

Optimal probing rates in packet networks

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In practice, uniform probing at a rate of one per second, or one per minute, is often adopted. **But which rate is best?**

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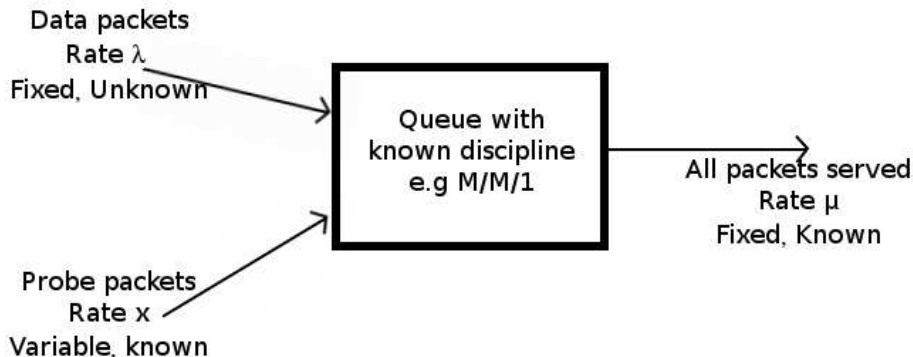
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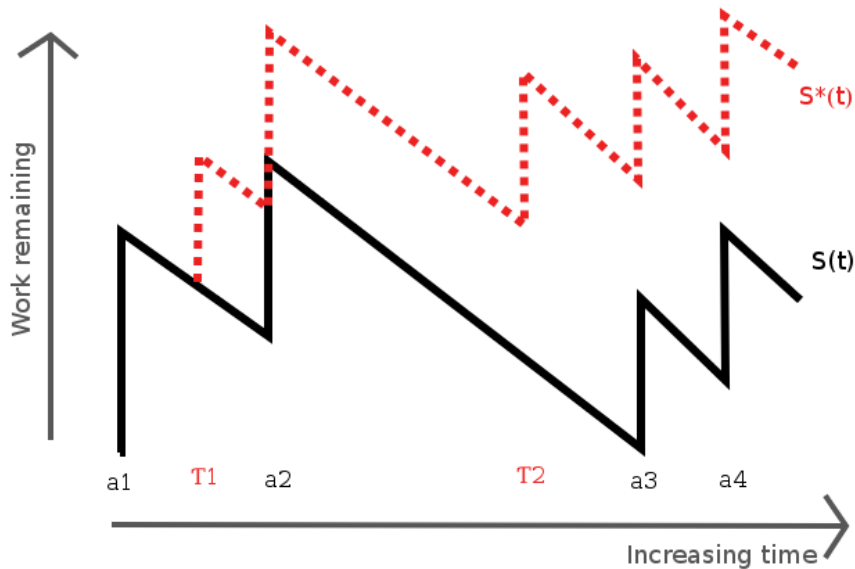
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- We define an **optimality criterion**, and apply the **statistical principles** of **Design of Experiments** to network measurement experiments to develop a methodology to find an **optimal probing rate**.

Black box view of the network



Virtual waiting time and effect of probing



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- We let $y_i = S^*(\tau_i)$, and our data are thus y_1, \dots, y_n .

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and particularly to find $x_\lambda = \arg \min_x \psi(x)$, our optimal probing rate.

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General utility function

We propose a general form of the utility function

$$\psi(x) = k \text{MSE}(\hat{\lambda}) + (1 - k)D(x),$$

where $0 < k < 1$ and $D(x)$ is a function which measures disruption.

Measuring disruption

Disruption function

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- $r = 1$ corresponds to being ambivalent about jitter,
- increasing r penalises high jitter more severely for equal average delays.

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- Estimator picked was

$$\hat{\lambda} = \frac{\frac{1}{N} \sum_{i=1}^N Y_i - \frac{1}{\mu}}{\frac{1}{N} \sum_{i=1}^N Y_i \frac{1}{\mu}}.$$

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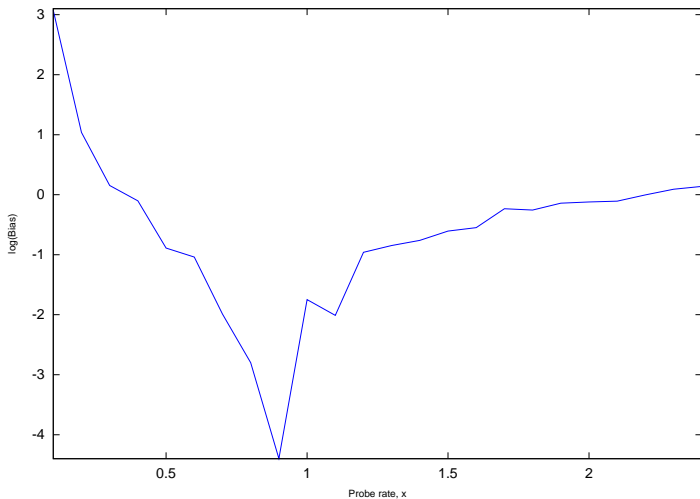
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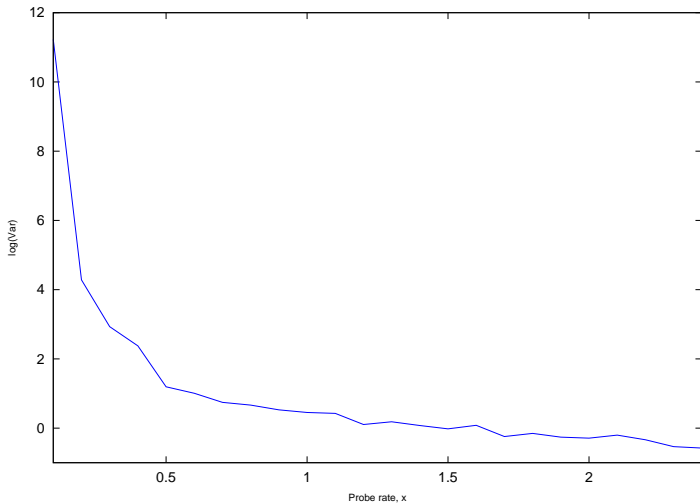
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- To illustrate a possible utility function, we set $k = \frac{1}{2}$.

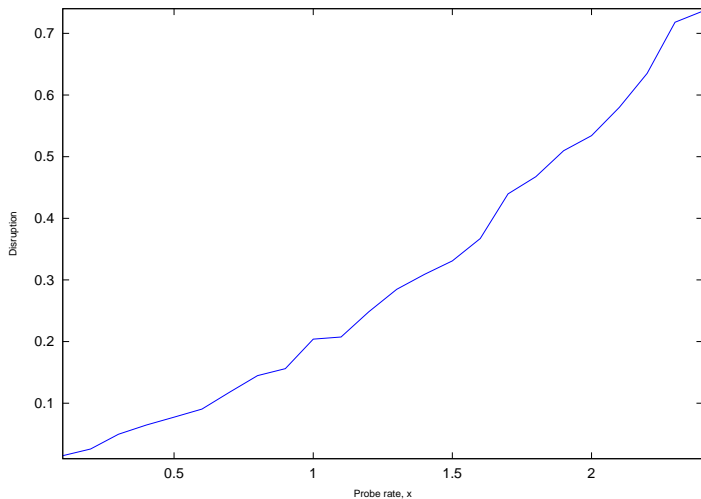
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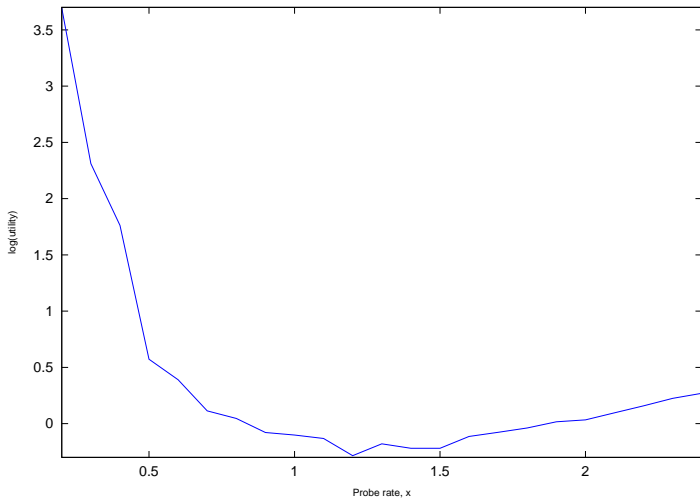
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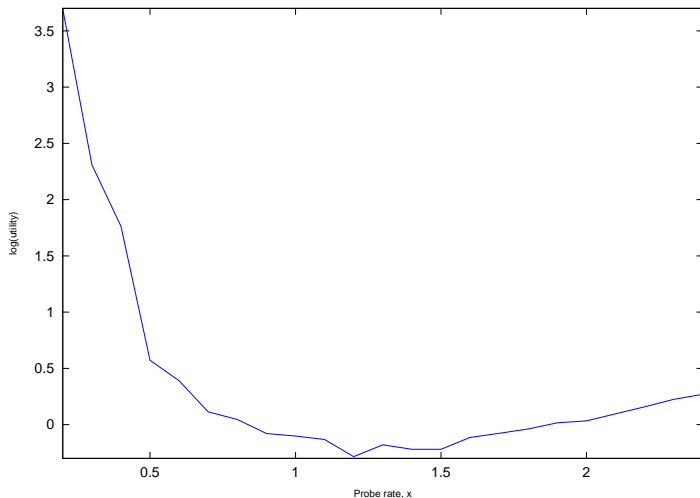


Disruption



$\log(\text{utility})$





Optimal probing rate is minimum on the utility graph, when $x \approx 1.2s^{-1}$.

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- The estimator $\hat{\lambda}$ is **biased** for both small and large probe rates x .

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Thanks for listening!

Any questions?

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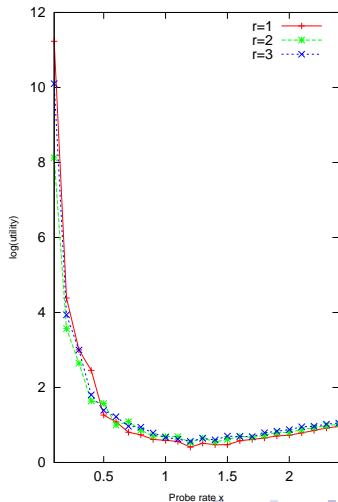
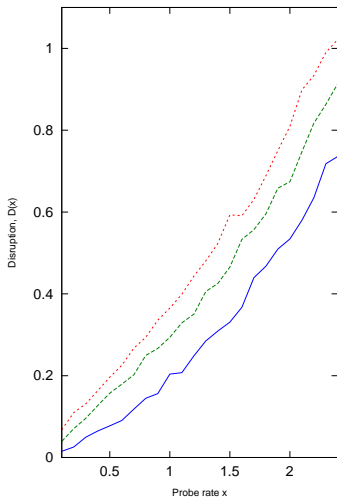
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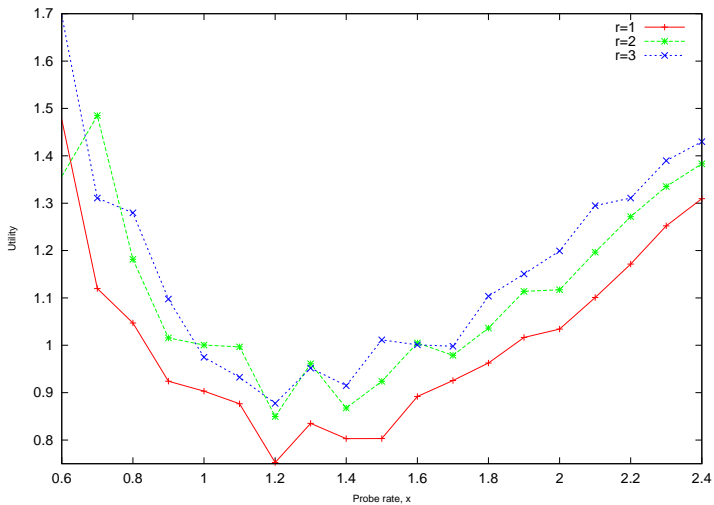
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- We see that the **value of r does not make a substantial difference** the relative merits of different probing rates.
- Optimal probing rate for all $r = 1, 2, 3$ from these simulated data is $x = 1.2s^{-1}$.

Varying k : importance of delay

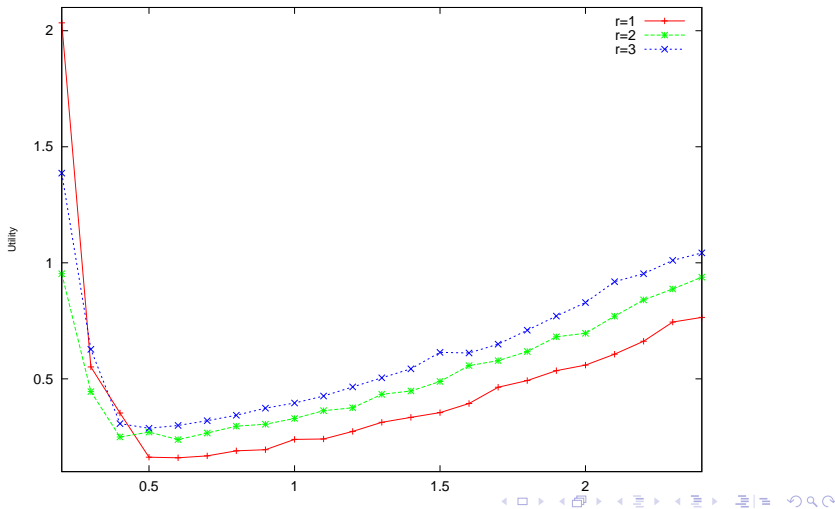
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