

# Accounting for Roaming Users on Mobile Data Access: Issues and Root Causes

Guan-Hua Tu\*, Chunyi Peng\*, Chi-Yu Li\*, Xingyu Ma\*, Hongyi Wang\*, Tao Wang+, Songwu Lu\*

\*University of California, Los Angeles, US +Peking University, Beijing, China

> ACM MobiSys 2013 Taipei, Taiwan

#### Mobile Data Access

□ Mobile data access during driving is popular



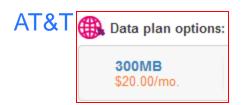








- □ However, it is not free.
  - Usage-based charging is broadly used.

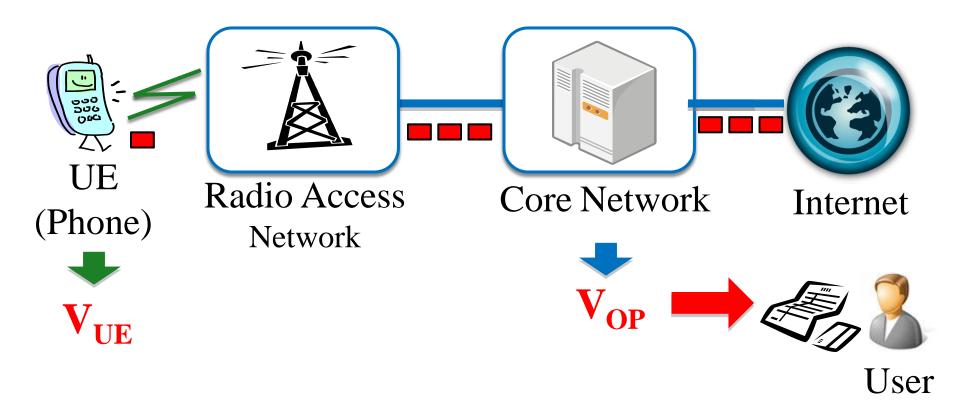




□ How operator accounts the mobile data usage?



# Accounting in Cellular Networks



#### Previous Work

- Our previous work shows that over-accounting occurs in indoor scenario
  - □ No-signal/weak-signal area.
- □ How about mobility case?



- □ No-signal/weak-signal still cause gap? [
- □ Are they the only reasons like indoor case? ⇒

#### The Rest of Talk

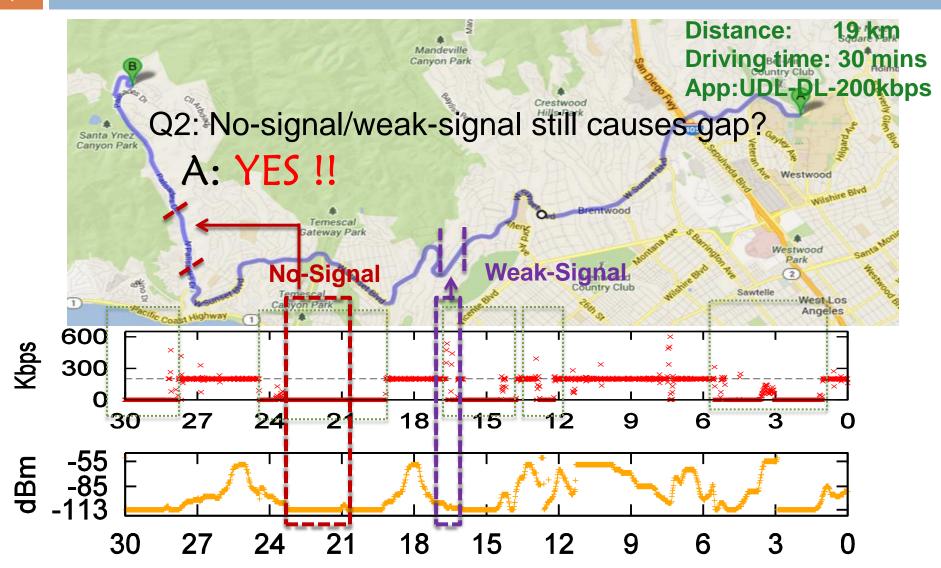
- An Example
  - Diversified Root Causes
  - **■** Factor Impacts
- □ More results
- Insights
- Solution
- Conclusion

### An Example: Mobile User in LA

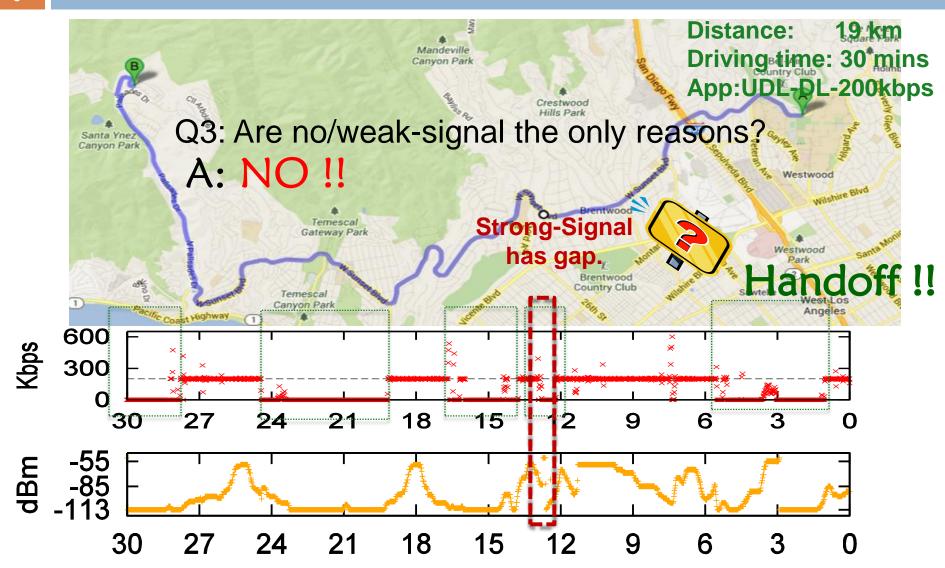


Data Received ( $V_{UE}$ ): 13.5MB Data Accounted( $V_{OP}$ ): 44.3MB Accounting Gap ( $V_{GAP}$ ): 30.8MB

# An Example: Mobile User in LA

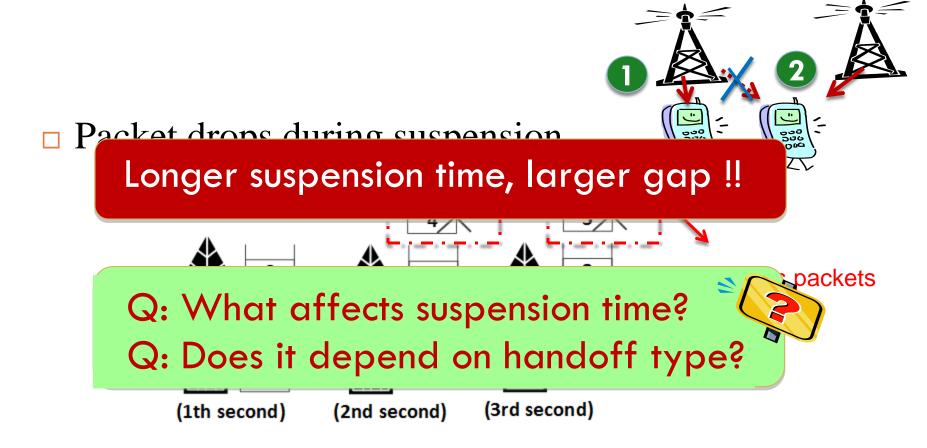


# An Example: Mobile User in LA

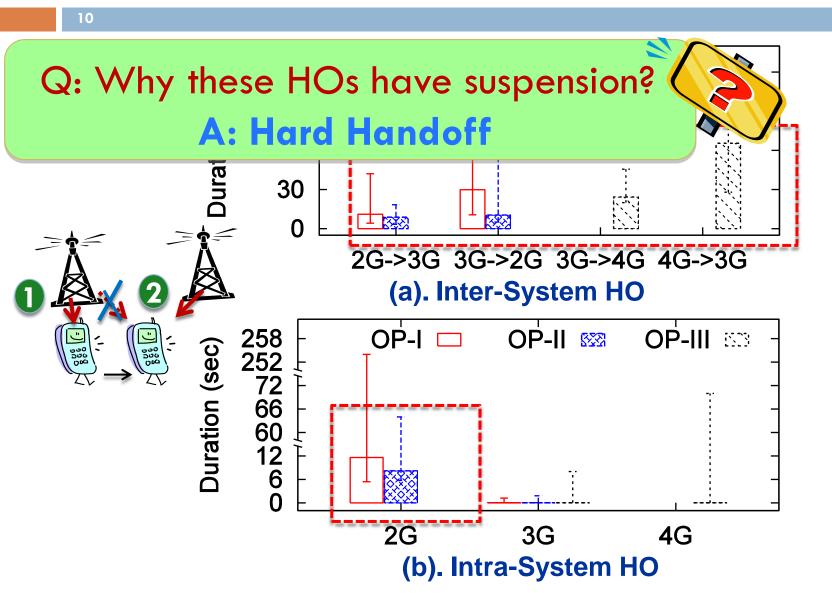


### Why handoff caues gap?

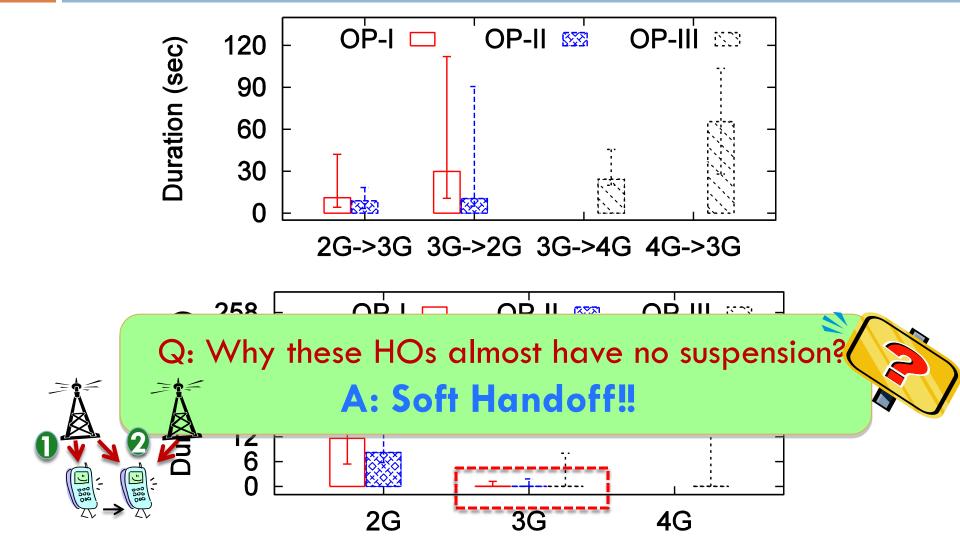
Data transmission suspends during handoff



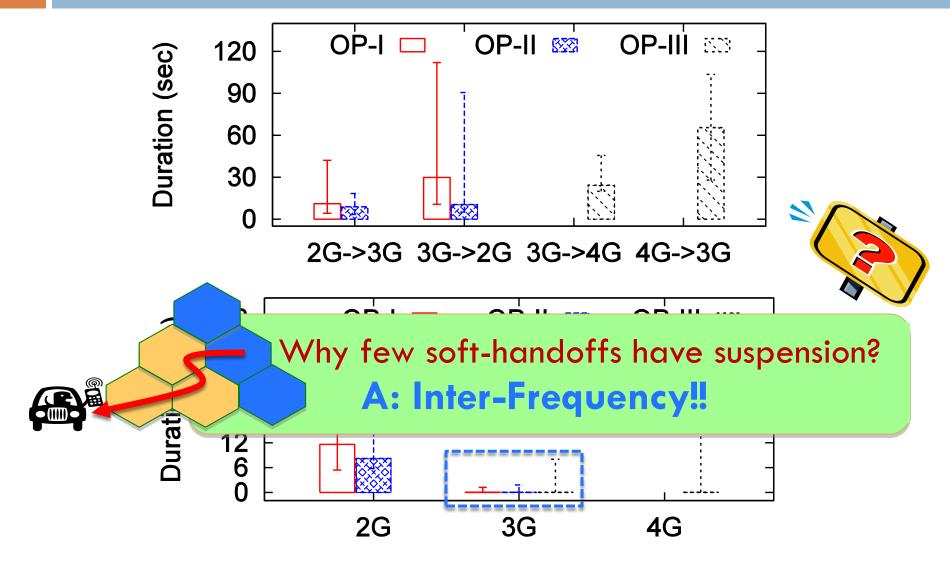
# Suspension Time vs. HO type



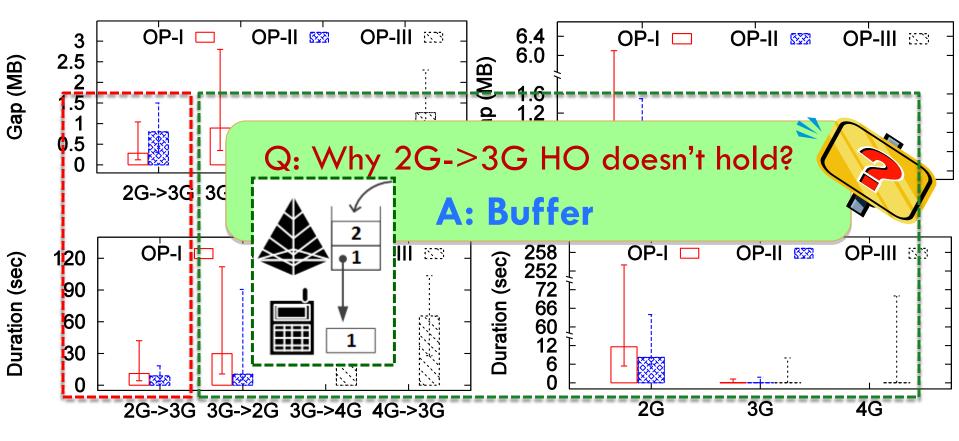
### Data Suspension Time



#### Data Suspension Time



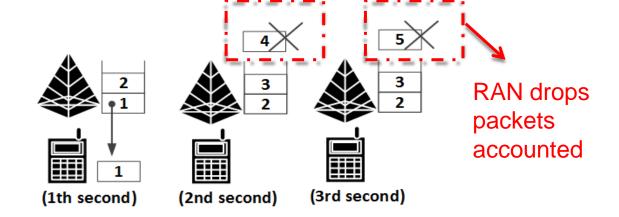
# Accounting Gap vs. Suspension Time



Gap is *usually* proportional to suspension time.

# Why buffer causes gap?

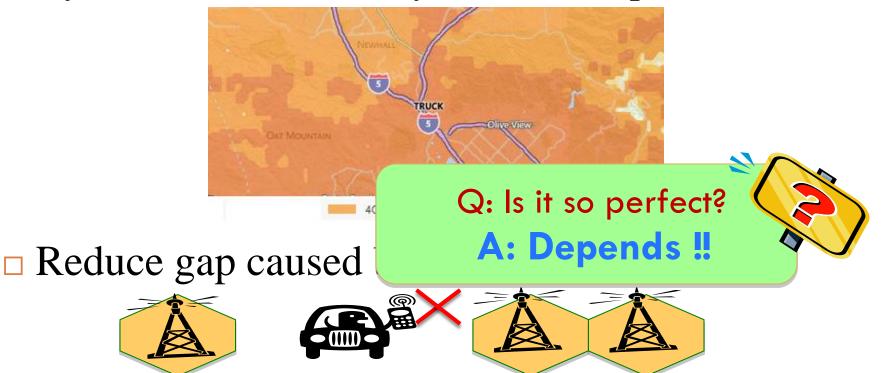
□ Recall...



- Larger buffer, smaller gap
  - □ However, it doesn't always hold in all cases.
- □ When *inter-system handoff* occurs, all packets in buffer are *lost* 
  - Larger buffer, *larger* gap

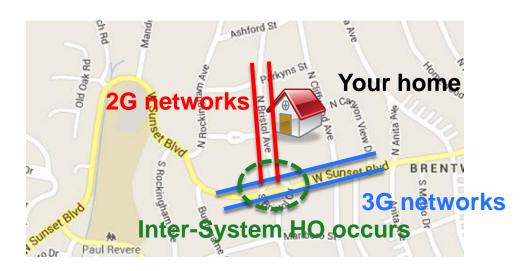
# **Factor Impacts**

- Application source rate, mobility speed, real mobile users daily use, vehicle traffic, hybrid network,..
- □ Hybrid network is widely observed in practice



# Hybrid Network

#### An Example



Suffer over-accounting issue every day!!

#### More Results

- □ 3 US major operators
- □ 13 routes (232.3 km in total)
  - 2 regions: New York and Los Angeles
  - □ Downtown + suburb
  - Freeway & local
- Real applications

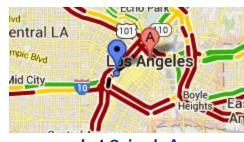








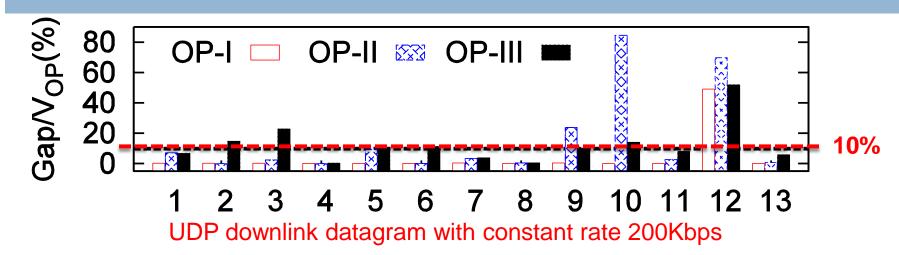




I-10 in LA



#### Accounting Gap



□ 5 of 13 routes show 10% gap ratio

	Websing	<b>W</b>		You Tube	PPS
OP-I	0.0%	0.0%	0.6%	0.7%	24.8%
OP-II	0.0%	0.0%	0.6%	1.6%	40.1%
OP-III	0.0%	0.0%	0.6%	0.7%	21.3%

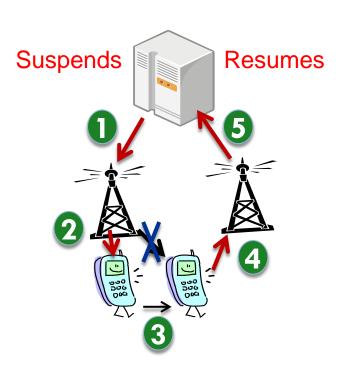
Average accounting gap ratio (Gap/Vop(%)) with real applications on Route 12.

#### Go Further: Root Causes

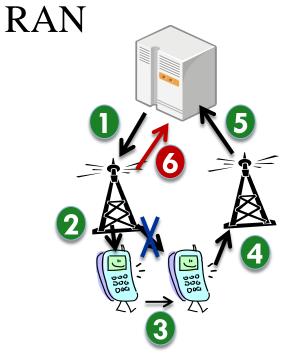
- □ Gap for no-signal/weak signal
  - Insufficient coverage
- □ Gap for handoff
  - Transmission suspends but accounting doesn't stop
  - Is it possible to address this issue? <sup>⇒</sup>
    - Handoff is triggered by operators instead of mobile device
    - Operators know when/what kind of handoff is performed

#### Solutions

Suspends accounting during HO



Refer to unsent packet volume reported by



#### Conclusion

- Accounting gap exists in mobility
  - Route-specific and operator-specific
- □ Two major causes: *no-signal* and *handoff* 
  - Gap caused by handoff is dependent on
    - Suspension time + buffer size + handoff type
  - Hybrid network offers good coverage with low cost, however leads over-accounting issue.

#### Questions?

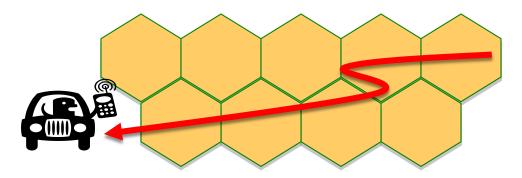
### Daily Use Results

	OP-I		0	OP-II	
User	1	2	3	4	5
Apps	Line, Gmail	Whatsapp, Gmail,Weather Channel	Facebook Messenger, PPS, Line, Gmail	Pandora Radio, Gmail, Whatsapp, Stock	Facebook, Whatsapp Skype, Line, Gmail
Dis.	41.9km	75.5km	89.6km	76.8km	18.8km
$V_{UE}$	37.2	198.7	1204.3	387.2	73.9
$V_{OP}$	37.2	199.6	1249.7	389.8	74.3
Gap	0.0	0.9	48.0	2.6	0.4
Ratio	0.0%	0.4%	3.6%	0.6%	0.5%

Accounting gap for driving commuters during March 18-29, 2013

# Mobility Speed

□ Higher mobility speed, more handoffs



□ Does it mean larger accounting gap? •



- □ NO
- □ Higher mobility speed, more inter-system handoff?
  - □ Not always



#### An Example: Mobility Speed

