound through a generic LCM	789
19.5.3	The transmission scheme associated with an LCM	792
19.5.4	Memoryless communication network	793
19.5.5	Network with memory	794
19.5.6	Construction of a generic LCM on an acyclic network	794
19.5.7	Time-invariant LCM and heuristic construction	795
19.6	Capacity of Wireless Networks Using MIMO Technology	798
19.6.1	Capacity metrics	800
19.7	Capacity of Sensor Networks with Many-to-One Transmissions	805
19.7.1	Network architecture	805
19.7.2	Capacity results	807
	References	809
20	Energy-efficient Wireless Networks	813
20.1	Energy Cost Function	813
20.2	Minimum Energy Routing	815
20.3	Maximizing Network Lifetime	816
20.4	Energy-efficient MAC in Sensor Networks	821
20.4.1	Staggered wakeup schedule	821
	References	823

21	Quality-of-Service Management	827
21.1	Blind QoS Assessment System	827
21.1.1	System modeling	829
21.2	QoS Provisioning in WLAN	831
21.2.1	Contention-based multipolling	831
21.2.2	Polling efficiency	832
21.3	Dynamic Scheduling on RLC/MAC Layer	835
21.3.1	DSMC functional blocks	837
21.3.2	Calculating the high service rate	838
21.3.3	Heading-block delay	840
21.3.4	Interference model	841
21.3.5	Normal delay of a newly arrived block	841
21.3.6	High service rate of a session	842
21.4	QoS in OFDMA-Based Broadband Wireless Access Systems	842
21.4.1	Iterative solution	846
21.4.2	Resource allocation to maximize capacity	848
21.5	Predictive Flow Control and QoS	849
21.5.1	Predictive flow control model	850
	References	854