



Fundamental Scalability Laws for Wireless Networks

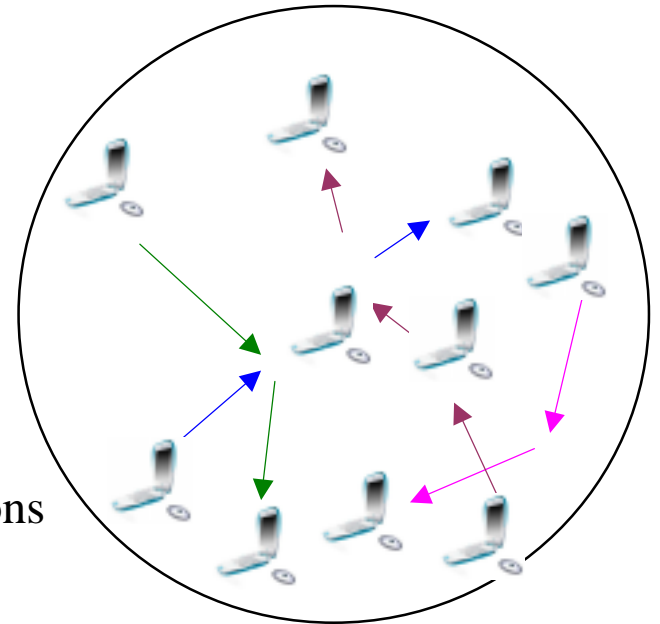
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Model of Wireless Networks

- ◆ n nodes located in a disk of area A sq.m
- ◆ Each can transmit at W bits/sec
- ◆ Shared wireless channel: Interference can occur between transmissions
 - Two models for successful reception of transmissions
 - Protocol Model
 - Physical Model (Signal-to-Interference Ratio)
- ◆ Question: How does the performance scale with the number of nodes n ?
- ◆ Two metrics examined
 - **Throughput for each node:** Measured in Bits/Sec
 - **Traffic carrying capacity of entire network:** Measured in Bit-Meters/Sec

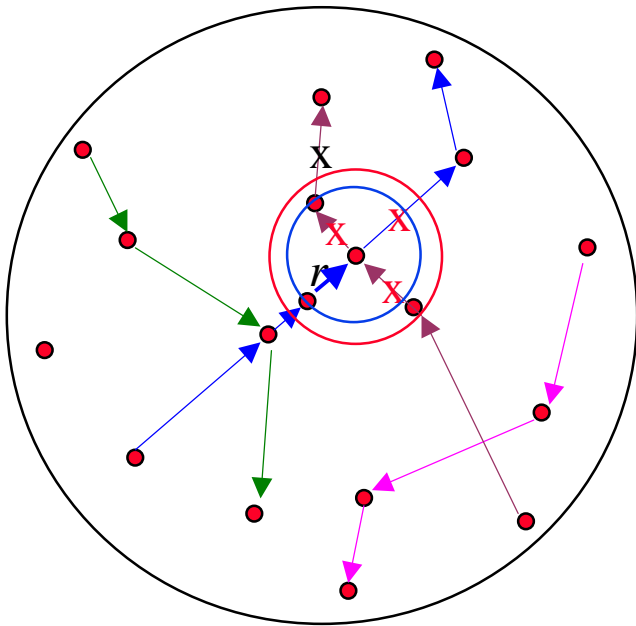




Protocol and Physical Models

◆ Protocol Model

- Transmission at a range r is successful if there are no other transmitters within a distance $(1+\Delta)r$ of the receiver*



*Or interference caused within $(1+\Delta)r$ of a transmitter

◆ Physical Model (SIR Model)

$$\text{SIR Ratio} = \frac{P_i r_i^{-\alpha}}{N + \sum_{j \neq i} P_j r_j^{-\alpha}} \geq \beta$$

- P_i = power of i -th node
- N = Noise power
- r_j = Distance of j -th transmitter from given receiver
- $r^{-\alpha}$: Signal Power Path Loss, $\alpha > 2$
- β = SIR for successful reception




Best Possible Scenario

- ◆ Protocol Model: Network can transport $\Theta(W\sqrt{An})$ bit-meters/sec

$$\frac{W}{1+2\Delta} \frac{n}{\sqrt{n} + \sqrt{8\pi}} \leq \text{Best case capacity for Protocol Model} \leq \sqrt{\frac{8}{\pi}} \frac{W}{\Delta} \sqrt{n} \text{ bit-meters/sec}$$

$$\frac{1}{\left(16\beta \left(2^{\alpha/2} + \frac{6^{\alpha-2}}{\alpha-2}\right)\right)^{1/\alpha}} \frac{Wn}{\sqrt{n} + \sqrt{8\pi}} \leq \text{Best case capacity for Physical Model bit-meters/sec} \leq \left(\frac{2\beta+2}{\beta}\right)^{1/\alpha} \frac{W}{\sqrt{\pi}} n^{(\alpha-1)/\alpha}$$

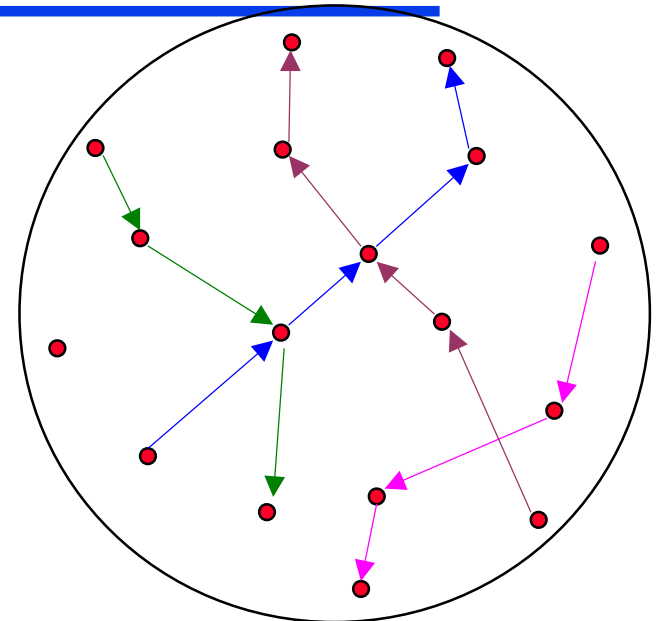

 Can be sharpened to $O(\sqrt{n})$
 if $P_{\max}/P_{\min} < \beta$

- ◆ Optimal network
 - » Optimally located nodes, destinations, demands for OD-pairs
 - » Optimal spatial and temporal scheduling, routes, ranges for each transmission
- ◆ If equitably divided each node can send $\Theta\left(W\sqrt{\frac{A}{n}}\right)$ bit-meters/sec



Random Network Scenario

- ◆ Protocol Model: n nodes randomly located in disk of unit area
 - Each node chooses random destination
 - Equal throughput λ bits/sec for all OD pairs
 - Each node chooses same range r
- ◆ Each node can send $\Theta\left(\frac{1}{\sqrt{n \log n}}\right)$ bits/sec even with
 - With best choice of spatio-temporal scheduling, ranges and routes
- ◆ Definition of capacity



$$\lim_{n \rightarrow \infty} \Pr(\lambda(n) = \frac{c}{\sqrt{n \log n}} \text{ is feasible}) = 1, \text{ and}$$

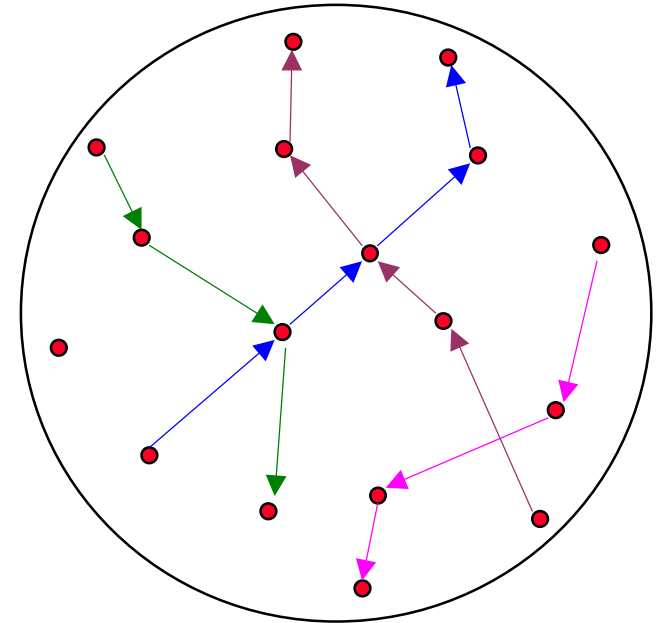
$$\lim_{n \rightarrow \infty} \Pr(\lambda(n) = \frac{c'}{\sqrt{n \log n}} \text{ is feasible}) = 0$$

Sharp cutoff
phenomenon



Physical Model: Random Network

- ◆ n nodes randomly located in disk of unit area
 - Each node chooses random destination
 - Equal throughput λ bits/sec for all OD pairs
 - Each node chooses same power level P



- ◆ Theorem

$$\Theta\left(\frac{1}{\sqrt{n \log n}}\right) \leq \lambda(n) \leq \Theta\left(\frac{1}{\sqrt{n}}\right) \text{ bits/sec}$$

- With best choice of routes, hops, spatio-temporal scheduling



Implications for designers

- ◆ Design networks with few nodes, or scaled down bandwidth, or support mainly nearest neighbor communications
- ◆ Splitting into several sub-channels (TDMA, FDMA, CDMA) does not help in increasing capacity
- ◆ Power consumption: Busy fraction of modems is $\Theta\left(\frac{1}{\log n}\right)$
- ◆ Range of transmissions: Scaled length of hops is $\Theta\left(\sqrt{\frac{\log n}{n}}\right)$
- ◆ Architecture for providing optimal capacity
Group nodes into cells of size $O(\log n)$ - one node in each cell serving as relay
- ◆ kn randomly placed relay nodes increase capacity by factor \sqrt{k}
- ◆ Directed transmissions will help