

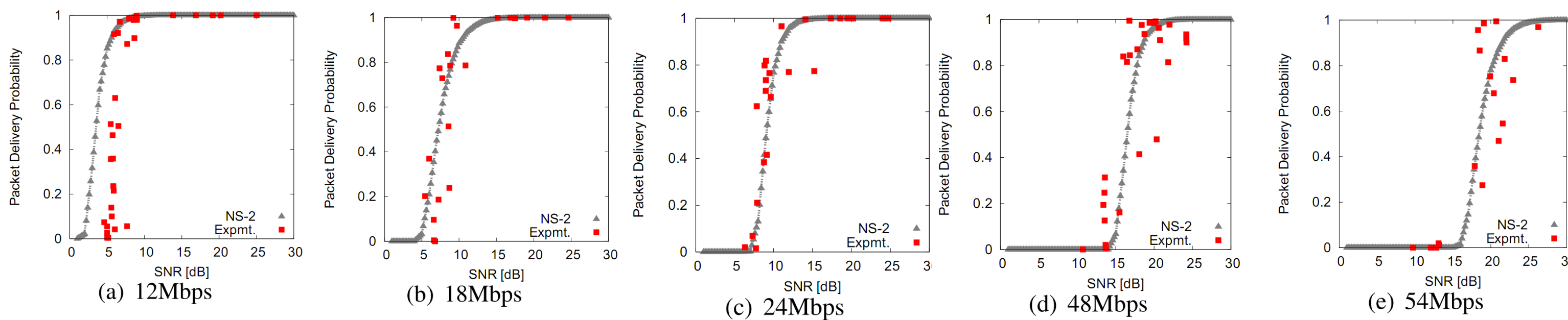
Network Coding

- Can combine packets before forwarding
- Coded packets must be multicast
- Uncoded packets may need to be overheard at neighbors, i.e., may need to be multicast
- Network coding scheme based on "COPE"
 - Overhear all transmissions in a neighborhood
 - Track packets delivered to neighbors
 - Fill gaps in packet delivery sequence efficiently by combining packets
 - Only scan 1-hop neighborhood for coding opportunities
 - Per-hop encoding and decoding
- Traffic: Unicast
 - Primarily leads to inter-flow coding
- Note: Rate selection scheme proposed applies to any network coding scheme

Rate Selection

- A hyperarc may have multiple destinations of multiple types – direct, overhearing
- Rate adaptation may select different transmission rates to different targets
- Rate selection: Determine a single transmission rate for multicast to all hyperarc targets
- Properties
 - Should not preclude overhearing in a neighborhood (i.e., Overhearing Tradeoff)
 - Should maximize goodput (i.e., application level throughput) to destinations (i.e., Multicast Tradeoff)
- Objective : A rate selection algorithm to maximize goodput in a multi-hop multi-rate wireless network that uses network coding

Rate Adaptation – IEEE 802.11g



- IEEE 802.11 (a/b/g) provides multiple transmission rates
 - But does not specify a transmission rate adaptation scheme
- Channel conditions over a link vary
- Most rate adaptation schemes maximize hyperarc goodput
- Measure channel conditions based on SNR of received packets

TRANSMISSION RATES AND RATE ADAPTION FOR 1500BYTE PACKETS

Mbps	pps	SNR Range	Mbps	pps	SNR Range
6	376	≤ 3.77	24	905	9.99-15.61
9	508	NA	36	1071	15.61-18.40
12	616	3.77-8.90	48	1182	18.4-23.10
18	783	8.9-9.99	54	1222	> 23.10

NCRS

$$NCRS(\{(R_{i\{j\}}, SNR_{ij})\}) = \{(\gamma_i^l, R^l)\} \text{ where } (30)$$

$$n_j \in J, \text{ and } \gamma_i^l \text{ is solution of } (31)$$

$$\text{Maximize } \sum_l \gamma_i^l \delta_i^l \text{ where } \sum_l \gamma_i^l = 1, (32)$$

$$\delta_i^l = R^l (1 + \sum_{k \neq m, n_k \in J} q_{i,j}^{m,k}) / Z_{i,j}^m, (33)$$

$$n_m \text{ is a direct target and is cts-node, } (34)$$

$$\min_j (R_{i\{j\}}) \leq R^l \leq \max_s (R_{i\{s\}}), (35)$$

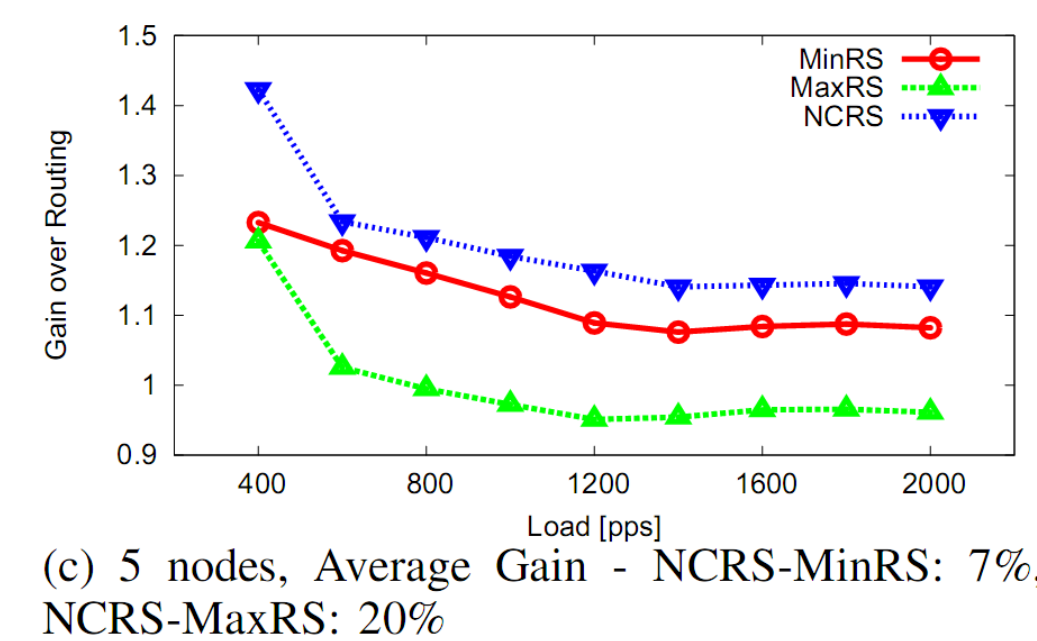
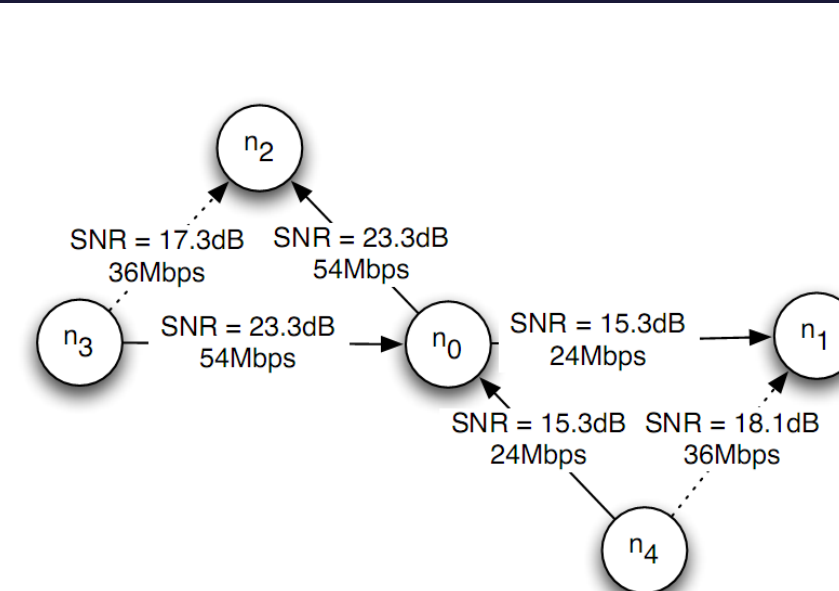
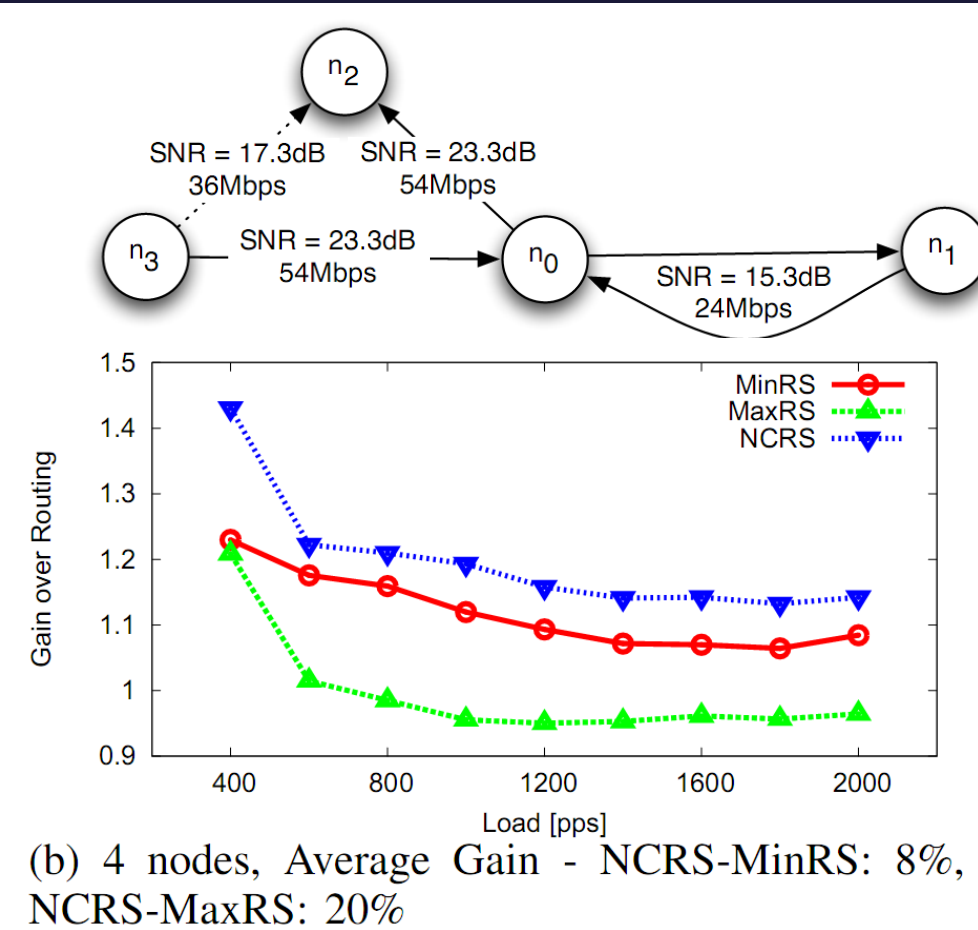
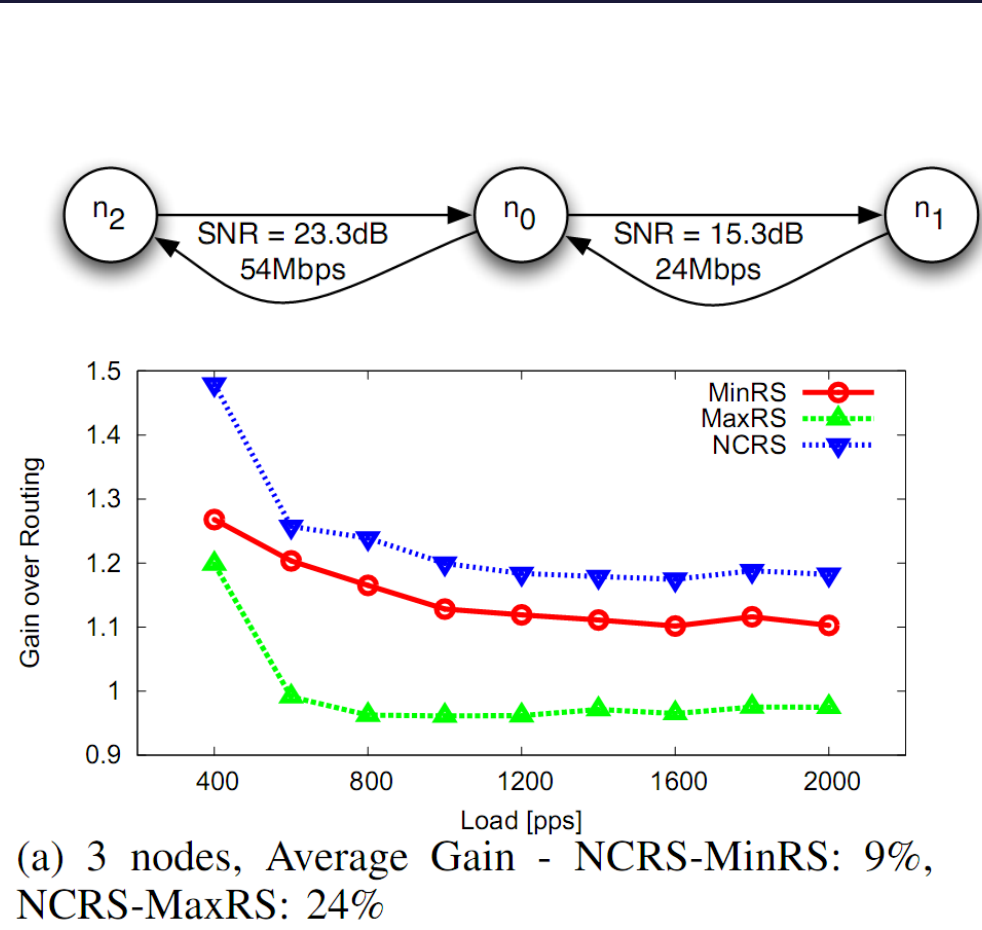
$$n_s \in J \text{ and } n_s \text{ is a direct target } (36)$$

Baseline Schemes

$$\text{MinRS}(\{(R_{i\{j\}}, SNR_{ij})\}) = \min_j (R_{i\{j\}}), n_j \in J$$

$$\text{MaxRS}(\{(R_{i\{j\}}, SNR_{ij})\}) = \max_j (R_{i\{j\}}) \text{ where } n_j \in J \text{ and is a direct target}$$

Small Scenarios



3 Nodes – Varying Combinations

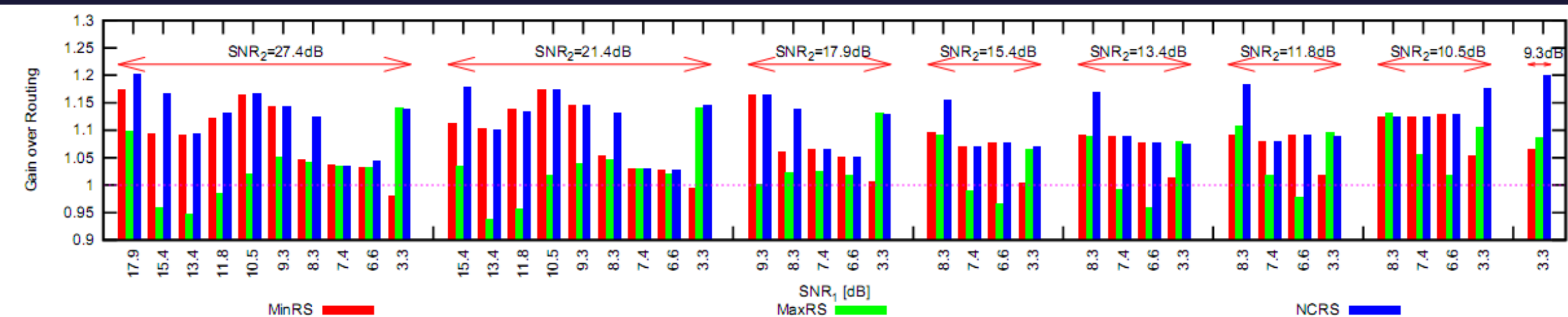


Fig. 5. Gain over routing for packets delivered to all hops for 3-node scenarios with varying SNR combinations - $SNR_1 = SNR$ on $n_0 \rightarrow n_1$, and $SNR_2 = SNR$ on $n_0 \rightarrow n_2$, Load = 1500pps, Maximum Gain - NCRS-MinRS: 16%, NCRS-MaxRS: 21%

Conclusions

- NCRS is widely applicable
- NCRS is suited for a wide range of scenarios whereas MinRS and MaxRS face performance degradation under specific conditions
- NCRS brings up to 24% and 55% gain over MinRS and MaxRS, respectively, for large scenarios

Large Scenarios

