

Presentation 10.11.2003



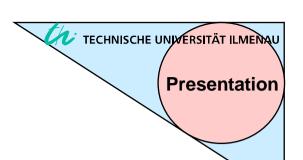
- Background
- Simulation
- Questions

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Overview



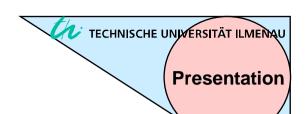
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Background – CRRM

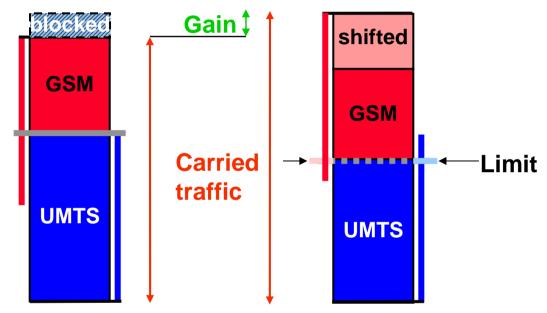
- In a multi-standard/layer mobile communication system an intelligent distribution of mobile users between the different systems and layers is required to
 - Prevent overload of a particular systems/layers
 - Guarantee the QoS requirements of all users
 - Reduce radio emissions and costs
- Algorithms which share that aim can be summarized under CRRM Algorithms
- An algorithm for UMTS GSM load balancing was designed to prevent overload situations in these systems
 - its only choice of decision is migration





Background – Goal

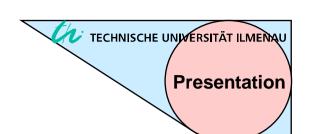
Maximum GSM load



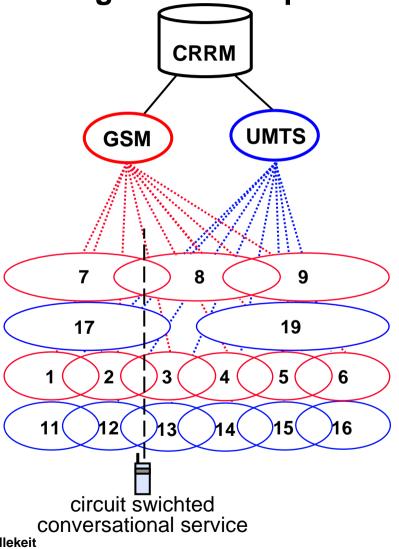
- Without load balancing
 - High outage
 - Low user satisfaction
 - Low total capacity

- With load balancing
 - Low outage
- Higher user satisfaction
- Higher total capacity
- Higher number of satisfied users (QoS requirements fulfilled)
- ➤ Needed: Identify suitable services (mobiles) for handover Lucent Technologies



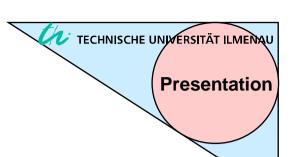


Background – Required basic structure



- Macro cells are more suitable for fast mobiles and mobiles with low data rates
- Micro/pico cells are more suitable for slow mobiles and mobiles with high data rates
- GSM more suitable for lower data rates and circuit switched services
- UMTS also suitable for higher data rates and higher other QoS requirements

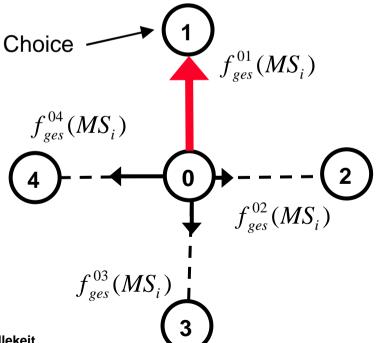




Background – Force algorithm

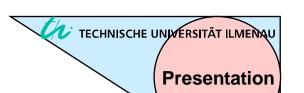
 The choice of the appropriate target cell is based on superposition of different forces to target cell k

$$f_{ges}^{j\to k}(MS_i) = c_L f_L^{j\to k}(MS_i) + c_{QoS} f_{QoS}^{j\to k}(MS_i) + c_{WK} f_{WK}^{j\to k}(MS_i) + c_M f_M^{j\to k}(MS_i)$$



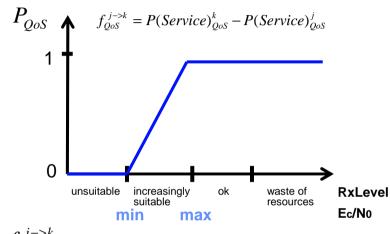
suppressing forces

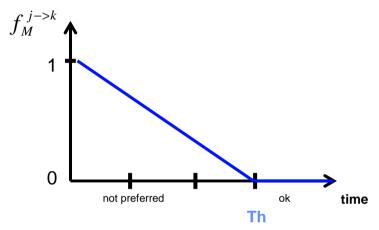
- f_i : load in target cell
- f_{QoS} : differences in QoS
- f_{WK} : handover costs
- f_M : time since previous performed LB handover

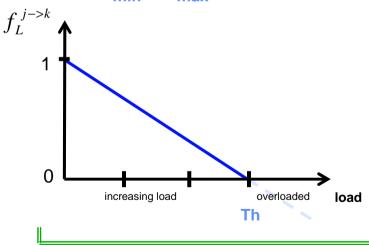


Background - Force algorithm, overview

 $\sum_{i \in S} abs(c_i) = 1$

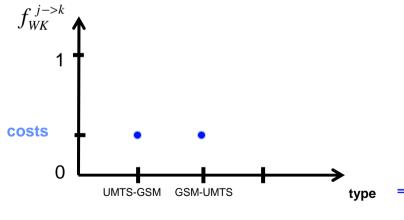






positive coefficients

(reinforce LB handover force)

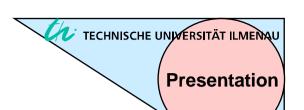


negative coefficients
(soften LB handover force)

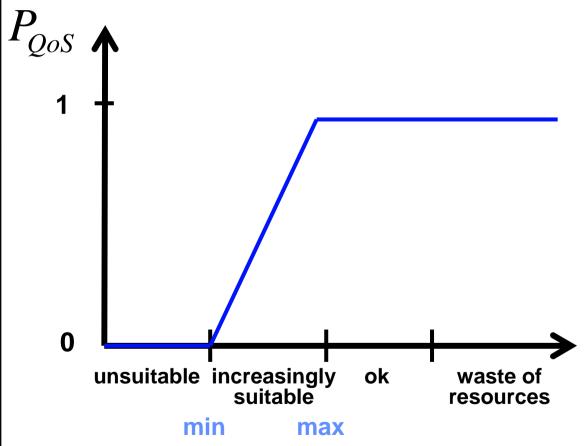
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 $f_{ges}^{j\to k}(MS_i) = 0 \left| \left(f_L^{j\to k}(MS_i) < 0 \right) \lor \left(P_{gos}^k(MS_i) = 0 \right) \right|$

LB handover force is created by the weighted superposition of these forces



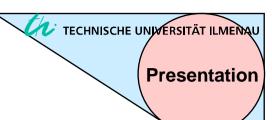
Background – Force algorithm, example QoS force



$$P_{QoS}^{k} = \frac{\sum_{\forall types} c_{QoS,type} \cdot P_{QoS,type}^{k}}{\sum_{\forall types} c_{QoS,type}}$$

Overall potential of QoS in cell k

measured value

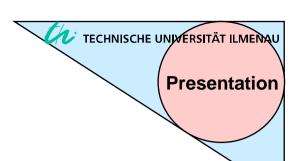


Background – Force algorithm, example QoS force

$$f_{QoS}^{j\rightarrow k} = P(Service)_{QoS}^{k} - P(Service)_{QoS}^{j}$$

- Negative if source cell j is more suitable than target cell k
- Positive if target cell k is more suitable than source cell j

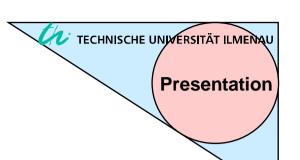




Background - Indices

- UMTS and GSM are heterogeneous systems, therefore all metrics must be designed in a way making these systems comparable.
 - Easy for quality of service, because of similar service requirements in both systems
 - Delay, jitter, throughput, reliability
 - More difficult for load index, due to different radio access technologies
 - GSM: FDMA & TDMA (limited by the number of available frequency channels and timeslots)
 - UMTS: CDMA (limited by the interference situation and code usage)





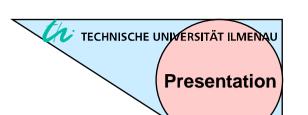
Background – Load index and model

The load index η_{System} is calculated by the sum of each service's resource consumption α_{MS} in the cell (1 is 100%)

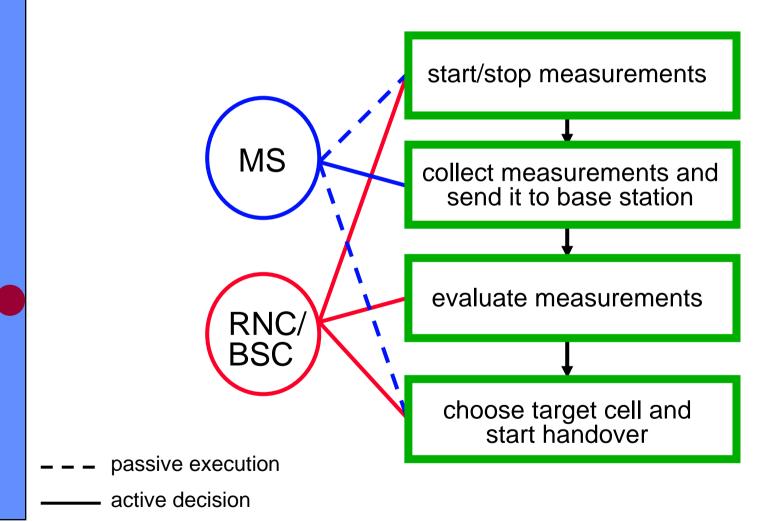
$$\eta_{System} = \sum_{\forall MS} \alpha_{MS}$$

- Used load model is static and includes only quantitative views.
 - no change of model when load changes
 - no consideration of priorities
- Load model makes possible to estimate the load after handover.

$$\widetilde{\eta}_{i+1} = \eta_i \pm \widetilde{\alpha}_{MS}$$



Background – Simplified model of LB algorithm

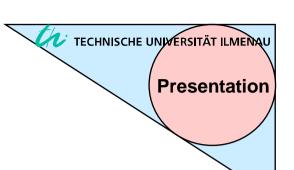


Presentation

Overview

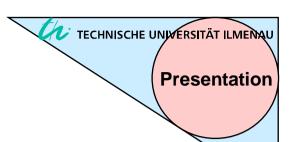


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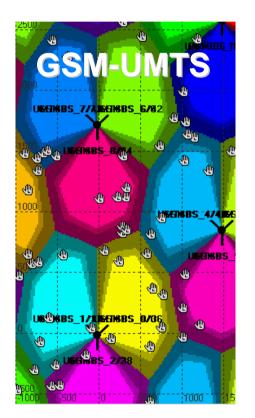
Simulation - Environment

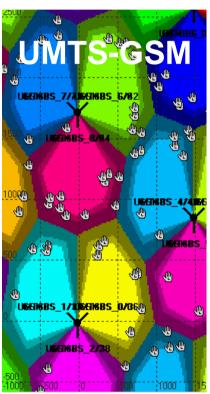
- 12 base stations with 3 sector cells each for both UMTS and GSM
- Cells are co-located
- Each GSM cell uses 3 TRX, each UMTS cell uses 5 Mhz
- Cell size 1000 m
- Mobiles use one conversational service



Simulation – Impact of sorting

- LB handovers mostly at the border of cells
 - More resource consumption at the borders of cells in UMTS due to higher interference and higher distance
 - Statistical saving of GSM handovers is obvious



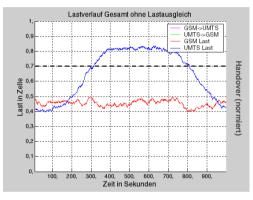


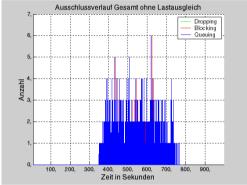


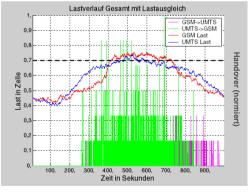
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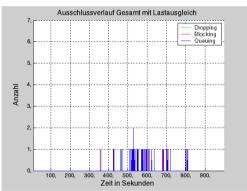
Simulation - Overall results

- Enables the transfer of load in an overload situation (overload at 350s)
- Less blocking, dropping, queuing (14.4% to 1.7%)
 - Slight increase of outage and queuing in GSM system.
- Increasing number of handovers due to LB Handovers (+24%)
- Longer high load in UMTS due to GSM-UMTS LB handover







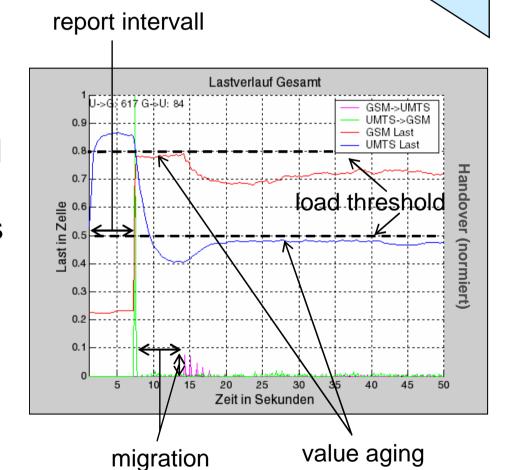




suppressing



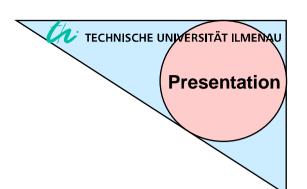
- Robust to parameter changes
- Even long report intervals were suitable for fast load changes
- GSM to UMTS handovers not needed to increase carried traffic if GSM has enough capacity
- High values of the value aging parameter lead to higher resource consumption





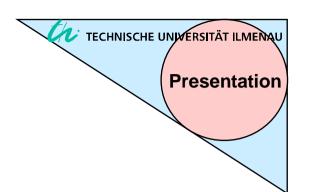
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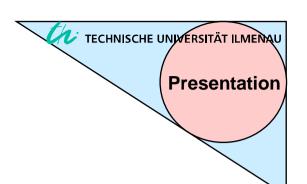


Time for Questions





Thank you very much for your attention!



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- ETSI TS 101 344 V 7.9.0 "GPRS Service description" Stage 2

