



HELLENIC REPUBLIC
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DEPARTMENT OF
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ACADEMY

Spectrum Trading in Virtualized 5G Networks

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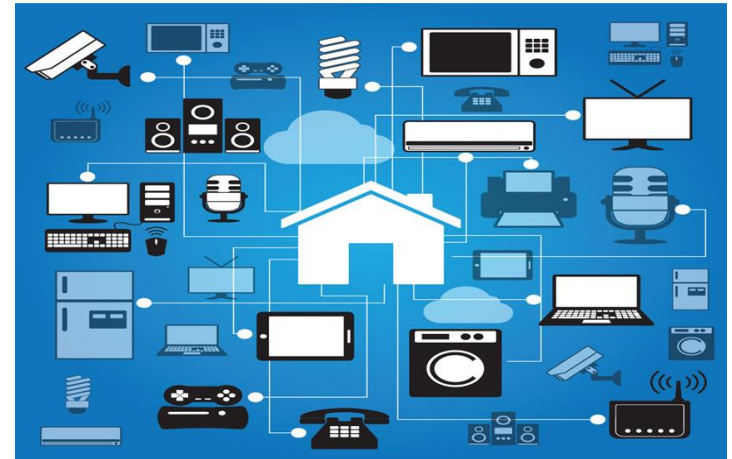


- ❑ **Mobile technology offers ubiquitous communication**

- ❑ **Increasing mobile connections and data traffic**

- ❑ **Need for spectrum, but it is scarce!**
 - Inefficient spectrum management
 - Static frequency allocation scheme

- ❑ **Required network features**
 - Intelligence, efficiency, scalability
 - Service quality and reliability guarantee



- ❑ **5G Attribute: *Spectrum Efficiency***
- ❑ **5G Functionality: *Wireless network virtualization***
 - Physical resources (infrastructure, spectrum) are abstracted into virtual resources
- ❑ **Business model of virtualized 5G network**
 - Mobile Virtual Network Operators (MVNOs) dynamically lease and efficiently share the available resources owned by Mobile Network Operators (MNOs)
- ❑ **Advantages**
 - MNOs gain more revenues, reduced CAPEX / OPEX
 - MVNOs better serve on-demand their clients' different needs
 - Higher network performance with less spectrum underutilization

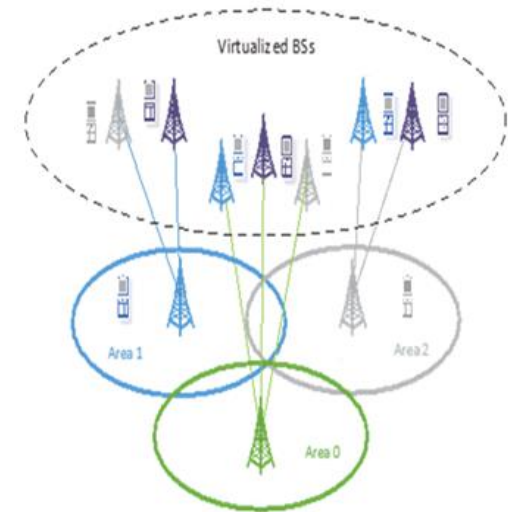
❑ Spectrum trading market

- Assuming there is unutilized spectrum
- MNOs offer it for sale
- MVNOs are interested in buying
- Cooperation between MNOs and MVNOs

❑ ~~The problem is that both have conflicting interests~~

- MNOs: more revenues for certain bandwidth
- MVNOs: more bandwidth for certain cost

❑ The research challenge is to create mutually beneficial relations between MNOs and MVNOs



- **We propose to model this spectrum trading problem as a Many-to-Many Matching (M2MM) game**

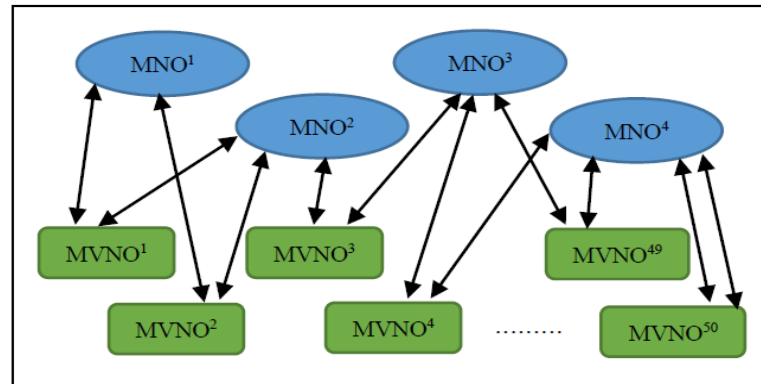
- One MNO can form a partnership with multiple MVNOs and one MVNO can form a partnership with multiple MNOs, as well

- **We propose the construction of specific utility functions for MNOs and MVNOs**

- The value of each utility function sets the ordered preference list of one entity to the other

□ Network model

- 4 MNOs
- 50 MVNOs



□ How M2MM scheme with utility-based preferences works

- MNOs advertise bandwidth to sell and relevant price (supply)
- MVNOs advertise required bandwidth and price willing to pay (demand)
- Both sides construct their preference list based on their utility function
- After applying an extension of the deferred acceptance algorithm, a stable matching between each MNO and MVNO is achieved

□ Each utility function includes parameters that enable each entity to characterize the matching entity

➤ Bandwidth, price, reputation, QoS

□ Each parameter has different weight or importance for each entity

➤ Thus, each entity builds its own strategy plan for the matching entity

$$W_{MNO} = [W_{MVNO,BW}, W_{MVNO,PR}, W_{MVNO,REP}]$$

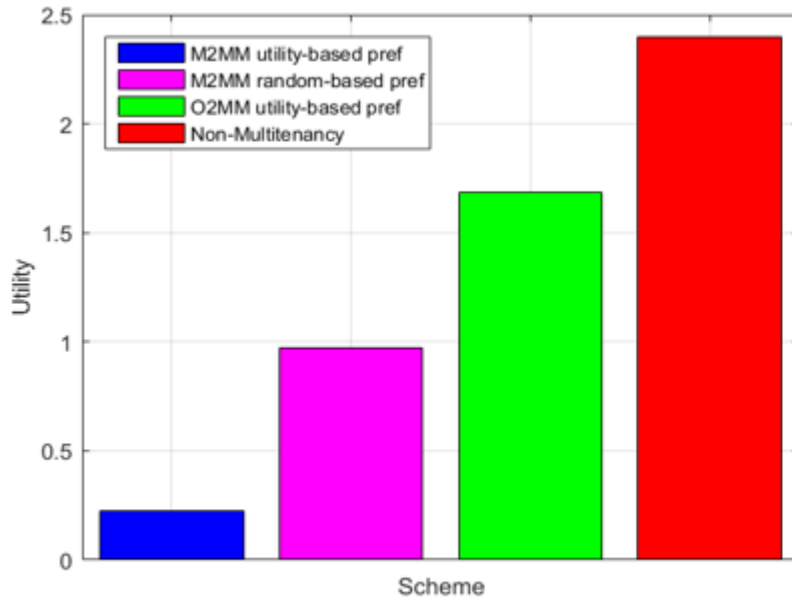
$$W_{MVNO,BW} + W_{MVNO,PR} + W_{MVNO,REP} = 1$$

$$W_{MVNO} = [W_{MNO,BW}, W_{MNO,PR}, W_{MNO,REP}, W_{MNO,QOS}]$$

$$W_{MNO,BW} + W_{MNO,PR} + W_{MNO,REP} + W_{MNO,QOS} = 1$$

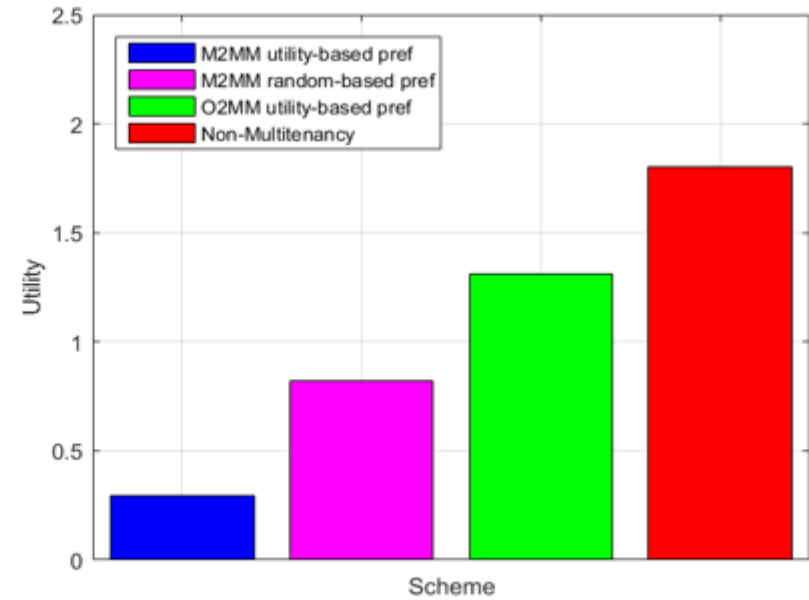
$$U_{MNO}(i, j) = |W_{MVNO,BW} (5 + BW_{MVNO}(j) - BW_{MNO}(i)) + W_{MVNO,PR} (5 + PR_{MVNO}(j) - PR_{MNO}(i)) + W_{MVNO,REP} REP_{MVNO}(i, j) - U_{MNO}max|$$

$$U_{MVNO}(j, i) = |W_{MNO,BW} (5 + BW_{MNO}(i) - BW_{MVNO}(j)) + W_{MNO,PR} (5 + PR_{MNO}(i) - PR_{MVNO}(j)) + W_{MNO,REP} REP_{MNO}(j, i) + W_{MNO,QOS} QOS_{MNO}(j, i) - U_{MVNO}max|$$



(a)

Average utility of a MNO request in 4 different schemes

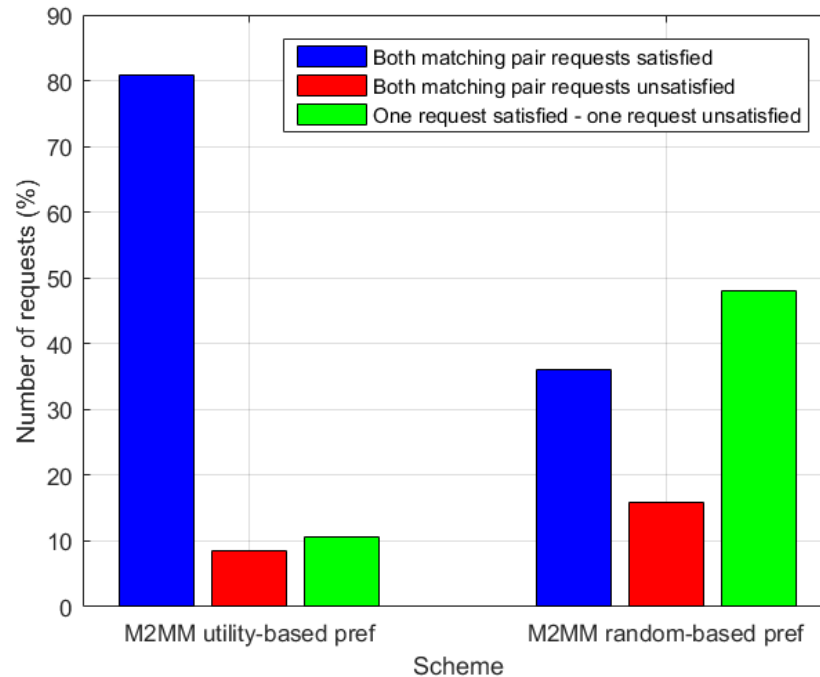


(b)

Average utility of a MVNO request in 4 different schemes

MNOs / MVNOs satisfaction over various conditions

	<i>MNO > MVNO</i>	<i>MNO = MVNO</i>	<i>MNO < MVNO</i>
Bandwidth	✓	✓	✗
Price	✗	✓	✓



Average number of satisfied or unsatisfied matching pair requests

Thank You!



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