

# Assessment of Available Bandwidth in Heterogeneous 4G Network

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**Abstract-** The available bandwidth (ABW) of an end-to-end path is its remaining capacity and it is an important metric for several applications. Traffic engineering statistically ensures efficient use of existing network infrastructure based on information of network state through accurate measurement. Unused link capacity, also called available bandwidth (ABW) is one of the parameters used to determine the condition of the network for service providers to efficiently manage resources and services. Active measurement methods proactively shoot probe packets from a source node towards a destination node to estimate various network parameters. In these methods, different probe packet characteristics, such as probe size, number of probes and inter-probe gaps determine the features of the measurement. Proposed algorithm using the active measurement and it creates less self-congestion on the network, and proposed algorithm stand on the bottle neck doubling theory, it uses the less iteration to calculate the available bandwidth and it is well accuracy for available bandwidth measurement.

**Keywords**—*Self Congestion Networks, Doubling Theory*

## I. INTRODUCTION

Traffic engineering statistically ensures efficient use of existing network infrastructure based on information of network state through accurate measurement. Unused link capacity, also called available bandwidth (ABW). ABW is the difference between the link capacity and the traffic load on that link at a given time. Bandwidth is the rate of data transfer, throughput or bit rate measuring in bits per second (bps). Basically the available bandwidth is an important metric for several applications, such as dynamic server selection internet domain path monitoring and path selection. Available bandwidth estimation is considered to be essential for resources management in existing and emerging heterogeneous networks and estimation of available bandwidth for a path is important for high utilization of network resources as well as quality of service guarantee for real time flows.

With the rapid development of the Internet technologies, the demand of the network access selection for consumers is presented as more as possible. As the extension of the general Internet, a variety of mobile and wireless technologies have already been treated as the important developing trend of the Next Generation Internet (NGI). 3G mobile communication networks, Wireless Local Area Networks (WLAN) and

Wireless Sensor Networks are deployed around the most of the countries in the world. In daily life, our laptops can access the Internet through the WLAN, and the cell phones can visit the www service by accessing the 3G mobile communication networks. By reason of the increment of mobile subscribers and the development of access technologies, the network service demands of the subscribers are increasingly extended from the general data business to the requirement of Quality of Service (QoS). We focus on ABW measurement. Estimation techniques can be categorized based on their different properties such as measurement process, probe pattern and probing technique. Measurement schemes can be coarsely divided into two types.

- Passive method
- Active Method

Passive measurement methods use ongoing data traffic flows through a measuring node to estimate the network characteristics. Measurement is only possible with the administrative control and the existence of network traffic on the link under measurement. Active measurement methods proactively shoot probe packets from a source node towards a destination node to estimate various network parameters. In these methods, different probe packet characteristics, such as probe size, number of probes and inter-probe gaps determine the features of the measurement. These probes add extra traffic into the network and may affect data traffic when the ABW is small. In addition to this, extra probe load can also affect the measurement process itself.

The proposed algorithm is an active method and it takes less iteration to evaluate the available bandwidth and has more accuracy in calculation. This algorithm basically stand on the bottle neck doubling theory i.e. the probe packet rate is equal to the available bandwidth and there are no differences in output gap at destination. If the rate of transmission is double the available bandwidth then probe packets delay will also be doubled and this theory is known as bottle neck doubling theory.

## II. PROPOSED WORK

This section presents the proposed doubling theory for available bandwidth estimation in heterogeneous networks.

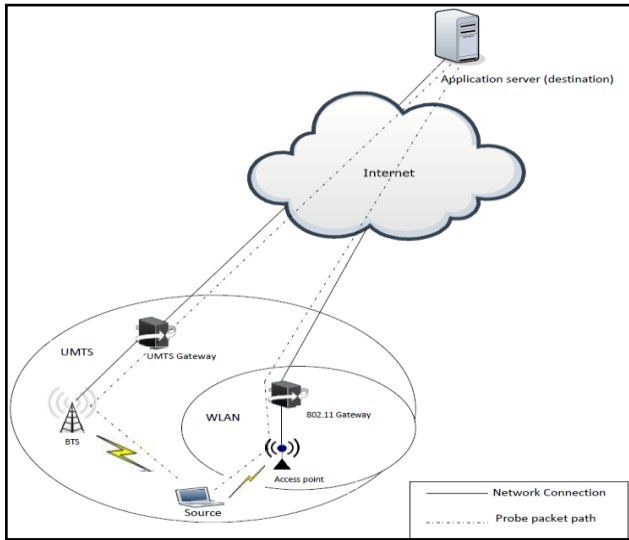


Fig.1: Network Diagram

The work tackles with the bandwidth estimation based on end to end transmission.

A. Network Environments

The dotted line in fig.1 shows the probing packet path and non-dotted line shows the physical link. UMTS and WLAN (show as ellipses) are two existing networks overlapped on each other. To calculate the available bandwidth between these two existing networks, mobile devices send probe packets to different network paths and the acknowledgements in reply are used to calculate the available bandwidth using the proposed algorithm. The Mobile device then shifts to the path with higher available bandwidth among the existing ones. This is the agenda of proposed algorithm.

B. Bottle neck doubling theory

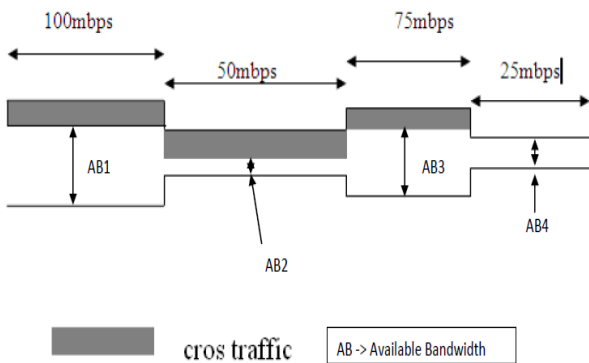


Fig.2: Bottle neck doubling theory

Fig 2 shows the representation of a network path, where each link is represented by a pipe. The link with minimum available bandwidth is called as tight link. The width of each pipe corresponds to the relative capacity of the corresponding link. The shaded area of each pipe shows the utilized part of link's capacity, while the unshaded area shows the spare capacity and the minimum available bandwidth AB2

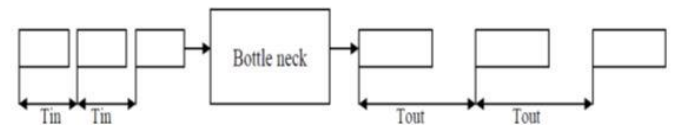
determines the end-to-end available bandwidth as shown in Fig 2. Bandwidth variation from one link to other link creates bottle neck.

- (i) Initial packet gap is equal to the obtained packet gap after bottle neck ( $T_{in} = T_{out}$ )



Where  $T_{in}$  is the input probing packet gap and  $T_{out}$  is the output probing gap. In this concept, available bandwidth is equal to the rate of transmission of probing packets Here, output probing packet gap is equal to the input probing packet gap ( $T_{in} = T_{out}$ ) and therefore there are no variations at  $T_{out}$ .

- (ii) Output probing packet gap is double than the input probing gap ( $T_{out} = T_{in} \times 2$ )



In this doubling theory, when we transfer the probe packet at double the rate of the available bandwidth then the output probing gap is exactly equal to the double of the input gap ( $T_{out} = T_{in} \times 2$ ). The proposed algorithm uses this doubling theory to calculate the available bandwidth of the path.

C. Available Bandwidth Estimation

In heterogeneous networks the bandwidth is a measure of available or consumed data communication resources. This available bandwidth is not identical in all heterogeneous networks. In order to research the network bandwidth technologies, a certain number of measurement units that relate to the bandwidth are proposed. In an end to end transmission, the available bandwidth and transmission rate are often regarded as the bottleneck of the transmission. The estimation is made by the use of doubling theory.

Bandwidth Estimation

The capacity and available bandwidth of communication links in heterogeneous network is estimated by sending probe packets on path to the destination. Consider the size of probe packet is  $p$ ,  $R_{in}$  is the rate of transmission of probe packets so the input probe packet gap is  $T_{in}$ , is defined as,

$$T_{in} = p / R_{in} \tag{1}$$

The total input probe packet pair gap TIG and the total output probe packet pair gap TOG can be calculated by the following formulas: where 'K' is the number of probe packets and  $T_{out}$  is the output probe packet gap.

$$TIG = T_{in} (K-1) \tag{2}$$

$$TOG = T_{out} (K-1) \tag{3}$$

'V' is the ratio of total output gap and total input gap, it decides the current iteration transmission rate, if the ratio is greater than 2 then current iteration rate reduced to 'V' times of its last iteration rate, and if the ratio is equal to or less than 1 then the iteration rate increases to double of its last iteration rate.

$$V = TOG / TIG \tag{4}$$

The total difference between the total output gap and total input gap, D is calculated by the following formula:

$$D = TOG - TIG \tag{5}$$

The difference between each probe packet is calculated by the following formulas: where DPP is the difference between each probe packet pair at destination side and PDPP

is the percentage of difference between each probe packet pair at destination side.

$$DPP = D / (K - 1) \tag{6}$$

$$PDPP = (DPP * 100) / T_{in} \tag{7}$$

Unused link capacity, also called available bandwidth (ABW). ABW is the difference between the link capacity and the traffic load on that link at a given time. Bandwidth is the rate of data transfer, throughput or bit rate and is calculated by the following formula:

$$ABW = R_{in} - ((PDPP * (R_{in} / 2)) / 100) \tag{8}$$

**Algorithm**

ABW measurement scheme iteratively shoots the fixed size of probe packets from a source node to a destination node at a specific transmission rate and checks the change of probe pair gap at the destination to estimate packet transmission capacity. The change in probe pair gap at the destination end (i.e. the output gap) is affected by the tight-link capacity during the estimation period. If the probe transmission rate is lower than or equal to the ABW, no change in the output gap occurs. To determine the probe rate at each iteration, a proposed algorithm is adopted Fig 3 shows the flowchart for the proposed algorithm ABW measurement scheme. Fig 3 shows a flowchart that describes the ABW measurement scheme. In this scheme, the source node shoots the probe packets towards the destination at random rate. The source node computes the probe pair input gap  $T_{in}$  and destination node computes the probe pair output gap  $T_{out}$  affected by the bottle neck, the output gap results are sent back to the source and compares output gap and input probe pair gap at source. If ratio of the total input gap and total output gap is greater than 2 then reduce the sending probing packet rate to 'V' times of its last iteration rate ( $R_{in}/V$ ) where 'V' is the ratio of total input gap and total output probe packet gap, else the ratio of input gap and output probe packet gap less than or equal to 1 and then the probe packet is sent at the rate of " $R_{in} \times 2$ ". If the probing packet rate is in between 1 & 2 then stop the iteration and go to calculation to check the differences between total output gap and total input gap ( $D = TOG - TIG$ ) and then it evaluates the difference between pair of packet gap and the percentage of pair of packet gap differences and finally evaluates the available bandwidth calculation " $AB = R_{in} - ((PDPP * (R_{in} / 2)) / 100)$ ". This proposed algorithm reduces the number of iterations and increases the accuracy.

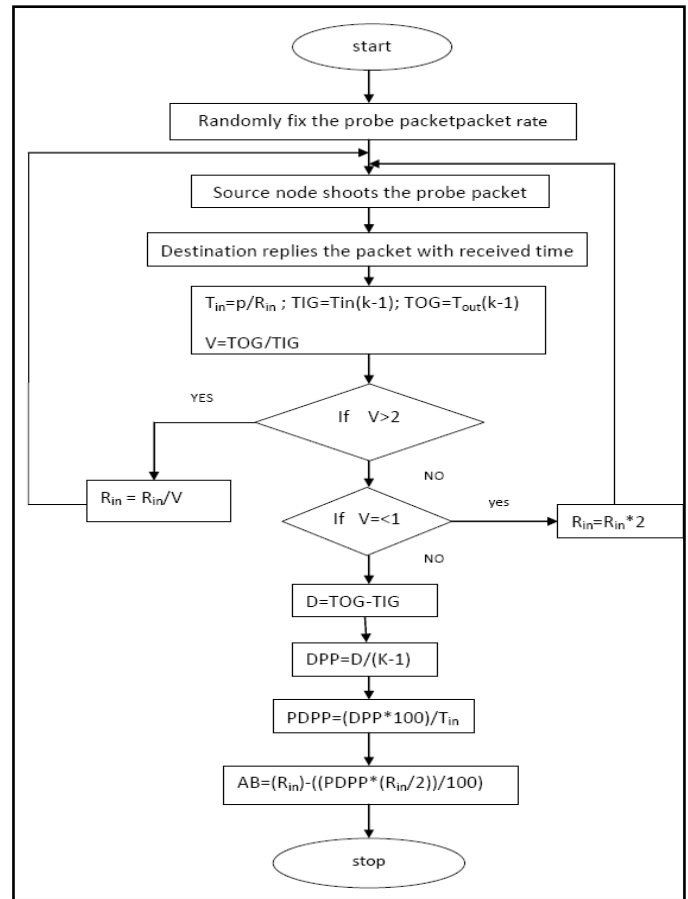
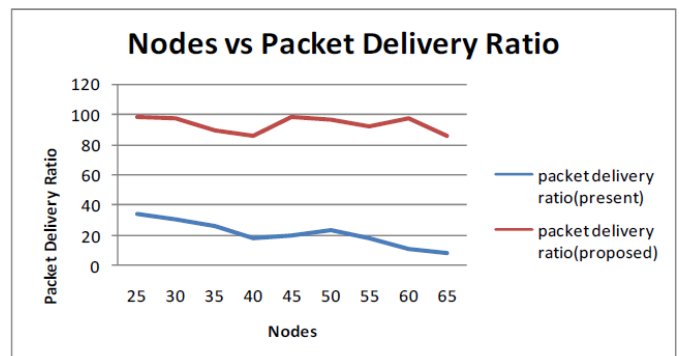


Fig.3: Flowchart to calculate the available bandwidth

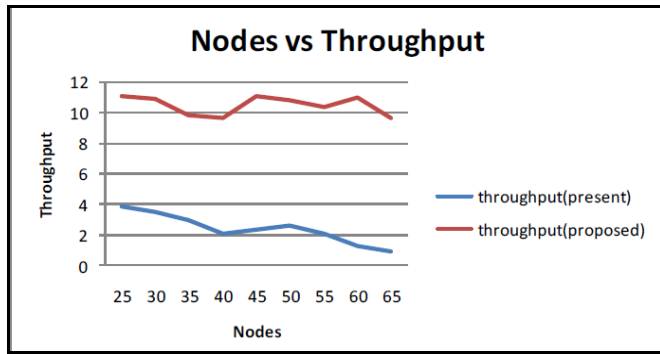
From the graph it is clear that the proposed system with available bandwidth measurement has a steady packet delivery ratio when it is compared with the present system. This is because of the fact that the communication is done only through the nodes with best available bandwidth.

**Results and Discussion**



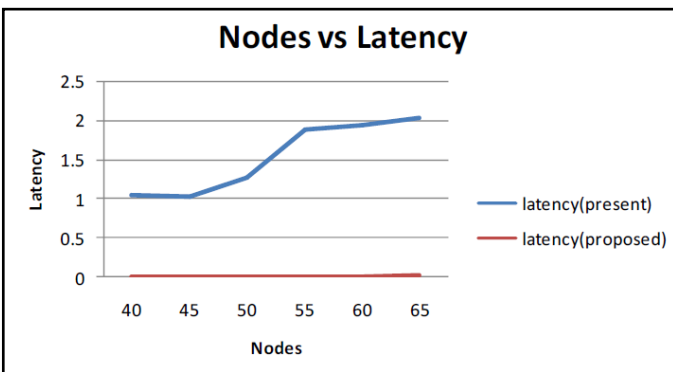
NODES Vs PACKET DELIVER RATIO

**NODES Vs THROUGHPUT**



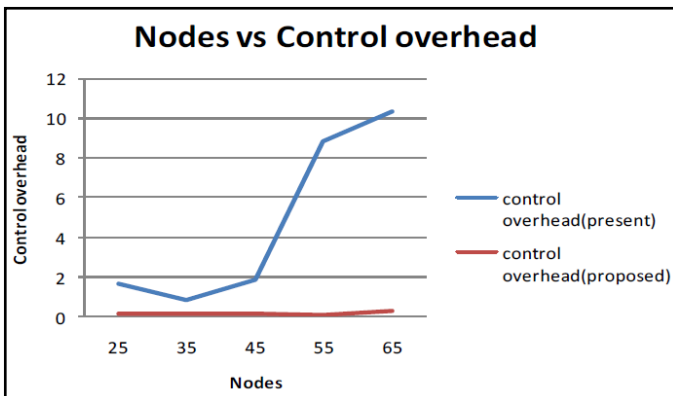
When we consider the node ranging from 25 nodes to 65 nodes for understanding the throughput, the proposed system has a better throughput compared with the present system.

**NODES Vs LATENCY**



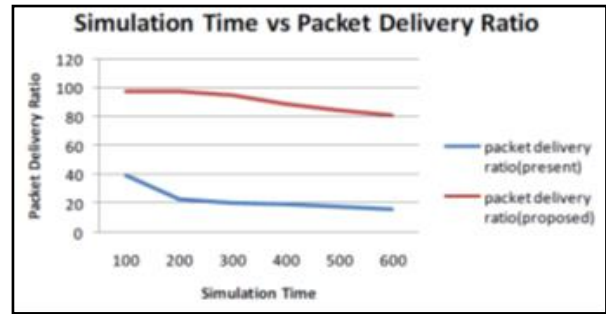
The above graphs shows that the proposed system outperforms the present system in terms of latency. This behavior is more noticeable when the number of nodes increases.

**NODES Vs CONTROL OVERHEAD**



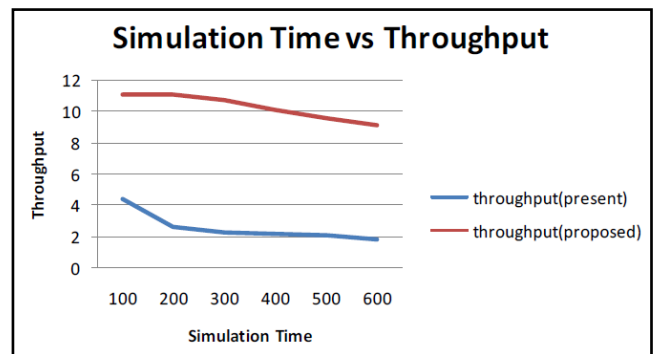
From the above graph we can say that the control overhead of the proposed technique is much lesser than the present technique.

**SIMULATION TIME Vs Packet Delivery Ratio**



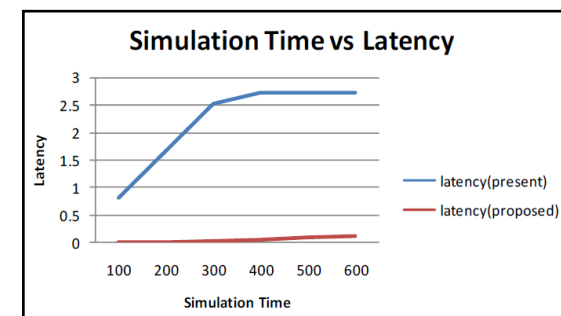
The graph shows the packet delivery ratio (PDR) of the two different modules such as Vertical handoff with ABW calculation and AODV based routing without Handoff.

**SIMULATION TIME Vs THROUGHPUT**



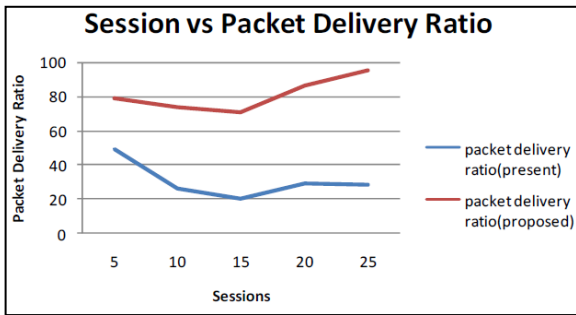
The throughput performance elaborates that the throughput is maintained at a very high level even when the simulation time offered is about 100%.

**SIMULATION TIME Vs LATENCY**



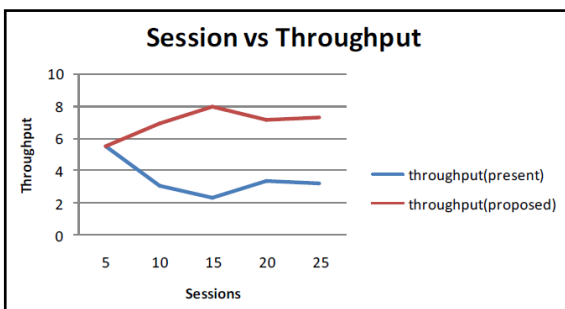
The nodes v/s the latency shows that the latency never shows an upward trend. Occasionally it would go high due to long waiting in the queue in the absence of bandwidth but it improves as soon as the required bandwidth is available.

**SESSION Vs PACKET DELIVERY RATIO**



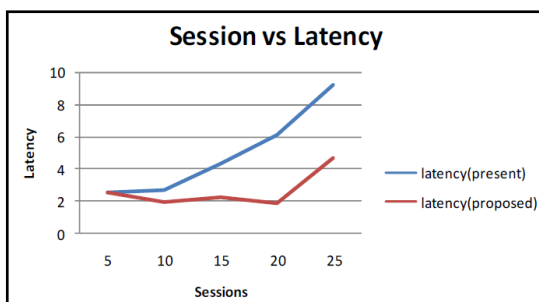
The control overhead is always almost constant. This is due to the stable topology. As the node monitors bandwidth and updates the connection state through vertical handoff, control overhead is optimum due lesser packet transmission in route and neighbor maintenance.

**SESSION Vs THROUGHPUT**



The graph shows the packet delivery ratio (PDR) of the two different modules such as present and proposed technique. We can observe that PDR of proposed technique is better than present technique even though there is an increase in sessions.

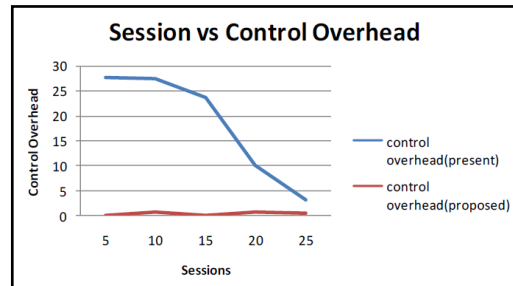
**SESSION Vs LATENCY**



When we consider the session ranging from 5 nodes to 25 nodes for understanding the throughput, the proposed

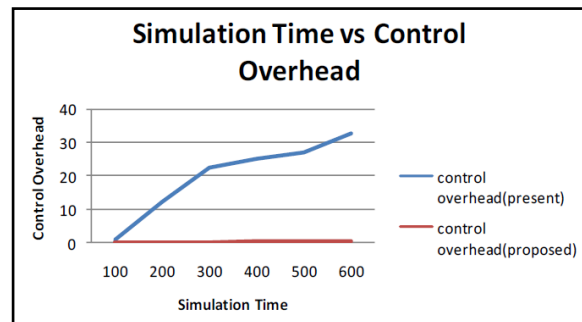
system has a better throughput compared with the present technique.

**SIMULATION TIME Vs CONTROL OVERHEAD**



The above graphs shows that the proposed technique out performs the present technique in terms of latency. This behavior is more noticeable when the number of sessions increases.

**SESSION Vs CONTROL OVERHEAD**



From the above graph we can say that the control overhead of the proposed technique is much lesser than the present technique.

**III. CONCLUSION**

Several bandwidth measurement techniques and bandwidth based routing and scheduling techniques are proposed in the past for different networks. However as QoS in 4G network depends mainly on vertical handoff and vertical handoff decision depends upon availability of constraints prior to transmission or routing. Therefore

preemptive solution of bandwidth measurement is a better solution. Performance analysis also ascertain this claim. It is seen from the performance graphs that performance of the proposed system where bandwidth is measured as a round trip function performs better than non-bandwidth based QoS technique as well as delay based QoS technique. Preemptive power loss measurement and the same coupled with bandwidth calculation for handoff decision can be thought of a future enhancement of the technique.

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