



ITU-T Kaleidoscope 2009

Innovations for Digital Inclusion

QoS Management for ISP: A Model and Implementation Methodology based on ITU-T Rec. E.802 Framework

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Outline

- Introduction
- Background
- Proposal
- QoS management model
- Deployment methodology
- Case study
- Results
- Conclusions

Introduction

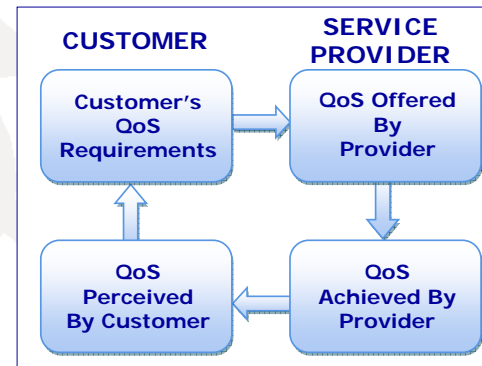
- New broadband services
- Competitive condition
- QoS differential factor among ISPs
- From “best effort” to “user centered”
- Quality of service (E.800):
 - ➔ “... its ability to satisfy stated and implied needs of the user of the service.”
- Appropriate QoS policies required

Background

■ ITU-T QoS Framework: Rec. G.1000

- Four points of view
- Regulator's approach
- Difficult to deploy

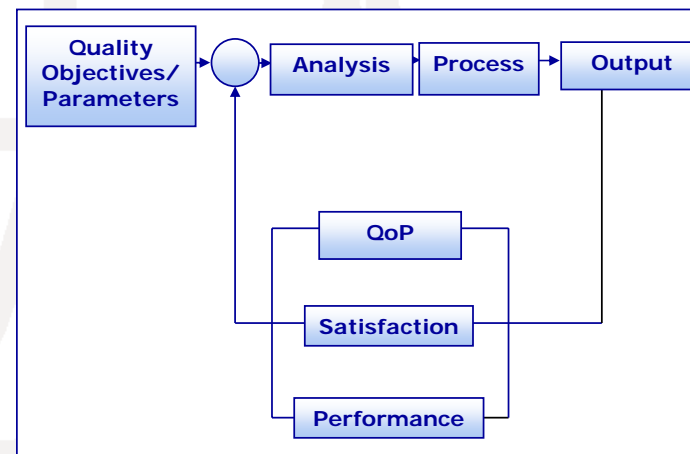
Methodology needed!



■ QoS management process: Rec. E.802

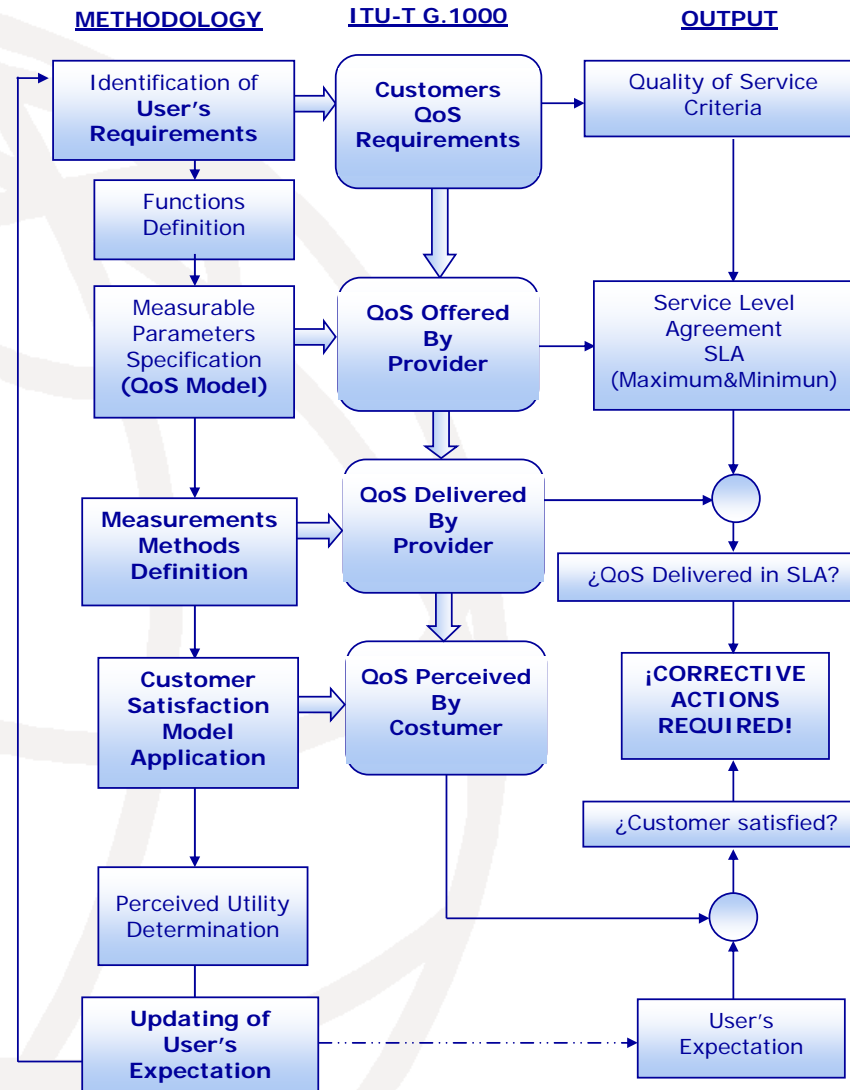
- QoS procedures
- Well detailed
- Theoretical stage

Strategy needed!



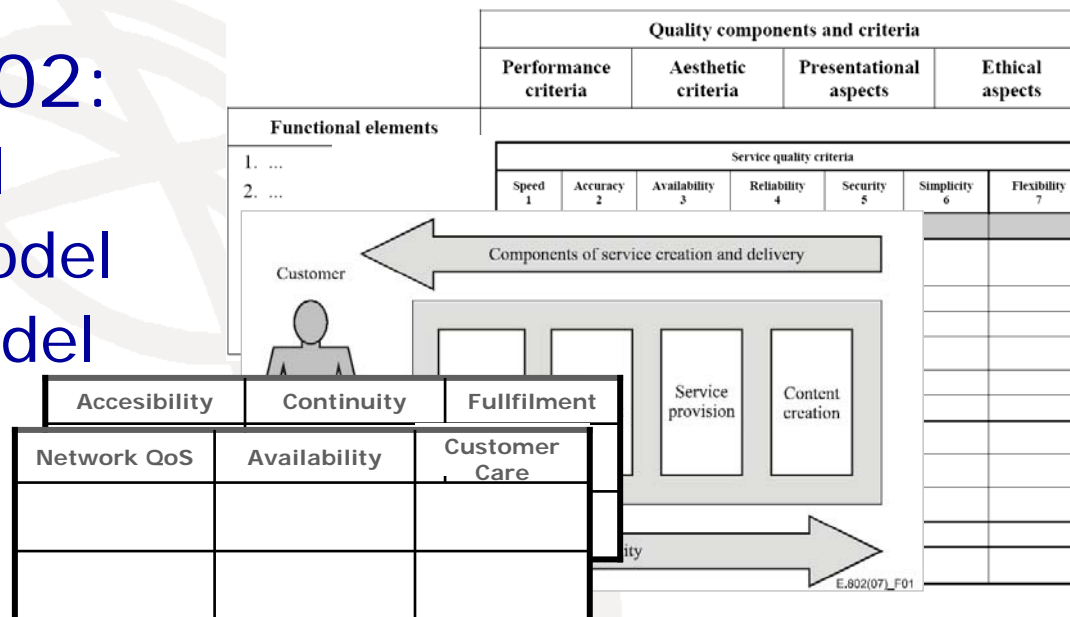
QoS Management Proposal

- QoS Model
- QoS Criteria
- Methodology
- Satisfaction
- Expectation



QoS Models

- ITU-T Rec. E.802:
 - ➔ Universal Model
 - ➔ Performance Model
 - ➔ Four Market Model
- ACF model
- CSAT Model



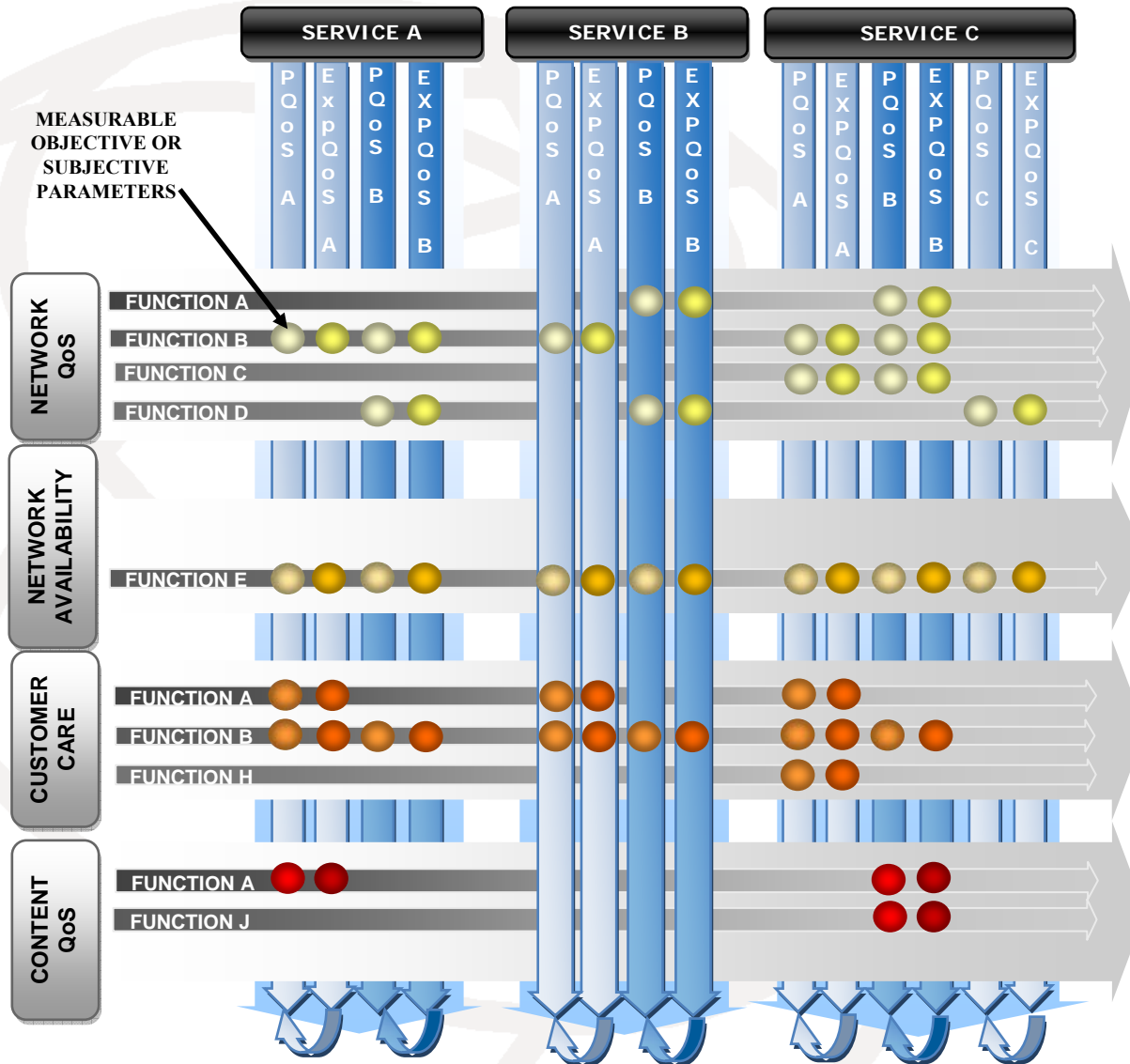
Need for simplification

- Network QoS
- Availability
- Customer Care
- Content

QoS Management Model

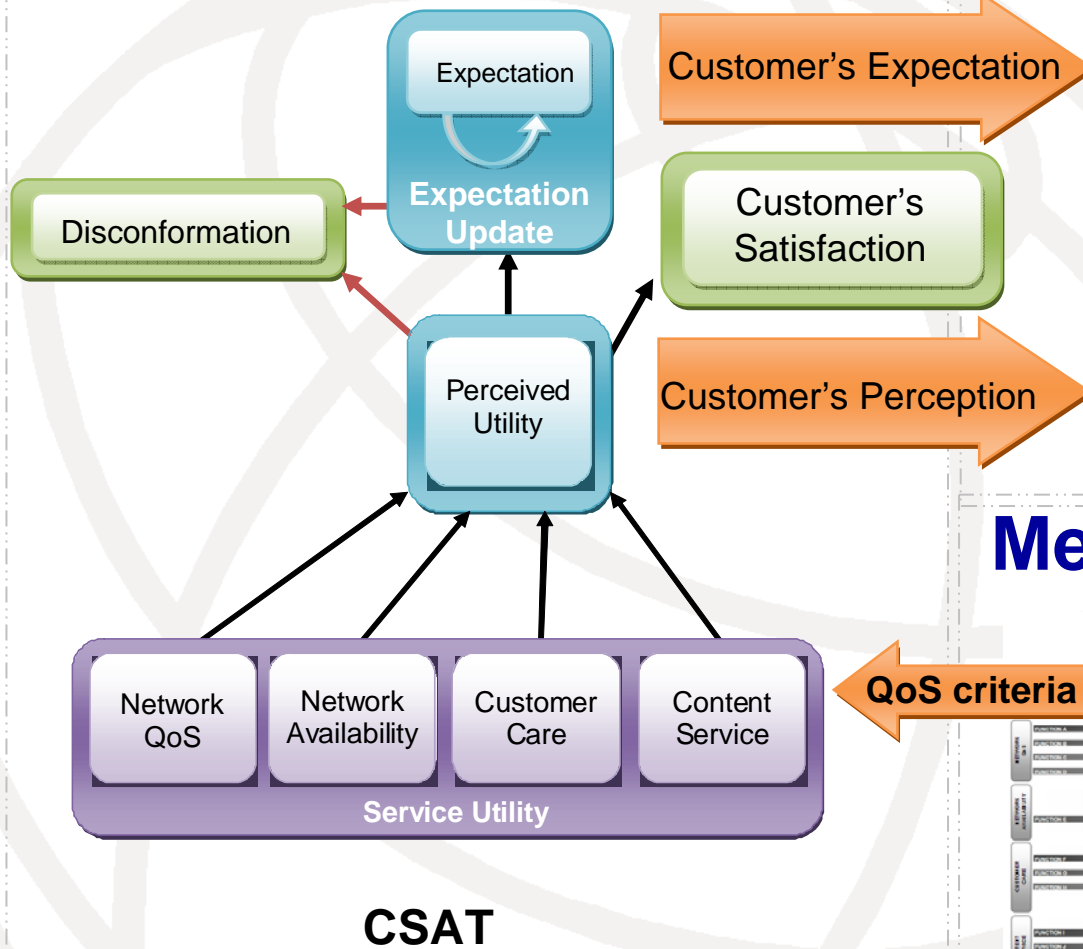
- Identification of QoS criteria
 - Considered on a service by service basis
 - Specified on an end-to-end basis
 - Different population segments may have different QoS preferences
 - QoS profile for customers are time dependant
- A set of functions to cover the QoS criteria
- Measurable indicators/parameters
- QoS perceived can be modeled

QoS Model



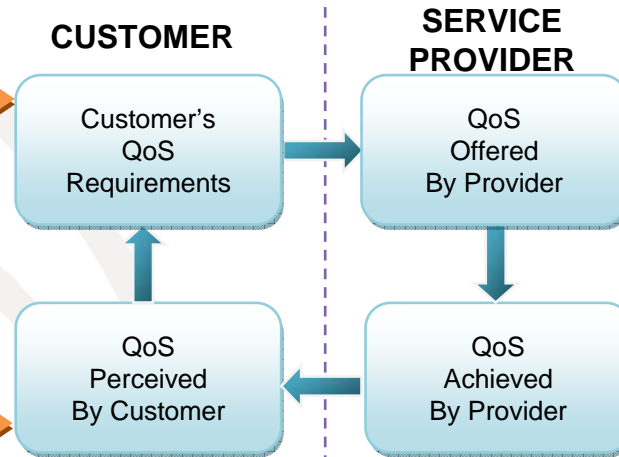
Methodology Proposal

Satisfaction Model



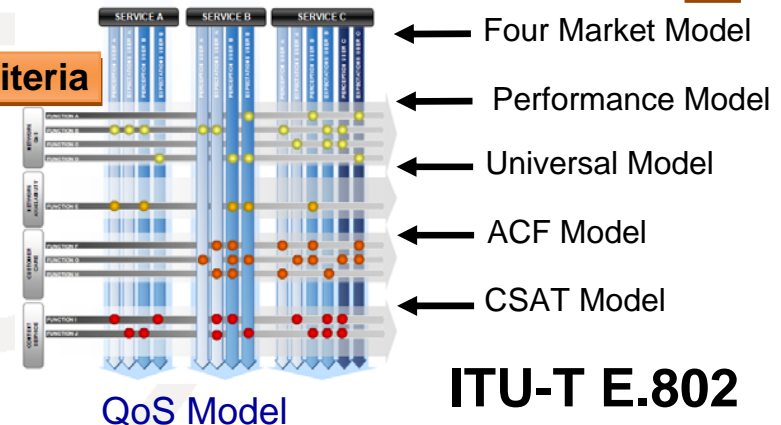
CSAT

Framework



ITU-T G.1000

Methodology



ITU-T E.802

Case Study

- Web service
- Residential users
- Sample data results from experiment
- Steps:
 - Identification of user's requirements
 - Specification of functions and parameters
 - Customer satisfaction analysis

User's QoS Requirements

- Network QoS criteria
 - Maximum download and upload speed
- Availability criteria
 - Availability of web service
- Customer Care criteria
 - Premium service support
- Content criteria
 - No gathered data

Functions and Parameters

■ Functions

- Session Time
- Service Availability
- Service Support

■ Parameters

- Throughput
- Percentage of time service available
- Response time for service support

QoS offered

- Maximum throughput
 - Upload P_{uij}^o
 - Download P_{dij}^o
- Maximum Availability
 - Availability W_{ij}^o
- Best response time
 - For premium service support: RT_{br}
- Defective Service Instance (DSI):
 - Notion to quantify the negative effect of offering beyond user's requirements

QoS Delivered

■ Measured throughput

- Average upload: P_{uij}^a
- Average download: P_{dij}^a
- DSI penalization factor for session time: D_{STij}

■ Measured availability

- Percentage of time considered available: W_{ij}
- Total access time: A_{ij}
- DSI penalization factor for availability: D_{Aij}

■ Measured average response time

- Average response time measured: RT_{rtit}^a
- DSI penalization factor for support: D_{SSit}

QoS Perceived by User

■ User's Preferences

γ_1, γ_2 – download and upload ($\gamma_1 + \gamma_2 = 1$)

$\alpha_1, \alpha_2, \alpha_3$ – Network QoS, availability and customer care ($\alpha_1 + \alpha_2 + \alpha_3 = 1$)

■ Session Time

$$Q_{ij}^{ST} = \gamma_1 \frac{P_{dij}^a}{P_{dij}^o} + \gamma_2 \frac{P_{uij}^a}{P_{uij}^o} - D_{STij}$$

■ Availability

$$Q_{ij}^A = \frac{\sum_j (W_{ij} \times A_{ij})}{\sum_j A_{ij}} - D_{Aij}$$

■ Service Support

$$Q_i^{SS} = \frac{\sum_t RT_{brt}}{\sum_t RT_{rtit}^a} - D_{SSit}$$

Perceived Utility

$$PU_i = \frac{\alpha_1 \sum_j (A_{ij} \times Q_{ij}^{ST})}{\sum_j A_{ij}} + \alpha_2 \times Q_{ij}^A + \alpha_3 \times Q_i^{SS}$$

Customer Satisfaction

■ Customer Satisfaction:

$$\Gamma_i = f_1(PU_i) + f_2(PU_i - EU_i)$$

- Expectation: EU_i
- Disconfirmation: $(PU_i - EU_i)$
- Perception function: f_1
- Disconfirmation function: f_2

Experiment

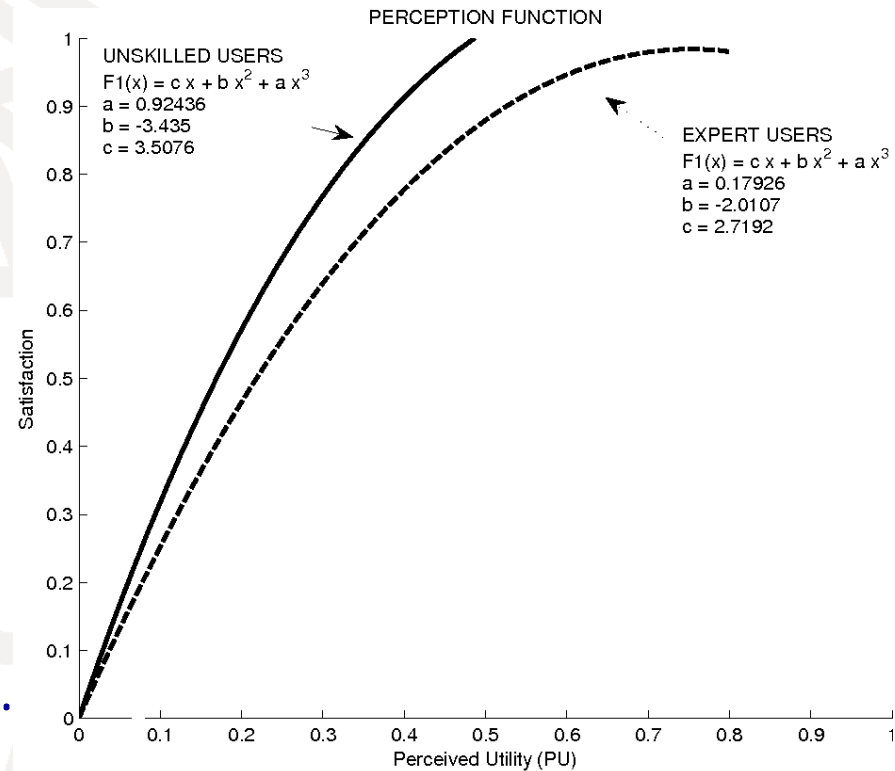
- Carried out on June 2008 on Web service
- Two kind of users: expert and unskilled
- Different network conditions (delay)
- Capture their preferences:

User	Expert	Unskilled
<i>Download (γ_1)</i>	<i>0,7</i>	<i>0,8</i>
<i>Upload (γ_2)</i>	<i>0,3</i>	<i>0,2</i>
<i>Network QoS (α_1)</i>	<i>0,75</i>	<i>0,7</i>
<i>Availability (α_2)</i>	<i>0,20</i>	<i>0,10</i>
<i>Customer Care (α_3)</i>	<i>0,05</i>	<i>0,20</i>

- Satisfaction evaluation

Results

- User's overall satisfaction closely linked to contextual parameters.
- User's requirements change over the time and under different conditions.
- Different users have different requirements.



Conclusions (I)

- The QoS model and implementation methodology grants a lot of precision to the ITU-T QoS framework
- The results of the experiment demonstrate the usefulness of our approach
- Users, ISPs and regulators may find a lot of benefits when deploying the QoS management model

Conclusions (II)

- The QoS management model and deployment methodology totally fulfill international standards
- The proposal could be used to complete the specification of QoS management processes in future standards or revisions
- Even applicable to NGN



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Thank you!

Any questions?

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