## Shot-Noise Based Dynamics of Point Processes

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## Motivations

■ Shot-Noise of a point process

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- 1. Interference created by the PP in a wireless network
- 2. Bit rate received by a point from the PP in a P2P network
- 3. Infection rate of a susceptible point in epidemics on PP
- **Example of Shot-Noise based dynamics** 
  - spatial birth and death process
    with death rate of a point function of shot-noise
  - spatial on-off process
    with transition rates function of shot-noise





## Wireless Example

 $\begin{array}{l} \textbf{Configuration} \\ \Phi = \{\mathbf{x}_1, \dots, \mathbf{x}_n\} \end{array}$ 

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 $\begin{array}{l} \mathbf{Attenuation \ function \ } l: \mathbb{R}^+ \to \mathbb{R}^+ \\ \mathbf{Interference \ seen \ at \ } \mathbf{x_i:} \end{array}$ 

$$\mathbf{I}(\Phi, \mathbf{x}_i) = \sum_{\mathbf{y} \in \Phi \setminus \{\mathbf{x}_i\}} \mathbf{l}(||\mathbf{y} - \mathbf{x}_i||)$$

Rate of file transfer at receiver  $x_i$ :

$$\mathbf{R}(\mathbf{\Phi}, \mathbf{x}_i) = \frac{\mathbf{s}}{\mathbf{I}(\mathbf{\Phi}, \mathbf{x}_i)}$$

If file exponential mean 1, this is also the death rate of  $x_i$  in  $\Phi$ 

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Peer-to-Peer Example

 $\begin{array}{l} \textbf{Configuration} \\ \Phi = \{\mathbf{x}_1, \dots, \mathbf{x}_n\} \end{array}$ 

 $x_2$ 

 $x_3$ 

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TCP rate as a function of distance:

 $\mathbf{l}:\mathbb{R}^+ o\mathbb{R}^+$ 

Bit Rate received by  $x_i$ :

$$\mathbf{R}(\Phi, \mathbf{x}_i) = \sum_{\mathbf{y} \in \Phi \setminus \{\mathbf{x}_i\}} \mathbf{l}(||\mathbf{y} - \mathbf{x}_i||)$$

If file exponential mean 1, this is also the death rate of  $x_i$  in  $\Phi$ 



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