

# CONTENTS

|   |                |
|---|----------------|
| <i>Preface</i>  | <i>page xi</i> |
| <b>1 Introduction</b>                                       | <b>1</b>       |
| <b>I Network architecture and algorithms</b>                | <b>5</b>       |
| <b>2 Mathematics of Internet architecture</b>               | <b>7</b>       |
| 2.1 Mathematical background: convex optimization            | 7              |
| 2.1.1 Convex sets and convex functions                      | 7              |
| 2.1.2 Convex optimization                                   | 11             |
| 2.2 Resource allocation as utility maximization             | 15             |
| 2.2.1 Utility functions and fairness                        | 17             |
| 2.3 Mathematical background: stability of dynamical systems | 19             |
| 2.4 Distributed algorithms: primal solution                 | 21             |
| 2.4.1 Congestion feedback and distributed implementation    | 24             |
| 2.5 Distributed algorithms: dual solution                   | 26             |
| 2.6 Feedback delay and stability                            | 27             |
| 2.6.1 Linearization   | 29             |
| 2.7 Game-theoretic view of utility maximization             | 30             |
| 2.7.1 The Vickrey–Clarke–Groves mechanism                   | 31             |
| 2.7.2 The price-taking assumption                           | 34             |
| 2.7.3 Strategic or price-anticipating users                 | 35             |
| 2.8 <i>Summary</i>  | 41             |
| 2.9 <i>Exercises</i>  | 42             |
| 2.10 <i>Notes</i>   | 47             |
| <b>3 Links: statistical multiplexing and queues</b>         | <b>49</b>      |
| 3.1 Mathematical background: the Chernoff bound             | 49             |
| 3.2 Statistical multiplexing and packet buffering           | 51             |
| 3.2.1 Queue overflow  | 52             |
| 3.3 Mathematical background: discrete-time Markov chains    | 55             |
| 3.4 Delay and packet loss analysis in queues                | 64             |
| 3.4.1 Little's law  | 64             |
| 3.4.2 The Geo/Geo/1 queue                                   | 67             |
| 3.4.3 The Geo/Geo/1/B queue                                 | 69             |
| 3.4.4 The discrete-time G/G/1 queue                         | 70             |

|          |   |            |
|----------|---|------------|
| 3.5      | Providing priorities: fair queueing                           | 72         |
| 3.5.1    | Key properties  | 76         |
| 3.6      | Summary   | 78         |
| 3.7      | Exercises   | 79         |
| 3.8      | Notes   | 85         |
| <b>4</b> | <b>Scheduling in packet switches</b>                          | <b>86</b>  |
| 4.1      | Switch architectures and crossbar switches                    | 87         |
| 4.1.1    | Head-of-line blocking and virtual output queues               | 88         |
| 4.2      | Capacity region and MaxWeight scheduling                      | 90         |
| 4.2.1    | Intuition behind the MaxWeight algorithm                      | 96         |
| 4.3      | Low-complexity switch scheduling algorithms                   | 96         |
| 4.3.1    | Maximal matching scheduling                                   | 96         |
| 4.3.2    | Pick-and-compare scheduling                                   | 102        |
| 4.3.3    | Load-balanced switches  | 102        |
| 4.4      | Summary   | 105        |
| 4.5      | Exercises   | 106        |
| 4.6      | Notes   | 109        |
| <b>5</b> | <b>Scheduling in wireless networks</b>                        | <b>110</b> |
| 5.1      | Wireless communications                                       | 110        |
| 5.2      | Channel-aware scheduling in cellular networks                 | 114        |
| 5.3      | The MaxWeight algorithm for the cellular downlink             | 116        |
| 5.4      | MaxWeight scheduling for ad hoc P2P wireless networks         | 122        |
| 5.5      | General MaxWeight algorithms                                  | 125        |
| 5.6      | Q-CSMA: a distributed algorithm for ad hoc P2P networks       | 129        |
| 5.6.1    | The idea behind Q-CSMA  | 129        |
| 5.6.2    | Q-CSMA  | 130        |
| 5.7      | Summary   | 134        |
| 5.8      | Exercises   | 135        |
| 5.9      | Notes   | 140        |
| <b>6</b> | <b>Back to network utility maximization</b>                   | <b>142</b> |
| 6.1      | Joint formulation of the transport, network, and MAC problems | 142        |
| 6.2      | Stability and convergence: a cellular network example         | 151        |
| 6.3      | Ad hoc P2P wireless networks                                  | 155        |
| 6.4      | Internet versus wireless formulations: an example             | 157        |
| 6.5      | Summary   | 159        |
| 6.6      | Exercises   | 160        |
| 6.7      | Notes   | 163        |
| <b>7</b> | <b>Network protocols</b>                                      | <b>165</b> |
| 7.1      | Adaptive window flow control and TCP protocols                | 166        |
| 7.1.1    | TCP-Reno: a loss-based algorithm                              | 167        |
| 7.1.2    | TCP-Reno with feedback delay                                  | 170        |

|       |  |  |
|-------|--|--|
| 7.1.3 | TCP-Vegas: a delay-based algorithm                       |  |
| 7.2   | Routing algorithms: Dijkstra and Bellman-Ford algorithms |  |
| 7.2.1 | Dijkstra's algorithm: link-state routing                 |  |
| 7.2.2 | Bellman-Ford algorithm: distance-vector routing          |  |
| 7.3   | IP addressing and routing in the Internet                |  |
| 7.3.1 | IP addressing  |  |
| 7.3.2 | Hierarchical routing                                     |  |
| 7.4   | MAC layer protocols in wireless networks                 |  |
| 7.4.1 | Proportionally fair scheduler in cellular downlink       |  |
| 7.4.2 | MAC for WiFi and ad hoc networks                         |  |
| 7.5   | Summary  |  |
| 7.6   | Exercises  |  |
| 7.7   | Notes  |  |

## 8 Peer-to-peer networks

|       |                            |
|-------|----------------------------|
| 8.1   | Distributed hash tables    |
| 8.1.1 | Chord                      |
| 8.1.2 | Kademlia                   |
| 8.2   | P2P file sharing           |
| 8.2.1 | The BitTorrent protocol    |
| 8.3   | Structured P2P streaming   |
| 8.4   | Unstructured P2P streaming |
| 8.5   | The gossip process         |
| 8.6   | Summary                    |
| 8.7   | Exercises                  |
| 8.8   | Notes                      |

## II Performance analysis

### 9 Queueing theory in continuous time

|       |   |
|-------|---|
| 9.1   | Mathematical background: continuous-time Markov chains        |
| 9.2   | Queueing systems: introduction and definitions                |
| 9.3   | The M/M/1 queue   |
| 9.4   | The M/M/s/s queue   |
| 9.4.1 | The PASTA property and blocking probability                   |
| 9.5   | The M/M/s queue   |
| 9.6   | The M/GI/1 Queue  |
| 9.6.1 | Mean queue length and waiting time                            |
| 9.6.2 | Different approaches taken to derive the P-K formula          |
| 9.7   | The GI/GI/1 queue   |
| 9.8   | Reversibility   |
| 9.8.1 | The M/M/1 queue   |
| 9.8.2 | The tandem M/M/1 queue  |
| 9.9   | Queueing systems with product-form steady-state distributions |

|           |  |            |
|-----------|--|------------|
| 9.9.1     | The Jackson network  | 255        |
| 9.9.2     | The multi-class M/M/1 queue  | 256        |
| 9.10      | Insensitivity to service-time distributions                              | 258        |
| 9.10.1    | The M/M/1-PS queue   | 259        |
| 9.10.2    | The M/GI/1-PS queue  | 259        |
| 9.11      | Connection-level arrivals and departures in the internet                 | 263        |
| 9.12      | Distributed admission control  | 267        |
| 9.13      | Loss networks  | 269        |
| 9.13.1    | Large-system limit   | 271        |
| 9.13.2    | Computing the blocking probabilities                                     | 274        |
| 9.13.3    | Alternative routing  | 275        |
| 9.14      | Download time in BitTorrent  | 276        |
| 9.15      | <i>Summary</i>   | 280        |
| 9.16      | <i>Exercises</i>   | 282        |
| 9.17      | <i>Notes</i>   | 289        |
| <b>10</b> | <b>Asymptotic analysis of queues</b>                                     | <b>290</b> |
| 10.1      | Heavy-traffic analysis of the discrete-time G/G/1 queue                  | 291        |
| 10.2      | Heavy-traffic optimality of JSQ  | 294        |
| 10.3      | Large deviations of i.i.d. random variables: the Cramer–Chernoff theorem | 302        |
| 10.4      | Large-buffer large deviations  | 307        |
| 10.5      | Many-sources large deviations  | 312        |
| 10.6      | <i>Summary</i>   | 317        |
| 10.7      | <i>Exercises</i>   | 318        |
| 10.8      | <i>Notes</i>   | 321        |
| <b>11</b> | <b>Geometric random graph models of wireless networks</b>                | <b>323</b> |
| 11.1      | Mathematical background: the Hoeffding bound                             | 323        |
| 11.2      | Nodes arbitrarily distributed in a unit square                           | 325        |
| 11.3      | Random node placement  | 328        |
| 11.4      | <i>Summary</i>   | 335        |
| 11.5      | <i>Exercises</i>   | 336        |
| 11.6      | <i>Notes</i>   | 339        |
|           | <i>References</i>  | 340        |
|           | <i>Index</i>   | 349        |