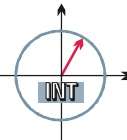


Hierarchic and Dynamic Spectrum Reallocation using Double Auctions

Dennis Burgkhardt

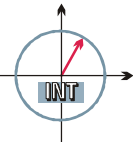
LS Summit 2009

01.07.2009

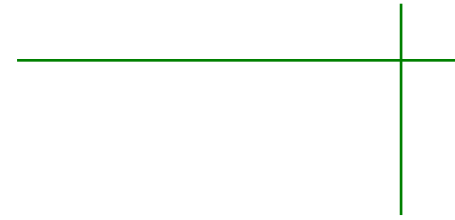


Contents

- Motivation
- Auctions and Traffic Considerations
- Hierarchical Spectrum Trading
- Figures of Merit
- Summary

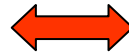


Motivation



- Spectral Resources for Mobile Communications are limited

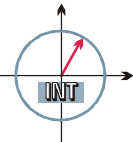
“Scarcity”



Measurements



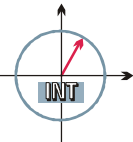
Flexible Allocation



Motivation

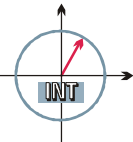
- Spectral efficiency needs more flexible usage of resources
- Overlay and underlay systems
 - Additional systems
 - No changes in existing regulation and systems
- Free Access
 - Basic regulation only
 - Competitive access (ISM bands)

- Make licenses more flexible
 - Renting
 - Trading ←



Auctions

- Auctions as a means for (re)allocating goods
- Bids determine prices *and* allocation at once
- Classification
 - Open – Sealed-bid
 - One good – Combinatorial
 - Single – Double
- Examples
 - Spectral Licenses
 - Internet Platforms
 - Stock Exchanges



Auctions for Spectral Resources

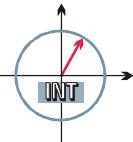
■ Auctions and Spectral Resources

- Timescale
- Who trades
- Reliability – flexibility

- Long-term (years)
- Regulator – Operators
(Operators – Operators)
- Reliable
- Static
- Global



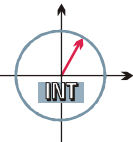
- Short-term (minutes/frames)
- Operators – Operators
(Operators – Users)
- Fast changing situations
- Highly flexible
- Local



Hierarchic Resource Trading

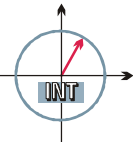
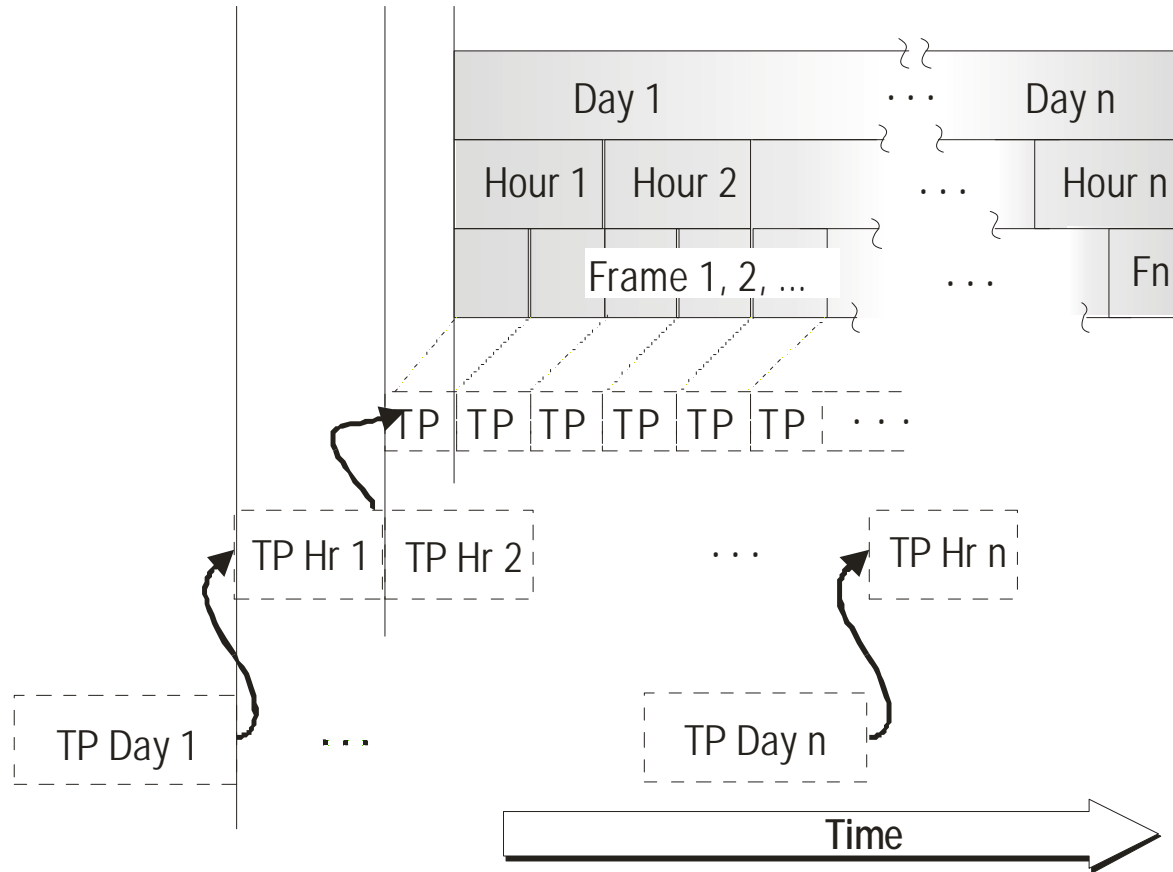


- Compromise: resource auctions between operators in mobile radio system
- Trading goods can be frequency channels for certain times in a FDMA system
 - Abstracted, interchangeable goods
- Hierarchic adaptation of allocation to current demand situation
 - Long-term, regional: coarse demand estimation
 - Short-term, local: more precise demand prediction
- Starting from allocation given by regulation



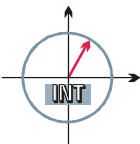
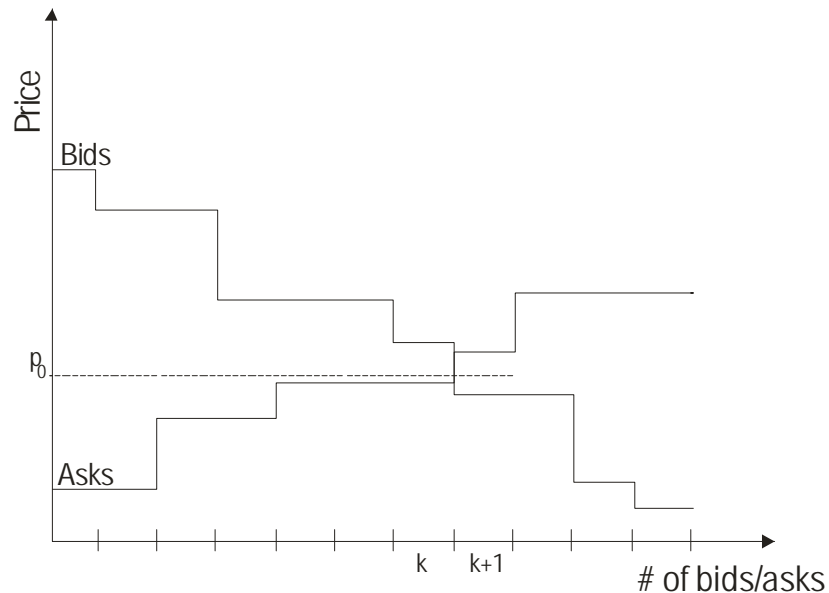
Hierarchic Resource Trading

- Example of trading hierarchy in time direction



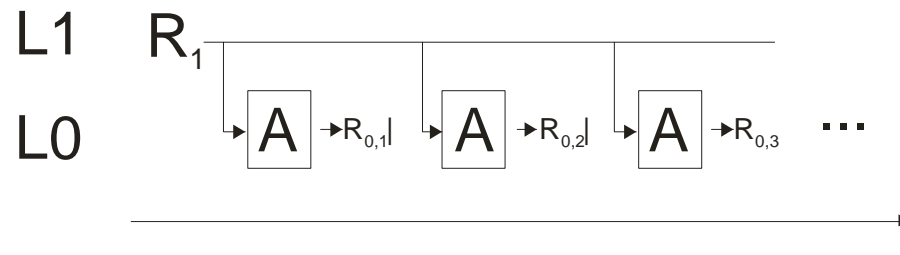
Double Auctions

- Operators trade resources with each other on different levels of granularity
 - Dependant on situation: buyer or seller
 - Double auctions according to McAfee
 - Comparable to stock exchanges

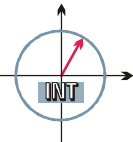


Scenario

- At any time instant, all the B resources are allocated to one of the N operators
- The allocation to each operator as a number of resources is denoted as R
- Resources enter the next, more granular level
- Operators compare their current demand to actual allocation
- Reallocation based on auction result. Physical allocation on lowest level only



- Double auction:
 - All bids/asks from each operator are collected by broker
 - Outcome is number of resources to be reallocated

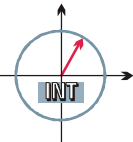


Traffic Model

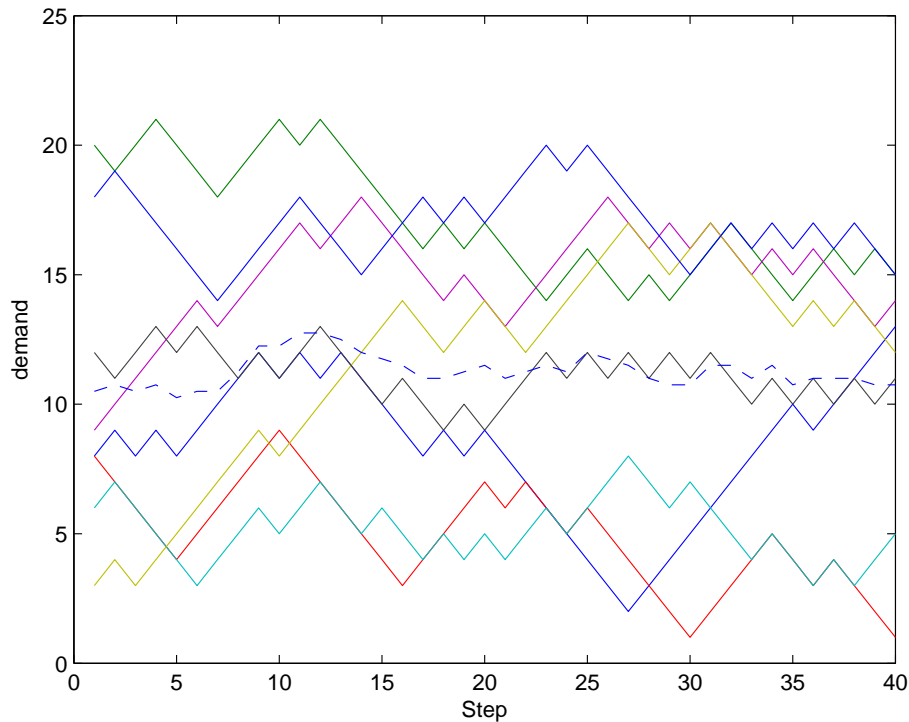


- A generic traffic model is assumed
 - To model the mean demand, i.e. coarsely estimated, demand, a starting value is drawn from a normal distribution
 - For several steps, representing the short-term variations, demand is adapted following a random walk process
- The statistical parameters are identical for all operators
- Demands D_j of each operator are independent

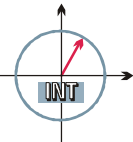
- The mean sum demand is later used as simulation parameter



Random Walk



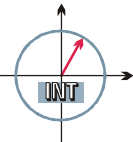
- Random walk: Adaption of demand by +1 or -1 in each step
- Constant mean: Starting point may be seen as “coarse estimation” of demand
- Variance increases with time



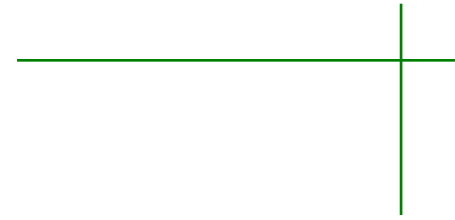
Figures of Merit



- Usage: Fraction of resources used over time
 - Network view
- Overload: Demand cannot be served with available resources
 - Operators' view

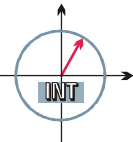


Case discrimination



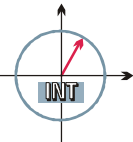
- Case 1: Static allocation without trading
 - The current allocation method: no dynamical refinements

- Case 2: Ideal Reallocation
 - Trading case, dynamical refinement
 - Here: disregarding valuations, equiv. same valuations for resources
 - Serving as an optimal case that all possible transactions are conducted



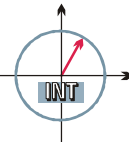
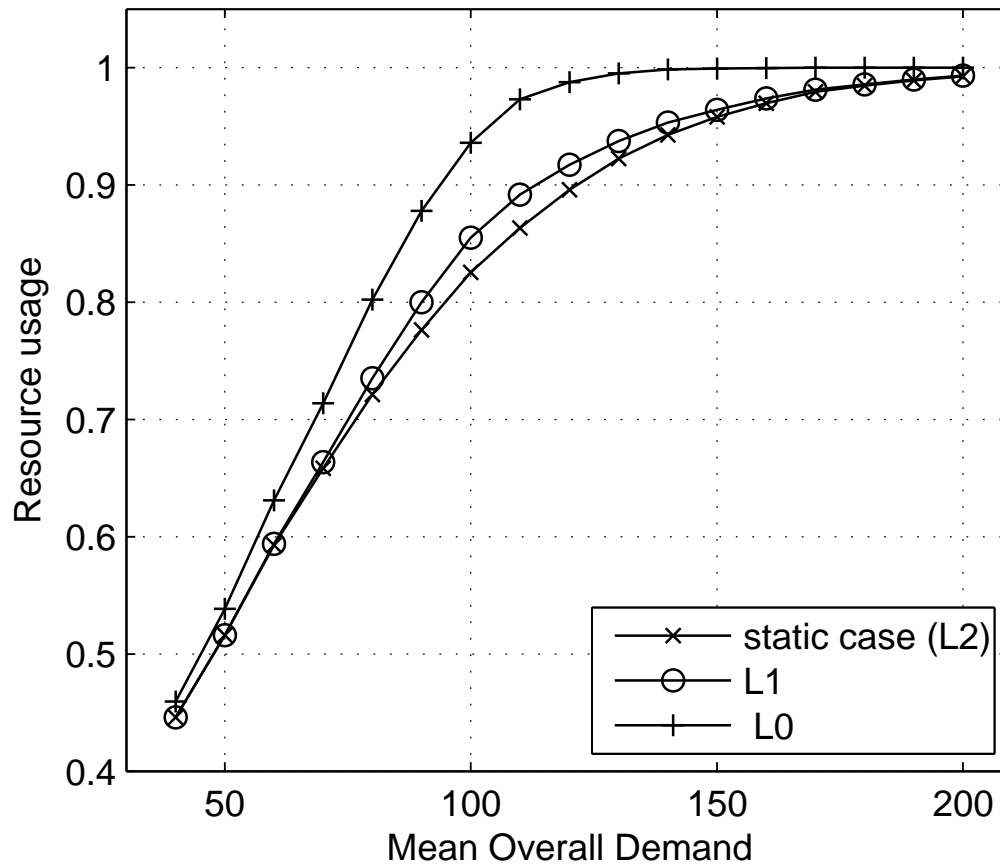
Example Parameters for Results

- $N = 8$ operators
- $B = 100$ resources
- Initial allocation: 12/13 Resources per operator
- 40 time frames / auctions on most granular level



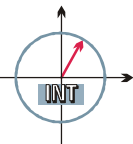
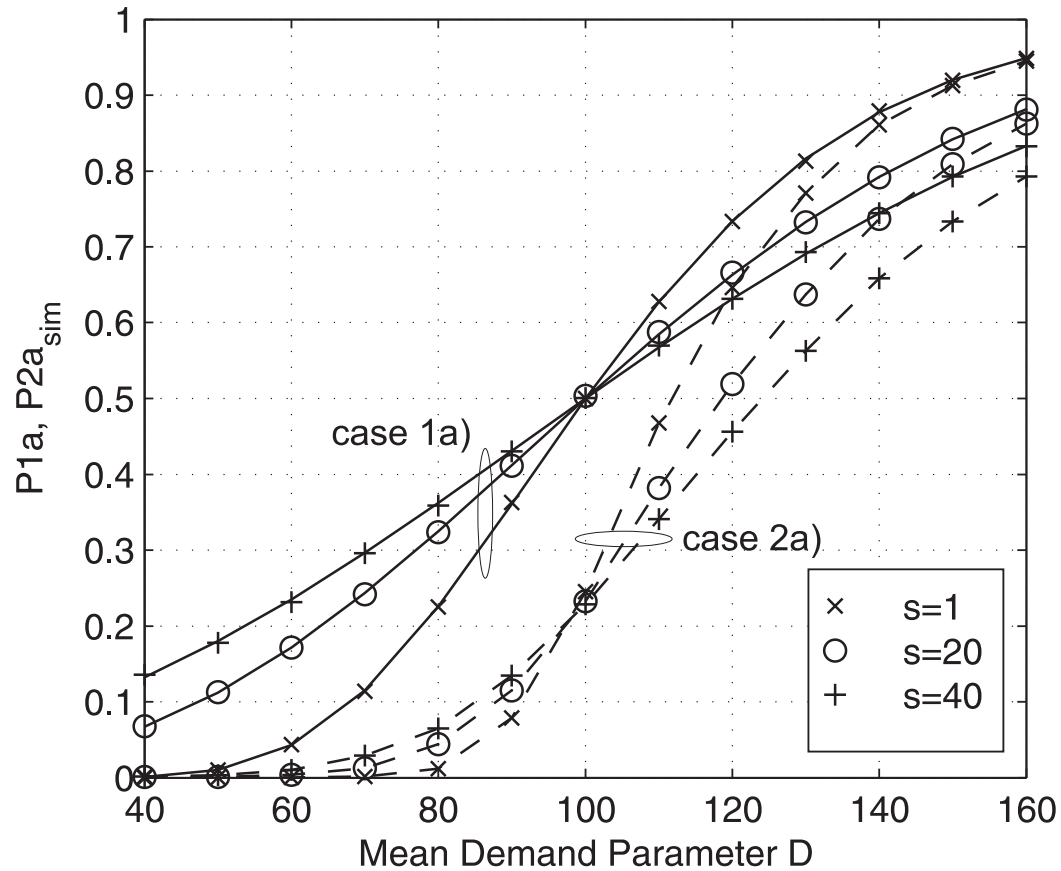
Resource usage

- Overall fraction of resources used



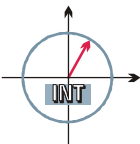
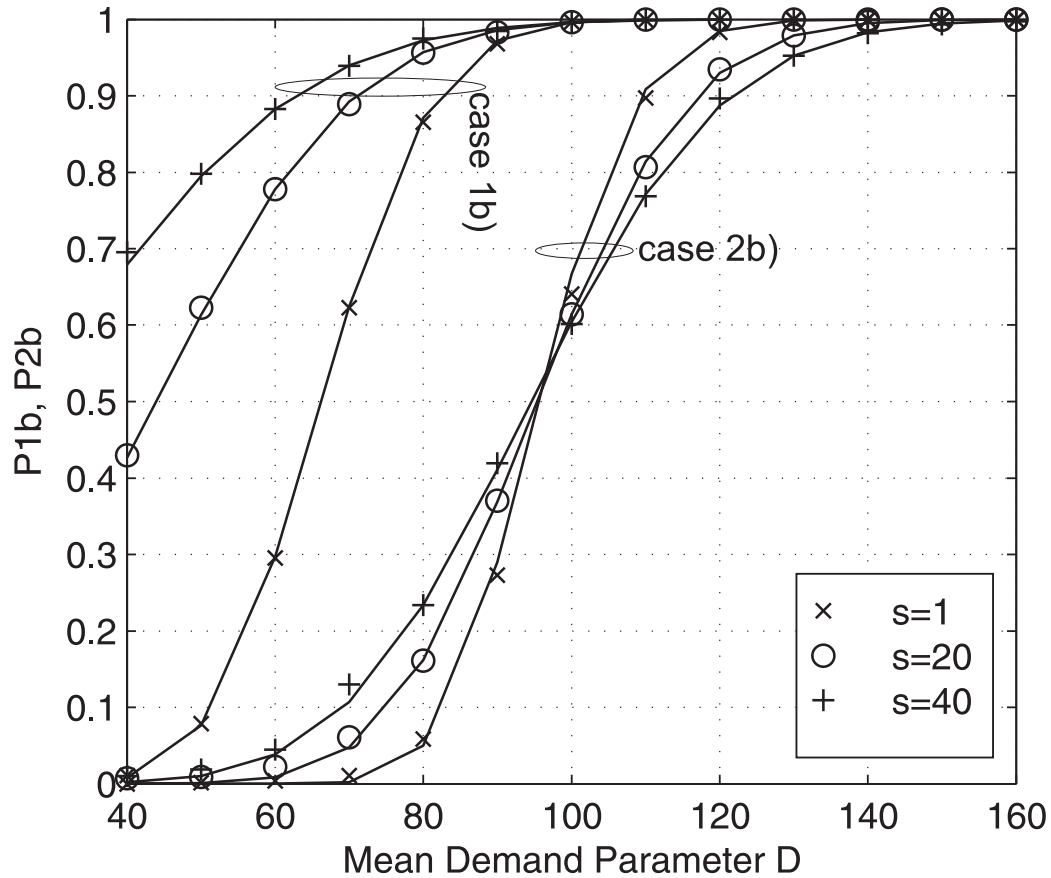
Outage

- Per-operator overload probabilities



Outage

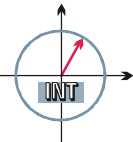
- System overload probabilities



Summary



- Trading spectral resources between mobile operators
- Compromise between reliable allocation and short-term adaptation
- Resource usage could be improved
- Network as well as per-operator and system overload probabilities could significantly be reduced



Hierarchic and Dynamic Spectrum Reallocation using Double Auctions

Thank you for your attention!

