

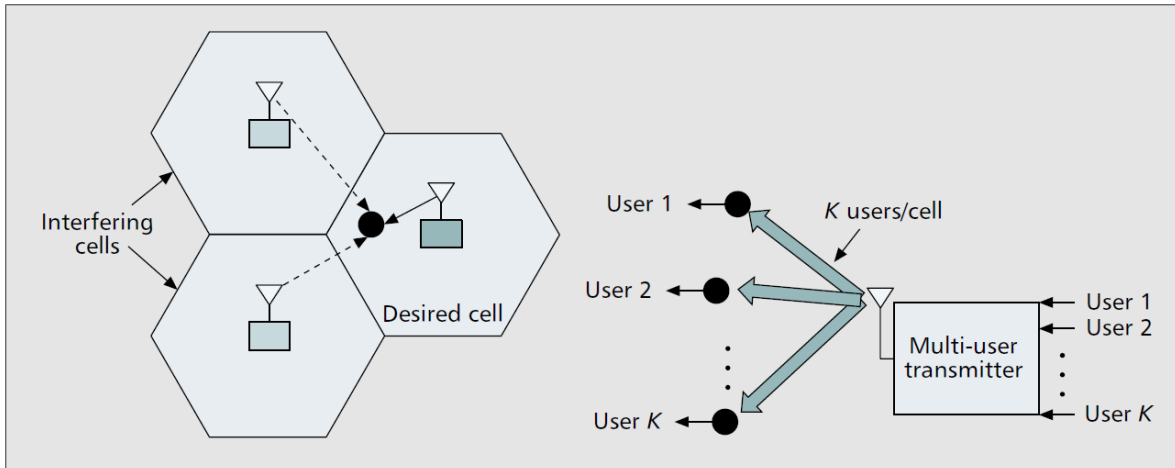
# EE360: Lecture 6 Outline

## MUD/MIMO in Cellular Systems

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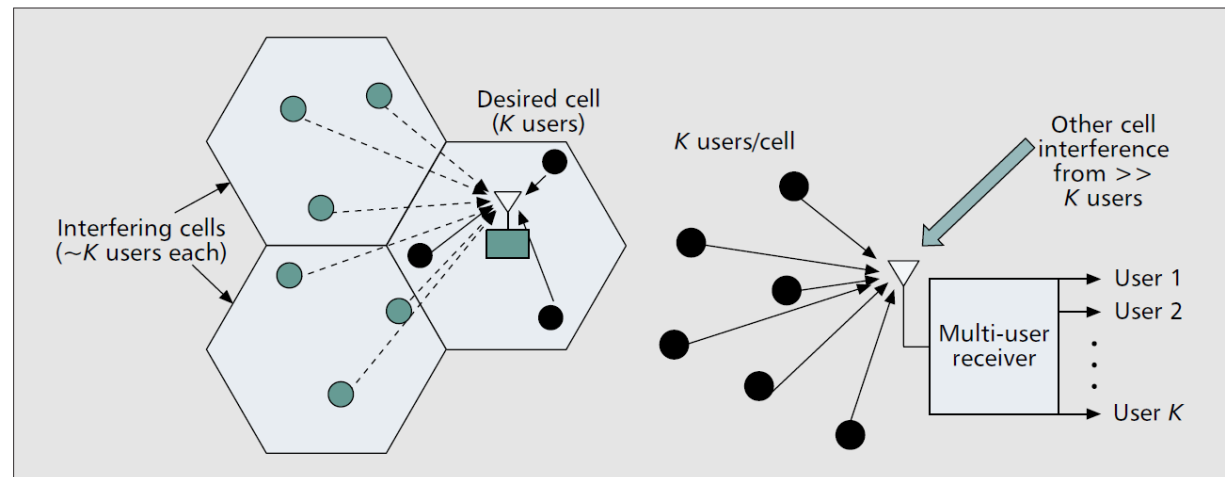
- **Announcements**
  - Project proposals due today
  - Makeup lecture tomorrow Feb 2, 5-6:15, Gates 100
- **Multiuser Detection in cellular**
- **MIMO in Cellular**
  - Multiuser MIMO/OFDM
  - Multiplexing/diversity/IC tradeoffs
  - Distributed antenna systems
  - Virtual MIMO
  - Brian's presentation

# MUD in Cellular



In ***the uplink scenario***, the BS RX must decode all  $K$  desired users, while suppressing other-cell interference from many independent users. Because it is challenging to dynamically synchronize all  $K$  desired users, they generally transmit asynchronously with respect to each other, making orthogonal spreading codes unviable.

In the ***downlink scenario***, each RX only needs to decode its own signal, while suppressing other-cell interference from just a few dominant neighboring cells. Because all  $K$  users' signals originate at the base station, the link is synchronous and the  $K - 1$  intracell interferers can be orthogonalized at the base station transmitter. Typically, though, some orthogonality is lost in the channel.

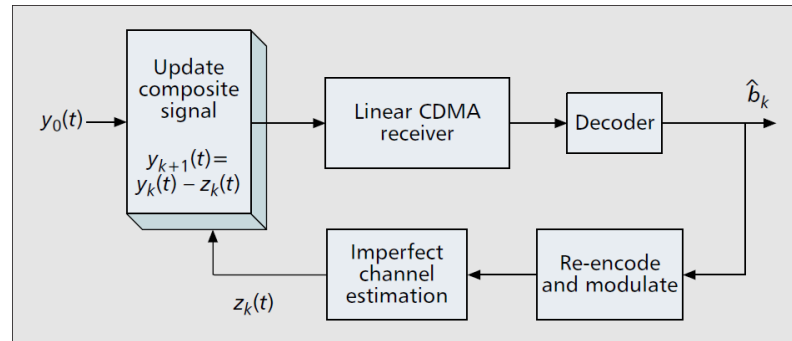


# MUD in Cellular

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- Goal: decode interfering signals to remove them from desired signal
- Interference cancellation
  - decode strongest signal first; subtract it from the remaining signals
  - repeat cancellation process on remaining signals
  - works best when signals received at very different power levels
- Optimal multiuser detector (Verdu Algorithm)
  - cancels interference between users in parallel
  - complexity increases exponentially with the number of users
- Other techniques trade off performance and complexity
  - decorrelating detector
  - decision-feedback detector
  - multistage detector
- MUD often requires channel information; can be hard to obtain

# Successive Interference Cancellers

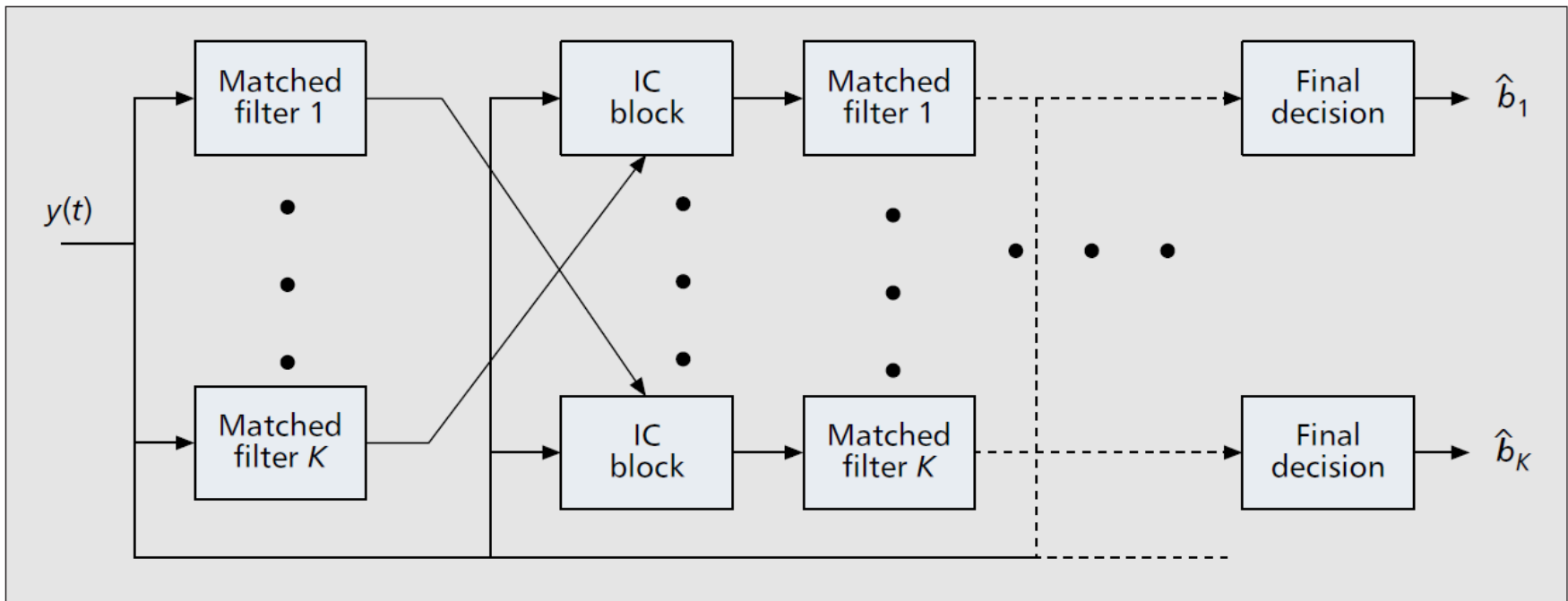


- Successively subtract off strongest detected bits
- MF output:  $b_1 = c_1 x_1 + r c_2 x_2 + z_1$        $b_2 = c_2 x_2 + r c_1 x_1 + z_2$
- Decision made for strongest user:  $\hat{x}_1 = \text{sgn}(b_1)$
- Subtract this MAI from the weaker user:

$$\begin{aligned}\hat{x}_2 &= \text{sgn}(y_2 - r c_1 \hat{x}_1) \\ &= \text{sgn}(c_2 x_2 + r c_1 (x_1 - \hat{x}_1) + z_2)\end{aligned}$$

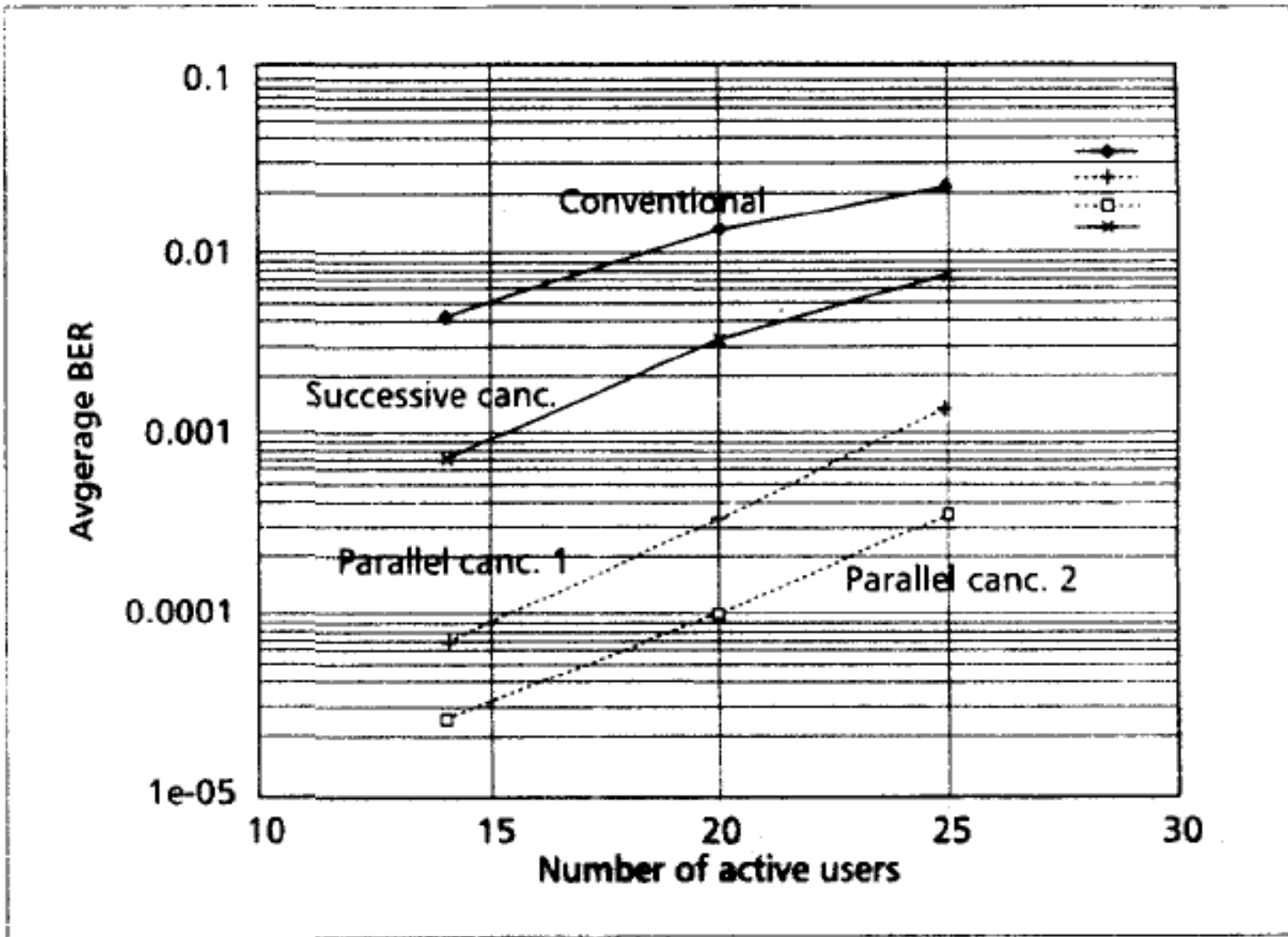
- all MAI can be subtracted is user 1 decoded correctly
- MAI is reduced and near/far problem alleviated
  - Cancelling the strongest signal has the most benefit
  - Cancelling the strongest signal is the most reliable cancellation

# Parallel Interference Cancellation



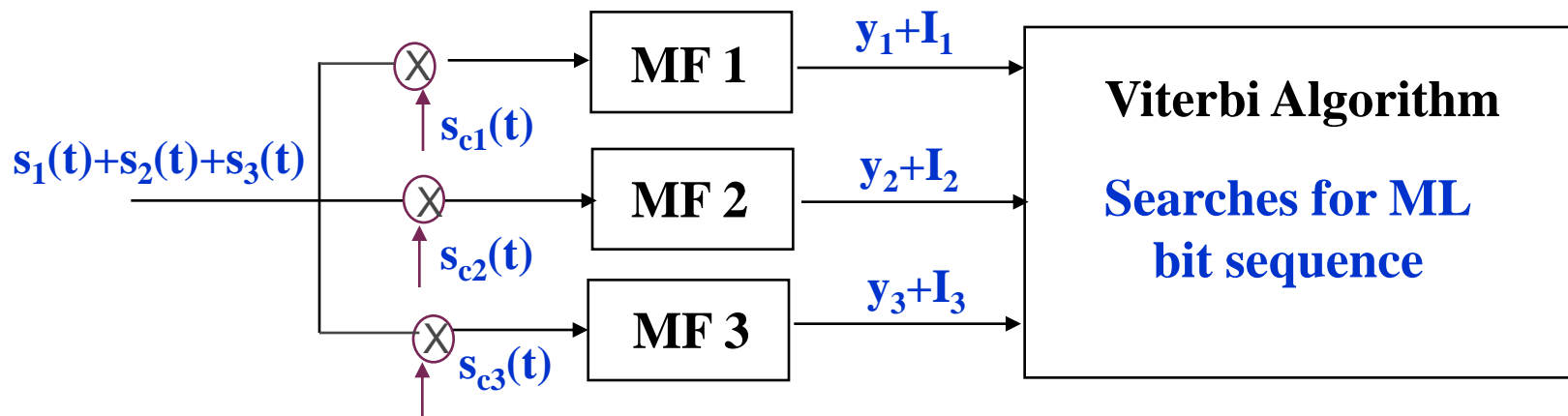
- Similarly uses all MF outputs
- Simultaneously subtracts off all of the users' signals from all of the others
- works better than SIC when all of the users are received with equal strength (e.g. under power control)

# Performance of MUD: AWGN



# Optimal Multiuser Detection

- Maximum Likelihood Sequence Estimation
  - Detect bits of all users simultaneously ( $2^M$  possibilities)
- Matched filter bank followed by the VA (Verdu'86)
  - VA uses fact that  $I_i = f(b_j, j \neq i)$
  - Complexity still high: ( $2^{M-1}$  states)
  - In asynchronous case, algorithm extends over 3 bit times
    - VA samples MFs in round robin fashion



# Tradeoffs

MUD type	Complexity order	Latency	ECCs?	$K > N$ allowed?
Optimal max. likelihood	$2^K$	1	Separate	Yes
Linear	$K$ to $K^3$	1	Separate <sup>1</sup>	No (ZF), Yes (MMSE)
Turbo	$PK$ to $2^K$	$2P$	Integrated	Yes
Parallel IC	$PK$	$P$	Integrated	Yes
Successive IC	$K$	$K$	Integrated	Yes
Nonorth. matched filter	$K$	1	Separate	Yes <sup>2</sup>
Orth. matched filter	$K$	1	Separate	No

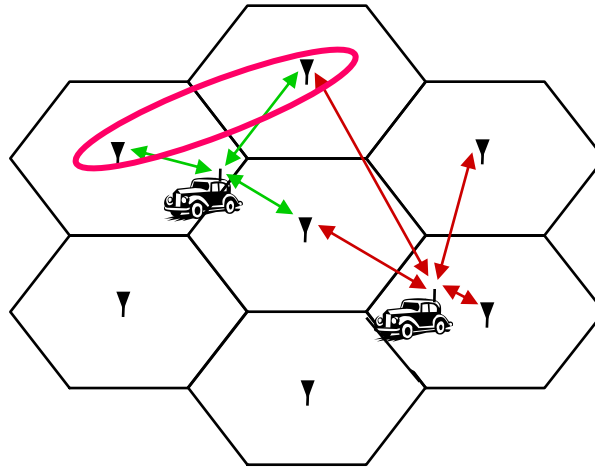
<sup>1</sup> With some exceptions (e.g., [39]), generally linear receivers cannot seamlessly integrate ECCs.

<sup>2</sup> Although allowed in principle,  $K > N$  is not likely to be achievable in practice for the MF receiver.

**Table 1.** Key general trends of different multiuser receivers, with spreading factor  $N$ , number of users  $K$ , and  $P$  receiver stages.



# MIMO Techniques in Cellular



- How should MIMO be *fully* used in cellular systems?
- Shannon capacity requires dirty paper coding or IC (Thur)
- Network MIMO: Cooperating BSs form an antenna array
  - Downlink is a MIMO BC, uplink is a MIMO MAC
  - Can treat “interference” as known signal (DPC) or noise
  - Shannon capacity will be covered later this week
- Multiplexing/diversity/interference cancellation tradeoffs
  - Can optimize receiver algorithm to maximize SINR

# Multiuser OFDM with Multiple Antennas

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- MIMO greatly increases channel capacity
- Multiple antennas also used for spatial multiple access:
  - Users separated by spatial signatures (versus CDMA time signatures)
  - Spatial signatures are typically not orthogonal
  - May require interference reduction (MUD, cancellation, etc.)
- Methods of spatial multiple access
  - Singular value decomposition
  - Space-time equalization
  - Beamsteering
- Use similar optimization formulation for resource allocation

“Spatial Multiuser Access OFDM With Antenna Diversity and Power Control”  
J. Kim and J. Cioffi, VTC 2000

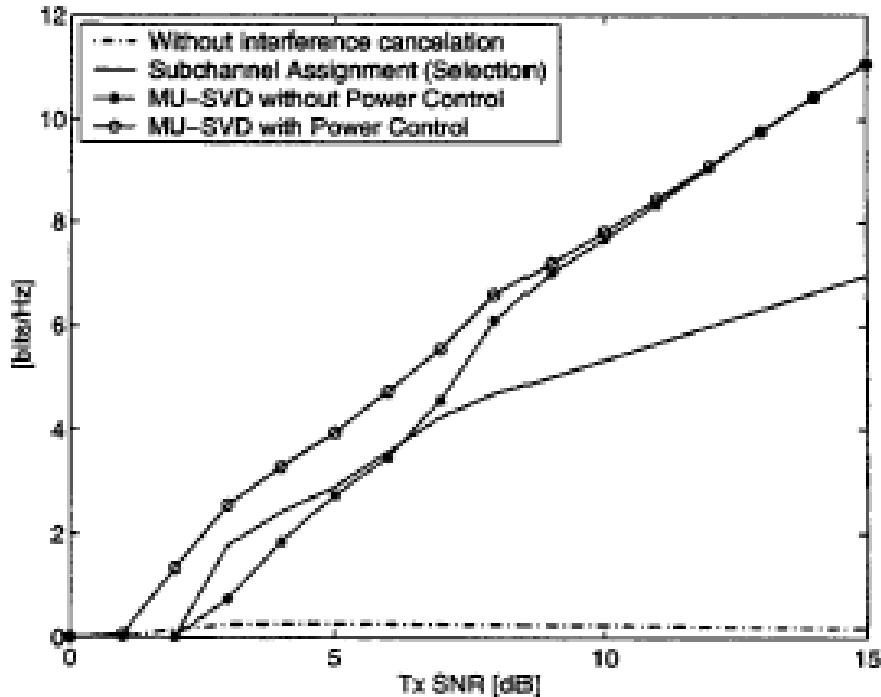
# Resulting Power Control Algorithm

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- Waterfill for all  $K$  users if:
  - Perfect interference cancellation, or
  - BER constraint is satisfied
- When interference kicks in:
  - Do not assign further energy, instead, use it on other channels.

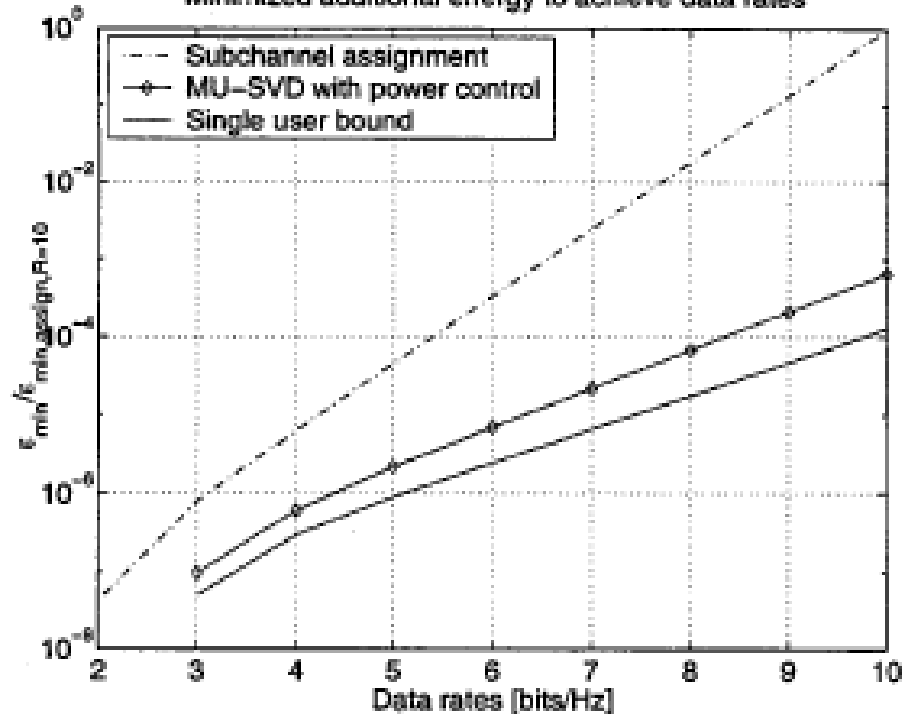
# Performance Results

Maximum Aggregate Data rates of two users,  $R_1 + R_2$



- $P_e < 0.01$  on all active subchannels

Minimized additional energy to achieve data rates



# Comparison to Other Methods:

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- Has path diversity versus beamforming
- Space Time Equalizer:

$$W(f) = [H^*(f)H(f)]^{-1}H^*(f)$$

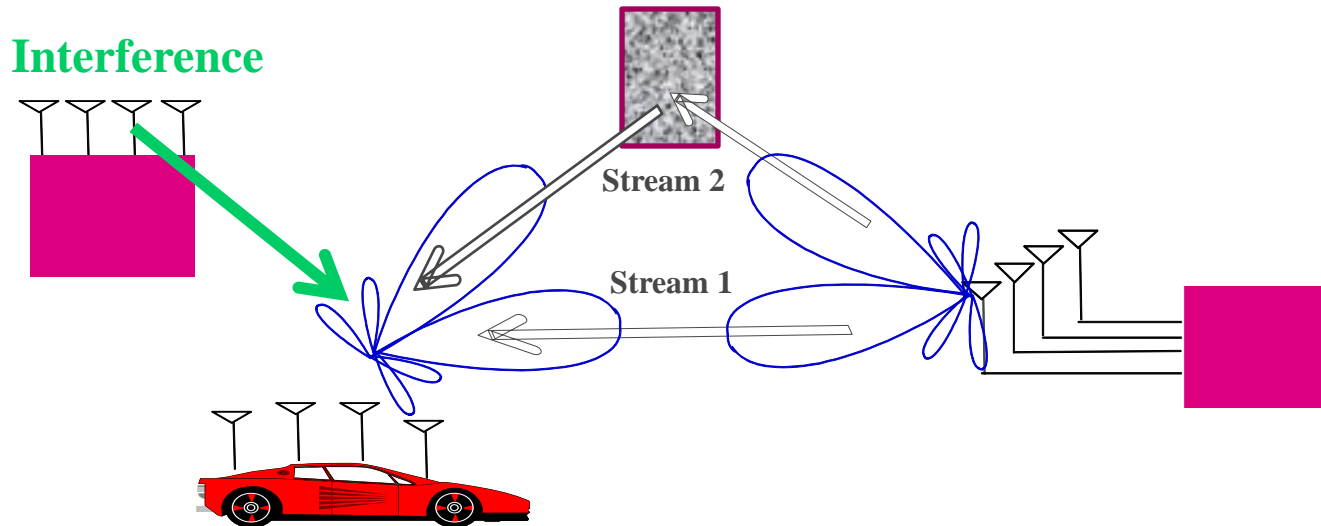
- Noise enhancement when signal fades
- Since channel gain ( $\Lambda$ ) not present in SVD, channel model updates less frequently, and is less prone to channel estimation errors
- SVD less prone to near/far because of spatial isolation.

# Summary of OFDM/MIMO

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- OFDM compensates for ISI
  - Flat fading can be exploited
- One spatial mode per user per frequency
- Receiver spatially separates multiple users on a frequency
- Traditional detection methods used
- Power control similar to other systems

# Multiplexing/diversity/interference cancellation tradeoffs



- Spatial multiplexing provides for multiple data streams
- TX beamforming and RX diversity provide robustness to fading
- TX beamforming and RX nulling cancel interference
  - Can also use DSP techniques to remove interference post-detection

*Optimal use of antennas in wireless networks unknown*

# Antenna Techniques

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- **Switched Beam or Phased Array**
  - Antenna points in a desired direction
  - Other directions have (same) lower gain
  - No diversity benefits
- **Smart Antennas (Adaptive Array)**
  - Signals at each antenna optimally weighted
  - Weights optimize tradeoff between diversity and interference mitigation
  - Channel tracking required



# Adaptive Array Benefits

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- Can provide array/diversity gain of  $M$
- Can suppress  $M-1$  interferers
- Provides diversity gain of  $M-J$  for nulling of  $J$  interferers
- Can obtain multiplexing gain  $\min(M,N)$   
if transmitter has multiple antennas

**Diversity/Multiplexing/Interference Mitigation Tradeoff**

# Performance Benefits

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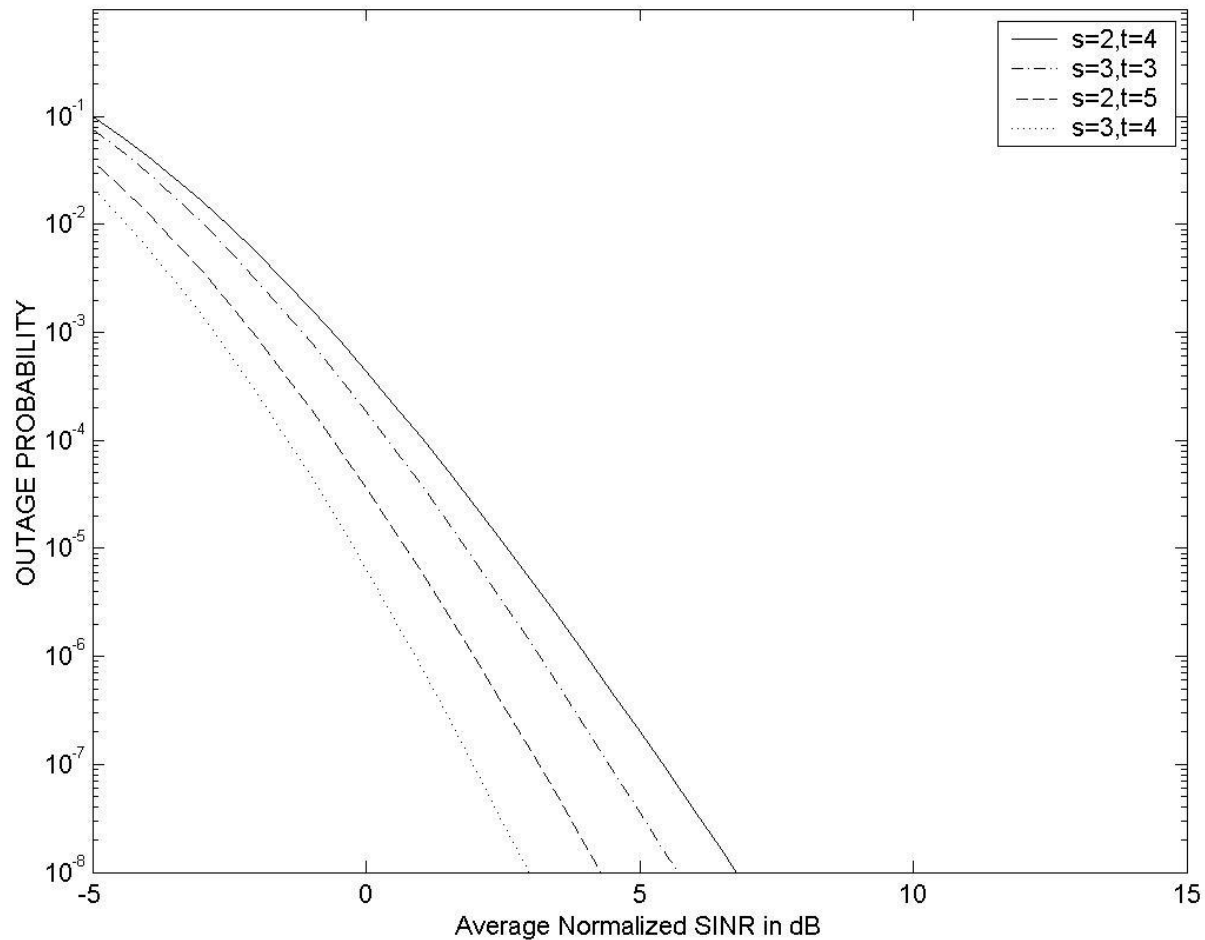
- Antenna gain  $\Rightarrow$  extended battery life, extended range, and higher throughput
- Diversity gain  $\Rightarrow$  improved reliability, more robust operation of services
- Interference suppression  $\Rightarrow$  improved link quality, reliability, and robustness
- Multiplexing gain  $\Rightarrow$  higher data rates
- Reduced interference to other systems

# Analysis

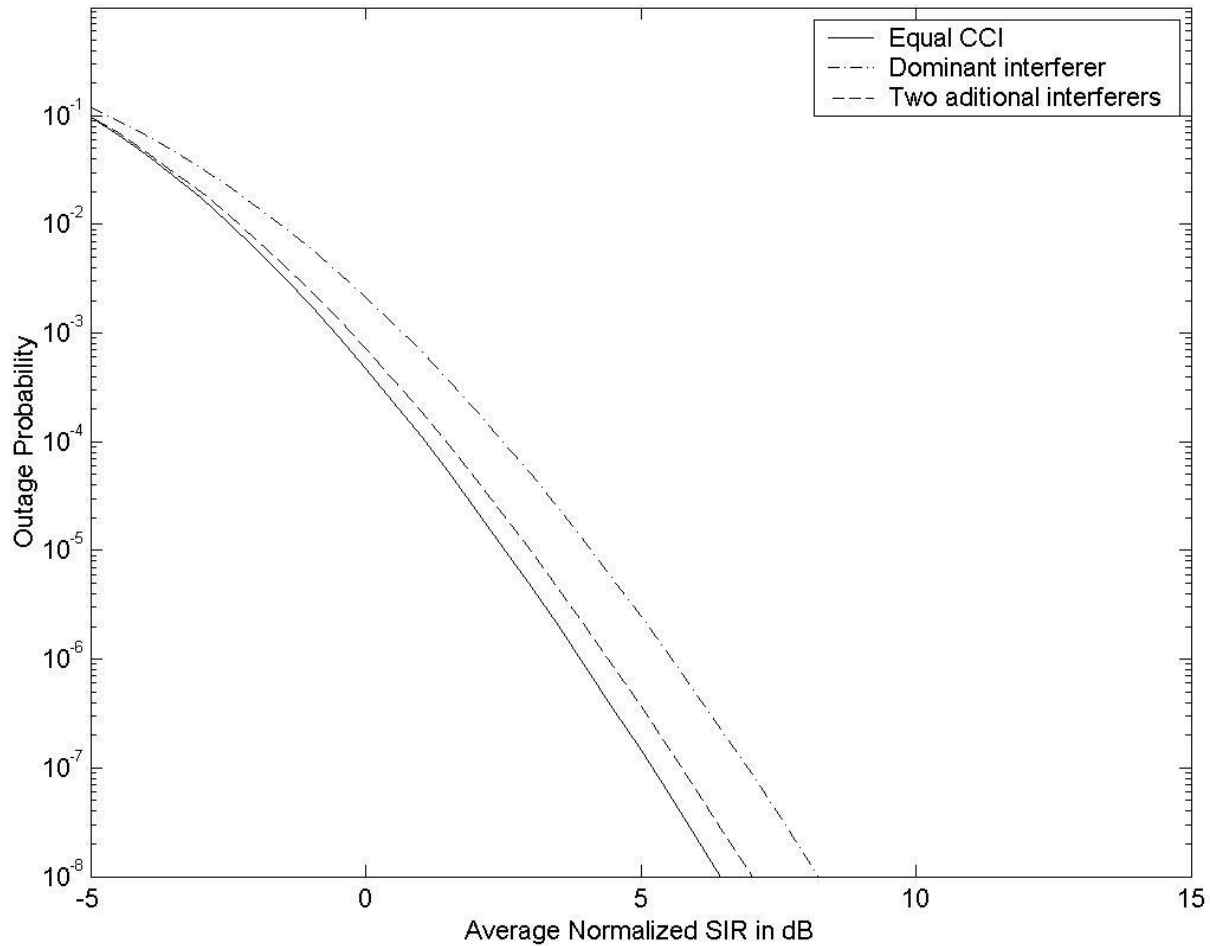
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- We have derived closed-form expressions for outage probability and error probability under optimal MRC.
- Analysis based on SINR MGF.
- Can be used to determine the impact on performance of adding antennas

# $P_{out}$ versus average normalized SINR / $\gamma_{th}$

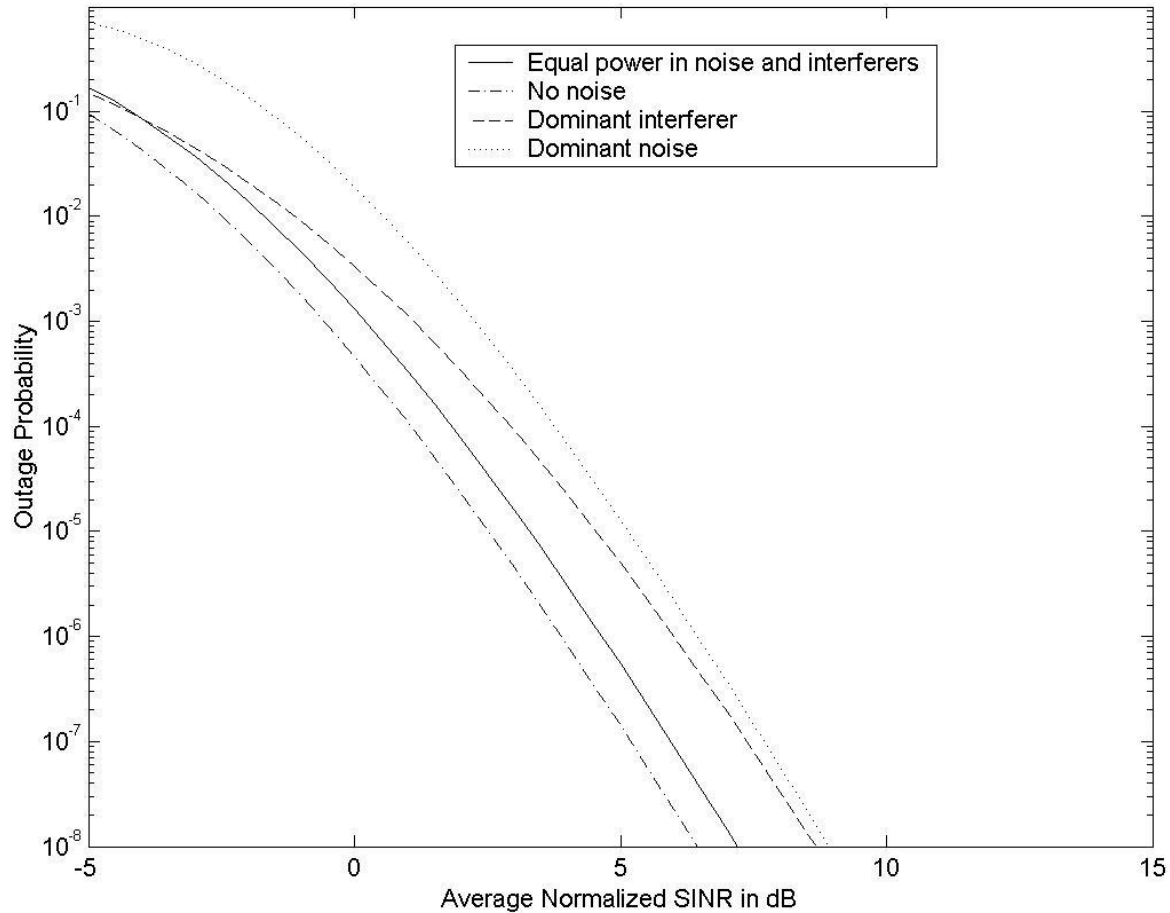


# interferer configuration (fixed total power)

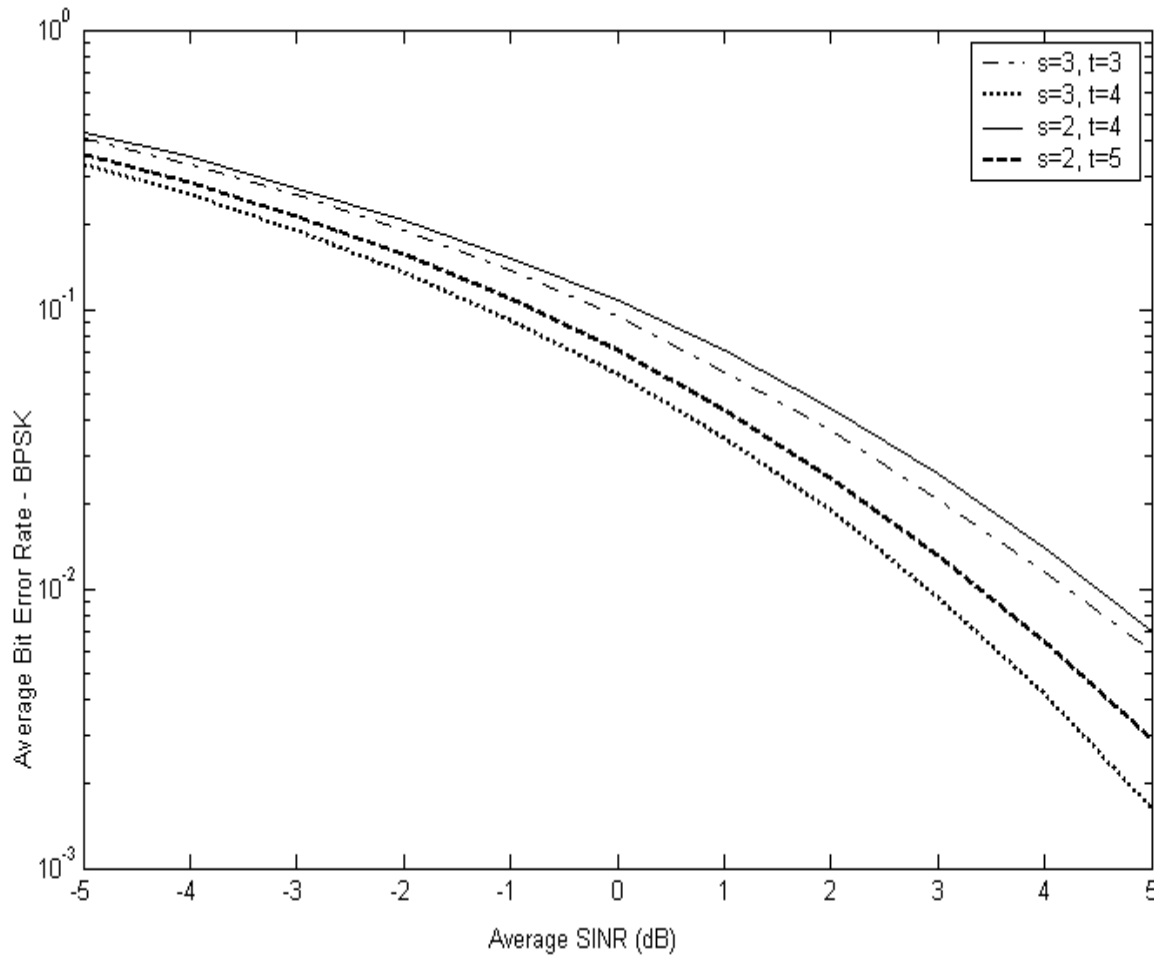


# different interferers + noise configurations

Fixed I+N power



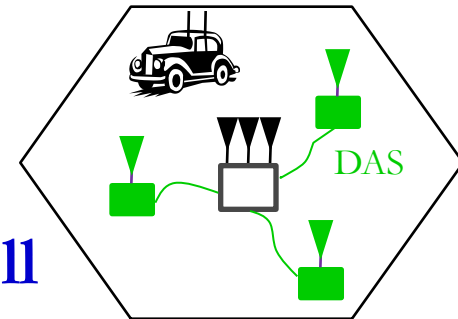
# BER vs. Average SNR



# Distributed Antennas (DAS) in Cellular

- **Basic Premise:**

- **Distribute BS antennas throughout cell**
  - Rather than just at the center
- **Antennas connect to BS through wireless/wireline links**



- **Performance benefits**

- **Capacity**
- **Coverage**
- **Power consumption**

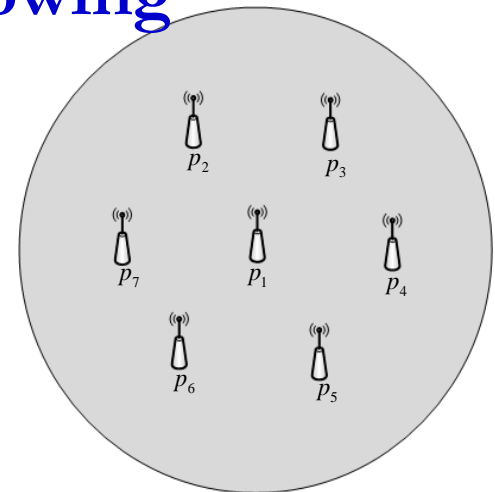


# Average Ergodic Rate

- Assume full CSIT at BS of gains for all antenna ports
- Downlink is a MIMO broadcast channel with full CSIR
- Expected rate is

$$C_{csit}(P) = E_u E_{sh} \left[ \log_2 \left( 1 + \bar{S} \left( \sum_{I=1}^N \sqrt{\frac{f_i}{D(p_i, u)^\alpha}} \right)^2 \right) \right]$$

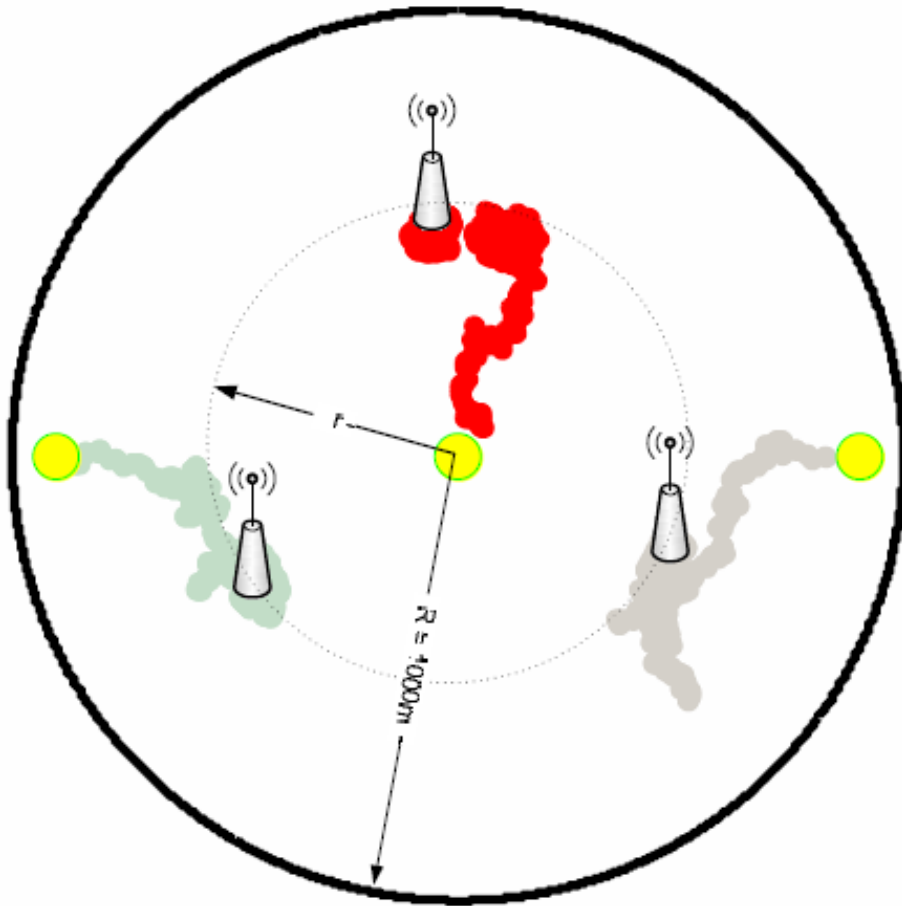
- Average over user location and shadowing
- DAS optimization
  - Where to place antennas
  - Goal: maximize ergodic rate



# Solve via Stochastic Gradients

- Stochastic gradient method to find optimal placement
  1. Initialize the location of the ports randomly inside the coverage region and set  $t=0$ .
  2. Generate one realization of the shadowing vector  $f(t)$  based on the probabilistic model that we have for shadowing
  3. Generate a random location  $u(t)$ , based on the geographical distribution of the users inside the cell
  4. Update the location vector as  $P_{t+1} = P_t + \frac{\partial}{\partial P} C(u(t), f(t), P) \Big|_{P_t}$
  5. Let  $t = t + 1$  and repeat from step 2 until convergence.

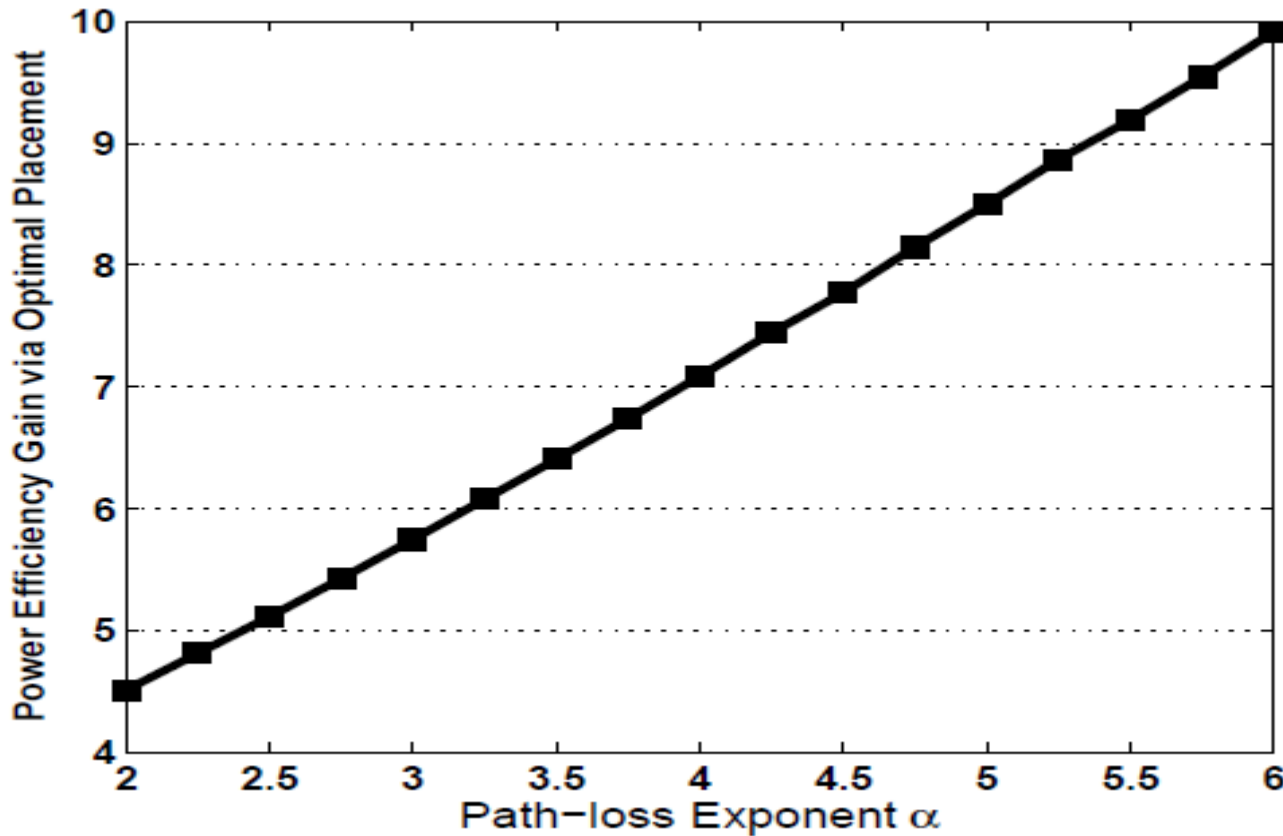
# Gradient Trajectory



- $N = 3$  (three nodes)
- Circular cell size of radius  $R = 1000\text{m}$
- Independent log-Normal shadow fading
- Path-loss exponent:  $\alpha=4$
- Objective to maximize : average ergodic rate with CSIT

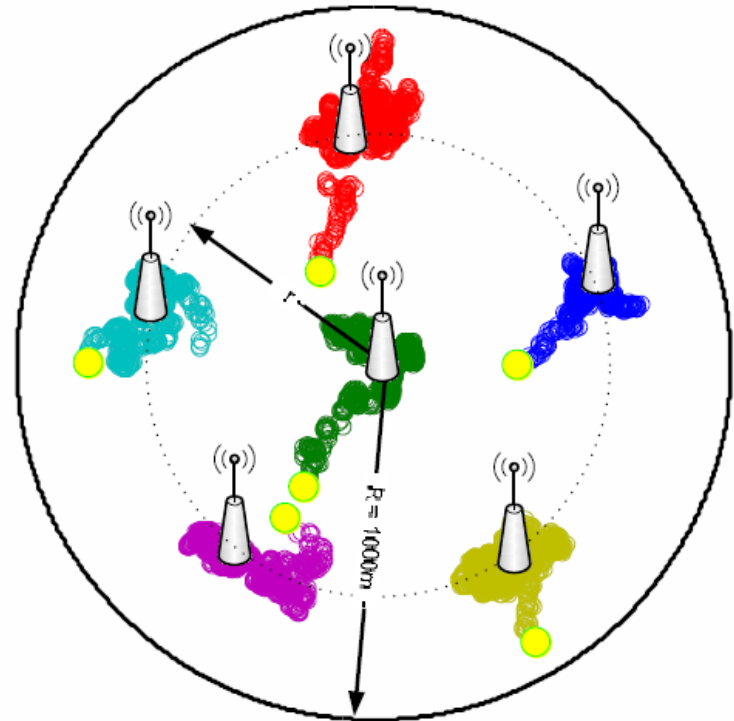
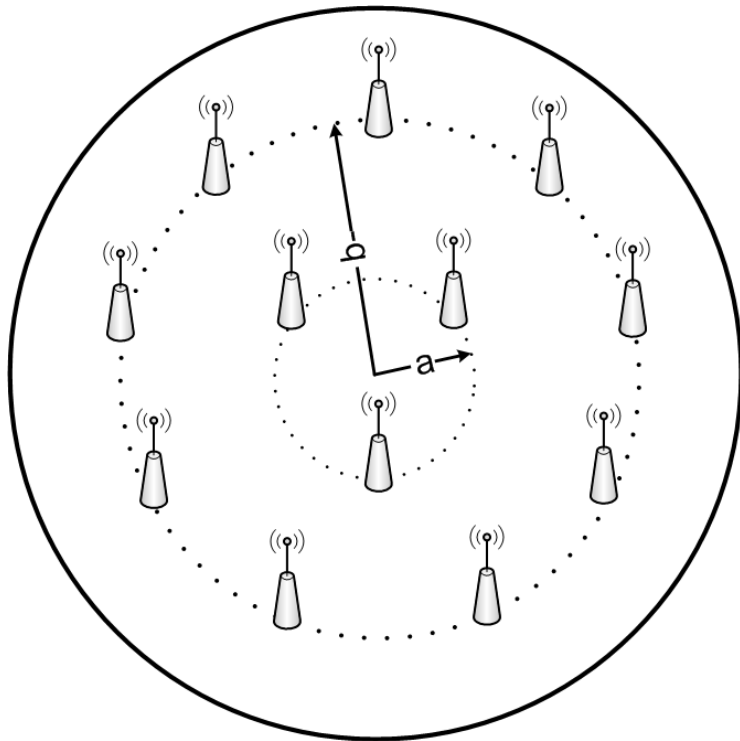
# Power efficiency gains

- Power gain for optimal placement versus central placement
  - Three antennas



# Non-circular layout

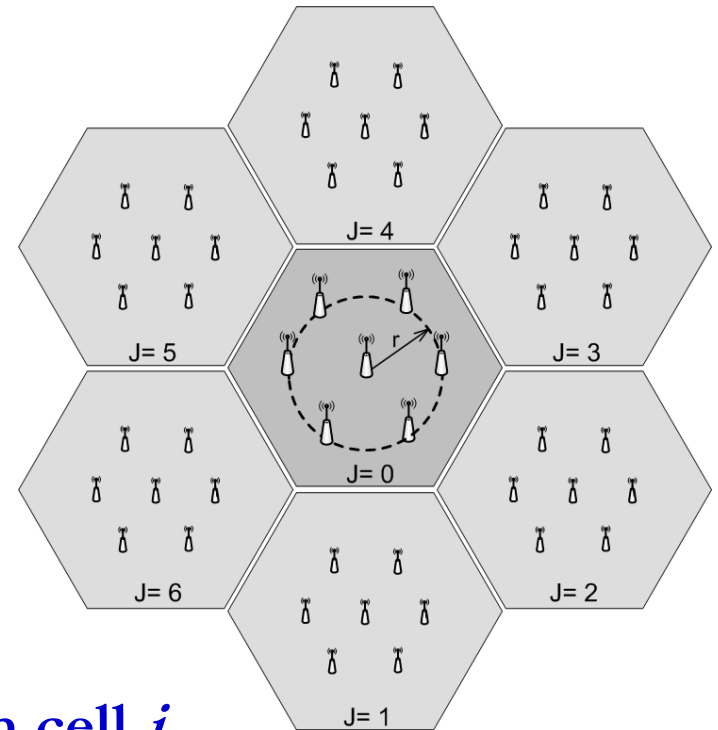
- For typical path-loss exponents  $2 < \alpha < 6$ , and for  $N > 5$ , optimal antenna deployment layout is not circular



# Interference Effect

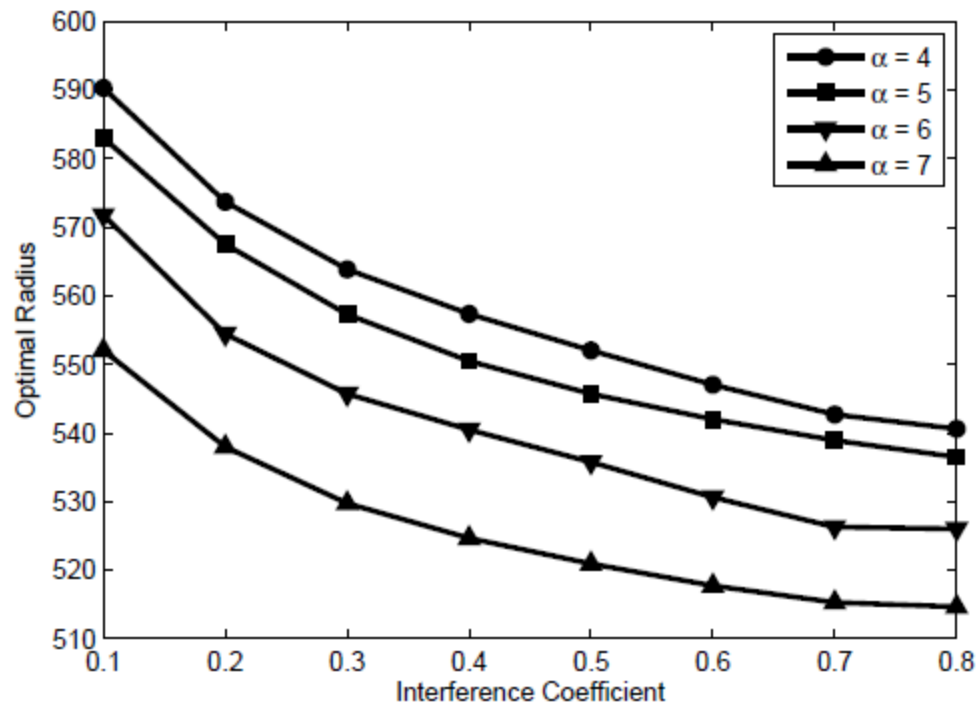
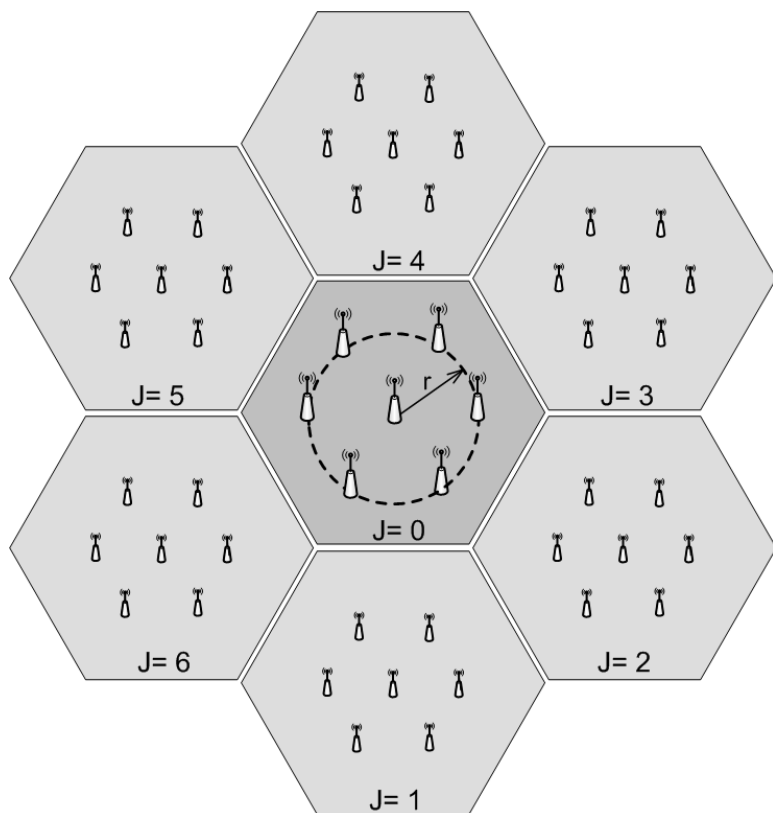
- Impact of intercell interference

$$SINR = \frac{\sum_{i=1}^N \frac{f_i}{D(p_i, u)^\alpha}}{\sum_{j=1}^6 \sum_{i=1}^N \gamma_j \frac{f_i}{D(p_i^j, u)^\alpha} + \sigma^2}$$



- $\gamma_j$  is the interference coefficient from cell  $j$ 
  - Autocorrelation of neighboring cell codes for CDMA systems
  - Set to 1 for LTE(OFDM) systems with frequency reuse of one.

# Interference Effect



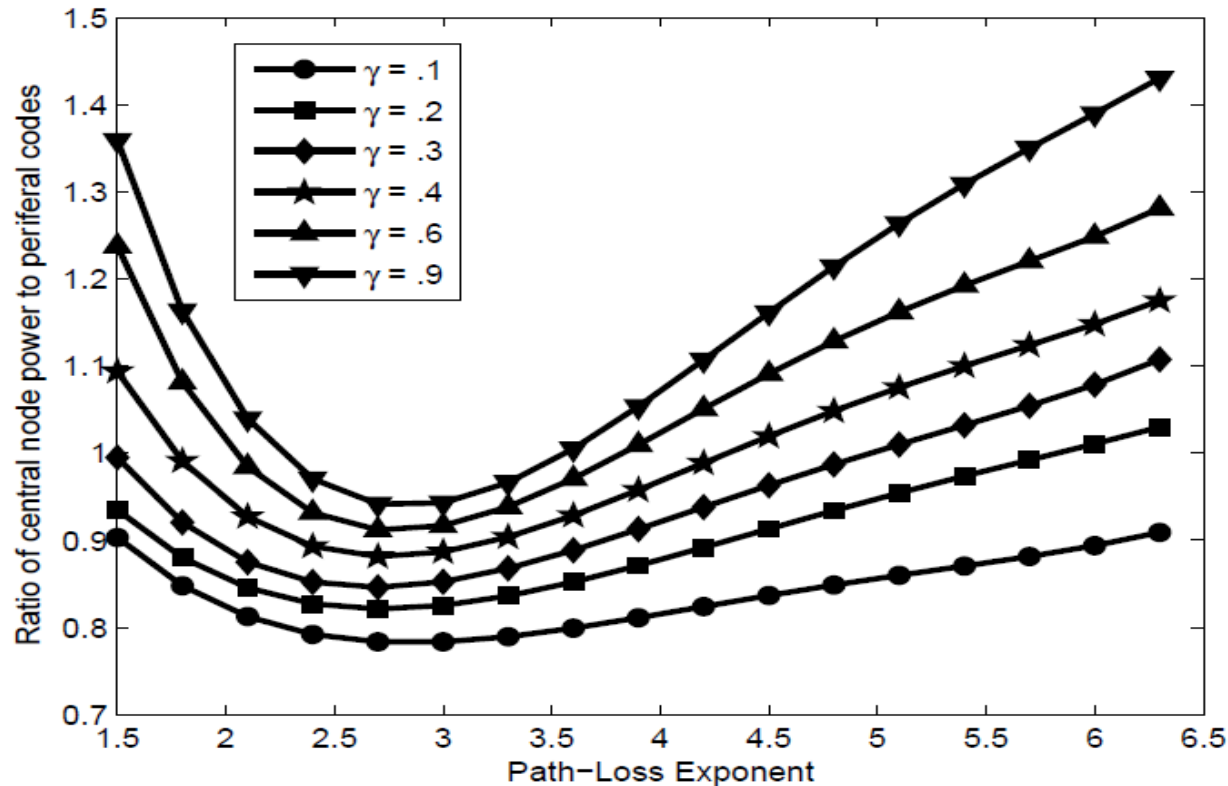
# Power Allocation

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- Prior results used same fixed power for all nodes
- Can jointly optimize power allocation and node placement
- Given a sum power constraint on the nodes within a cell, the primal-dual algorithm solves the joint optimization
- For  $N=7$  the optimal layout is the same: one node in the center and six nodes in a circle around it.
  - Optimal power of nodes around the central node unchanged



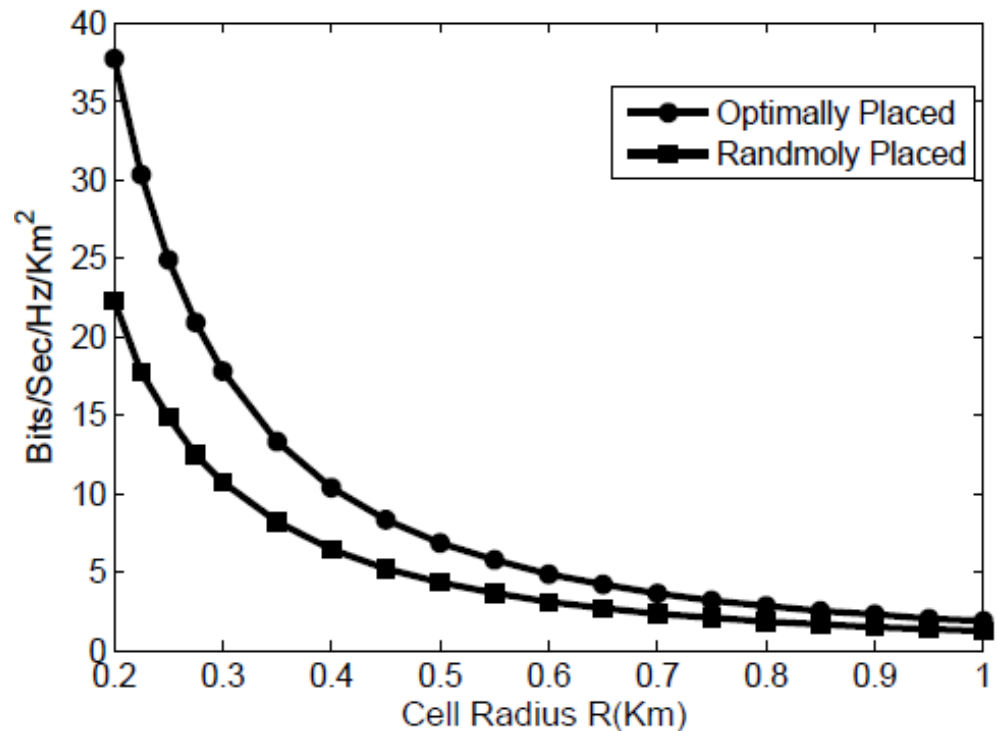
# Power Allocation Results



- For larger interference and in high path-loss, central node transmits at much higher power than distributed nodes

# Area Spectral Efficiency

- Average user rate/unit bandwidth/unit area (bps/Hz/Km<sup>2</sup>)
  - Captures effect of cell size on spectral efficiency and interference
- ASE typically increases as cell size decreases
- Optimal placement leads to much higher gains as cell size shrinks vs. random placement



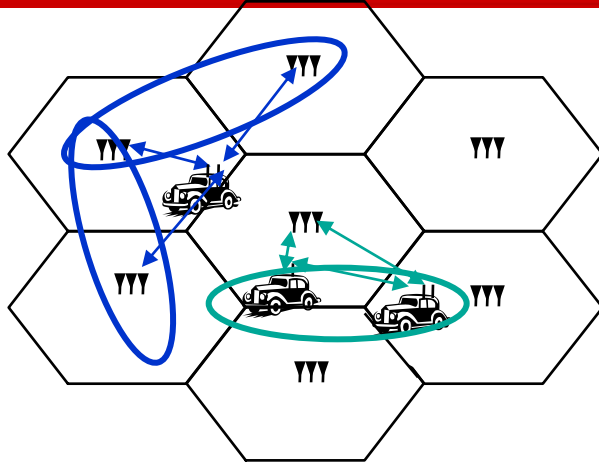
# MIMO in Cellular: *Performance Benefits*

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- Antenna gain  $\Rightarrow$  extended battery life, extended range, and higher throughput
- Diversity gain  $\Rightarrow$  improved reliability, more robust operation of services
- Interference suppression (TXBF)  $\Rightarrow$  improved quality, reliability, and robustness
- Multiplexing gain  $\Rightarrow$  higher data rates
- Reduced interference to other systems

*Optimal use of MIMO in cellular systems, especially given practical constraints, remains an open problem*

# Virtual/Network MIMO in Cellular

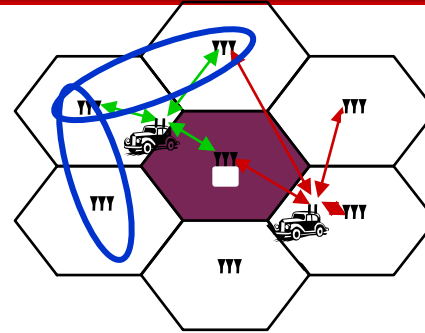


*Many open problems  
for next-gen systems*

*Will gains in practice be  
big or incremental; in  
capacity or coverage?*

- **Network MIMO: Cooperating BSs form a MIMO array**
  - Downlink is a MIMO BC, uplink is a MIMO MAC
  - Can treat “interference” as known signal (DPC) or noise
  - Can cluster cells and cooperate between clusters
- Mobiles can cooperate via relaying, virtual MIMO, conferencing, analog network coding, ...
- *Design Issues:* CSI, delay, backhaul, complexity

# Open design questions



- **Single Cluster**

- Effect of impairments (finite capacity, delay) on the backbone connecting APs:
- Effects of reduced feedback (imperfect CSI) at the APs.
- Performance improvement from cooperation among mobile terminals
- Optimal degrees of freedom allocation

- **Multiple Clusters**

- How many cells should form a cluster?
- How should interference be treated? Cancelled spatially or via DSP?
- How should MIMO and virtual MIMO be utilized: capacity vs. diversity vs interference cancellation tradeoffs

# Cooperative Multipoint (CoMP)

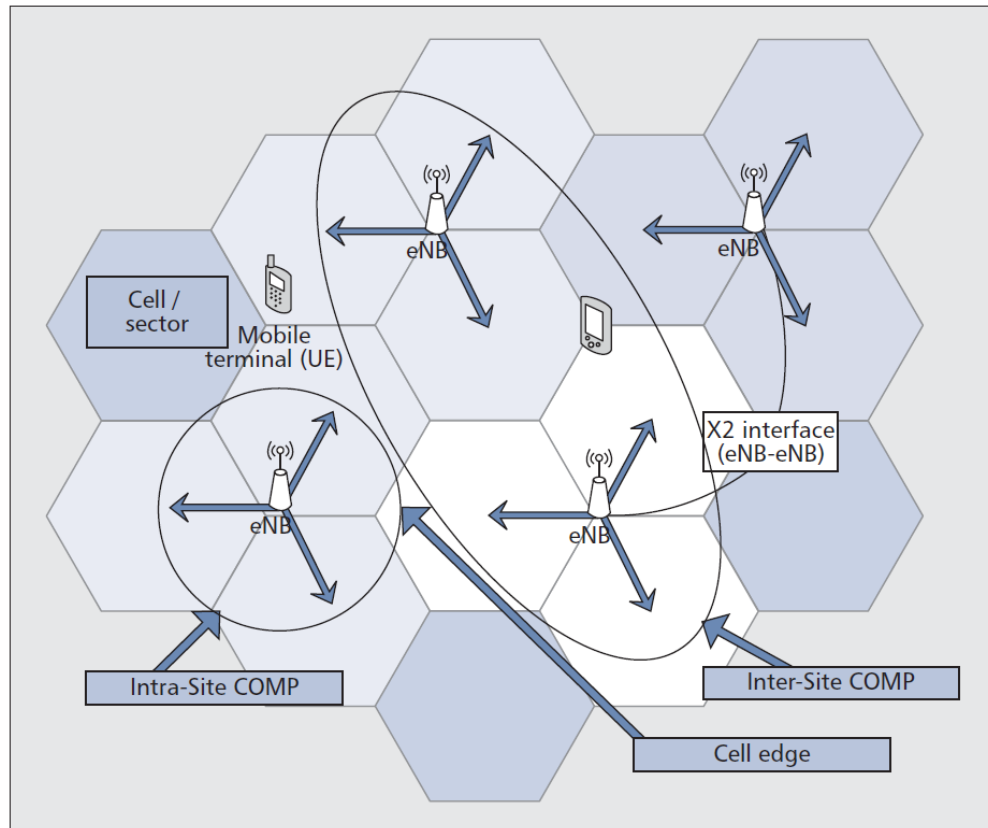


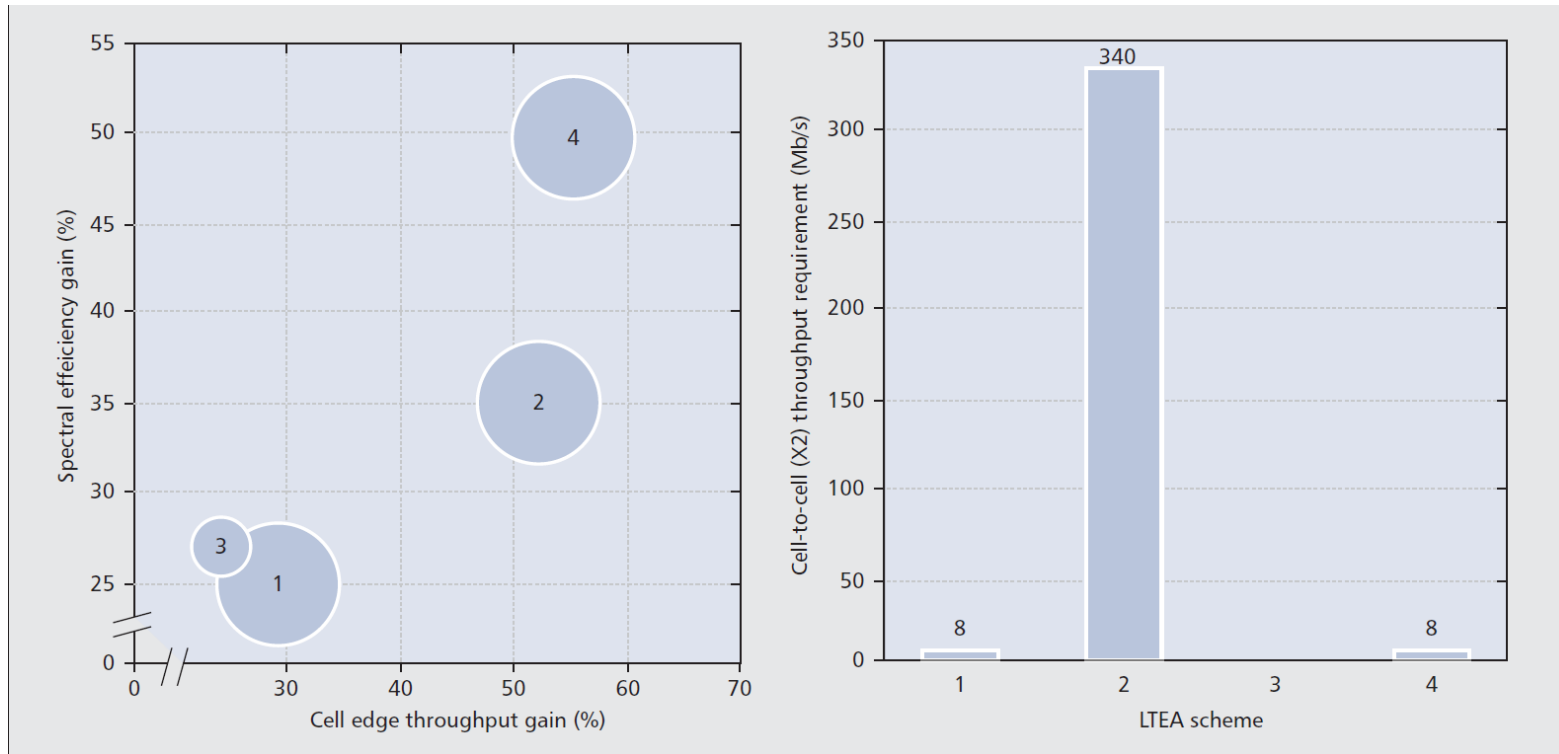
Figure 1. Base station cooperation: intersite and intrasite CoMP.

**Part of LTE Standard  
- not yet implemented**

- "Coordinated multipoint: Concepts, performance, and field trial results"  
*Communications Magazine, IEEE*, vol.49, no.2, pp.102-111, February 2011

	Dresden testbed	Berlin testbed
Environment	Dense urban	
Trial setup	10 sites with up to a total of 28 sectors	4 sites with up to 10 sectors
Frequency	2.68 GHz DL, 2.53 GHz UL	
Baseline technology	OFDMA in DL and UL, scalable bandwidth 5–20 MHz, transmissions limited to a maximum of 40 resource blocks (PRBs) in UL and 10 PRBs in DL.	DL: 2 × 2 MIMO-OFDMA, UL: 1 × 2 SC-FDMA, scalable bandwidth 1.5–20 MHz, full bandwidth can be used in both up- and downlink
Processing	Real-time DL transmission. For uplink COMP offline processing. Scheduling is investigated in quasi-realtime.	Real-time PHY, adaptive MIMO multiple access and network layer. PHY is extended for DL CoMP.
Backhaul and interconnects	5.4/5.8 GHz microwave with a net data rate of 100 Mb/s and 1 ms delay	1 Gb/s Ethernet over optical fiber and free-space-optical links.
Testbed scope	UL and DL MU-MIMO COMP, relaying, practical issues	DL MU-MIMO, COMP, relaying, real-time demos such as high-definition mobile video conference

**Table 1.** COMP testbeds developed within the EASY-C project.



**Figure 2.** Performance of selected uplink COMP schemes: 1) inter-site interference prediction, 2) inter-site joint detection, 3) intra-site joint detection, 4) combining inter-site interference prediction with intra-site joint detection.

# Summary

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- Multiuser detection reduces interference, and thus allows greater spectral efficiency in cellular
  - Techniques too complex for practical implementations in mobiles
  - Recently have some implementations in BSs
- MIMO/OFDM slices system resources in time, frequency, and space
  - Can adapt optimally across one or more dimensions
- MIMO introduces diversity – multiplexing-interference cancellation tradeoffs
- Distributed antennas (DAS) and cooperative multipoint leads to large performance gains



# Presentation

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- “Asynchronous Interference Mitigation in Cooperative Base Station Systems”  
by H. Zhang , N. Mehta , A. Molisch , J. Zhang and H. Dai, **IEEE Trans. Wireless Commun.**, Jan 2008.
- *Presentation by Brian Jungman*