

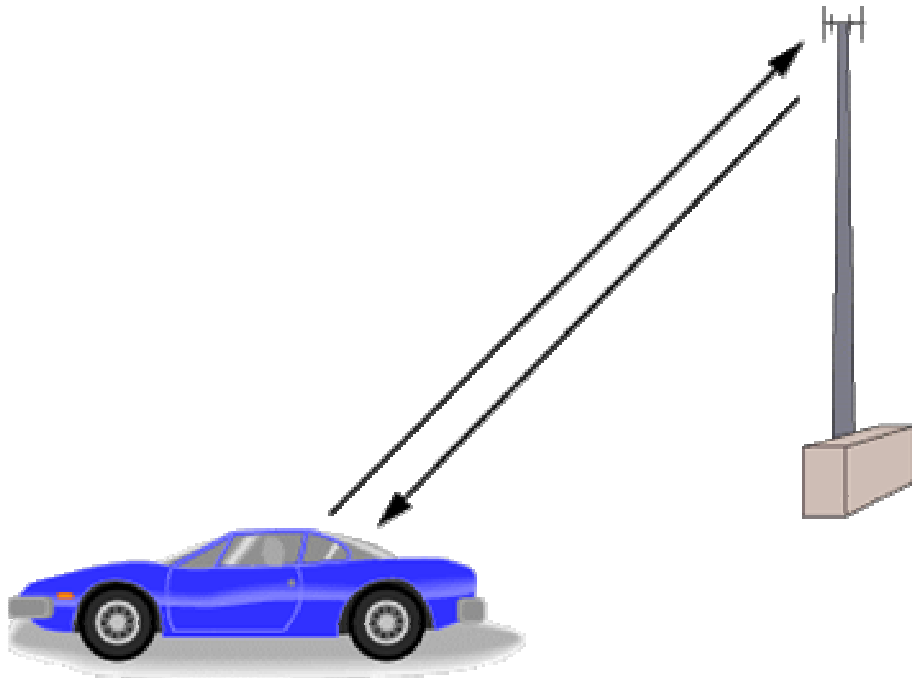


Cellular Communication



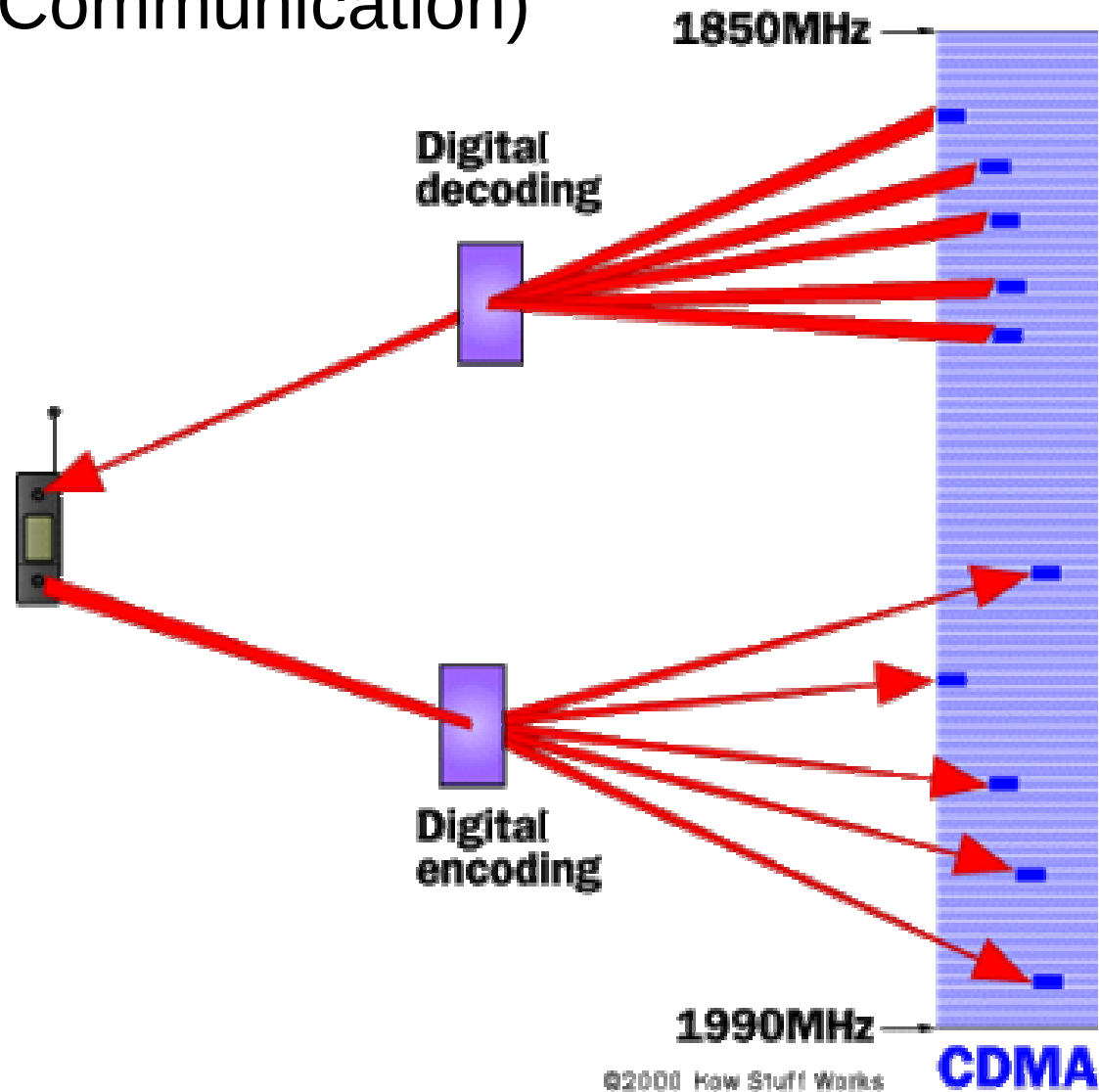
Towers

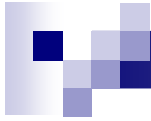
(Cellular Communication)



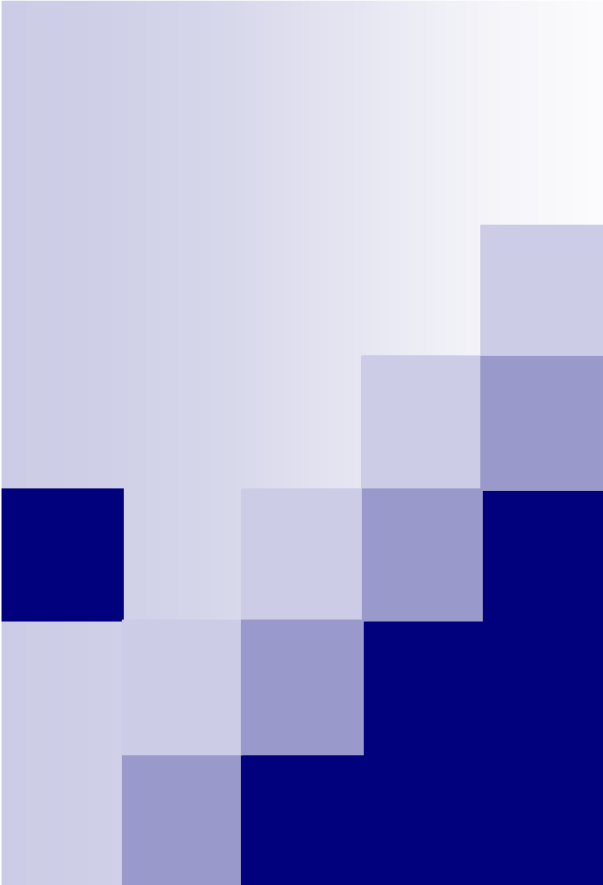
Channels & Frequencies

(Cellular Communication)





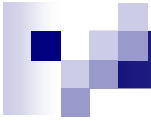
(Animations left out.)



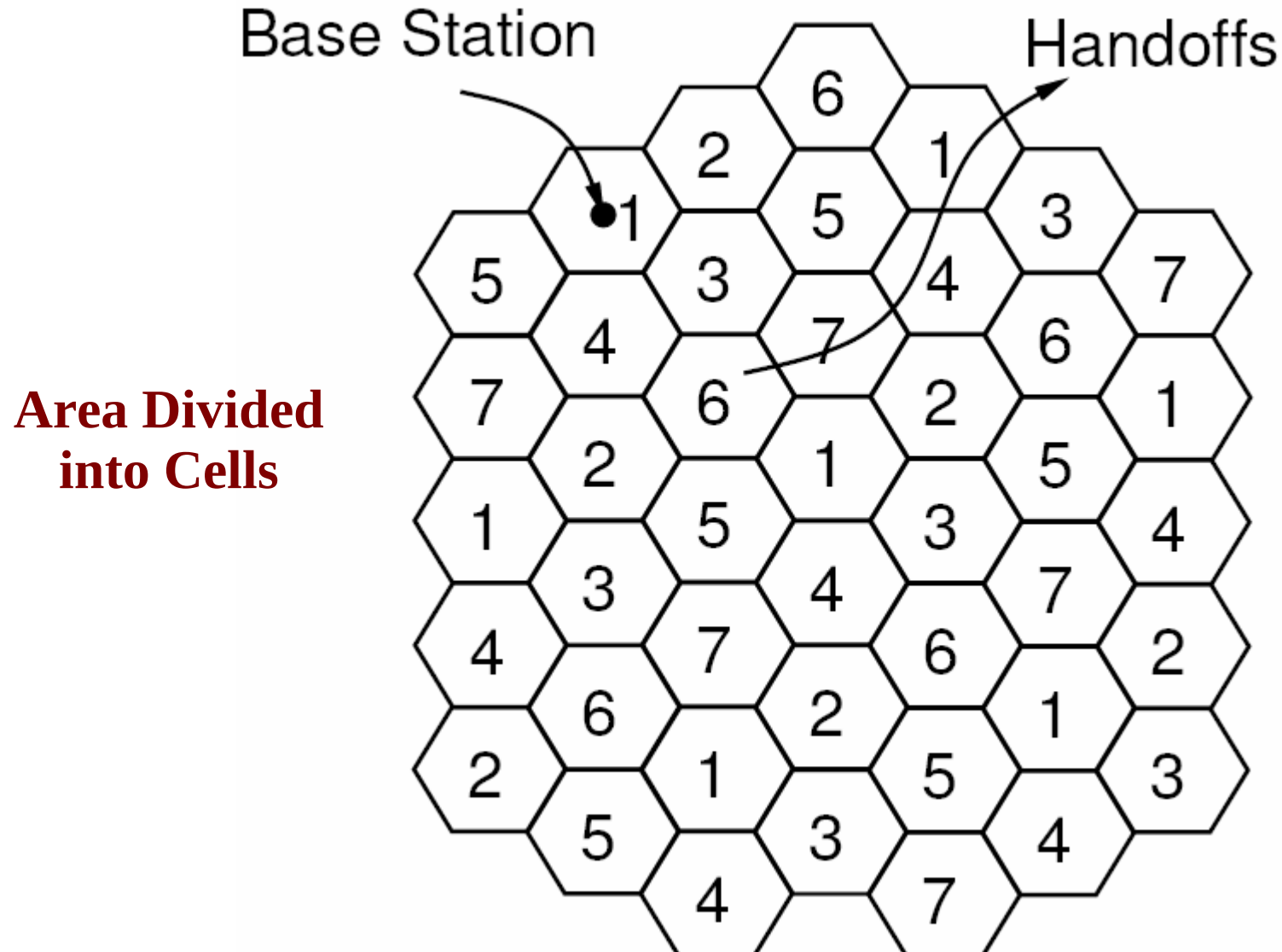
RL for Dynamic Channel Allocation in Cellular Telephone Systems

Satinder Singh, Dimitri Bertsekas

Neural Information Processing Systems
1996



The Problem





Constraints

(The Problem)

- Channels may be reused in cells far apart
- *Channel Reuse Constraint* is min. distance
- Cell phones may wander from cell to cell



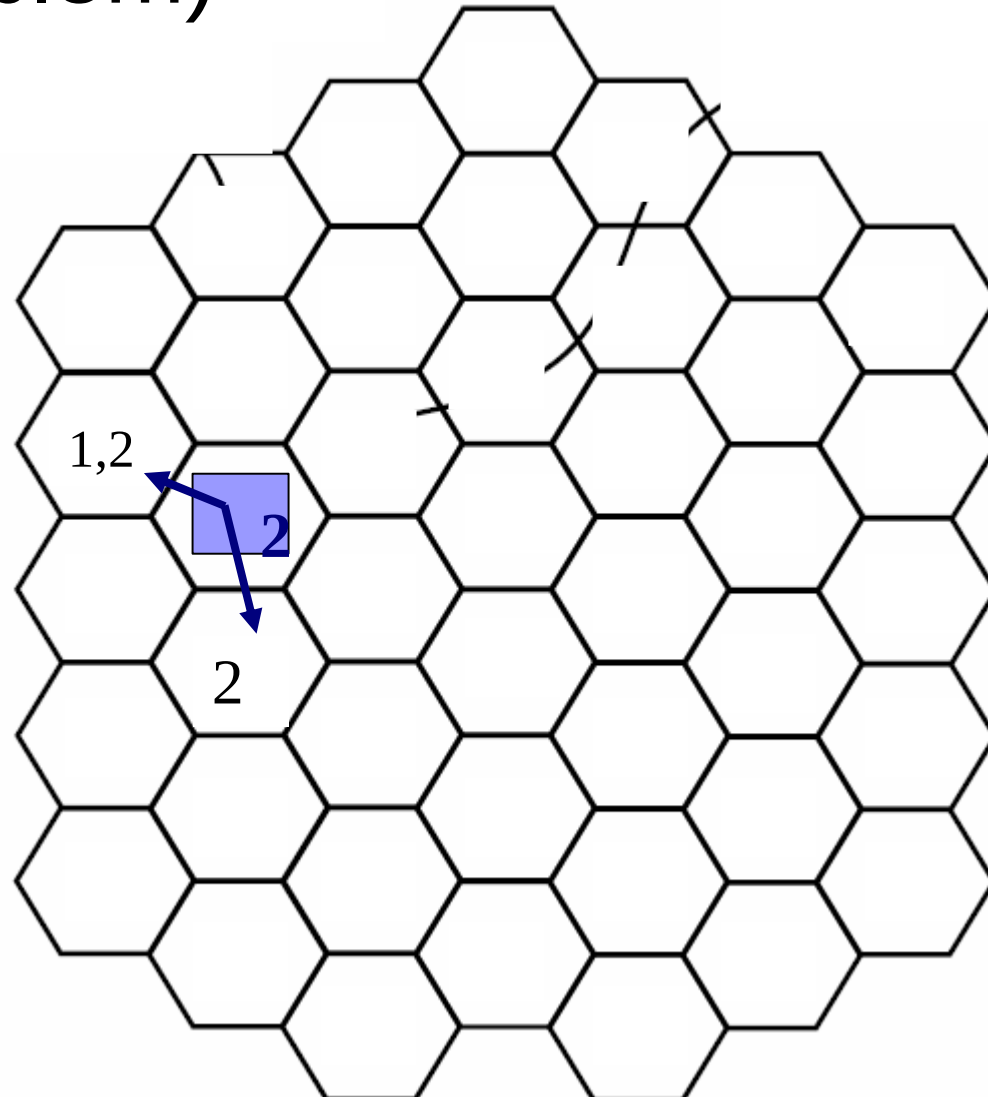
Constraints

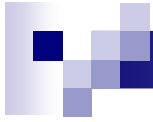
(The Problem)

- No channel available:
 - Existing call – dropped call
 - New call – blocked call
 - Blocked calls preferable to dropped calls.
- 49^{49} states – brute force ruled out



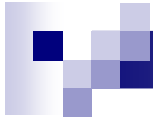
Example (The Problem)





Fixed Assignment Algorithm

- Channels partitioned
- Cells have a fixed subset of channels
- Most popular system
- Busy cell may block calls even when channels available in neighbors.



Dynamic Channel Allocation

- Channels still partitioned between cells.
- Share channels between cells.
- Keeps track of:
 - Occupied and Unoccupied channels.
 - Event type: { arrival, departure, handoff }



Borrowing with Directional Channel Locking

```
partition and assign
on { arrivall, handoff } {
    if ( local channel available ) {
        use smallest
    }
    else {
        if ( remote channel available ) {
            borrow largest from neighbor with max free
        }
        else {
            block call
        }
    }
}
on { departure } {
    if ( channel borrowed ) {
        reassign and return
    }
}
```



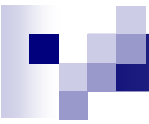
Borrowing with Directional Channel Locking

- Zhang & Yum (1989)
- Frequent reassignments
- Cascading reassignments / large grids
- Regarded as “best” heuristic algorithm



RL Algorithm

- Unlike Power Grid, rewards are more immediate
- Unlike Robot Problem, system is continual



Decision Function

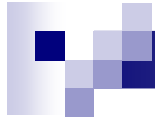
(RL Algorithm)

Infinite Horizon

$$J = E \left\{ \int_0^{\infty} e^{-\beta t} c(t) dt \right\}$$

Ongoing calls at t

Discounting factor



Temporal Difference Learning

“TD learning is a combination of Monte Carlo ideas and dynamic programming ...TD methods can learn directly from raw experience without a model of the environment's dynamics.”

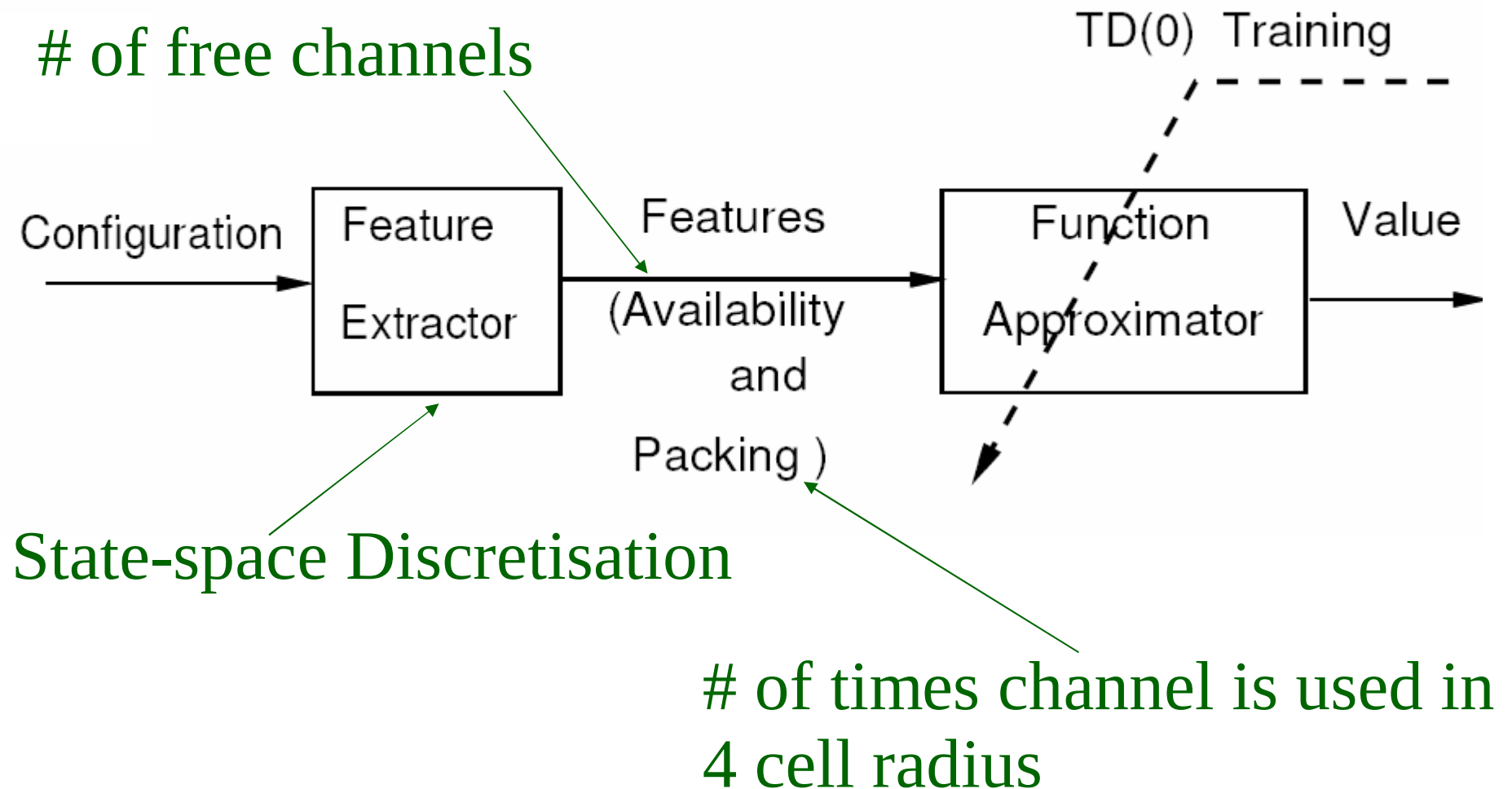
Book:

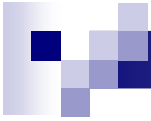
$$V(\mathbf{s}_t) \leftarrow V(\mathbf{s}_t) + \alpha [r_{t+1} + \gamma V(\mathbf{s}_{t+1}) - V(\mathbf{s}_t)].$$

Paper:

$$J_{new}(\tilde{x}) = (1 - \alpha)J_{old}(\tilde{x}) + \alpha (c(x, a, \Delta t) + \gamma(\Delta t)J_{old}(\tilde{y}))$$

RL Algorithm

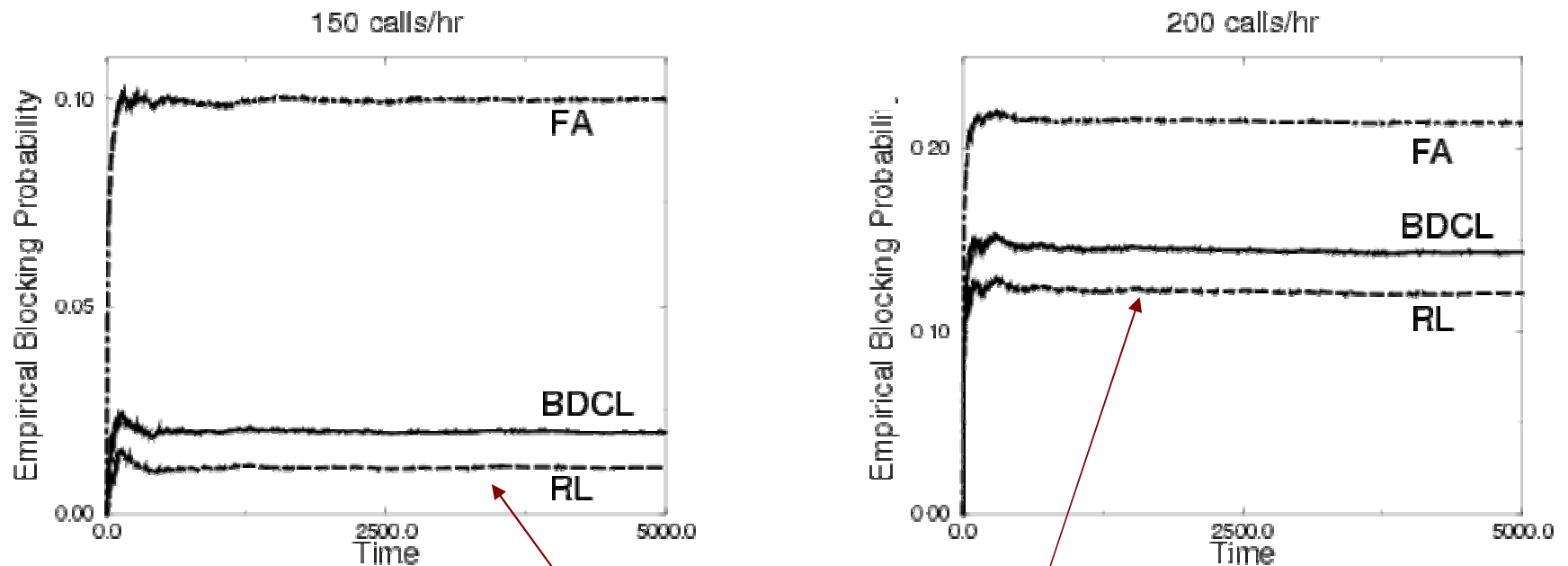




RL Algorithm

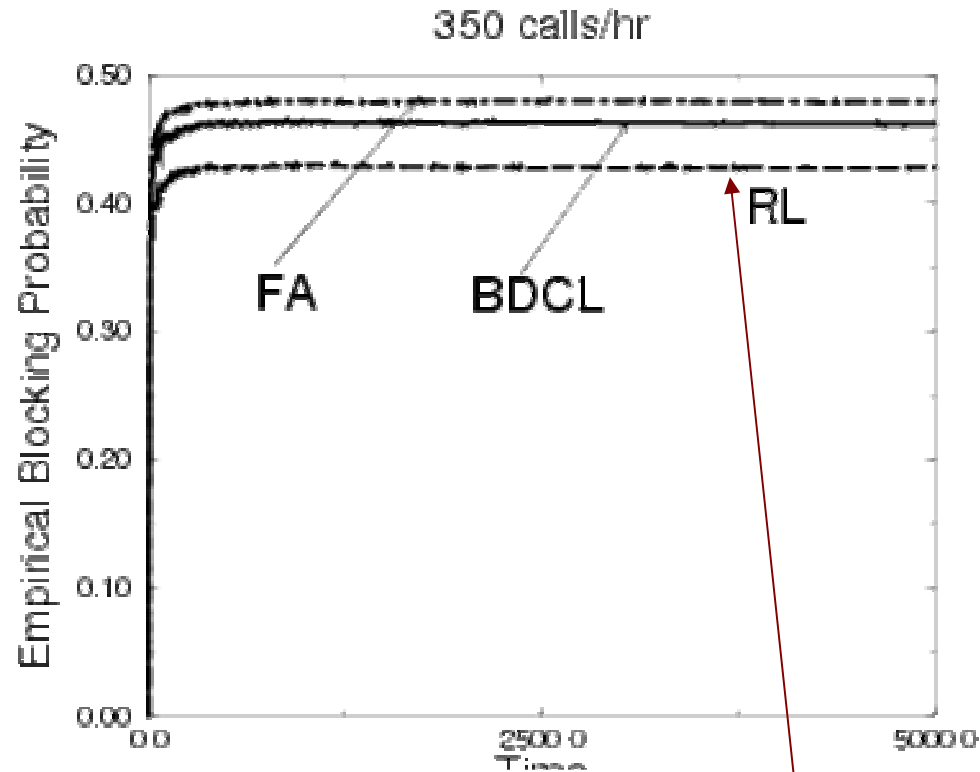
```
partition and assign
on { arrival, handoff } {
    if ( local channel available ) {
        use smallest
    }
    else {
        if ( remote channel available ) {
            borrow from neighbor with maximum expected reward
        }
        else {
            block call
        }
    }
}
on { departure } {
    if ( channel borrowed ) {
        reassign and return with minimum expected penalty
    }
}
```

Fixed-Rate Traffic Results



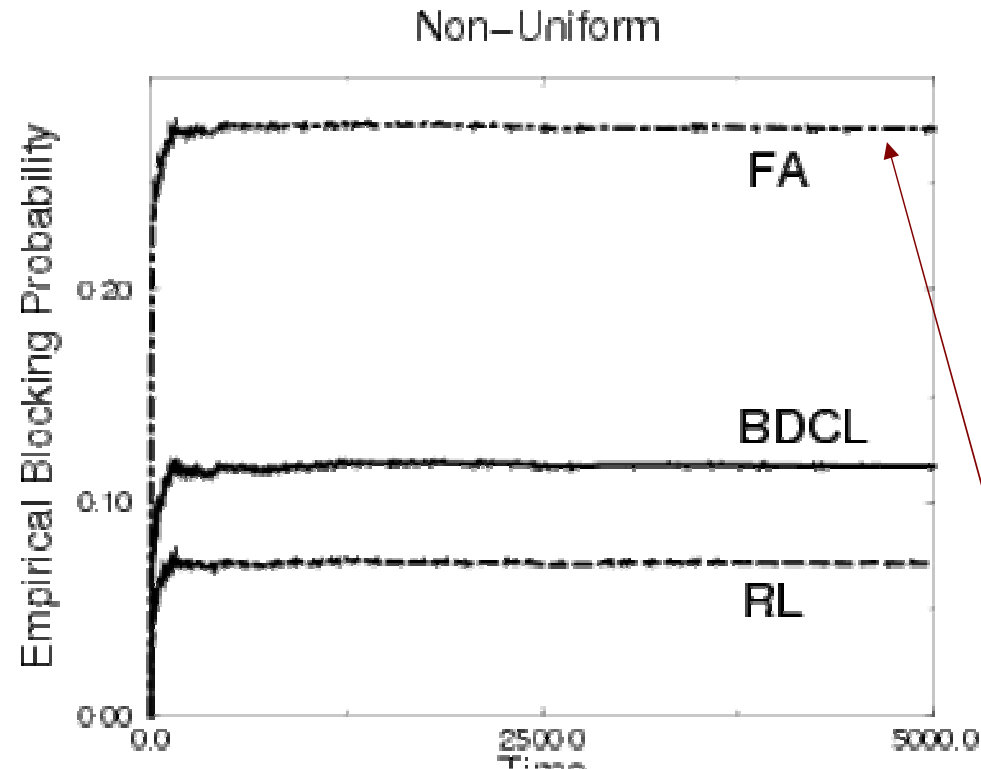
- Quick learning due to TD(0) function.
- Learning curve “disadvantage” ruled out.

Fixed-Rate Traffic Results

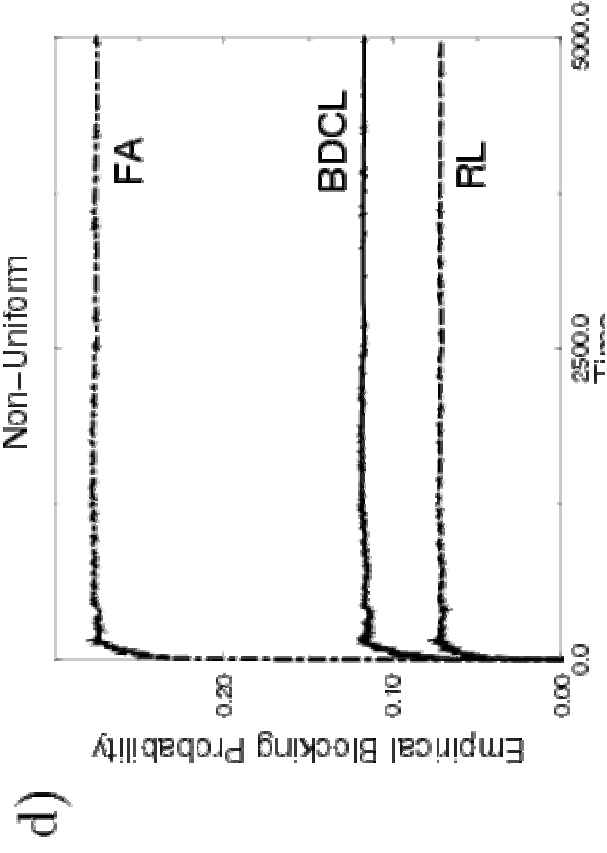
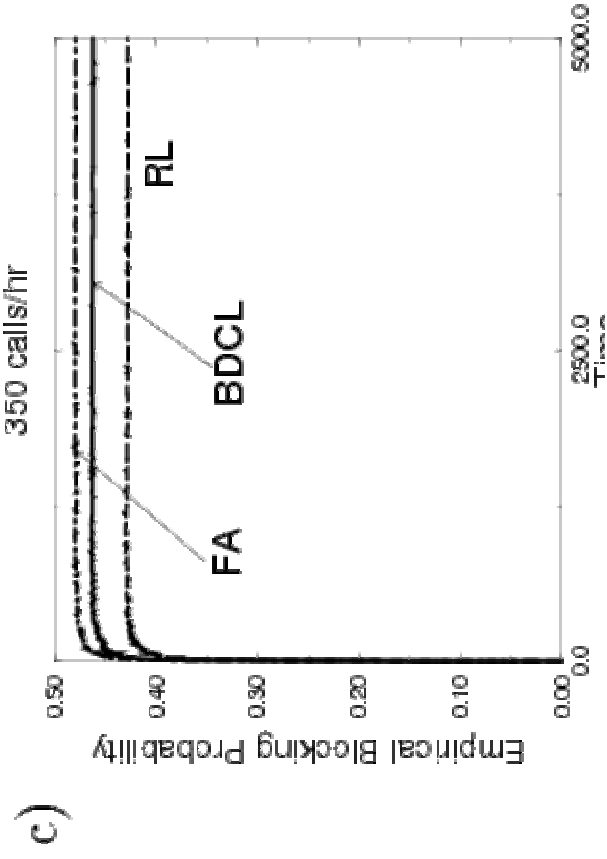
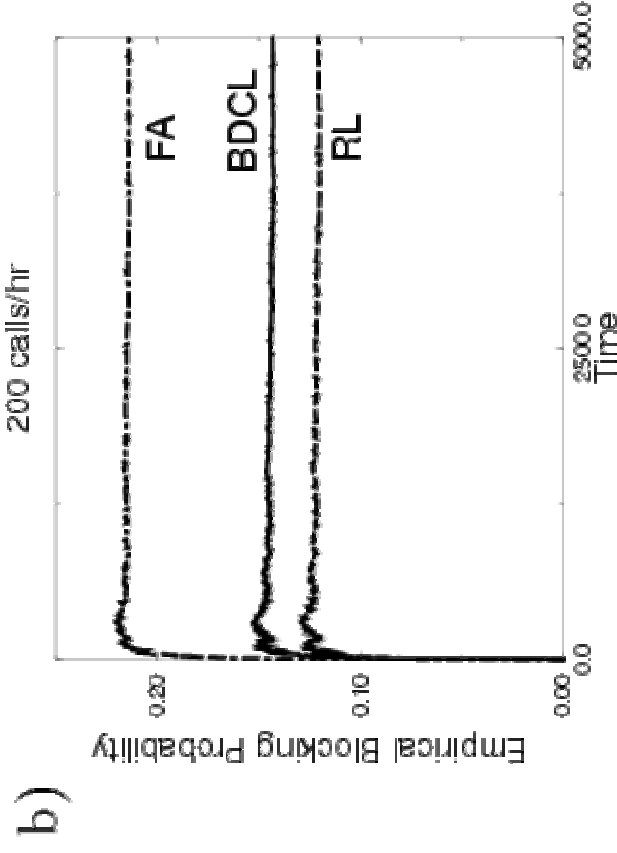
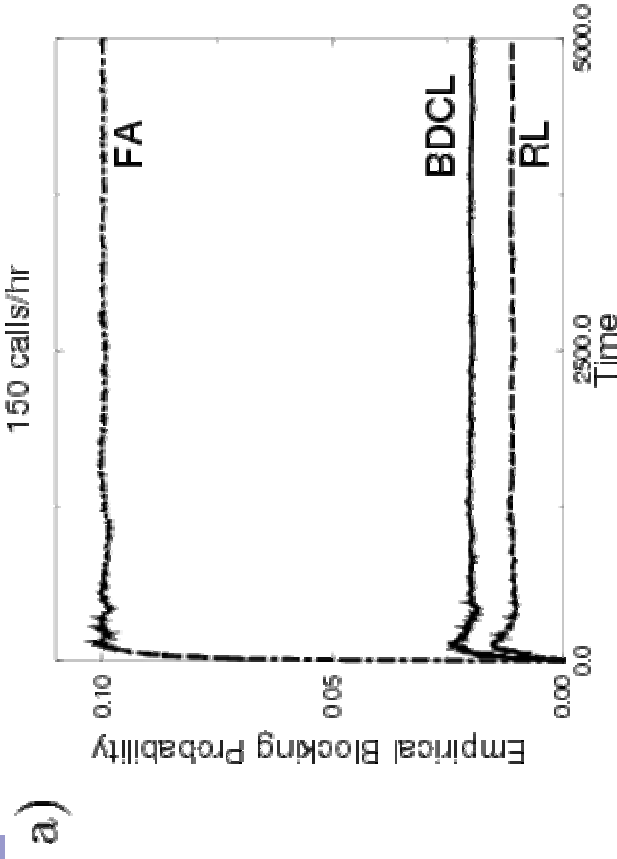


- FA optimal as # calls $\rightarrow \infty$
- No short term fluctuations to exploit.

Variable Traffic Results

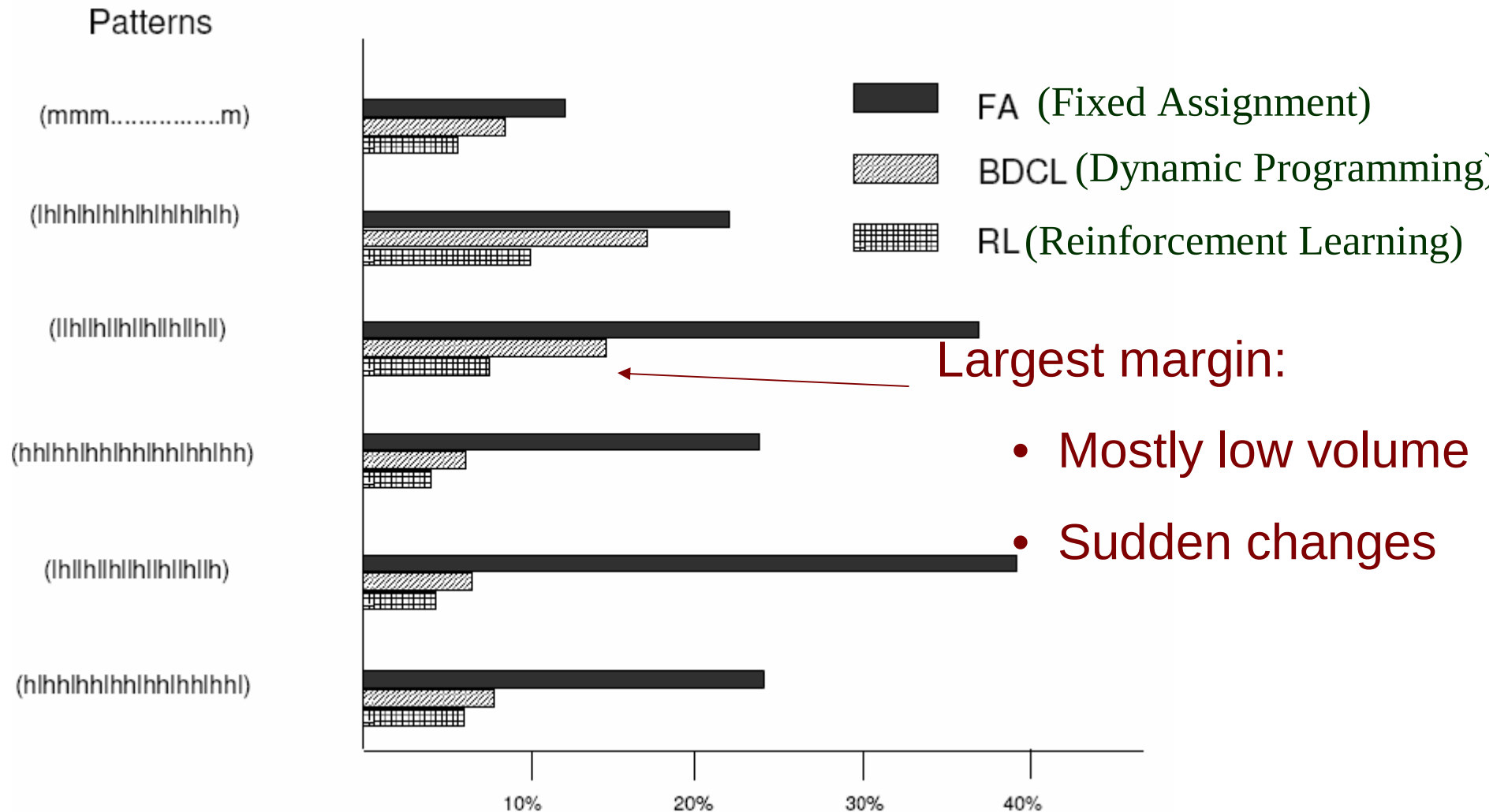


- FA, BDCL ignore traffic patterns
- Learning allows pattern recognition





Variable Traffic Results



L = low, M = medium, H = high



Decentralized Training

(Future Work)

- Policies and values are on a per-cell basis.
- Small networks pose a problem, decisions impact other cells. (Competition.)
- Large networks more feasible, cells with large distance have little relation.



Related Works

- Admission Control

S. Singh, T.X. Brown, H. Tong in NIPS 1998

<http://www.eecs.umich.edu/~baveja/Papers/NIPS98Hui.ps.gz>

- Predicting Temporal Differences (H0)

R. Sutton in Machine Learning, 3:9-44