Feedback-Based Real-Time Streaming Over WiMAX

IEEE Wireless Communication, Feb. 2007

林咨銘 tmlin@itri.org.tw

Outline

- Introduction
- Background
- The MAC of WiMAX
- Feedback-Based Adaptive MAC
- Simulation Model and Results
- Conclusions

Introduction

- WiMAX (Worldwide Interoperability of Microwave Access)
 - Provides a solution of "Last Mile"
 - Avoids the prohibitive cost of wiring home and business
 - Allow a relatively faster deployment process
- WiMAX is envisioned as a solution to the outdoor broadband wireless access, and also provide rich set of features
 - PHY : OFDM technology
 - MAC : Scheduling, Data transmission, ARQ, ...

Introduction

- Objectives
 - Reduction in the number of retransmission of dropped or corrupted packers lowers the delay , which is crucial for streaming applications
 - Increasing the packet restore probability, reducing data dropping probability, and increasing goodput
 - Goodput : Information bits / total bits transmitted
- This study uses Forward Error Correction (FEC) and Automatic Repeat Request (ARQ) to support realtime streaming service over WiMAX
 - Without violating what has already been standardized

Background

- ARQ schemes provide high reliability when channel is good or moderate
- For error-prone channels, Hybrid ARQ schemes are used to counter the increased frequency of retransmissions



802.16a MAC layer with SAPs

- Convergence Sublayer (CS)
 - Mapping external network data into MAC SDU
- Common Part Sublayer (CPS)
 - Core MAC functionality
- Privacy Sublayer
 - Secures over wireless transmissions
 - Protects from theft of service
- PHY
 - Multiple sections
 - Appropriate to various frequency range and application

TTG : Transmission Transition Gap RTG : Receive Transition Gap FCH : Frame Control Header DLFP: Downlink Frame Prefix



Frame Structure - TDD





PDU Transmission

Problem Formulation

- Tradeoff between Goodput and Delay
 - If MPDU is large
 - Transmission time of each MPDU is large
 - Overheads of header and acknowledgement are less => higher goodput
 - MPDU dropping or corrupted rate is high if the bad channel condition persists
 - ARQ mechanism invokes a large MPDU retransmission
- Optimal MPDU Size
 - Matched size of MPDU to the channel conditions can obtain a desired level of transmission performance
 - ARQ plays a crucial role in estimating the channel condition and status of transmitted MPDU
 - Round Trip Time (RTT) would affect the size of the MPDUs

- A method of dynamically changing the MPDU size in response to the channel condition is proposed
- Two level classification of data
 - Important MPDU (I-MPDU)
 - E.g. I frame for MPEG-2
 - Not so important (N-MPDU)
 - E.g. B and P frame for MPEG-2
- Six types and actions of feedback

- Packet Restore Probability
 - Some redundant bits are applied in FEC block before transmission in
 - So that there is a probability that receiver can detect and possibly correct the errors
 - The correction capability of these codes will depend on the codes used

- Block code example
 - M redundancy bits are added to the N information bits

$$b = \sum_{i=M+1}^{M+N} \binom{M+N}{i} b_p^i (1-b_p)^{M+N-i} \frac{i}{M+N}$$

where b_p is the bit loss probability before decoding and b it is the decoded bit error probability

- $P = (1-b)^{(M+N)}$, where *P* is restore probability of the MPDU
- If N is decreased to N'(N' < N) and code size is fixed

$$b' = \sum_{i=M+1}^{M+N'} \binom{M+N'}{i} b_p^i (1-b_p)^{M+N'-i} \frac{i}{M+N'}$$

• $P' = (1-b')^{(M+N')}$, where P' is restore probability of the MPDU

=> (1-*b*) ≒(1-*b*′) ≒1, and *N*′ < *N* => *p*′>*p* => Packet restore probability increases with a decrease in payload

- Observation summary
 - Decreasing payload keeping code fixed
 - With a decrease in payload, packet restore probability increases
 - Increasing code size keeping payload fixed
 - The resulting bit loss probability decreases and packet restore probability of MPDUs increases
 - Increasing Both payload and code
 - Increasing payload only will increase the resulting bit error probability, so it must also increase the code to compensate for the increased payload

- Connection Setup and Transmission
 - Phase 1: subscriber station requests connection
 - Phase 2: base station confirms connection
 - Phase 3: base station starts transmission of MPDUs

- When a feedback is received, the next awaiting MPSU is formed depending on the type of feedback received.
- Upon the reception of each of the six feedbacks, the payload and code size are changed.
 - Action 1 : increase MPDU payload; decrease code size for not so I-MPDU
 - Action 2 : increase code size for I-MPDU; keep payload and code fixed for N-MPDU
 - Action 3 : decrease payload of MPDU; increase code size of MPDU
 - Action 4 : same as action 3, but increment/decrement is more
 - Action 5 : stall transmission until further request received
 - Action 6 : skip transmission of N-MPDUs; I-MPDUs are transmitted

Feedback type	Feedback classification
1	MPDU received correctly
2	MPDU received with errors, but correctable
3	MPDU received with errors, and uncorrectable
4	MPDU dropped, timeout in receiver MAC occurred
5	Receiver MAC buffer full, last stored frame is important
6	Receiver MAC buffer full, last stored frame is not so important

Goodput Comparison



MPDU Drop Comparison



Goodput for Different Channels



MPDU Drop for Different Channels



Conclusions

- WiMAX is a broadband wireless technology designed to provide "Last-Mile" connectivity
- Problem of real-time streaming over WiMAX is discussed in this article
- The sizes of MPDU can be made adaptive to feet dynamic wireless channel conditions
- Based on the type of feedbacks received, variable-size MPDUs can be transmitted after packing or fragmenting for increasing goodput and decreasing drop probability