

# Resource optimization in wireless powered cooperative mobile edge computing systems

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**Abstract** Mobile edge computing (MEC) meets the high-bandwidth and ultra-low-latency requirements of mobile networks and improves communication reliability by reducing the networks' load. In this study, we study a wireless powered MEC system, which includes an access point (AP) and two mobile devices. The endurance of mobile devices can be effectively enhanced using the wireless power transfer technology and user cooperation. However, during user cooperation, a closer user assists a farther user with forwarding tasks by sharing the same bandwidth, which causes interference. To overcome the interference issue, the closer user can instead assist other users in forwarding tasks by using a different bandwidth. We aim to minimize the power of the AP by joint power and bandwidth optimization while satisfying the delay and users' computational tasks. Simulation results show that the proposed user collaboration method can overcome user interference, reduce energy consumption, and improve user performance compared with the baseline policies.

**Keywords** mobile edge computing, user cooperation, wireless power transfer, energy consumption, resource management

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## 1 Introduction

With the development of the Internet of Things and 5G communication technology, intelligent mobile devices influence all aspects of our modern lives through smart cities, virtual reality, and augmented reality [1–3]. Smart applications consume high volumes of storage and power resources to provide users with high quality of service (QoS). This situation pushes mobile communication device development toward the requirements of ultra-low latency, ultra-high reliability, low power consumption, and high-density connections [4, 5].

Mobile edge computing (MEC) has emerged to solve the challenges of existing mobile devices performing computationally intensive and latency-sensitive tasks [6]. This technology utilizes wireless access networks to provide cloud computing services for mobile devices. Therefore, the wireless networks must have an ultra-low-latency and high-bandwidth service environment and solve heavy computing tasks [7, 8]. By offloading computing tasks to nearby access points (APs), communication security is improved, and the network load and latency of execution tasks are effectively reduced [9]. To meet the ultra-reliable, low-latency requirements of applications, a new system design is proposed in [10]. This design uses the extreme value theory to impose probabilistic and statistical constraints on a task queue length. To tackle resource allocation and content caching policy issues, the authors formulate a computation-shunting framework, which takes the total network revenue into consideration [11]. To study the offloading mechanism of MEC tasks in 5G heterogeneous networks, an optimization problem with the purpose of minimizing energy consumption under the constraint of minimizing delay is proposed in [12]. The authors design a low-complexity algorithm for joint offloading, load balancing, and power distribution to reduce system

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energy consumption [13]. In [14], the authors establish a multiuser MEC model, which interprets the system for computation, storage, and communication and analyzes possible problems in unicast processes. In a dynamic environment, the authors formulate a Markov decision process (MDP) to minimize delay with respect to communication, computing, handover, and migration [15]. In [16], the authors discuss the machine learning technique of stochastic online learning and its promising applications for MEC.

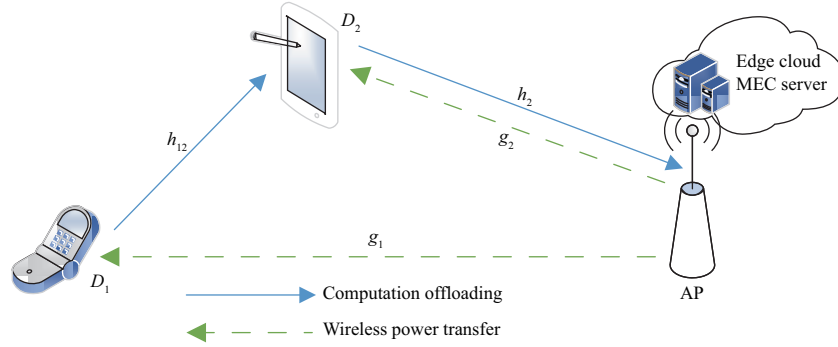
Despite the multiple advantages of MEC, it still presents numerous challenges. First, the battery capacity limitation of mobile devices is a major issue. Wireless power transfer (WPT) can provide a sustainable, low-cost energy supply for low-power mobile devices from radio frequency (RF) signals, which can greatly extend the standby time of such devices [17,18]. It thus makes sense to use the WPT technology for the long-distance charging of mobile devices. In a multicarrier WPT-based cognitive radio (CR) network, a “harvest-then-transmit” protocol is used to coordinate users’ WPT and wireless information transfer (WIT) [19]. Combined with WPT, wireless resources are utilized at an edge cloud, and a computational offload algorithm is designed and implemented to minimize delay or mobile terminal energy consumption [20–24]. The authors in [20] use the MDP approach to address the problem of delay minimization. In [21], a dynamic offloading scheme for energy harvesting is proposed to reduce the cost of time delays. In [22], wireless power supply cooperation is used to optimize the performance of an MEC system, and in [23], a binary computational offload strategy is employed to maximize the computational rate of wirelessly powered MEC. To solve the problem of optimal resource allocation for multiple users, a multiuser MEC offloading system is proposed in [24].

However, wireless power communication networks (WPCNs) are susceptible to the double near-far effect, which refers to the fact that devices which are far away from energy emissions harvest less energy but communicate across longer distances [25,26]. To improve the transmission rate of information on poor channels, extensive research has been conducted on user collaboration. In particular, the work in [27,28] is focused on the impact of user collaboration between near-far devices and manages to further promote the impact of WPCNs. A closer user assists a farther user with forwarding tasks by sharing the same bandwidth, which causes interference. This interference results in degraded system performance.

To overcome the interference problem, the closer user, which is closer to the AP, can utilize a different bandwidth to assist the farther user, which is farther to the AP, in forwarding tasks. We aim to minimize the power of the AP by considering the limitation of the users’ computational tasks, delay, power, and bandwidth optimization. The tasks of mobile devices exploit cooperative communication, in which the entire process is powered entirely by wireless power transmission from the AP. In the first period, the two mobile devices harvest energy from the AP. In the second period, the farther user transmits its offloading task to the closer user using harvested energy from the AP. In the third period, to deal with the interference issue, the closer user allocates bandwidth. It utilizes some energy from the AP and a part of the bandwidth to assist the farther user in forwarding tasks and utilizes the remaining power and bandwidth to transmit its own task to the AP. The main contributions of this paper can be summarized as follows:

- We propose a wireless resource cooperative MEC scheme. To overcome the information interference caused when the closer user assists the farther user with forwarding tasks by sharing the same bandwidth, this scheme allows the relay to transmit information for different users, using different bandwidth.
- Joint resource optimization, including transmit power at two mobile devices, power, and bandwidth allocation, is obtained to minimize the transmit power of the AP while satisfying delay and computing task size.
- Simulation results verify the theoretical feasibility of the proposed collaborative computing offloading scheme. By comparison with several baselines, it is shown that collaboration reduces energy consumption and demonstrates the effectiveness of processing computation-intensive, latency-critical tasks.

The rest of the paper is structured as follows. In Section 2, the WPT-MEC system model is described, and the corresponding mathematical problem is then formulated. In Section 3, an optimal solution for solving minimum transmission energy is proposed. In Section 4, the simulation results are explained and analyzed. In Section 5, we conclude this study and discuss some possible directions for future work.


**Figure 1** (Color online) The model for the two-user WPT-MEC system.

**Table 1** Time division structure of the harvest-then-offload protocol

WPT	Computation offloading	
$T/3$	$T/3$	$T/3$
AP $\rightarrow D_1, D_2$	$D_1 \rightarrow D_2$	$D_2 (D_1, D_2) \rightarrow AP$

## 2 System model and problem formulation

### 2.1 System model

We consider a wireless powered MEC system, as shown in Figure 1, which consists of an AP and two mobile devices  $D_1$  and  $D_2$ .  $D_1$  and  $D_2$  work in the same frequency band and need to complete some computationally intensive latency critical tasks. AP powers  $D_1$  and  $D_2$  in the downlink through the WPT method. Then  $D_1$  and  $D_2$  utilize harvested energy to complete their respective computing tasks by allocating power and bandwidth resource during the partial offloading manner. Due to shadowing or interference, AP cannot correctly receive the information from direct transmission with the  $D_1$  to AP link, then  $D_1$  needs  $D_2$ 's help to forward its information to AP. The input bits of a task are bit-independent and can be arbitrarily divided. Thus the task can be traded off locally on the mobile device and offloaded on the MEC server. After computation at AP, the result of the offloading will be sent to the devices by feedback. We assume that  $D_1$  and  $D_2$  transmit in half-duplex mode. Then the local calculation and WPT can be completed simultaneously while the wireless communication for offloading and the WPT do not overlap. Thus we consider the time-division structure of the harvest-then-offload protocol for wireless powered computation offloading at the Table 1. A time division multiple access (TDMA) structure based on a block of  $T$  seconds is employed.

Each device  $D_i$  ( $i \in \{1, 2\}$ ) has compute-intensive latency-critical tasks to complete. The size of the input calculated task is expressed as  $I_i$ , e.g., audio or video information, and it is difficult to satisfy latency constraints considering local calculations. Thus, the computation data task needs to be offloaded.

Let  $T_i$  denote the maximum tolerable delay time of  $D_i$ . We assume that  $D_1$  and  $D_2$  have the same maximum tolerable delay time, which equals to the block time, i.e.,  $T_i = T$  ( $i \in \{1, 2\}$ ). AP with integrated MEC services can provide sufficient wireless computing resources. The calculation result is usually much smaller than the input data, i.e.,  $O_i \ll I_i$ , and  $O_i$  ( $i \in \{1, 2\}$ ) is the size of output data. Therefore, the decoding and calculation time spent on AP and the time of sending back the calculation result are negligible. For  $D_2$ , the decoding time for  $D_1$  messages is negligible compared to the time for uplink offloading of  $D_1$  messages. It is only necessary to take the time of WPT and offloading to be the total delay time.

Without loss of generality, as shown in Figure 1, we assume that  $D_2$  is closer to AP, and distances between AP and  $D_1$ , AP and  $D_2$ ,  $D_1$  and  $D_2$  are denoted by  $d_1$ ,  $d_2$  and  $d_{12}$ , respectively, where  $d_1 \geq d_2$ . We also assume that  $d_1 \geq d_{12}$ , and  $D_2$  is easier to decode  $D_1$  transmitted information than AP.

In the first period  $T/3$ ,  $D_i$  harvests wireless power from AP at the same time with the transmission power  $P_0$ . As  $D_i$  can only use the harvested energy to transmit the task, to guarantee  $D_i$  has enough energy to transmit the task, we assume  $D_1$  and  $D_2$  have enough battery storage. The harvested energy from AP can be shown as follows:

$$E_i = \frac{T}{3} v_i g_i P_0, \quad i \in \{1, 2\}, \quad (1)$$

where  $g_i$  ( $0 < g_i \leq 1$ ) denotes the channel power gain from AP to  $D_i$  and  $v_i$  ( $0 < v_i \leq 1$ ) is the energy conversion efficiency of  $D_i$ .

In the second period  $T/3$ ,  $D_1$  utilizes the harvested energy to transmit offloading task in average power  $p_1$  to  $D_2$ . The offloading task  $L_{1,12}(p_1)$  can be expressed as follows:

$$L_{1,12}(p_1) = \frac{T}{3} r_{1,12}(p_1) = \frac{T}{3} B \log_2 \left( 1 + \frac{p_1 h_{12}}{N_2} \right), \quad (2)$$

where  $B$  is the bandwidth,  $N_2$  is receiver noise power at  $D_2$ , and  $r_{1,12}(p_1)$  represents the achievable transmission rate according to channel for  $D_1$ 's offloading,  $h_{12}$  is channel power gains from  $D_1$  to  $D_2$ .

In the third period  $T/3$ , to achieve the interference cancellation,  $D_2$  utilizes a part of bandwidth  $\beta B$  ( $0 \leq \beta \leq 1$ ,  $\beta$  is the bandwidth allocation factor), and a part of the power  $\alpha p_2$  ( $0 \leq \alpha \leq 1$ ,  $\alpha$  is the power allocation factor), to forward the received data task information from  $D_1$  to AP. Thus, offloading data size of  $D_1$  from  $D_2$  to AP can be shown as

$$L_{1,2}(p_2) = \frac{T}{3} r_{1,2}(p_2) = \frac{T}{3} \beta B \log_2 \left( 1 + \frac{\alpha p_2 h_2}{\beta N_0} \right), \quad (3)$$

where  $r_{1,2}(p_2)$  represents achievable transmission rate according to the channel for  $D_1$ 's offloading,  $h_2$  is channel power gains from  $D_2$  to AP. The receiver noise power is  $N_0$ . In order not to lose generality, we assume  $N_0 = N_2$ .

Power allocation vector is expressed as  $\mathbf{p} = [p_1, p_2]$ . In the case of given  $\mathbf{p}$ , the offloaded data size of  $D_1$  with the relaying of  $D_2$  can be written as

$$L_1(\mathbf{p}) = \min \{L_{1,12}(p_1), L_{1,2}(p_2)\}. \quad (4)$$

Similarly,  $D_2$  utilizes the another part of bandwidth  $(1 - \beta)B$  to forward  $D_2$ 's offloading task to the AP under the power  $(1 - \alpha)p_2$ , and the offloaded data of  $D_2$  is expressed as

$$L_2(\mathbf{p}) = \frac{T}{3} r_2(p_2) = \frac{T}{3} (1 - \beta) B \log_2 \left( 1 + \frac{(1 - \alpha) p_2 h_2}{(1 - \beta) N_0} \right), \quad (5)$$

where  $r_2(p_2)$  indicates transfer rate of offloading data of  $D_2$ . The energy consumed for offloading task transmission from  $D_1$  to  $D_2$  and  $D_2$  to AP can be shown as

$$E_{\text{off},i}(\mathbf{p}) = \frac{T}{3} p_i, \quad i \in \{1, 2\}. \quad (6)$$

As shown in the WPT-MEC model, the size of task offloaded by users should not be larger than its corresponding calculated task size, i.e.,  $L_i(\mathbf{p}) \leq I_i$  ( $i \in \{1, 2\}$ ). Considering the local calculations, the left  $I_i - L_i(\mathbf{p})$  part of tasks need to be computed locally at  $D_i$  if the offloaded data sizes are  $L_i(\mathbf{p})$ . For local calculations, the CPU computing resources of  $D_i$  are limited. To meet the constraint of latency

$$\frac{(I_i - L_i(\mathbf{p})) C_i}{f_i} \leq T, \quad (7)$$

where  $C_i$  represents the amount of computing resources for computing 1-bit input data and  $f_i$  represents the CPU frequency. The minimum unload data of  $D_i$  can be expressed as

$$L_i(\mathbf{p}) \geq M_i^+, \quad (8)$$

where  $M_i = (I_i - f_i T) / C_i$ ,  $(x)^+ = \max\{x, 0\}$ . The energy consumption per CPU cycle of the local calculation of  $D_i$  is expressed as  $Q_i = k_i f_i^2$ , where  $k_i$  is the effective capacitance coefficient, which depends on the chip architecture. Thus, the energy consumption of  $D_i$  for local computation can be written as

$$E_{\text{loc},i}(\mathbf{p}) = (I_i - L_i(\mathbf{p})) C_i Q_i. \quad (9)$$

Thus,  $D_i$ 's saving energy can be expressed as

$$E_{s,i}(P_0, \mathbf{p}) = E_i - E_{\text{off},i}(\mathbf{p}) - E_{\text{loc},i}(\mathbf{p}). \quad (10)$$

The AP can calculate the optimal power and bandwidth allocation factors and optimally allocate wireless computing resources. The purpose of the paper is to minimize the transmit power of AP to complete the computation tasks of devices.

### 2.2 Problem formulation

By optimizing jointly offloaded data powers of  $D_i$ , power allocation factor  $\alpha$  and bandwidth allocation factor  $\beta$ , transmission energy of AP is minimized considering energy harvesting and latency constraints. The specific optimization problem is expressed as follows:

$$(P1) : \min_{P_0 > 0, \mathbf{p}, \alpha, \beta} P_0 \tag{11}$$

$$\text{s.t. } E_{s,i}(P_0, \mathbf{p}) \geq 0, \quad i \in \{1, 2\}, \tag{12}$$

$$M_i^+ \leq L_i(\mathbf{p}) \leq I_i, \quad i \in \{1, 2\}, \tag{13}$$

$$0 \leq \alpha \leq 1, \quad 0 \leq \beta \leq 1, \tag{14}$$

$$T \geq 0, \quad p_i \geq 0, \quad i \in \{1, 2\}. \tag{15}$$

By making the optimal offload decision for users, we can get the optimal power and bandwidth allocation factors while satisfying the delay and the users' computational tasks. Then we can minimize the total transmission power of the AP through maximizing the saving energy of users.

### 3 Optimal solution to problem

To solve the above problem, we firstly consider formulations (1), (6), (9), and (12), and get the range of  $P_0$ ,

$$P_0 \geq \frac{1}{v_1 g_1 T} (T p_1 + 3 C_1 Q_1 (I_1 - L_1(\mathbf{p}))), \tag{16}$$

$$P_0 \geq \frac{1}{v_2 g_2 T} (T p_2 + 3 C_2 Q_2 (I_2 - L_2(\mathbf{p}))). \tag{17}$$

From (12), we can find that minimum value of  $P_0$  is gained when  $L_1(\mathbf{p})$  achieves the maximum value. Obviously, maximum value of  $L_1(\mathbf{p})$  is taken at  $L_{1,12}(p_1) = L_{1,2}(p_2)$ , thus

$$\alpha^* = \frac{\beta(m+1)^{\frac{1}{\beta}} - \beta}{n}, \tag{18}$$

$$L_1(m) = \frac{TB}{3} \log_2(1+m) \leq I_1, \tag{19}$$

$$L_2(m, n) = \frac{T}{3} (1-\beta) B \log_2 \left( \frac{n - \beta(m+1)^{\frac{1}{\beta}} + 1}{1-\beta} \right) \leq I_2, \tag{20}$$

where  $m = \frac{p_1 h_{12}}{N_2}$ ,  $n = \frac{p_2 h_2}{N_0}$ . The problem (P1) can be rewritten as follows:

$$(P1) : \min_{P_0 > 0, m, n} P_0 \tag{21}$$

$$\text{s.t. } P_0 \geq \frac{1}{v_1 g_1} \left( \frac{N_2}{h_{12}} m + \frac{3}{T} I_1 C_1 Q_1 - B C_1 Q_1 \log_2(m+1) \right), \tag{22}$$

$$P_0 \geq \frac{1}{v_2 g_2} \left( \frac{N_0}{h_2} n + \frac{3}{T} I_2 C_2 Q_2 - (1-\beta) B C_2 Q_2 \log_2 \left( \frac{n - \beta(m+1)^{\frac{1}{\beta}} + 1}{1-\beta} \right) \right), \tag{23}$$

$$(A_1 - 1) \leq m \leq (A_2 - 1), \tag{24}$$

$$K_1(1-\beta) \leq \left( n - \beta(m+1)^{\frac{1}{\beta}} + 1 \right) \leq K_2(1-\beta), \tag{25}$$

$$T \geq 0, \quad m \geq 0, \quad n \geq 0, \tag{26}$$

where  $A_1 = 2^{\frac{3}{\beta}(\frac{I_1}{T} - \frac{f_1}{C_1})^+}$ ,  $A_2 = 2^{\frac{3I_1}{BT}}$ ,  $K_1 = 2^{\frac{3}{(1-\beta)B}(\frac{I_2}{T} - \frac{f_2}{C_2})^+}$ , and  $K_2 = 2^{\frac{3I_2}{(1-\beta)BT}}$ .

In order to analyze Eq. (21), we define a function:

$$f(m) = \frac{N_2}{h_{12}} m - B C_1 Q_1 \log_2(1+m). \tag{27}$$

From (22) we can find that when  $f(m)$  gets the maximum value,  $P_0$  arrives the minimum value. Getting the first derivation of  $m$  for  $f(m)$ , we can get

$$f'(m) = \frac{N_2}{h_{12}} - \frac{BC_1Q_1}{\ln 2(1+m)}. \tag{28}$$

Let  $f'(m) = 0$ , we can obtain that  $m^* = \frac{BC_1Q_1h_{12}}{N_2 \ln 2} - 1$ , and  $f(m)$  is a monotonic increasing function when  $m > m^*$ , and  $f(m)$  is a monotonic decreasing function for  $m \in (0, m^*)$ . Thus the  $f_{\max}(m)$  depends on the upper limit  $m$  and lower limit  $m^*$ .

We define the minimum value of  $P_0$  obtained from Eq. (22) as  $P_{01}$ . Thus the minimum value of  $P_{01}$  can be written as

$$P_{01} = \max \left\{ \frac{1}{v_1g_1} \left( \frac{N_2}{h_{12}} (A_1 - 1) + \frac{3I_1f_1Q_1}{T} - 3C_1Q_1 \left( \frac{I_1}{T} - \frac{f_1}{C_1} \right)^+ \right), \frac{N_2}{v_1g_1h_{12}} (A_1 - 1) \right\}. \tag{29}$$

For analysing the inequality (23), we define another function:

$$F(m, n) = \frac{N_0}{h_2}n - (1 - \beta)BC_2Q_2 \log_2 \left( \frac{n - \beta(m + 1)^{\frac{1}{\beta}} + 1}{1 - \beta} \right). \tag{30}$$

For  $F(m, n)$ , we can find that when  $F(m, n)$  gets the maximum value,  $P_0$  gets the minimum value. Getting the first derivation of  $m$  and  $n$  for  $F(m, n)$  separately, we can obtain  $F'_m$  and  $F'_n$ , as follows:

$$F'_m = \frac{(1 - \beta)(m + 1)^{\frac{1}{\beta} - 1} BC_2Q_2}{\ln 2(n - \beta(m + 1)^{\frac{1}{\beta}} + 1)}, \tag{31}$$

$$F'_n = \frac{N_0}{h_2} - \frac{(1 - \beta)BC_2Q_2}{\ln 2(n - \beta(m + 1)^{\frac{1}{\beta}} + 1)}. \tag{32}$$

On the one hand, we find that  $F'_m > 0$ , the constant is established, when  $m$  reaches the maximum value in a feasible domain, the original function  $F(m, n)$  takes maximum value. On the other hand, let  $F'_n = 0$ , we can obtain

$$n^* = \frac{BC_2Q_2h_2(1 - \beta)}{N_0 \ln 2} + \beta(m + 1)^{\frac{1}{\beta}} - 1. \tag{33}$$

We can conclude that  $F(m, n)$  is a monotonic increasing function when  $n > n^*$ , and  $F(m, n)$  is a monotonic decreasing function for  $n \in (0, n^*)$ . Thus the  $F_{\max}(m, n)$  depends on the upper limit  $n$  and lower limit  $n^*$ .

We define the minimum value of  $P_0$  obtained from Eq. (23) as  $P_{02}$ . Thus the minimum value of  $P_{02}$  can be written as

$$P_{02} = \max \left\{ \frac{1}{v_1g_1} \left( \frac{N_0}{h_2} \left( K_1(1 - \beta) + \beta A_2^{\frac{1}{\beta}} - 1 \right) + \frac{3I_1f_1Q_1}{T} - 3C_1Q_1 \left( \frac{I_1}{T} - \frac{f_1}{C_1} \right)^+ \right), \frac{N_2}{v_1g_1h_2} \left( K_2(1 - \beta) + \beta A_2^{\frac{1}{\beta}} - 1 \right) \right\}, \tag{34}$$

The minimum value of  $P_{02}$  depends on variable  $\beta$ . Let

$$H_i(\beta) = K_i(1 - \beta) + \beta A_2^{\frac{1}{\beta}} - 1, \tag{35}$$

we can get the first derivation of  $\beta$  from  $H_i(\beta)$  separately, as follows:

$$H'_1(\beta) = \left( \frac{3 \ln 2}{(1 - \beta)B} \left( \frac{I_1}{T} - \frac{f_1}{C_1} \right)^+ - 1 \right) K_1 + \left( 1 - \frac{3I_1 \ln 2}{BT\beta} \right) A_2^{\frac{1}{\beta}}, \tag{36}$$

$$H'_2(\beta) = \left( \frac{3I_1 \ln 2}{(1 - \beta)BT} - 1 \right) K_2 + \left( 1 - \frac{3I_1 \ln 2}{BT\beta} \right) A_2^{\frac{1}{\beta}}. \tag{37}$$

Obviously, from (35) and (37), we can obtain a  $\beta_i^*$  by using the one-dimensional search.  $H_i(\beta)$  is a monotonic increasing function when  $\beta > \beta_i^*$ , and  $H_i(\beta)$  is a monotonic decreasing function for  $\beta \in (0, \beta_i^*)$ . Finally, the minimum value of AP transmit power is  $P_0 = \max \{P_{01}, P_{02}\}$ .

**Table 2** Simulation parameters

Parameter	Value
Carrier frequency	60 GHz
Channel bandwidth, $W$	500 MHz
Block time, $T$	10–30 s
Distance between $D_1$ and $D_2$ , $d_{12}$	8 m
Distance between $D_1$ and AP, $d_1$	15 m
Distance between $D_2$ and AP, $d_2$	12 m
Coefficient of chips, $k_i$	$10^{-28}$
Energy conversion efficiency of $D_i$ , $v_i$	1.0
Data size for $D_1$ , $I_1$	[50,500] MB
Data size for $D_2$ , $I_2$	$I_1/2$
CPU frequency of $D_1$	0.1 GHz
CPU frequency of $D_2$	0.12 GHz
Power of white Gaussian noise at AP, $N_0$	$10^{-7}$ W
Power of white Gaussian noise at $D_2$ , $N_2$	$10^{-7}$ W
Number of CPU cycles, $C_i$	2000 cycle/bit

## 4 Simulation results

Here, using computer simulations to study the performance of our proposed WPT-MEC scheme with joint optimizing power and bandwidth allocation and user collaboration.

We set the simulation parameters as follows. We assume that the uplink and downlink channel gains are the same, and thus  $g_1 = h_1$ ,  $g_2 = h_2$ . The gain of channel is modelled as  $h_j = d_j^{-\theta}$ ,  $j \in \{1, 2, 12\}$ . For the path-loss index  $\theta$ , we set to be 2. At AP and  $D_2$ , the noise power is assumed as  $N_0 = N_2 = 10^{-7}$  W. At a carrier frequency of 60 GHz, the bandwidth  $B = 500$  MHz, the block time  $T = 10\text{--}30$  s, and the distance  $d_1 = 15$  m,  $d_2 = 12$  m and  $d_{12} = 8$  m. For  $D_i$ , the CPU frequency  $f_1 = 0.1$  GHz and  $f_2 = 0.12$  GHz, the number of CPU cycles required for each bit of data is  $C_i = 2000$  cycle/bit. We set  $v_i = 1.0$  and  $k_i = 10^{-28}$  [21]. For computation task, the size of input data is  $I_1 \in [50, 500]$  MB and  $I_2 = I_1/2$ . Table 2 shows simulation parameters. The following simulation figures are modeled from real computing scenarios.

Figure 2 shows the AP's minimum transmit power versus the computational task of  $I_1$  during each block time. We can find that when the computational task of  $I_1$  increases, AP's minimum transmit power continues to increase. If the mobile devices have a large task to complete, AP needs to transmit more power to mobile devices. Comparing situations of fixed  $\beta = 0.5$  and without bandwidth allocation, we can find that AP needs to transmit less power to mobile devices at the same block time with fixed  $\beta = 0.5$ . It is because that closer-user overcomes the information interference during transmitting different tasks of users. This indicates that the WPT-MEC system will have a better performance by introducing the bandwidth allocation factor. Comparing the situations of fixed  $\beta = 0.5$ , variable  $\beta^*$  and without bandwidth allocation, we can find that AP needs to transmit the least power to mobile devices at the same block time with variable  $\beta^*$ . This indicates that the WPT-MEC system will have the best performance with optimized  $\beta^*$ . Comparing with the scheme proposed in [22], we can find that AP needs to transmit more power to mobile devices at the same block time than our proposed scheme with optimized  $\beta^*$ . It is because our scheme overcomes the information interference during transmitting different tasks of users, and makes the WPT-MEC system have better performance.

Figure 3 shows the AP's minimum transmit power versus block time  $T$ . With achieving the same user tasks, we can find that when block time  $T$  increases, AP's minimum transmit power continues to decrease. Obviously, if mobile devices have a longer time to complete, AP needs to transmit less power to mobile devices. We can also observe in Figure 3 that AP's minimum transmit power becomes smaller when  $I_1$  becomes smaller in the same situation. If mobile devices have smaller tasks to complete, AP needs to transmit less power to mobile devices. Comparing the situations of fixed  $\beta = 0.5$ , variable  $\beta^*$  and without bandwidth allocation, we can find that AP needs to transmit the least power to mobile devices at the same computational task with variable  $\beta^*$ . This indicates that the WPT-MEC system will have the best performance with variable  $\beta^*$ .

Figure 4 shows the optimal bandwidth allocation  $\beta^*$  versus  $I_1$  with different values of block time. In Figure 4, we can find that when the computational task of  $I_1$  increases, the optimal bandwidth allocation

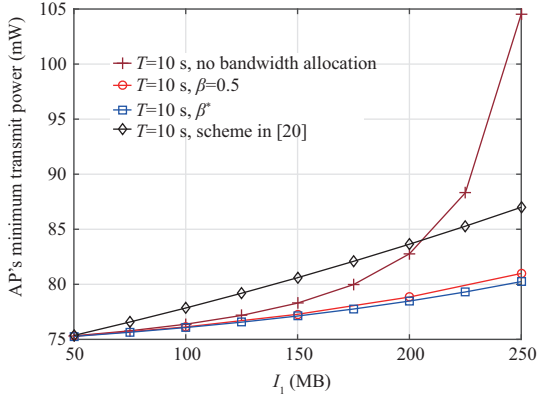


Figure 2 (Color online) AP's minimum transmit power versus  $I_1$ .

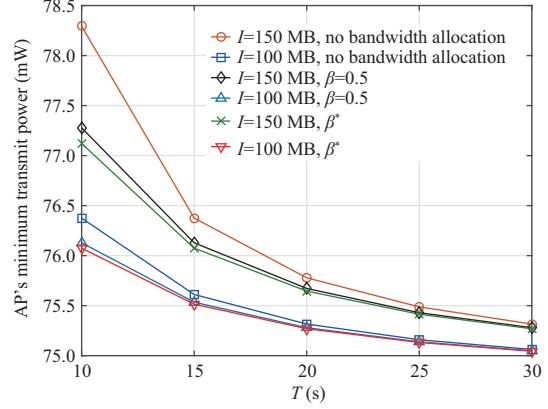


Figure 3 (Color online) AP's minimum transmit power versus  $T$ .

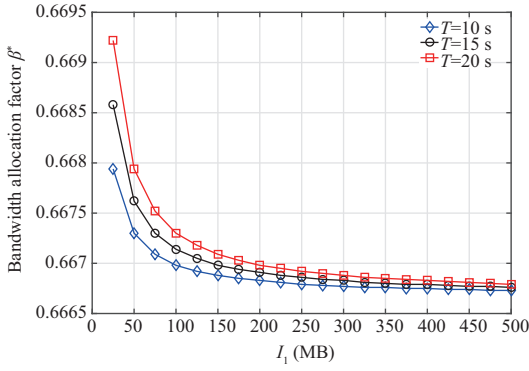


Figure 4 (Color online) Optimal bandwidth allocation  $\beta^*$  versus  $I_1$ .

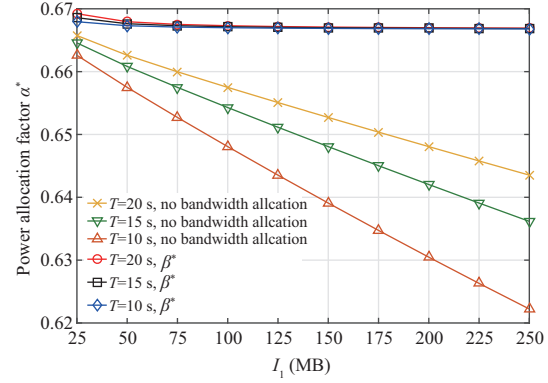


Figure 5 (Color online) Optimal power allocation  $\alpha^*$  versus  $I_1$ .

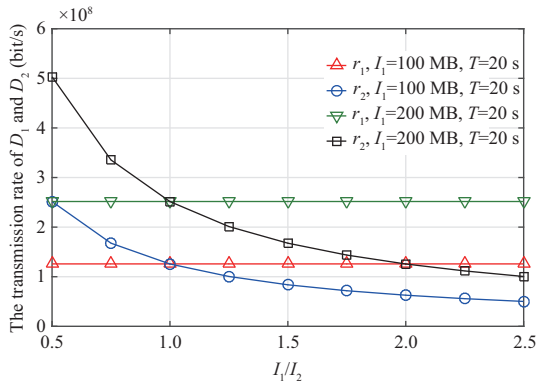
$\beta^*$  decreases. Obviously, if farther-user  $D_1$  has a large task to complete,  $D_2$  needs wider bandwidth to offload the computational task to AP. We can also observe in Figure 4 that AP's minimum transmit power becomes larger when  $T$  becomes larger with the same user tasks. It is because that with larger block time, mobile devices just need to transmit the data with a smaller transmission rate to finish the transmission which will cause closer-user to need smaller bandwidth to assist farther-user with transmitting task.

Figure 5 shows the optimal power allocation  $\alpha^*$  versus  $I_1$  with different values of the block time. In Figure 5, we can find that when the computational task of  $I_1$  increases, the optimal power allocation  $\alpha^*$  decreases. Analyzing in conjunction with Figure 4, with the variable  $\beta^*$ , closer-user  $D_2$  allocates smaller bandwidth for offloading the computational task from  $D_1$  to the AP at the same computational task. Comparing the situations of variable  $\beta^*$  and without bandwidth allocation, the optimal power allocation  $\alpha^*$  is larger at the same block time with variable  $\beta^*$ . It is because that the closer-user allocates bandwidth for different tasks and more power needs to be allocated for farther-user.

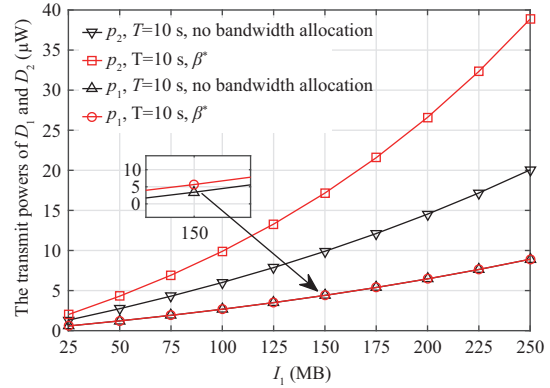
Figure 6 shows the transmission rate of  $D_1$  and  $D_2$  versus  $I_1/I_2$ . In Figure 6, we can find that when the ratio between  $I_1$  and  $I_2$  increases, the  $D_2$ 's transmission rate continues to decrease at the same block time. It is because that if  $D_2$  has fewer tasks to complete, it will offload tasks with a smaller transmission rate. Comparing the situations of different tasks of  $D_1$ , we can also observe in Figure 6 that the  $D_2$ 's transmission rate is larger when the tasks of  $D_1$  are larger. It is because  $D_2$  needs a larger transmission rate to offload more tasks. As the ratio of  $I_1$  and  $I_2$  increases, the transmission rate of  $D_1$  remains unchanged, which is because that all of the tasks of  $D_1$  are offloaded to AP.

Figure 7 shows the transmit powers of  $D_1$  and  $D_2$  versus  $I_1$ . In Figure 7, we can find that when the computational task of  $I_1$  increases, mobile devices' transmit power continues to increase at the same block time. If mobile devices have more tasks to complete, they need to offload tasks with larger transmit power. Comparing the situations of variable  $\beta^*$  and without bandwidth allocation, we can also observe





**Figure 6** (Color online) The transmission rate of  $D_i$  versus  $I_1/I_2$ .



**Figure 7** (Color online) The transmit powers of  $D_i$  versus  $I_1$ .

in Figure 7 that the users' transmit power are larger under the variable  $\beta^*$ . It is because that closer-user overcomes information interference with variable  $\beta^*$ , closer-user will transmit more tasks and its transmission power is larger.

## 5 Conclusion and future work

In this paper, we study the user collaboration MEC system, combined with the wireless power transmission technology and the decoding and forwarding technology, in the multi-tasking network scenario, the power and bandwidth allocation factors are introduced, and two devices' tasks are completed in a coordinated manner through partial offloading. It overcomes the interference of users, computation-intensive and delay-sensitive tasks and minimizes the transmission power of AP. Simulation results show that the proposed user cooperation method can make full use of the harvested energy, allocate computing resources reasonably and solve the interference problem of user collaboration. Thus, the transmission power of the AP is minimized, the performance of the WPT-MEC system is improved, and ultra-low latency and ultra-reliability in the mobile network are achieved.

In the future, we can further increase the number of mobile devices, and further reduce the power consumption of the whole system. Besides that, computing resource sharing is also a possible extension to improve the performance of mobile networks and achieve ultra-low latency and ultra-reliability.

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