Benchmarking Networked Control Systems

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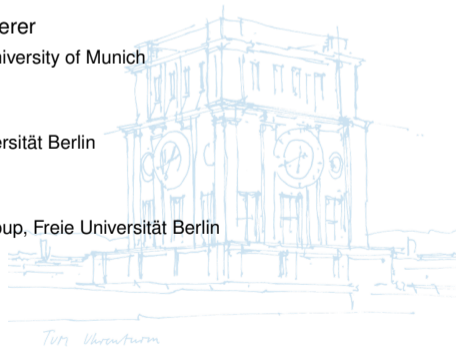
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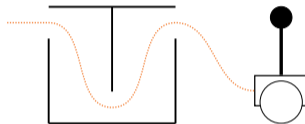
Network Domain

Network domain has well-known benchmarks
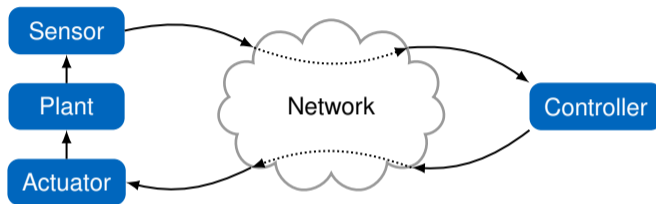
(e.g., RFC 2544 [1])

Control domain

Control domain has its own benchmarks

(e.g., [2])

→ Benchmarks are well understood by the respective community
→ We want to combine approaches from both domains

Setup: A networked control system

- Single controller
- Single plant (inverted pendulum)
- Network can be wired or wireless
→ Simple setup for easy debugging and easy reproducibility for others and ourselves

Benchmarking framework

Benchmark is executed in an environment we call scenario:

- application software (controller application, application of plant),
- network stack (as part of an operating system),
- network topology,
- physical conditions,
- communication channel interference,
- hardware (plant, controller, network interfaces).
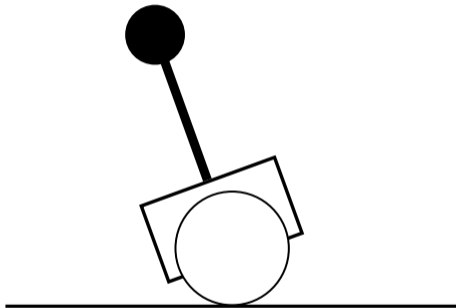
During the benchmark the NCS has to perform challenges.

Benchmarking challenge: inverted pendulum
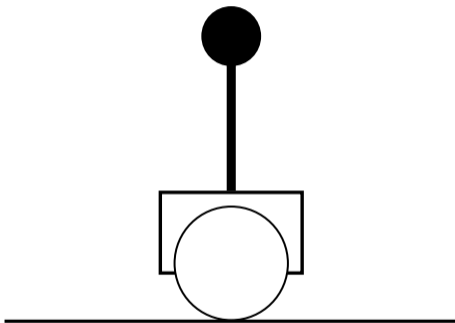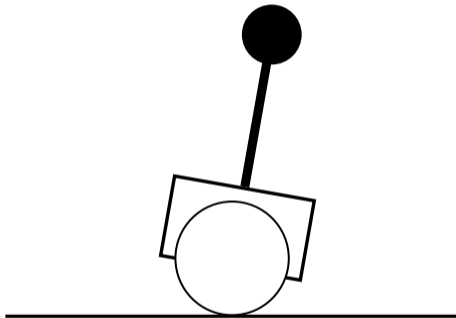
- Inverted pendulum angle is kept in target range by its controller

ΠΙΠ
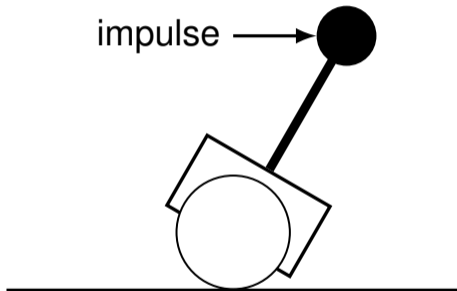
impulse →

- Specified impulse is applied to inverted pendulum

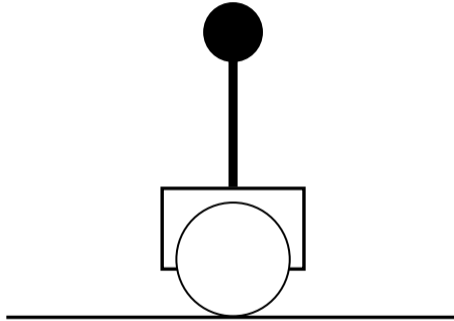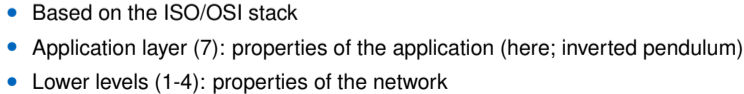# Benchmarking challenge: inverted pendulum

- Stabilization ongoing

- Stabilization ongoing

- Inverted pendulum is back to the target range
- → Result is a set of key performance indicators (KPIs)

Combining network domain and control domain KPIs

- Based on the ISO/OSI stack
- Application layer (7): properties of the application (here; inverted pendulum)
- Lower levels (1-4): properties of the network
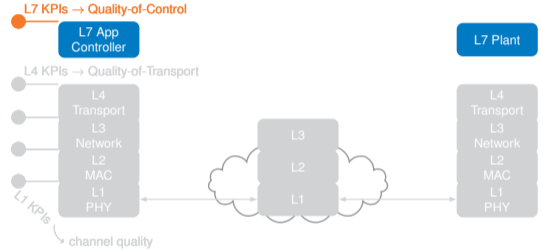
Control domain: Key performance indicators

Generic KPIs (controlling static reference value):

- Maximum disturbance (impulse that can still be corrected)
- Recovery time (time to revert back to reference)
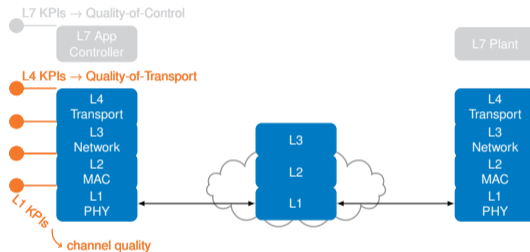- Energy needed during recovery

Specific KPIs (for inverted pendulum):

- Maximum pendulum angle
- Starting conditions: max. angle, max. current for motors, max. oscillation period between two max. angles)
- Robustness: max. allowed impulse

Network domain: Key performance indicators

- Packet rate
- Loss rate
- Delay
- Inter-packet time
- Jitter
- Bandwidth-delay product

Three stages of reproducibility (according to ACM):

1. Repeatablility
2. Replicability
3. Reproducibility

Wireless networks often behave non-deterministically (jitter, packet loss)

➔ Measurements not repeatable ☹

Reproducibility vs. non-determinism

- Shielded room for fully repeatable, wireless environments
- → Expensive, high effort for reproduction

Reporting KPIs:

- KPIs often reported as aggregated numbers, such as median, average
- Aggregated numbers often not sufficiently descriptive (e.g., average latency)
- → Report KPIs as histogram or entire packet logs

We propose:

- Record logs of experiments (packet loss, interference)
- → Logs can either be used to make it reproducible (given the right equipment)
- → Logs can also be used to explain the observed behavior (e.g., packet loss due to interference)
- Identify relevant factors
- Model the channel behavior considering these factors
- Report a model and its parameters to repeat

- High affordability
- Wide availability
- Easy extensibility:
  - Software:
    - Open source
    - Python
    - Linux (ev3dev, Debian-based)
  - Hardware:
    - Lego Mindstorms
    - Raspberry Pi with sensors
    - USB network adapters
- We plan to release in the near future:
  - Construction plans
  - Software

Conclusion
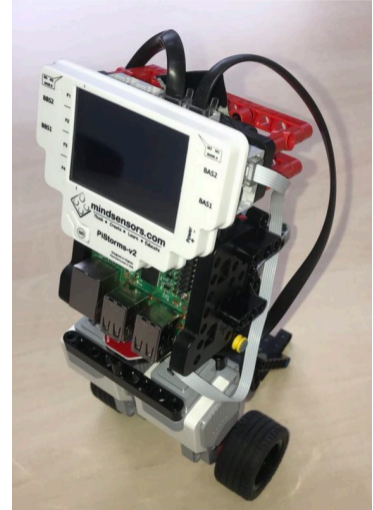
- Provide a holistic benchmarking framework for NCS:
  - Control domain
  - Network domain
- A layered model of KPIs:
  - Quality of control KPIs (Layer 7)
  - Quality of transport, quality of the communication channel (Layer 4 - 1)
- Our framework offers reproducible benchmarks:
  - Reporting the environment / scenario for benchmarking
  - Reporting logs / histograms to enable reproducibility
- Low cost evaluation platform

Bibliography

[1] S. Bradner and J. McQuaid.
RFC 2544: Benchmarking Methodology for Network Interconnect Devices, Mar. 1999.

[2] T. Niemueller, G. Lakemeyer, S. Reuter, S. Jeschke, and A. Ferrein.
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