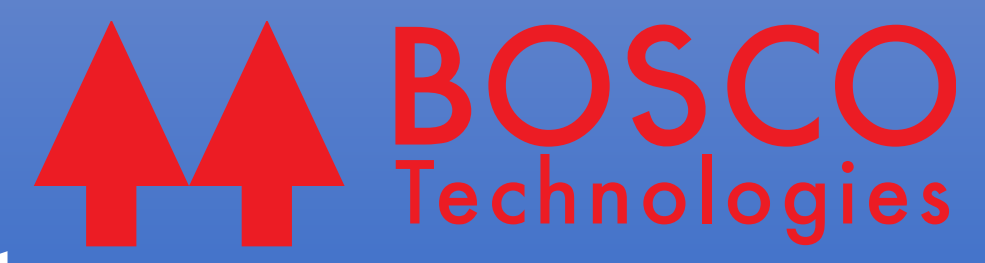


Tokyo Tech

A Study on Resource Granularity of vEPC Optimal Resource Assignment

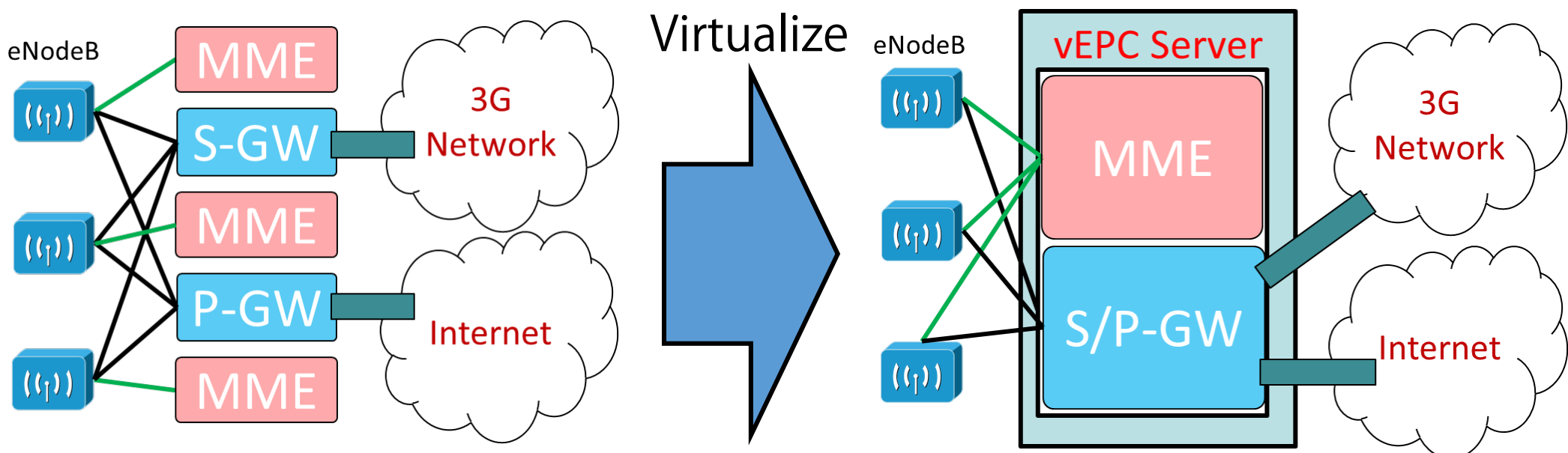


Kazuki Tanabe †, Hiroki Nakayama ‡, Tsunemasa Hayashi ‡ and Katsunori Yamaoka †

† Tokyo Institute of Technology, Japan ‡ BOSCO Technologies Inc., Japan

Background

- ◆ Rise of M2M communications
 - Autonomous car, AR etc.
 - Strict **allowable delay** (~10msec)
- ◆ vEPC (Virtualized Evolved Packet Core)
 - Deploy functions of EPC entities as VNFs
 - **Lower costs** and **more flexible** deployment



- ◆ Problem of conventional vEPC network
 - M2M devices and smartphones share the same MME resource → **Congestion** on MME
 - M2M allowable delay **may not be satisfied**
- ◆ vEPC-ORA method [1]: Our proposal
 - Optimize VM resource assignment of MME and S/P-GW in a single vEPC server
 - vEPC server is modeled as a VM pool of n_{VM} VM resources
 - Distinguish M2M communications and smartphone communications

Minimize M2M blocking rate on MME

$$S^* \in \arg \min_{n_{MME}, n_{GW}} Br_m$$

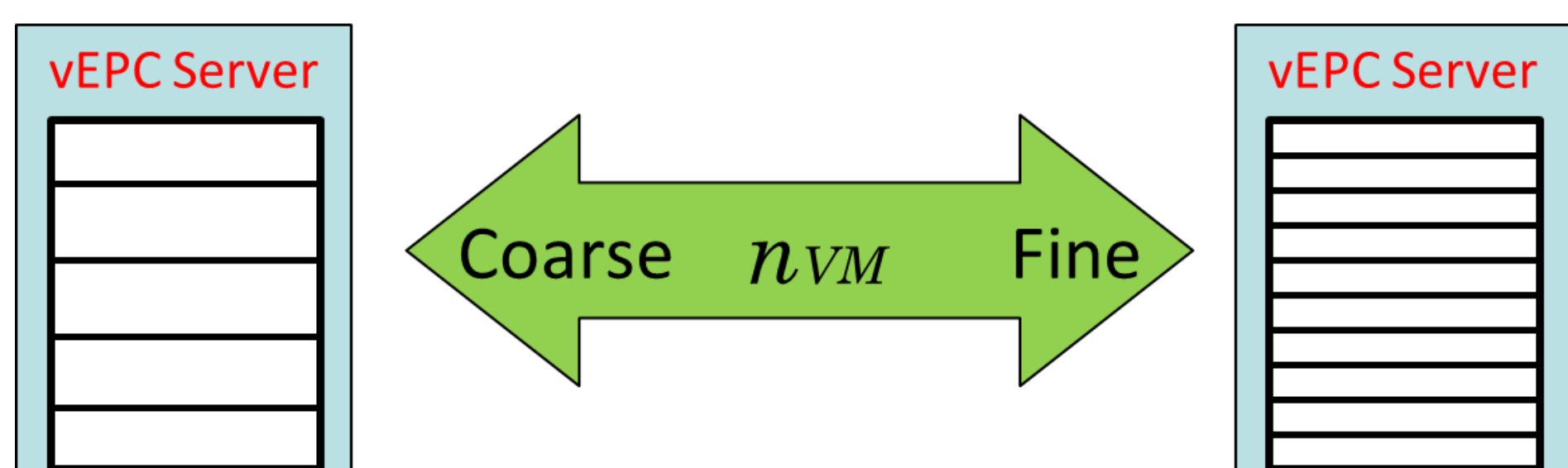
$$s.t. n_{MME} + n_{GW} = n_{VM}, n_{GW} \geq \frac{\Lambda + D}{2\mu_{GW}}$$

Mean packet processing time on S/P-GW is below M2M allowable delay

[1] K. Tanabe, H. Nakayama, T. Hayashi, and K. Yamaoka, "An optimal resource assignment for C/D-plane virtualized mobile core networks," in Proc. IEEE ICC2017, May 2017.

However...

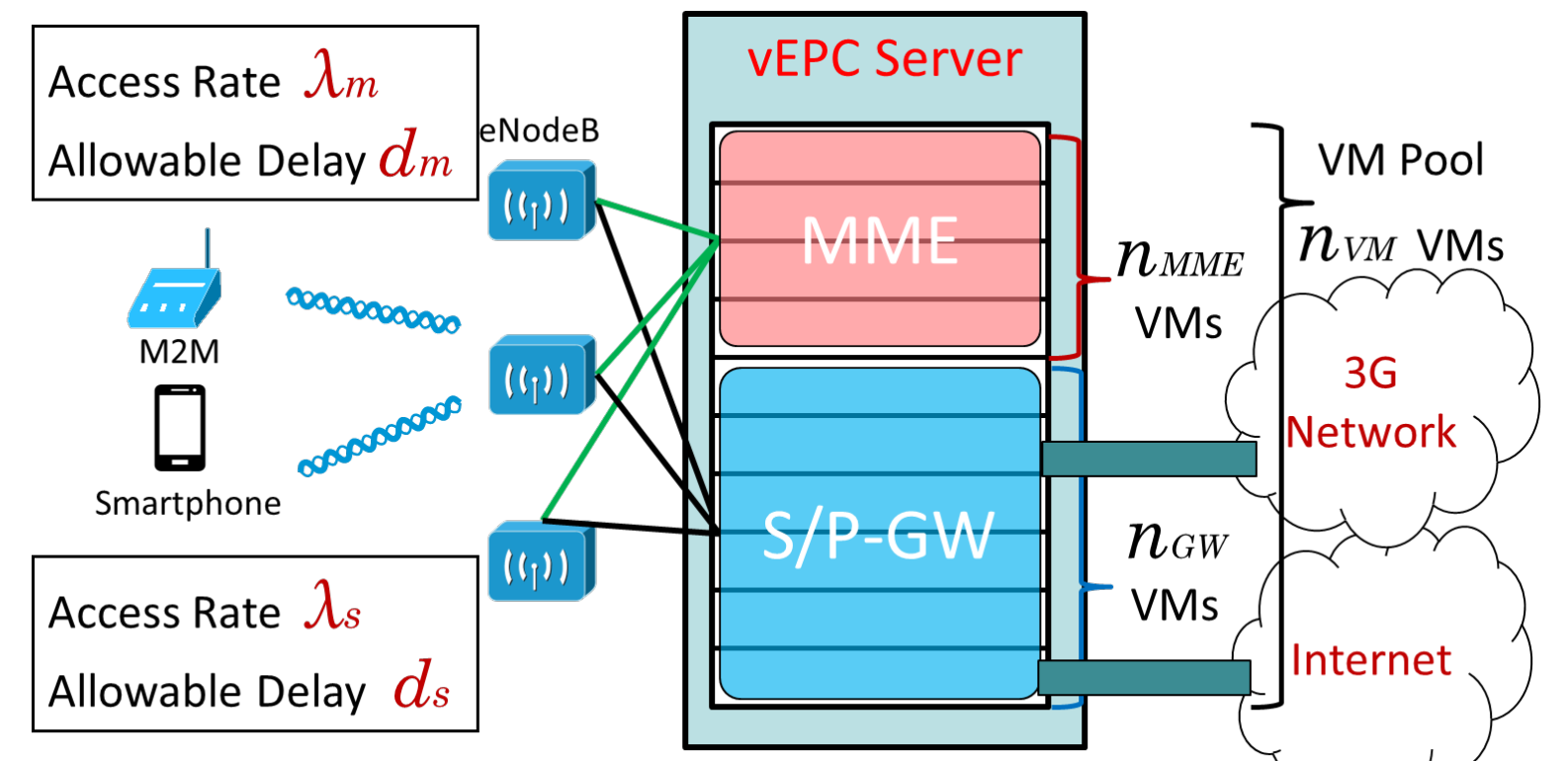
- **Exponential time** is required for calculation of optimal resource assignment S^*
- Calculation time depends on granularity of VM pool n_{VM}



We study Effect of resource granularity on vEPC-ORA method

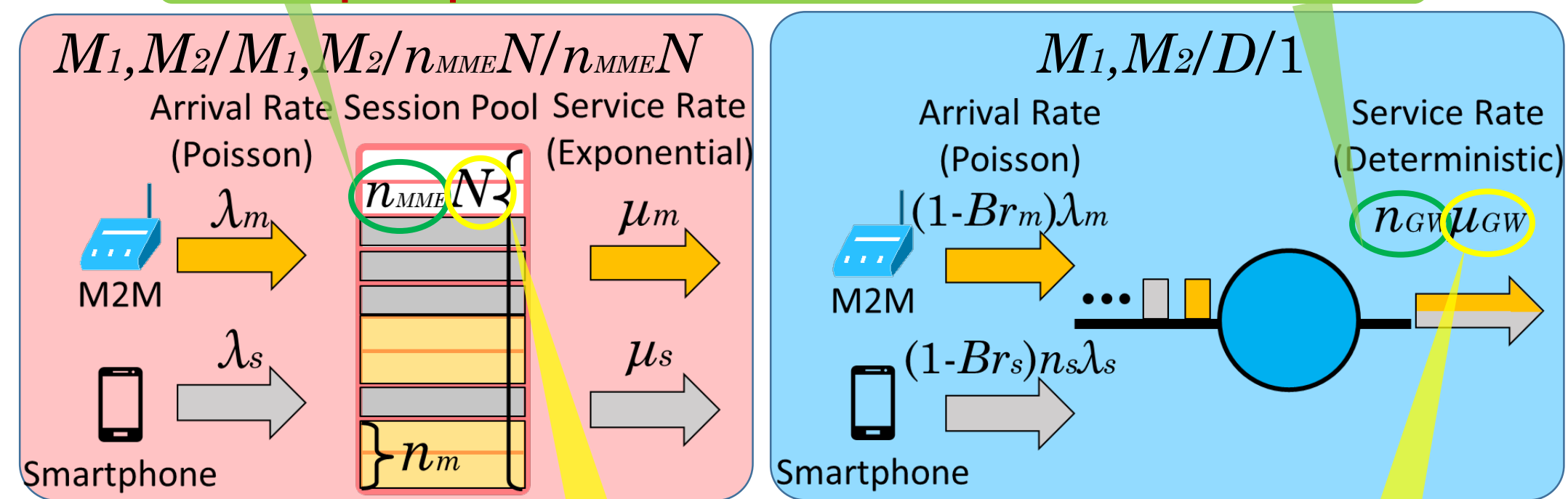
Network Model

- ◆ vEPC server: **VM pool** of n_{VM} VM resources



- ◆ Queuing model of MME and S/P-GW

In proportion to # of VM resources



In inverse proportion to resource granularity n_{VM}

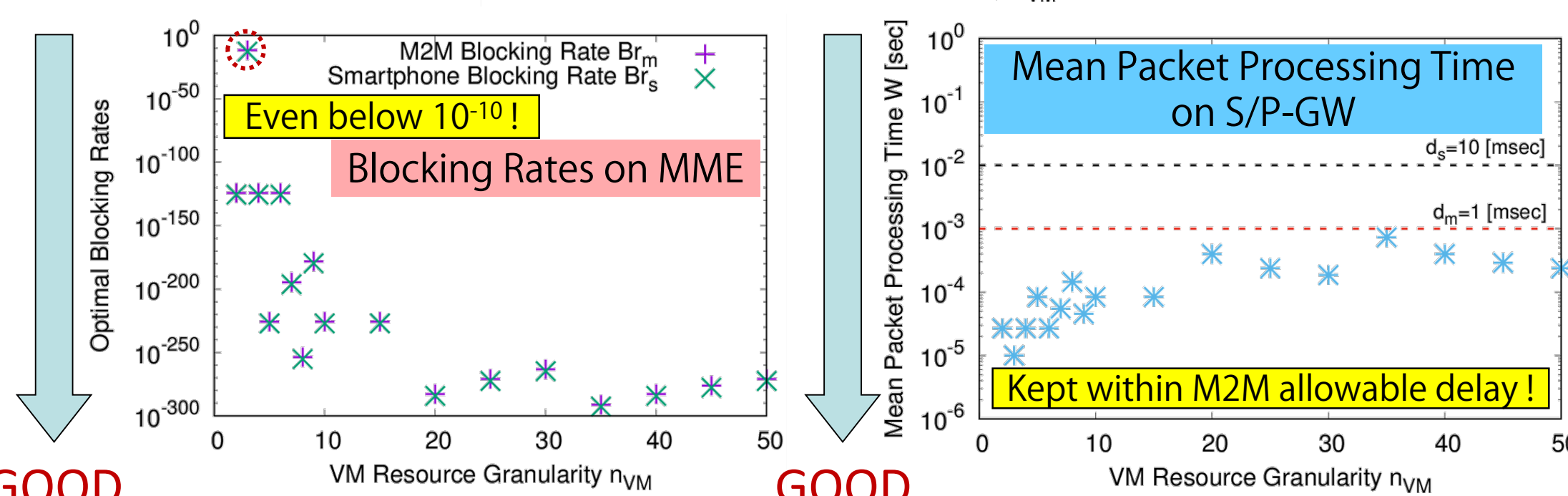
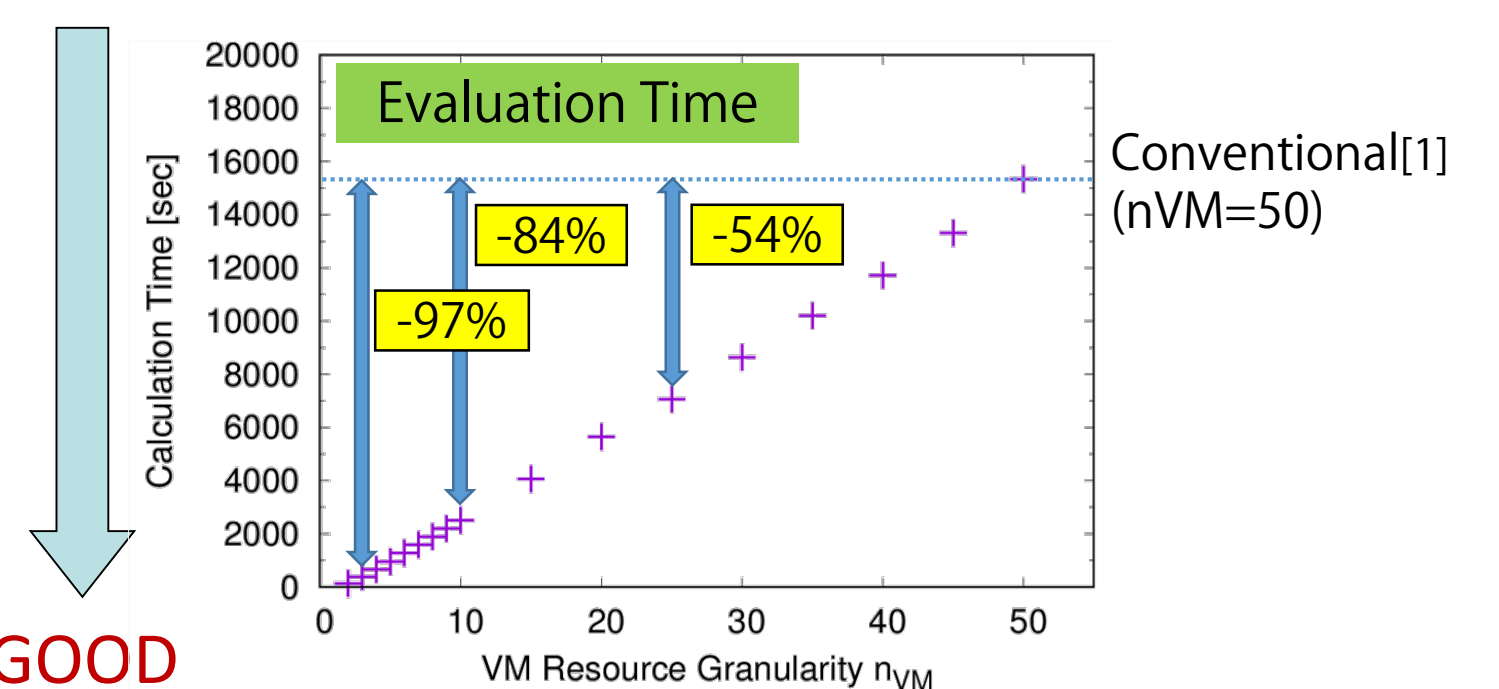
Numerical Analysis

- ◆ Parameter Settings

{M2M, Smartphone} Access Rate λ_m, λ_s	50 [/sec]
{M2M, Smartphone} Session Holding Time μ_m, μ_s	{1, 60} [sec]
{M2M, Smartphone} Allowable Delay d_m, d_s	{1, 10} [msec]
# of Session Resources per M2M Session n_m	10 ($= \lfloor d_s / d_m \rfloor$)
# of User Data Packets per Smartphone Session n_s	500
Total # of Session Resource per MME VM $n_{VM}N$	12500
Total Processing Rate per S/P-GW VM $n_{VM}\mu_{GW}$	75000 [pps]

- ◆ Evaluation Results

- $n_{VM} = 2, 3, \dots, 9, 10, 15, 20, \dots, 45, 50$
- Calculated by dual socket Intel Xeon E5-2640v2



vEPC-ORA method derives the optimal resource assignment in a **practical calculation time**