

Improve Latency of Backpressure Routing with Wireless Link Features



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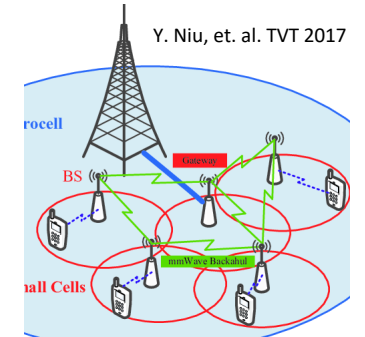
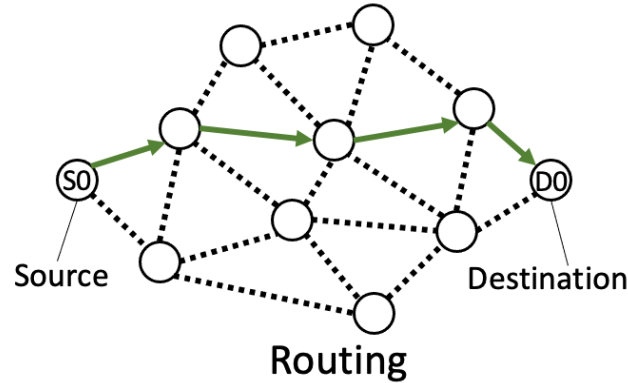
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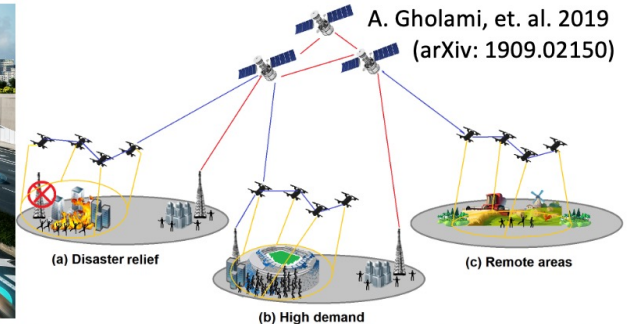
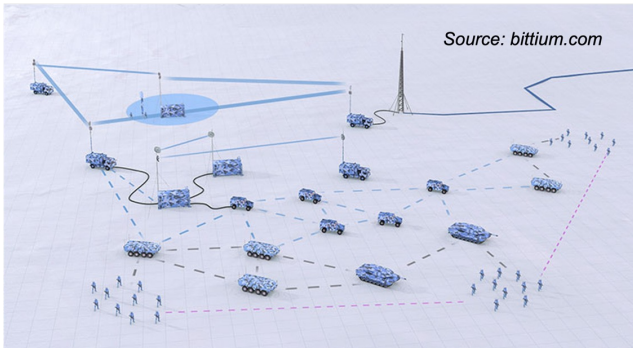
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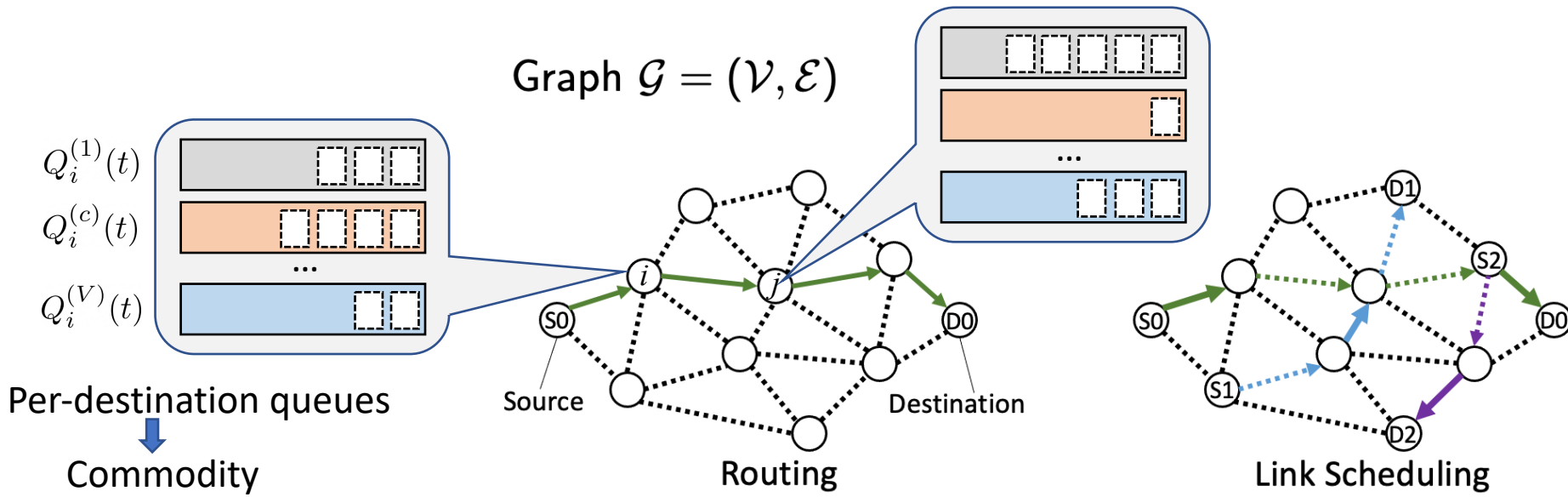
Backpressure (BP) Routing for Multihop Wireless Networks



- Wireless Ad-hoc Networks
 - Military
 - Disaster relief
- Wireless Sensor Networks
- Wireless Backhaul Networks
 - Small cell backhaul
 - Drone/CubSat-assisted 5G/6G
 - Starlink
 - Rural/Agriculture broadband
- Machine-to-Machine Comm.
 - Internet-of-Things (IoT)
 - Connected vehicles
 - Drone fleet / Robotic Swarm
 - Smart factory



Backpressure Routing*



- ✓ Distributed Routing
- ✓ Congestion prevention
- ✓ Throughput optimality
- ✗ Poor latency performance
- ✗ Slow start
- ✗ Loop
- ✗ Last-packet problem

1. Select optimal commodity

$$c_{ij}^*(t) = \operatorname{argmax}_{c \in \mathcal{V}} \{U_i^{(c)}(t) - U_j^{(c)}(t)\}$$

$$U_i^{(c)}(t) = Q_i^{(c)}(t)$$

Vanilla BP

2. Find link gradient

$$w_{ij}(t) = \max\{U_i^{(c_{ij}^*(t))}(t) - U_j^{(c_{ij}^*(t))}(t), 0\}$$

3. MaxWeight scheduling

$$\mathbf{l}^{BP}(t) = \operatorname{argmax}_{\mathbf{l}(t) \in \{0,1\}^{|\mathcal{E}|}} \mathbf{l}(t)^\top \cdot [\mathbf{r}(t) \odot \mathbf{w}(t)]$$

$$U_i^{(c)}(t) = Q_i^{(c)}(t) + B_i^{(c)}$$

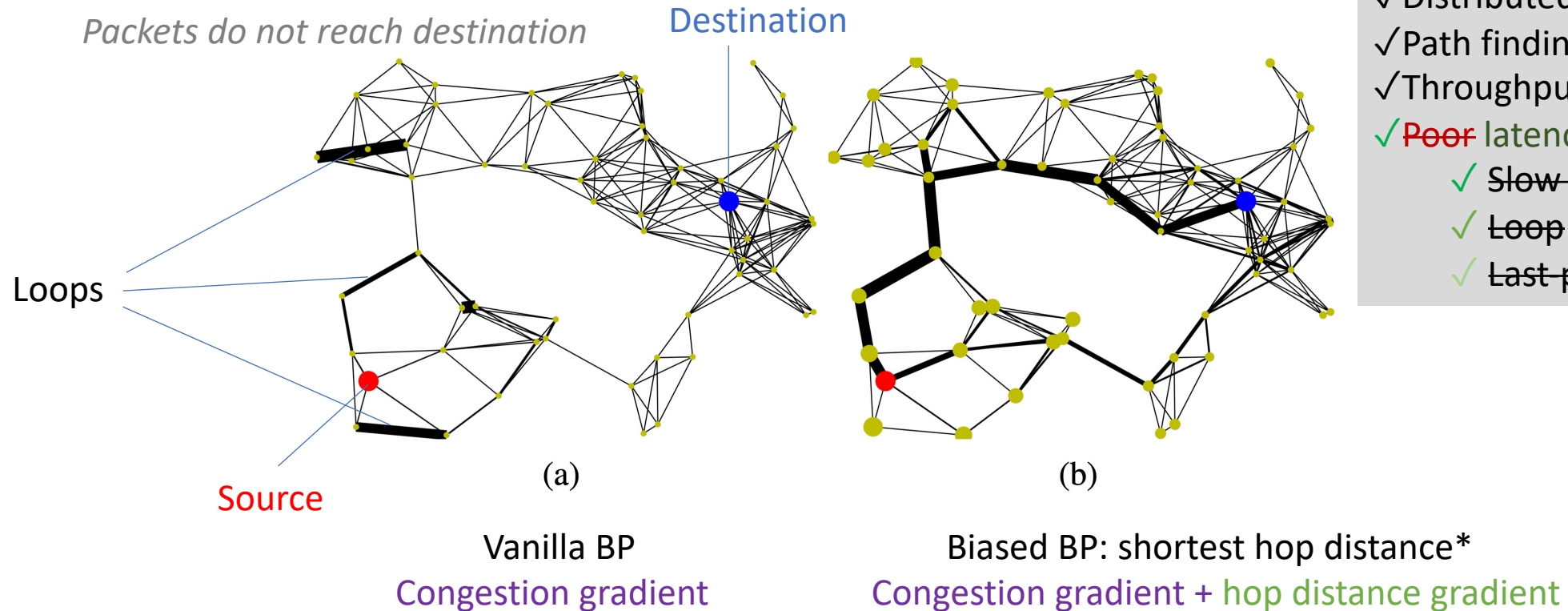
Biased BP

4. Assign link capacity

$$\mu_{ij}^{(c)}(t) = \begin{cases} r_{ij}(t), & \text{if } c = c_{ij}^*, w_{ij} > 0 \\ 0, & \text{otherwise} \end{cases}$$

Shortest path-aware bias

Vanilla v.s. biased BP routing



Route visualization: Normalized number of packets over links in 500 steps

Can we do better than shortest hop distance bias?

Delay-aware shortest path bias based on link duty cycle*

How likely a link is scheduled under current network topology and traffics

Link duty cycle

$$0 < x_e \leq 1 \quad e \in \mathcal{E}$$

Per hop distance (edge weight)

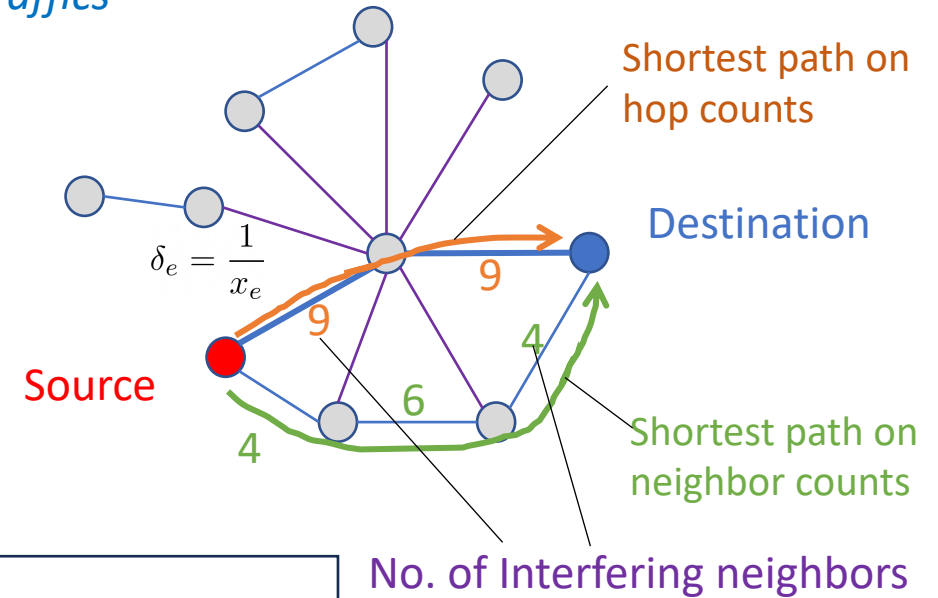
Link duty cycle

or

Link duty cycle and long-term link rate

$$\delta_e = \frac{1}{x_e}$$

$$\delta_e = \frac{\bar{r}}{x_e r_e}$$



Link duty cycle predicted by a 5-layer graph convolutional neural network (GCNN)

$$\mathbf{x} = \Psi_{G^c}(\mathbf{1}; \omega)$$

Fully distributed execution (layer l)

Output features

$$\mathbf{x}_{e^*}^l = \sigma_l \left(\mathbf{x}_{e^*}^{l-1} \Theta_0^l + \left[\mathbf{x}_{e^*}^{l-1} - \sum_{u \in \mathcal{N}_{G^c}(e)} \frac{\mathbf{x}_{u^*}^{l-1}}{\sqrt{d(e)d(u)}} \right] \Theta_1^l \right)$$

Trainable weights

Non-linear activation

Input features

Set of neighbors

Node degree

Bias Scaling: A Closer Look at the Last Packet Problem

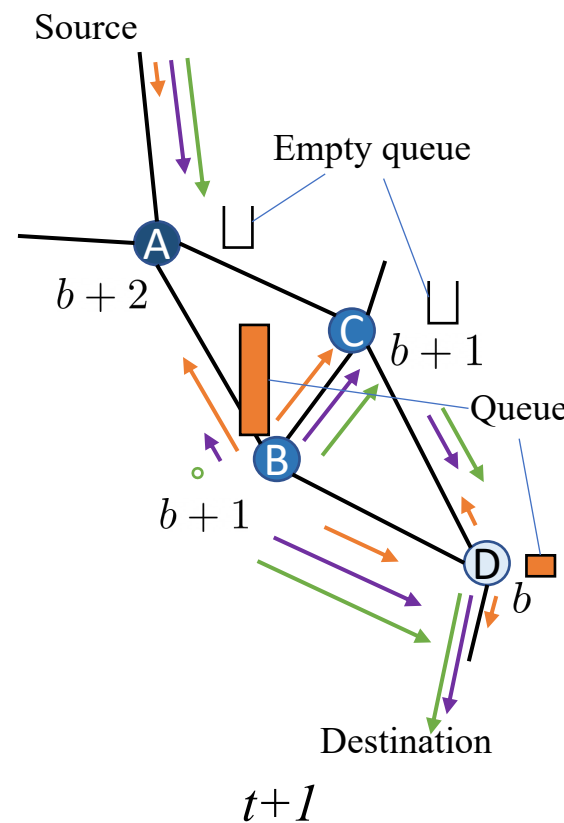
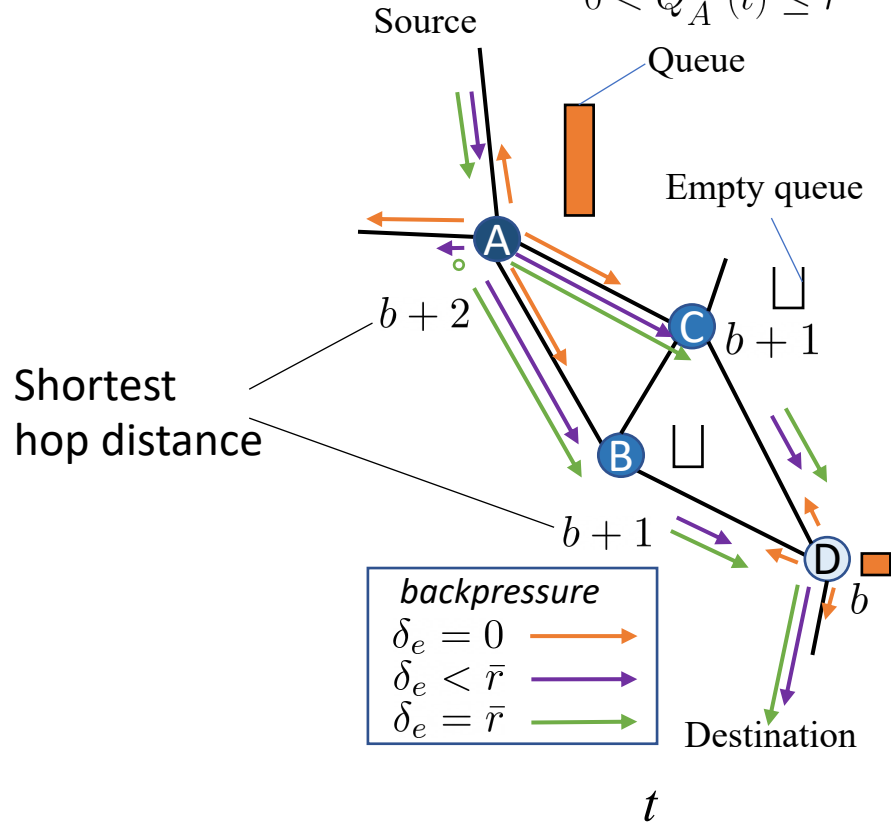
backpressure $w_{AB}(t) = \max \left\{ Q_A^{(c^*)}(t) - Q_B^{(c^*)}(t) + B_A^{(c^*)} - B_B^{(c^*)}, 0 \right\}$

How to determine K?

bias as K times shortest hop distance* $\delta_e = K$

the last packets

$$0 < Q_A^{(c)}(t) \leq \bar{r}$$



$$\delta_e \geq \bar{r}$$

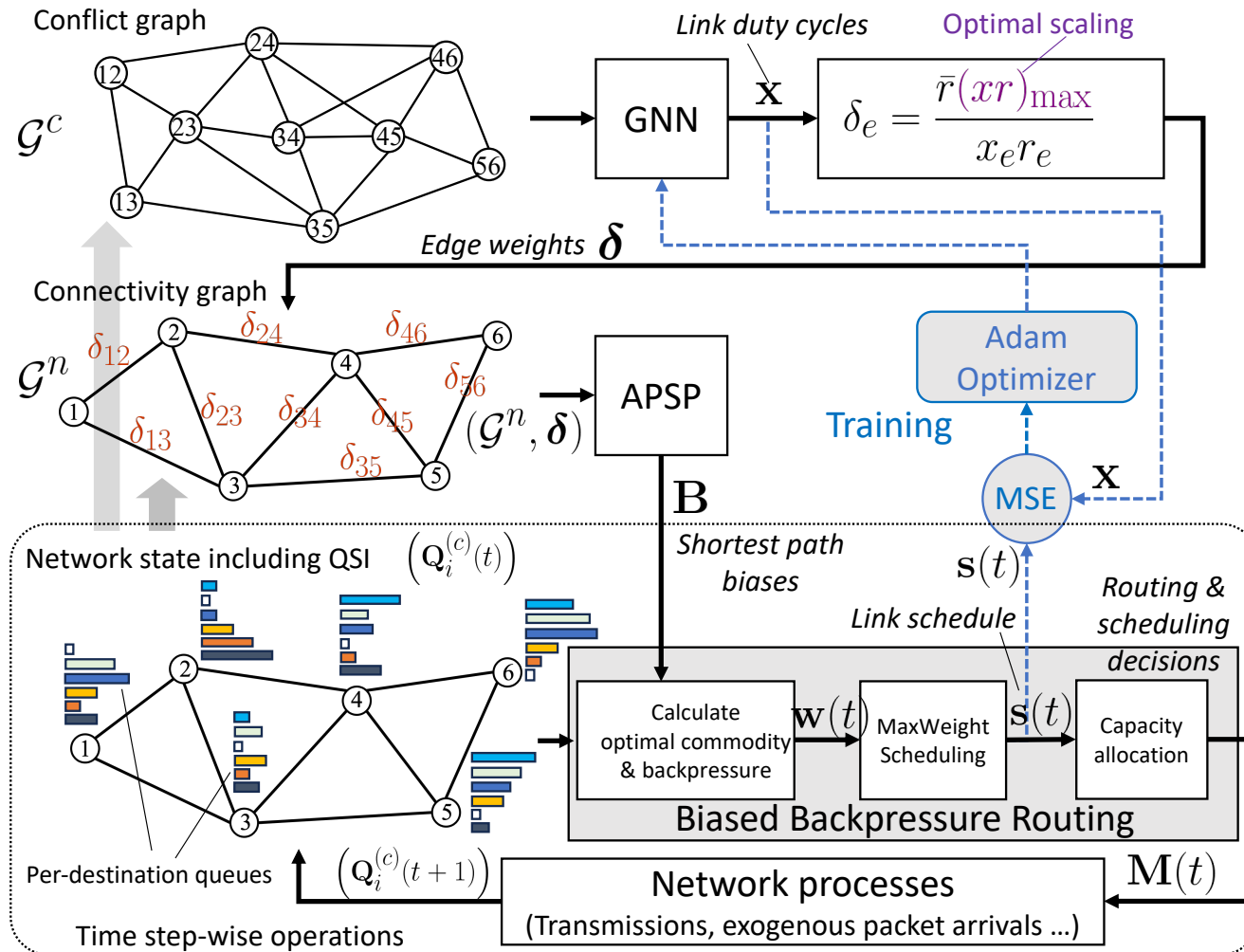
Minimize the reversal of backpressure directions as the last packets traverse the network

$\min_{e \in \mathcal{E}} \delta_e := \bar{r}$

Maximize the role of congestion gradient in path finding, while minimizing backpressure reversal

Optimal scaling of bias (or edge weights)

Overall Architecture of SP-BP



Throughput optimality:

BP algorithm can stabilize the queues in the network as long as the arrival rates of flows are within the network capacity region

*Queue-agnostic shortest path bias (non-negative) retains the throughput optimality of vanilla BP**

* M. Neely, E. Modiano, and C. Rohrs, "Dynamic power allocation and routing for time-varying wireless networks," IEEE J. Sel. Areas Commun., vol. 23, no. 1, pp. 89–103, 2005

Bias Maintenance

(rounds of message exchanges)

- Additional Complexity of SP-BP
 - GCNN $\mathcal{O}(L)$
 - Single source shortest path (SSSP)
 - All pairs shortest path (APSP)



- Bias Maintenance
 - nodes move around
 - nodes join or leave the network
- Neighborhood Update

Distributed weighted SSSP and APSP

$$\mathcal{O}(V)$$

GCNN and SP algorithms only need to run once a while, when topology changes

$$B_i^{(c)}(t+1) = \begin{cases} \min_{j \in \mathcal{N}(i)} [B_j^{(c)}(t) + \delta_{ij}(t)] , & i \neq c \\ 0, & i = c \end{cases}$$

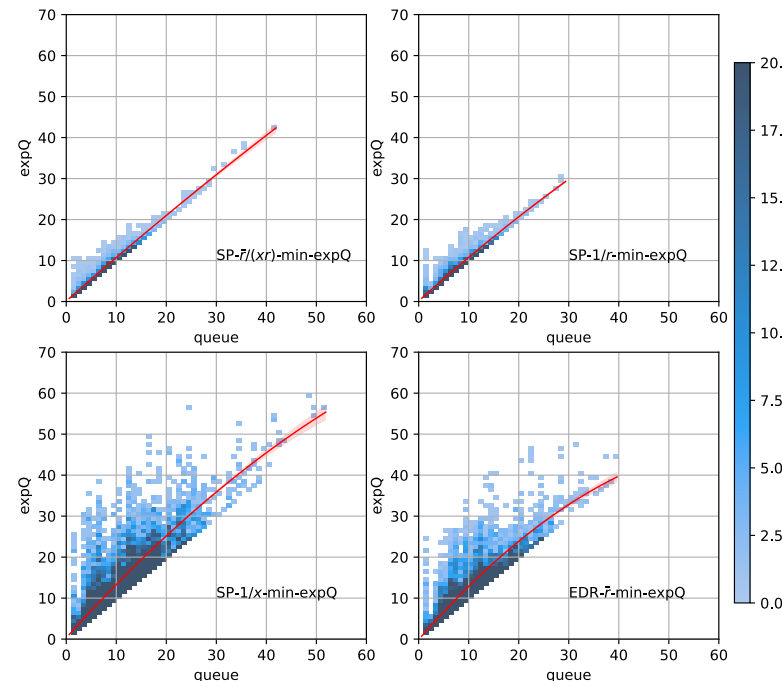
No additional communication rounds, increased message size in regular signaling required by vanilla BP scheme

Exponential Queue (*expQ*)

$$g(\mathbf{Q}_i^{(c)}(t+1)) = (1+\epsilon)g(\mathbf{Q}_i^{(c)}(t)) \max \left[1 - \frac{M_{i-}^{(c)}(t)}{Q_i^{(c)}(t)}, 0 \right] + M_{i+}^{(c)}(t) + A_i^{(c)}(t)$$

Queue State Information (QSI) points to $\mathbf{Q}_i^{(c)}(t)$ and $\mathbf{Q}_i^{(c)}(t+1)$.
 Compounding parameter ϵ points to $(1+\epsilon)$.
 Queue length points to $Q_i^{(c)}(t)$.
 No. of packets transmitted by node i points to $M_{i-}^{(c)}(t)$.
 No. of external packets arrive at node i points to $A_i^{(c)}(t)$.
 No. of packets received by node i points to $M_{i+}^{(c)}(t)$.

$$0 < \epsilon \ll 1$$



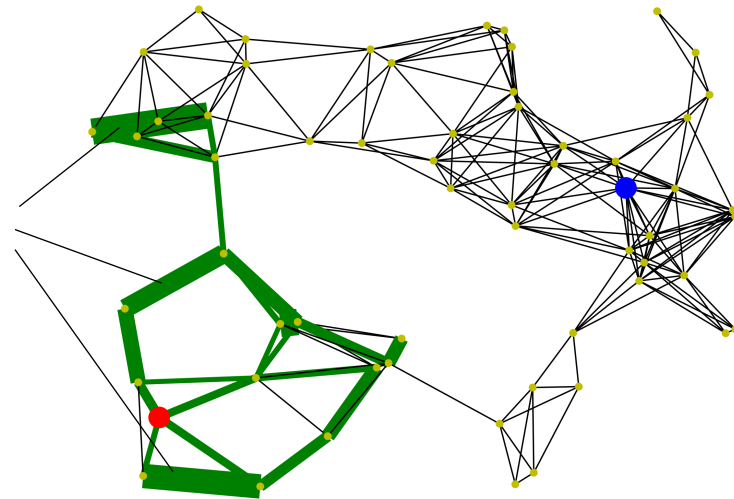
Routes Visualization

number of packets transmitted in both directions

Nodes distribution:
2D Poisson process model

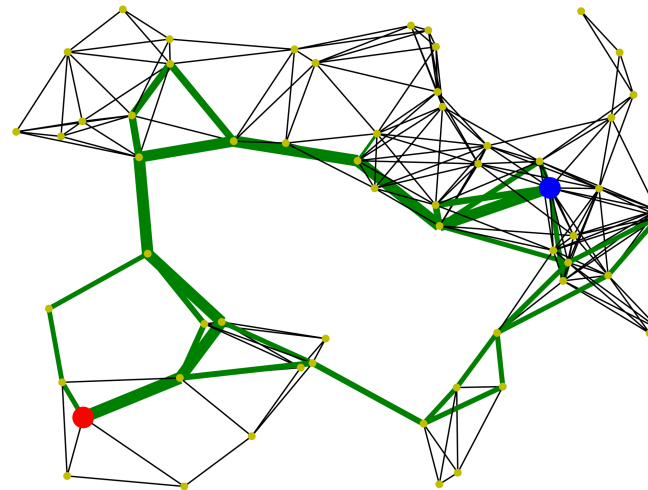
60 nodes, 19 flows, 500 time steps, edge width $1 + \sqrt[3]{n}$

Trapped in loops



Routes not established in 500 steps, no packet delivery!

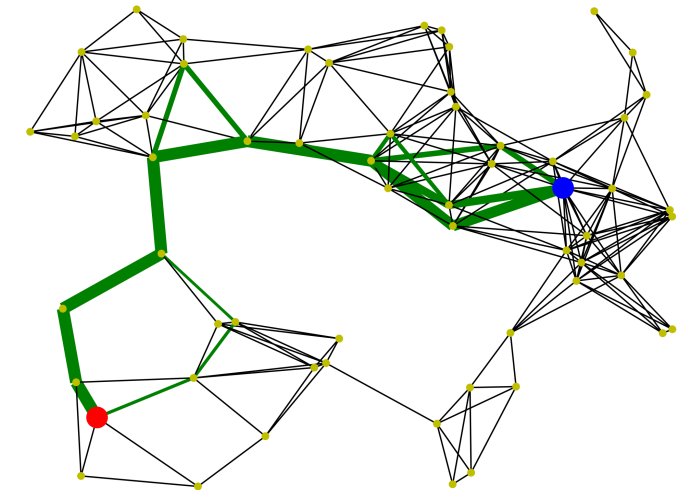
Basic BP scheme



Routes established quickly, packets delivered, less loops

Enhanced Dynamic Routing*
(with optimal bias scaling)

$$\delta_e = \bar{r}$$



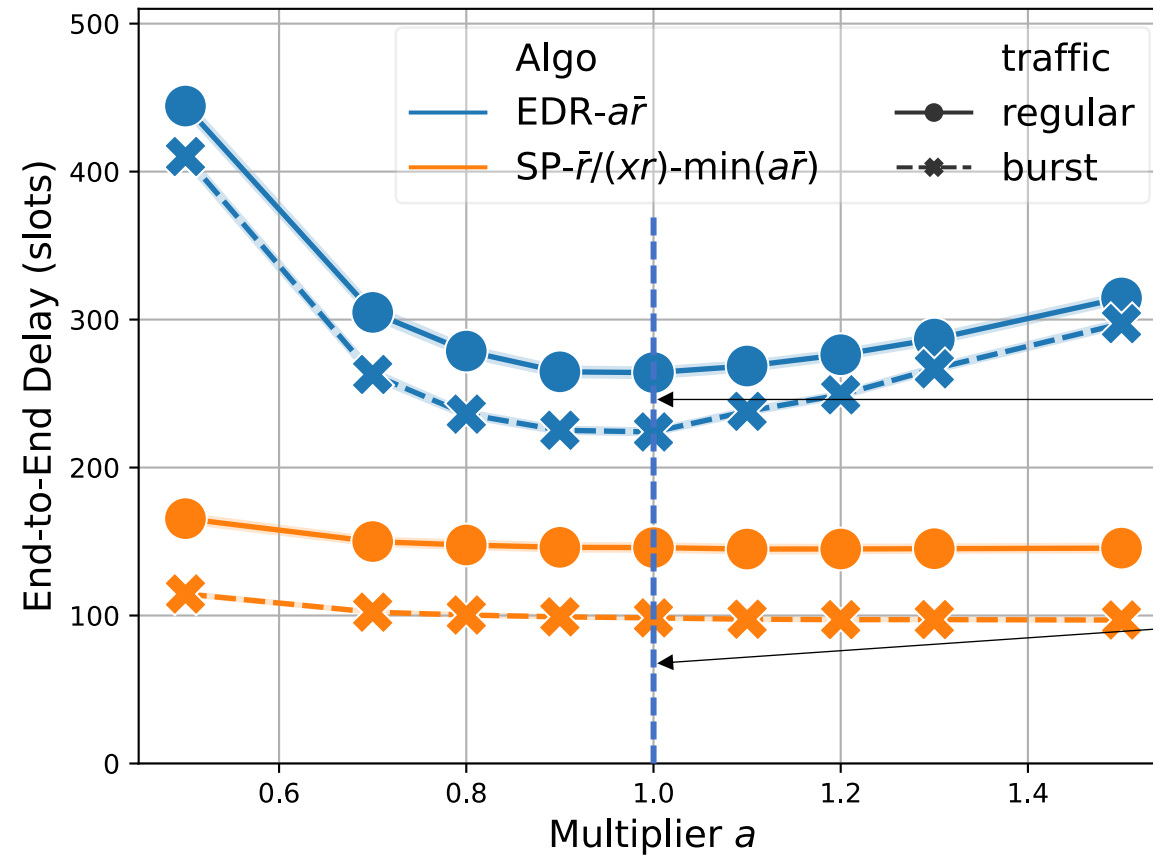
Routes are more concentrated, but not just shortest path routing (single path)

GCNN-enhanced SP-BP

$$\delta_e = \frac{\bar{r}}{x_e r_e}$$

Optimal Bias Scaling

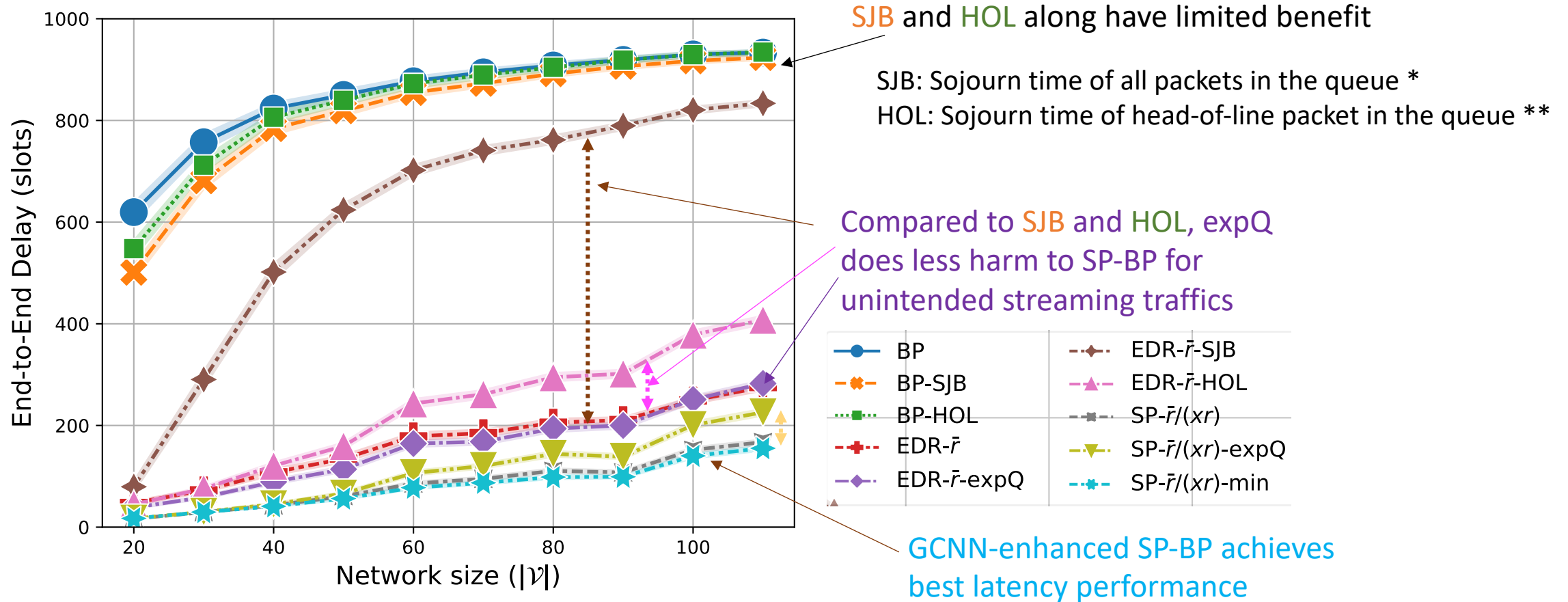
$$\min_{e \in \mathcal{E}} \delta_e := a\bar{r}$$



$$\delta_e = \bar{r}$$

$$\delta_e = \frac{\bar{r}(xr)_{max}}{xere}$$

End-to-End Delay for Streaming Traffics $\lambda(f) \in \mathbb{U}(0.2, 1.0)$



On 100 random graphs from **2D Poisson model**, T=1000 Unit-disk interference model (wireless sensor/ad-hoc networks)

* L. Hai, Q. Gao, J. Wang, H. Zhuang, and P. Wang, "Delay-optimal back-pressure routing algorithm for multihop wireless networks," IEEE Trans. Vehicular Tech., vol. 67, no. 3, pp. 2617–2630, 2018

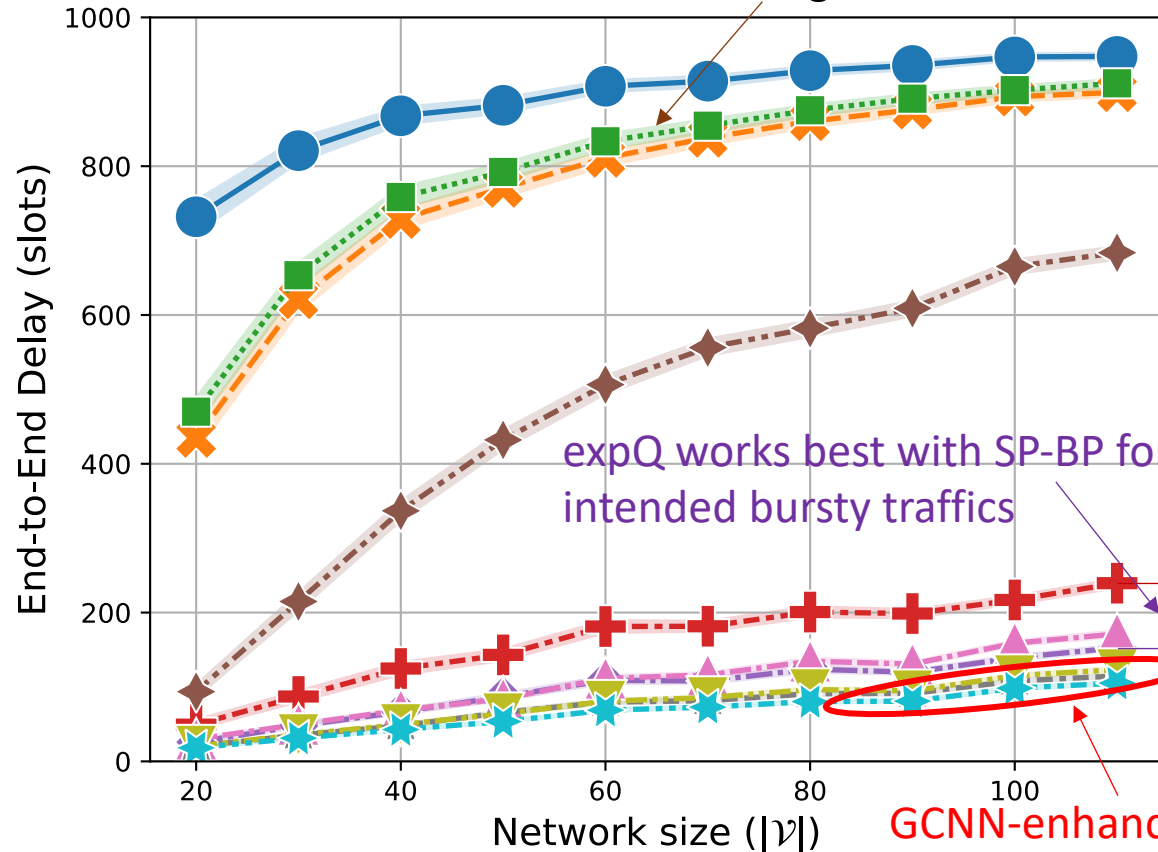
** . Ji, C. Joo, and N. B. Shroff, "Delay-based back-pressure scheduling in multihop wireless networks," IEEE/ACM Trans. Netw., vol. 21, no. 5, pp. 1539–1552, 2012.

$$\lambda(f) \in \mathbb{U}(2.0, 10.0), t < 30$$

$$\lambda(f) = 0, t \geq 30$$

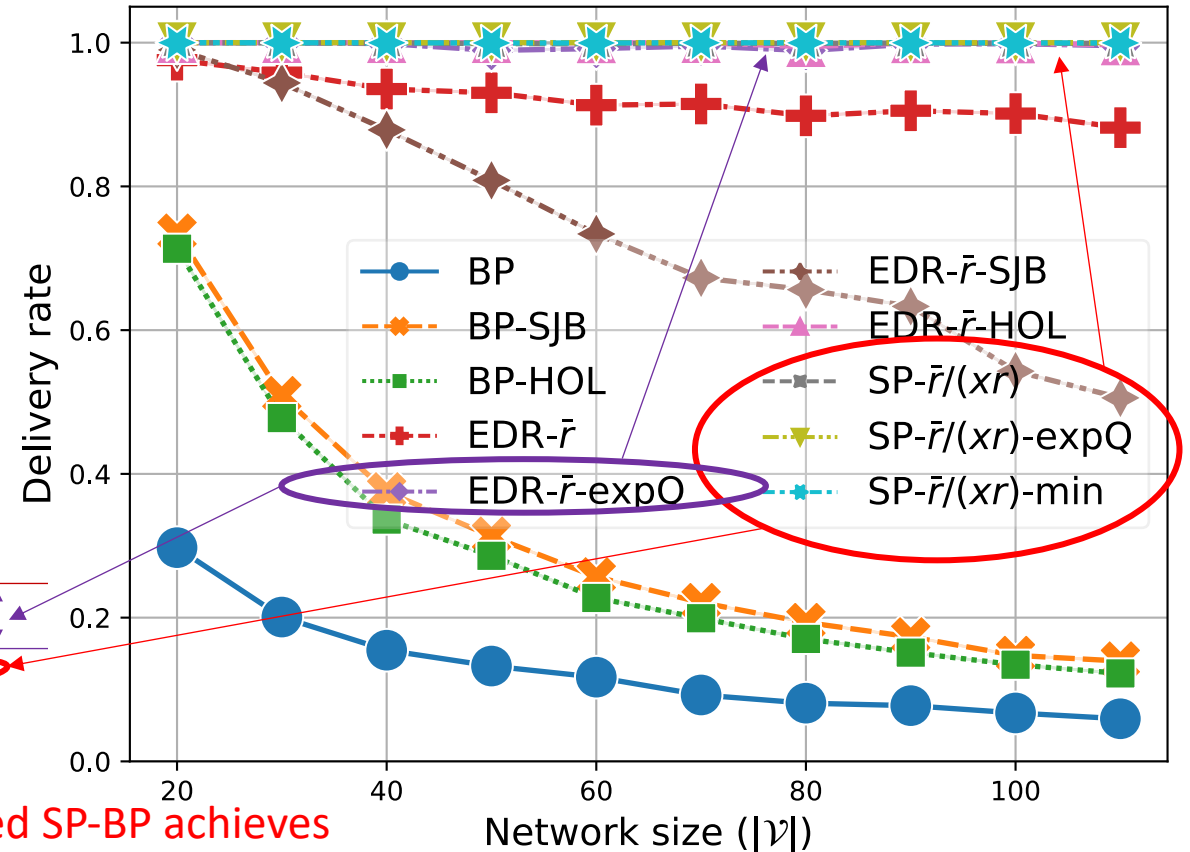
Performance under Bursty Traffics

SJB and HOL along have limited benefit



expQ works best with SP-BP for intended bursty traffics

GCNN-enhanced SP-BP achieves best latency and delivery rates



Latency

Packet Delivery Rate

On 100 random graphs from 2D Poisson model, T=1000

Unit-disk interference model (wireless sensor/ad-hoc networks)

Performance under Network Mobility

Mobility setting: every 100-time steps, 10 nodes take a small random step while keeping the network connected.

Instantaneous ASAP
(Impractical)

	EDR- \bar{r}		SP- $\bar{r}/(xr)$	
Bias update	Delay (std.)	Delivery (std.)	Delay (std.)	Delivery (std.)
▶ Ideal	278.3 (106.1)	81.2% (8.7%)	155.2 (80.9)	90.8% (6.1%)
▶ Neighbor	331.8 (103.8)	75.7% (9.1%)	282.5 (87.5)	78.5% (7.8%)

Neighborhood update
(practical)

On 10 random graphs of 100 nodes from **2D Poisson model**, T=1000

Unit-disk interference model (wireless sensor/ad-hoc networks)

Streaming Traffics $\lambda(f) \in \mathbb{U}(0.2, 1.0)$



Conclusion & Future directions

- Advancements for shortest path-biased backpressure (SP-BP)
 - Link duty cycle + Long-term link rate \rightarrow delay-aware edge weight
 - Optimal bias scaling
 - Network mobility: Low-overhead bias maintenance
 - Prioritize older packets: expQ + SP-BP
- Advantages of SP-BP schemes
 - Significantly improve **end-to-end delay & delivery rate**
 - Fully distributed execution
 - Minimal increase in complexity & overhead (update only once a while)
- Address uncertainties in link features
- Address varying levels of network mobility