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# Minimizing Feedback Load for Nested Scheduling Algorithms

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# Outline

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- **What is Opportunistic Scheduling?**
- **Multiuser Diversity, MUD**
- **Calculating the MASSE**
- **Max CNR Scheduling, MCS**
- **Selective Multiuser Diversity, SMUD**
- **Optimal Rate, Reduced Feedback, ORRF**
- **Nested ORRF, NORRF**
- **Nested SMUD, NSMUD**

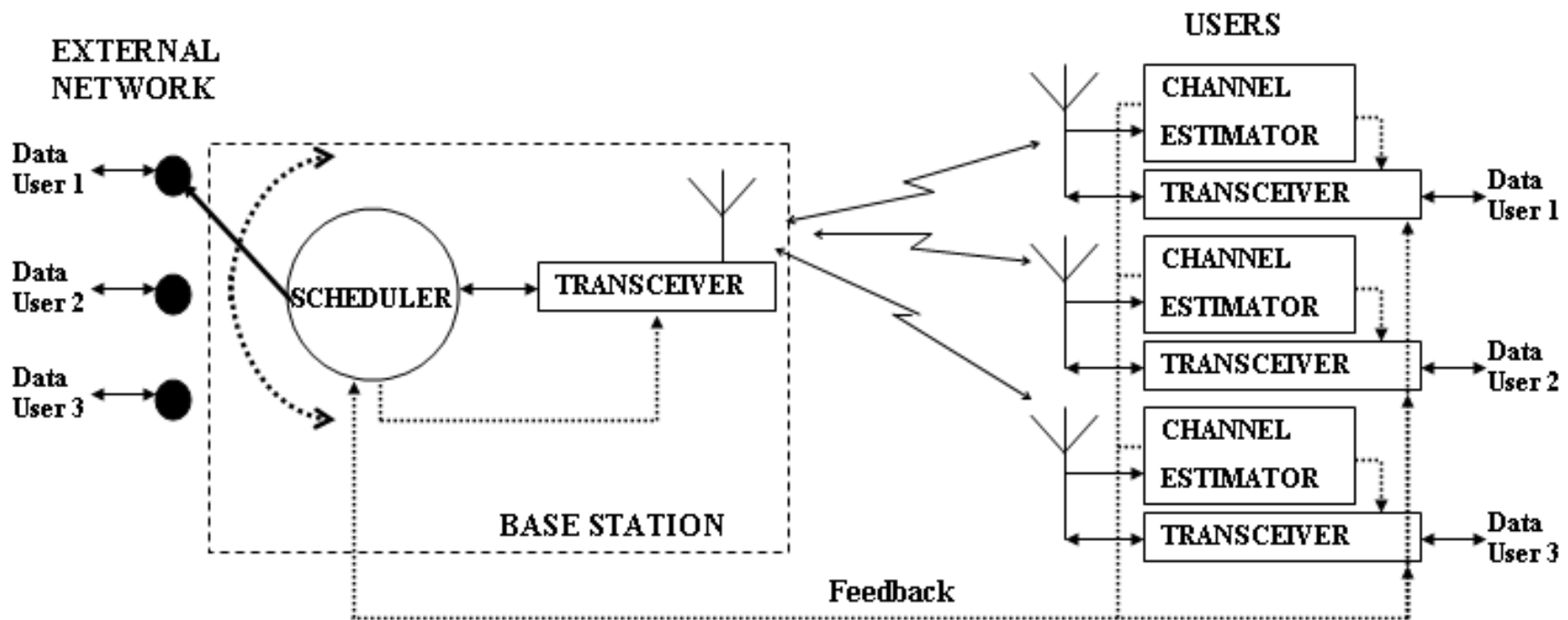
# What is Opportunistic Scheduling?

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- The traditional scheduling algorithm has been *Round robin* (GSM)
  - The time-slots are assigned to the users in a sequential manner, independently of the channel conditions
  - Resource fair, but not necessary performance fair
- Opportunistic scheduling exploits the varying quality of the fading channel to increase the *Maximum Average System Spectral Efficiency* (MASSE)
- The future challenge will be to design algorithms that are both opportunistic and operate according to the QoS-demands from the applications
- Efficient adaptive modulation and coding is necessary to implement the scheduling algorithms

# System Model

- Time Division Multiplexed (TDM) system with  $N$  mobile users
- Uplink and downlink at different frequencies
- Assumes that the carrier-to-noise-ratios (CNRs) of the users' channels are i.i.d.



# Multiuser Diversity (MUD)

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- *Diversity* in wireless systems arises because of independently fading channels
- Traditional forms of diversity: space, time, and frequency
- Viswanath and Tse: *Multiuser diversity*
- Background: With many users in a cell, there is high probability of finding a user with a good channel at any time
- MUD concept: To obtain the highest rate, the user with the best channel has to be chosen at all times
- Observe: While traditional forms of diversity gives better link spectral efficiency, multiuser diversity increases the *system* spectral efficiency

# Calculating the MASSE

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## Calculating the Maximum Average System Spectral Efficiency (MASSE)

Optimum rate adaptation (no power adaptation):

$$\frac{C_{ora}}{W} = \int_0^{\infty} \log_2(1 + \gamma) p_{\gamma^*}(\gamma) d\gamma$$

Optimum power and rate adaptation:

$$\frac{C_{opra}}{W} = \int_{\gamma_0}^{\infty} \log_2 \left( \frac{\gamma}{\gamma_0} \right) p_{\gamma^*}(\gamma) d\gamma,$$

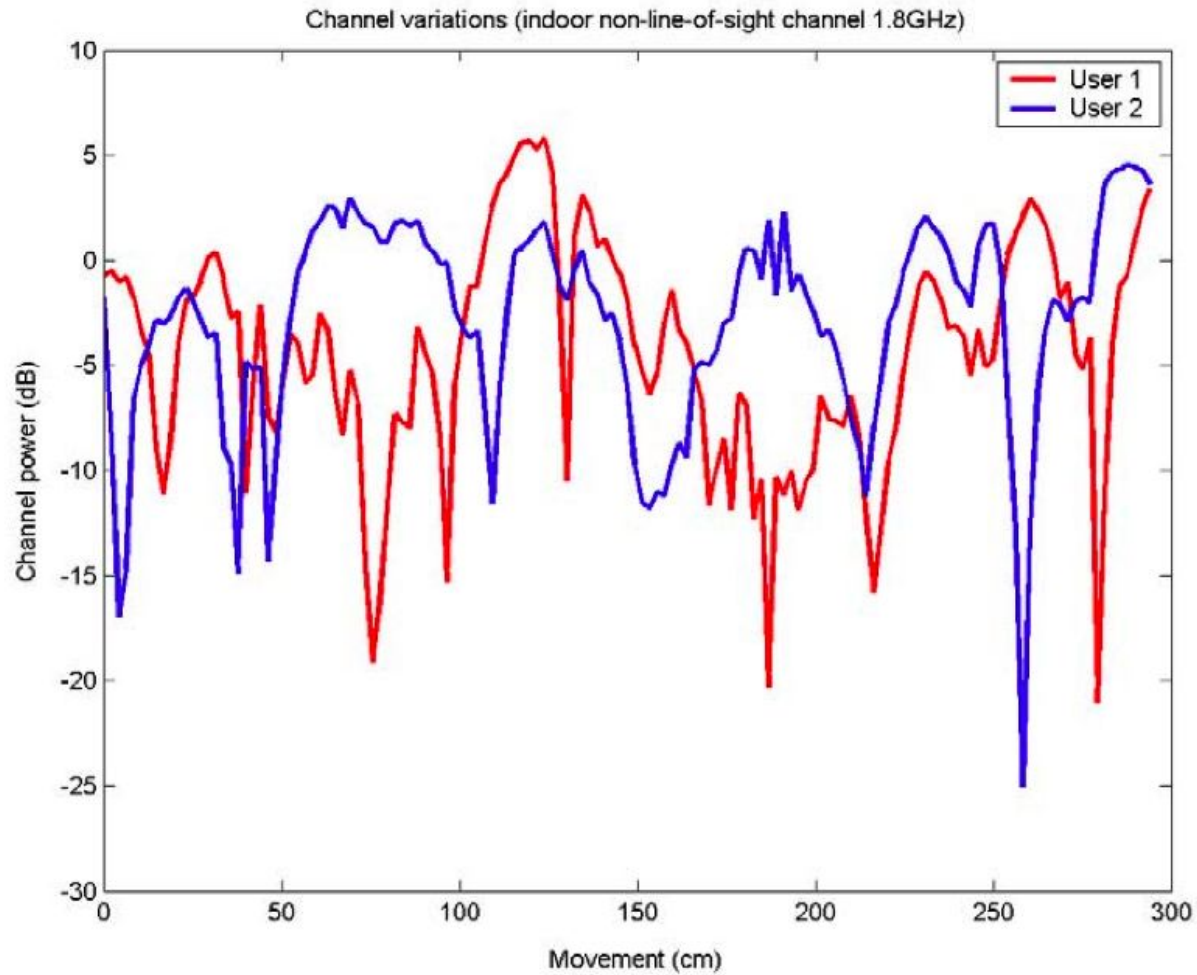
where  $\gamma_0$  is found from the power constraint:

$$\int_{\gamma_0}^{\infty} \left( \frac{1}{\gamma_0} - \frac{1}{\gamma} \right) p_{\gamma^*}(\gamma) d\gamma = 1$$

# Rate-Optimal TDM Scheduling - I

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Ride the peaks!



## Rate-Optimal TDM Scheduling - II

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The Max CNR scheduling (MCS) policy can be stated as:

$$i^*(t) = \underset{1 \leq i \leq N}{\operatorname{argmax}} \gamma_i(t)$$

Equivalently:

$$i^*(t) = \underset{1 \leq i \leq N}{\operatorname{argmax}} R_i(t)$$

- Also called the *greedy algorithm*
- Only fair if the users' CNRs are i.i.d. (Coherence time)
- Only optimal if the capacity degradation due to feedback is ignored



## Rate-Optimal TDM Scheduling - III

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The cumulative distribution of the best user is found by using *order statistics*:

$$P_{\gamma^*}(\gamma) = P_{\gamma}^N(\gamma),$$

The PDF of the best user is found by differentiating the CDF with respect to  $\gamma$ :

$$p_{\gamma^*}(\gamma) = N \cdot P_{\gamma}^{N-1}(\gamma) \cdot p_{\gamma}(\gamma),$$

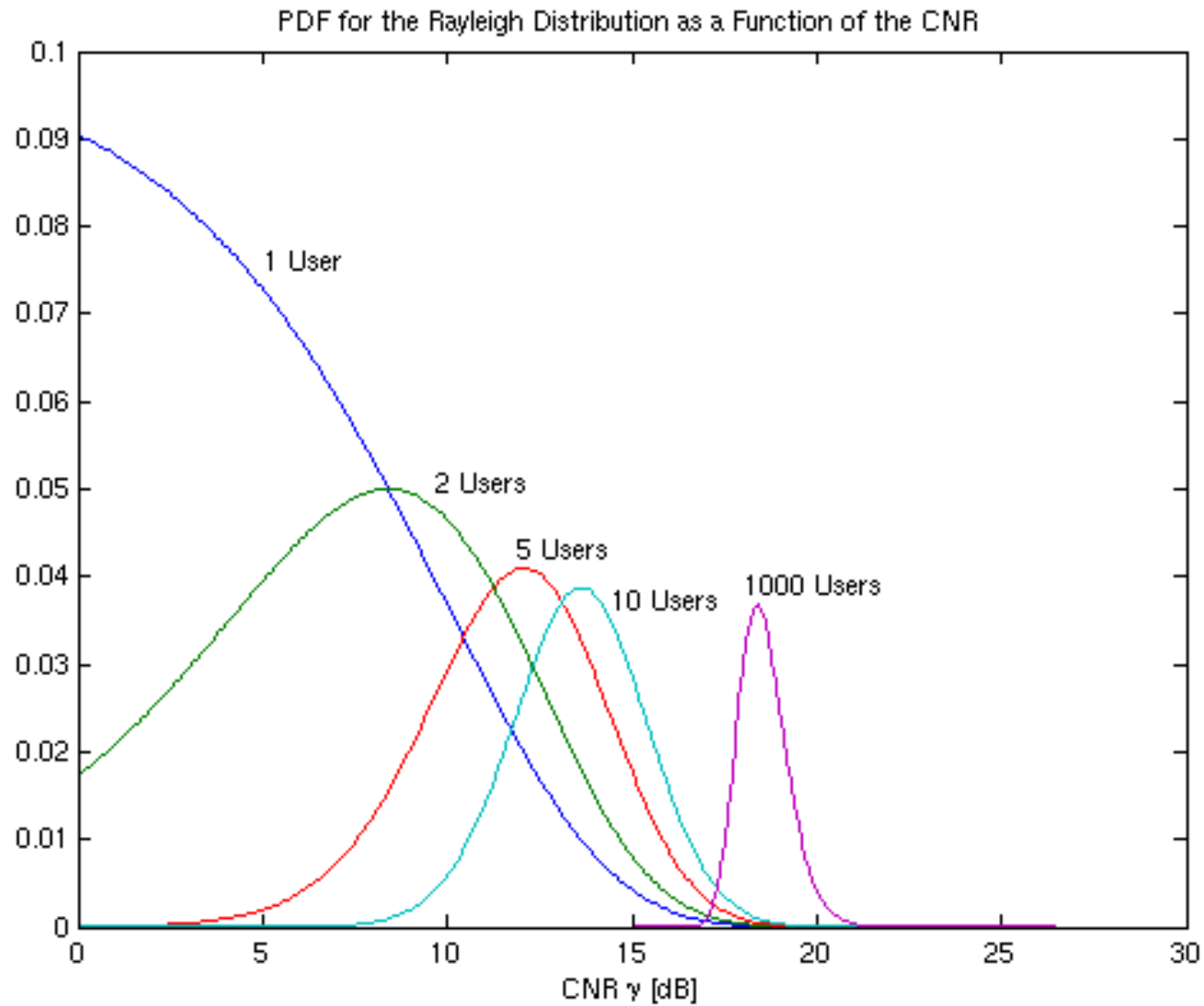
For a Rayleigh channel we get the following PDF:

$$p_{\gamma^*}(\gamma) = N \cdot (1 - e^{-\gamma/\bar{\gamma}})^{N-1} \cdot \frac{e^{-\gamma/\bar{\gamma}}}{\bar{\gamma}}$$

To make integration easier, it is often preferable to use *binomial expansion*:

$$p_{\gamma^*}(\gamma) = \frac{N}{\bar{\gamma}} \sum_{n=0}^{N-1} \binom{N-1}{n} (-1)^n e^{-(1+n)\gamma/\bar{\gamma}}$$

# Rate-Optimal TDM Scheduling - IV



# Analyzing Feedback

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- The MCS algorithm assumes that each user feeds back its CNR for every time-slot
- We will look at how to reduce the feedback load of the MCS algorithm
- *Normalized Feedback load* (NFL) is defined as the average ratio of users that give feedback for every time-slot
- Reduced feedback from the mobile users will reduce their power consumption and will contribute to a higher system spectral efficiency

# SMUD: Selective Multiuser Diversity - I

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- Algorithm to reduce the feedback load
- The scheduler asks for the instantaneous CNR level only from the users that have CNR above a threshold,  $\gamma_{th}$
- If none of the users feed back their CNR, a random user is chosen
- The algorithm is not rate-optimal, but gives a significant reduction in the feedback load

$$i^*(t) = \begin{cases} \text{rand}(i), & \text{if all } \gamma_i(t) \leq \gamma_{th} \\ \underset{1 \leq i \leq N}{\text{argmax}} \gamma_i(t), & \text{if it exists a } \gamma_i(t) > \gamma_{th} \end{cases}$$

## SMUD: Selective Multiuser Diversity - II

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CDF:

$$P_{\gamma^*}(\gamma) = \begin{cases} P_{\gamma}^{N-1}(\gamma_{th}) \cdot P_{\gamma}(\gamma), & \gamma \leq \gamma_{th} \\ P_{\gamma}^N(\gamma), & \gamma > \gamma_{th} \end{cases}$$

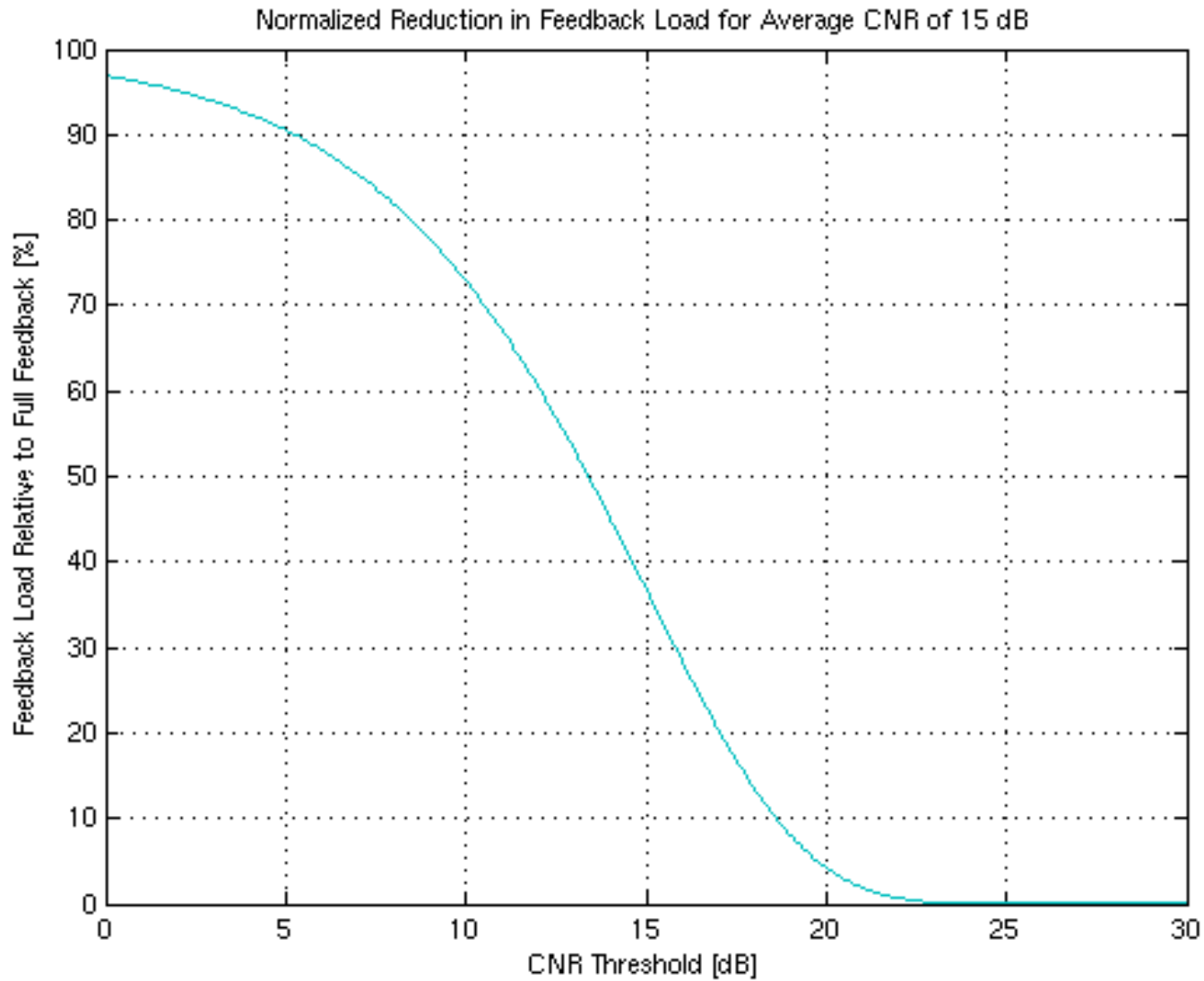
PDF can be found by differentiating the CDF with respect to  $\gamma$ :

$$p_{\gamma^*}(\gamma) = \begin{cases} P_{\gamma}^{N-1}(\gamma_{th}) \cdot p_{\gamma}(\gamma), & \gamma \leq \gamma_{th} \\ N \cdot P_{\gamma}^{N-1}(\gamma) \cdot p_{\gamma}(\gamma), & \gamma > \gamma_{th} \end{cases}$$

The NFL for the SMUD algorithm can be shown to be given by:

$$\bar{F} = 1 - P_{\gamma}(\gamma_{th})$$

# SMUD: Selective Multiuser Diversity - III



# **ORRF: Optimal-Rate, Reduced Feedback - I**

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- Based on the SMUD algorithm
- If all users fail to meet the CNR threshold value, the base station requests full feedback
- Obtains optimal rate, but has a significant reduction in feedback compared to the MCS algorithm

## ORRF: Optimal-Rate, Reduced Feedback - II

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For the ORRF algorithm, it can be shown that the *normalized average feedback load* can be expressed as:

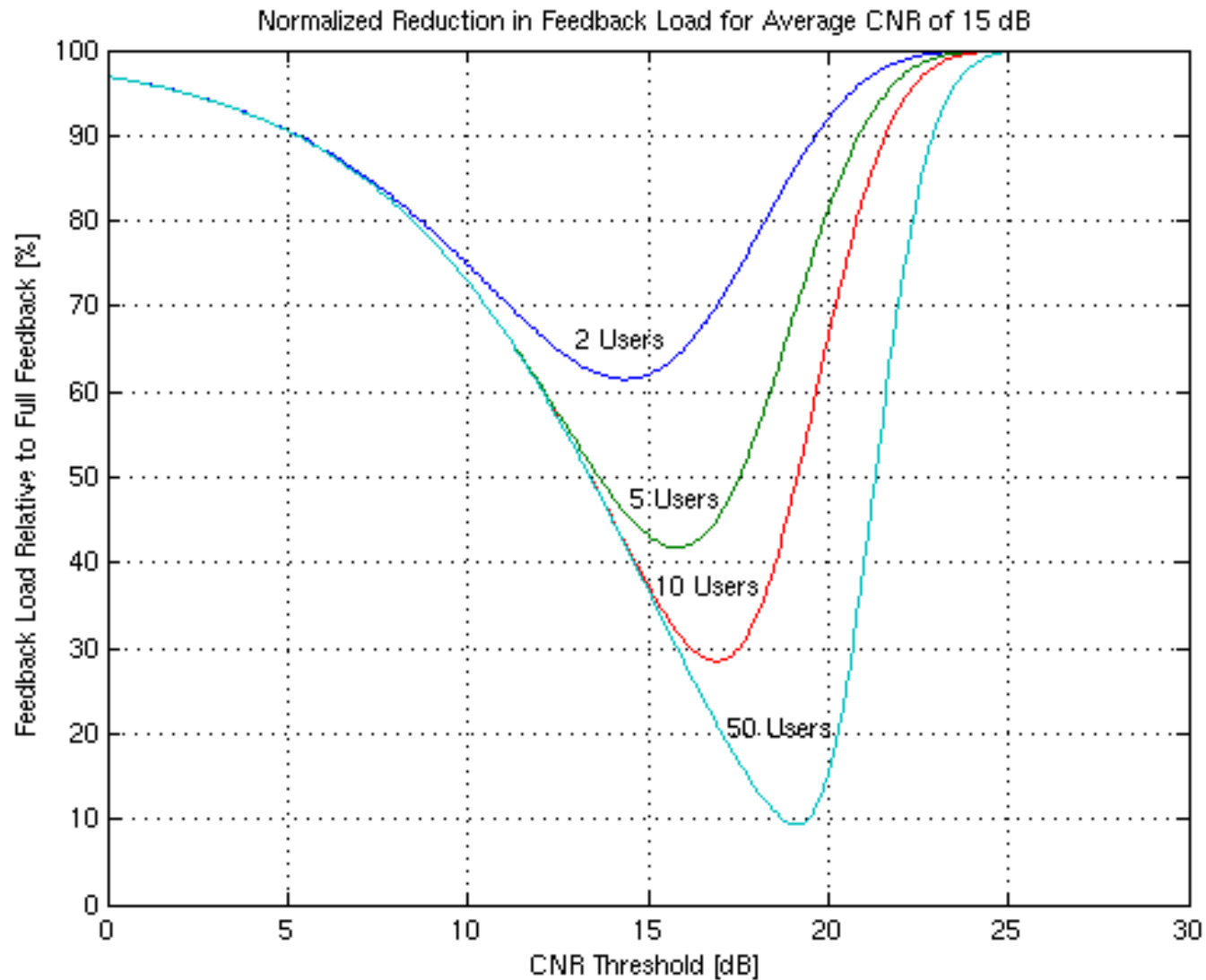
$$\bar{F} = 1 - P_{\gamma}(\gamma_{th}) + P_{\gamma}^N(\gamma_{th}), \quad N = 2, 3, 4, \dots$$

Differentiating this expression with regard to  $\gamma_{th}$  and setting the expression equal to zero gives the optimal threshold value:

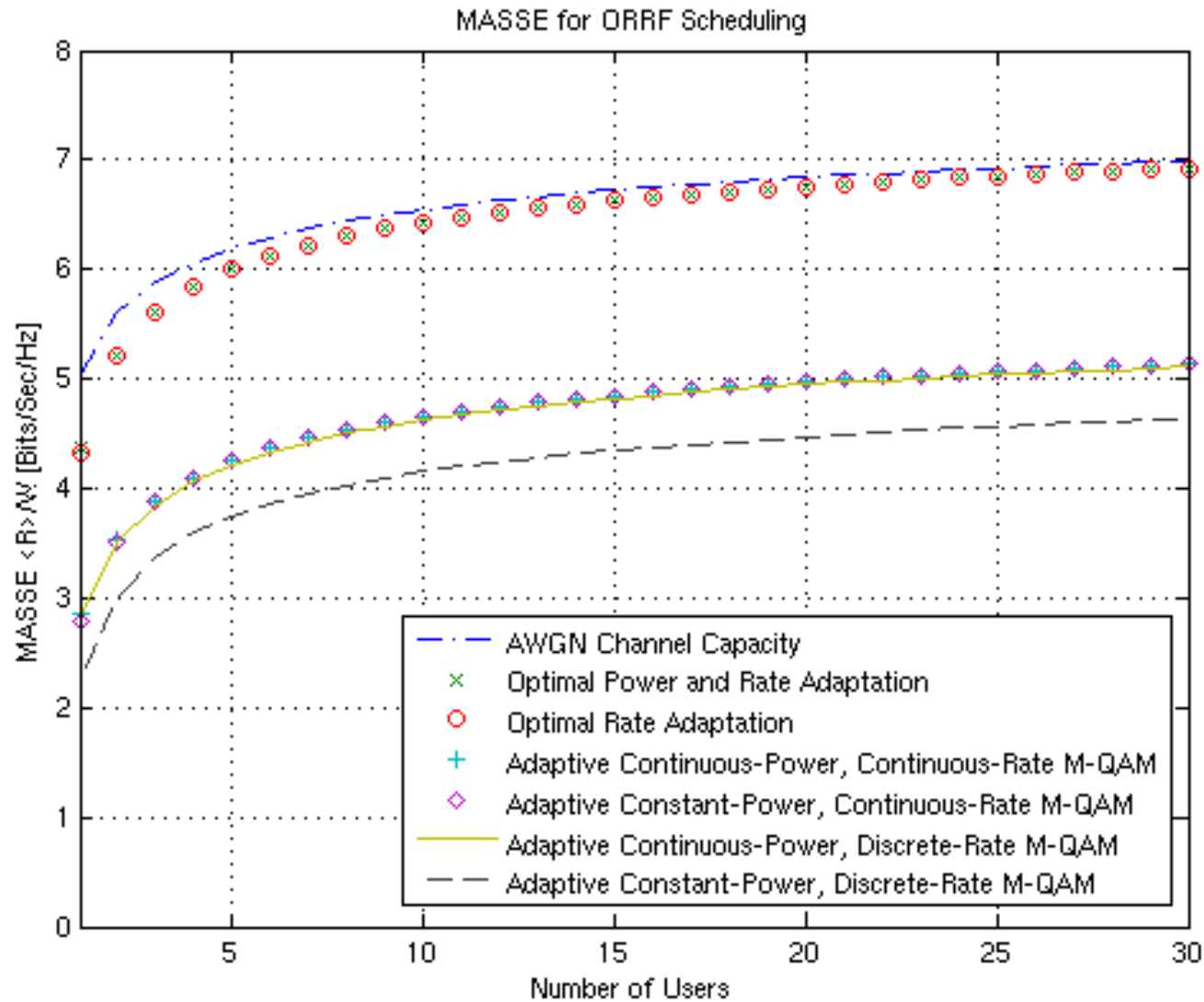
$$\gamma_{th}^* = -\bar{\gamma} \ln(1 - (1/N)^{\frac{1}{N-1}}), \quad N = 2, 3, 4, \dots$$



# ORRF: Optimal-Rate, Reduced Feedback - III



# ORRF: Optimal-Rate, Reduced Feedback - IV



# ORRF: Optimal-Rate, Reduced Feedback - V

Delays can be analyzed using two different scenarios:

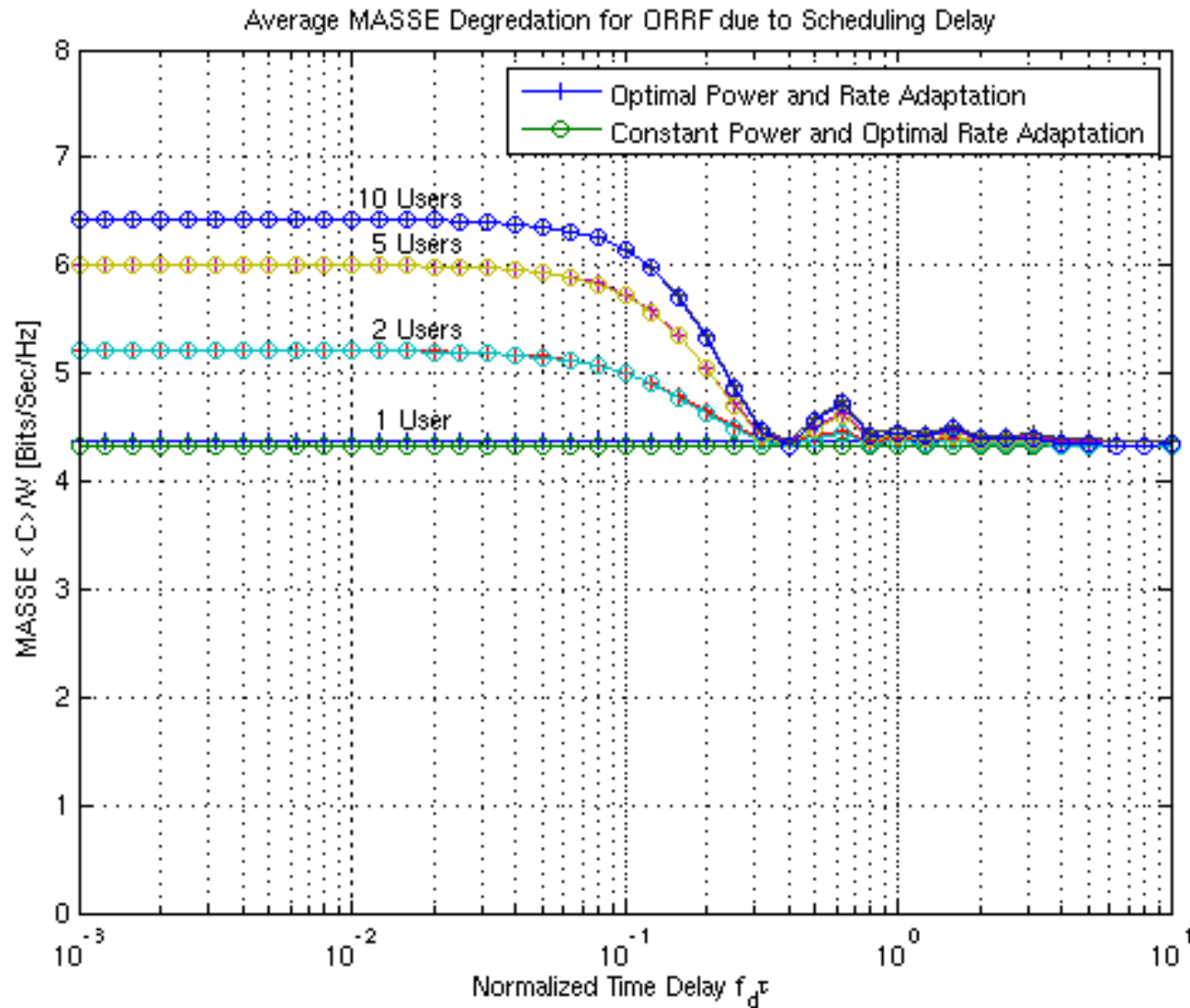
- Scenario 1: *Scheduling delay*:
  - Arises because the scheduler received channel estimates, takes a scheduling decision and notifies the selected user
  - The selected user is assumed to transmit using a constellation size based on a perfect channel estimate without delay
  - When the selected user is transmitting, it doesn't necessarily have to be the best anymore. Therefore, we will experience a degradation in MASSE compared to the optimal rate

## ORRF: Optimal-Rate, Reduced Feedback - VI

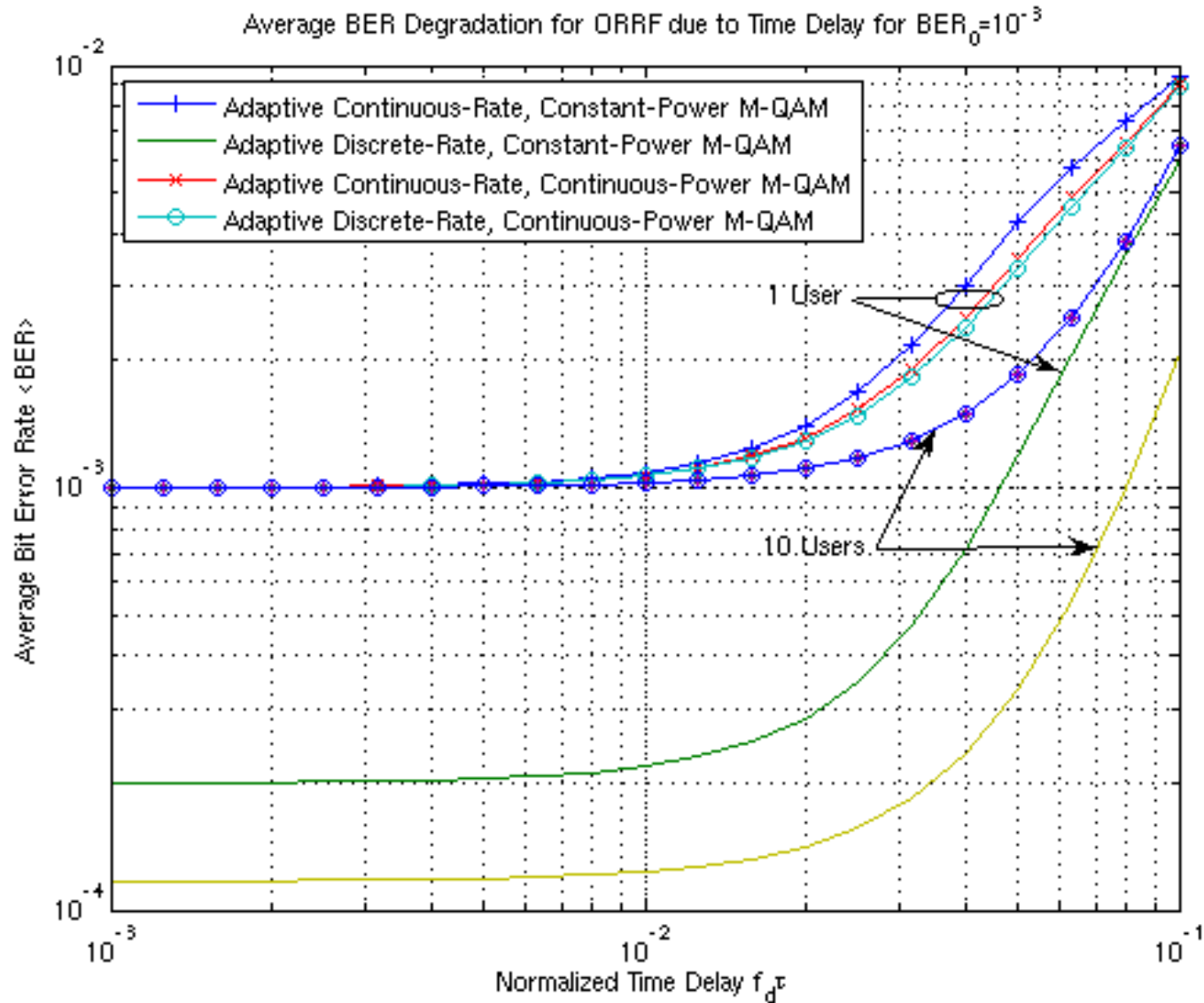
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- Scenario 2: *Outdated channel estimates*:
  - Leads to both a scheduling delay and suboptimal modulation constellations with increased BER
  - Both the scheduling decision and the decision of the modulation constellation is based on an outdated channel estimate
  - The selected user experiences a CNR degradation, but does not adjust its modulation constellation accordingly (as for the previous scenario)
  - The rate is not lowered, but the BER will increase with the degree of outdatedness

# ORRF: Optimal-Rate, Reduced Feedback - VII



# ORRF: Optimal-Rate, Reduced Feedback - VIII



# NORRF: Nested ORRF - I

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- Employs multiple (nested) feedback thresholds
- Denoting the thresholds by  $\gamma_{th,L} > \gamma_{th,L-1} > \dots > \gamma_{th,0}$   
(For convenience  $\gamma_{th,L} = \infty$  and  $\gamma_{th,0} = 0$ )
- The base station initially requests feedback from those users whose CNR is above  $\gamma_{th,L-1}$ . If there are none, the threshold is successively lowered to  $\gamma_{th,L-2}, \gamma_{th,L-3}, \dots, \gamma_{th,0}$
- The best user is always selected, but the average feedback load is significantly reduced compared to the MCS algorithm
- A large number of thresholds will require a long guard interval and will therefore contribute to reducing the MASSE

## NORRF: Nested ORRF - II

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For the NORRF algorithm the normalized feedback load (NFL) can be expressed as:

$$\bar{F}_{\text{NORRF}} = \frac{1}{N} \sum_{l=0}^{L-1} \sum_{n=1}^N n \binom{N}{n} (P_{\gamma}(\gamma_{th,l+1}) - P_{\gamma}(\gamma_{th,l}))^n \cdot P_{\gamma}^{N-n}(\gamma_{th,l})$$

Using the binomial expansion formula, it can be shown that this expression can be written as:

$$\bar{F}_{\text{NORRF}} = \sum_{l=0}^{L-1} (P_{\gamma}(\gamma_{th,l+1}) - P_{\gamma}(\gamma_{th,l})) \cdot P_{\gamma}^{N-1}(\gamma_{th,l+1})$$



## NORRF: Nested ORRF - III

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Taking the gradient of this expression with regard to the thresholds  $\gamma_{th,l}$  and setting the result equal to zero yields:

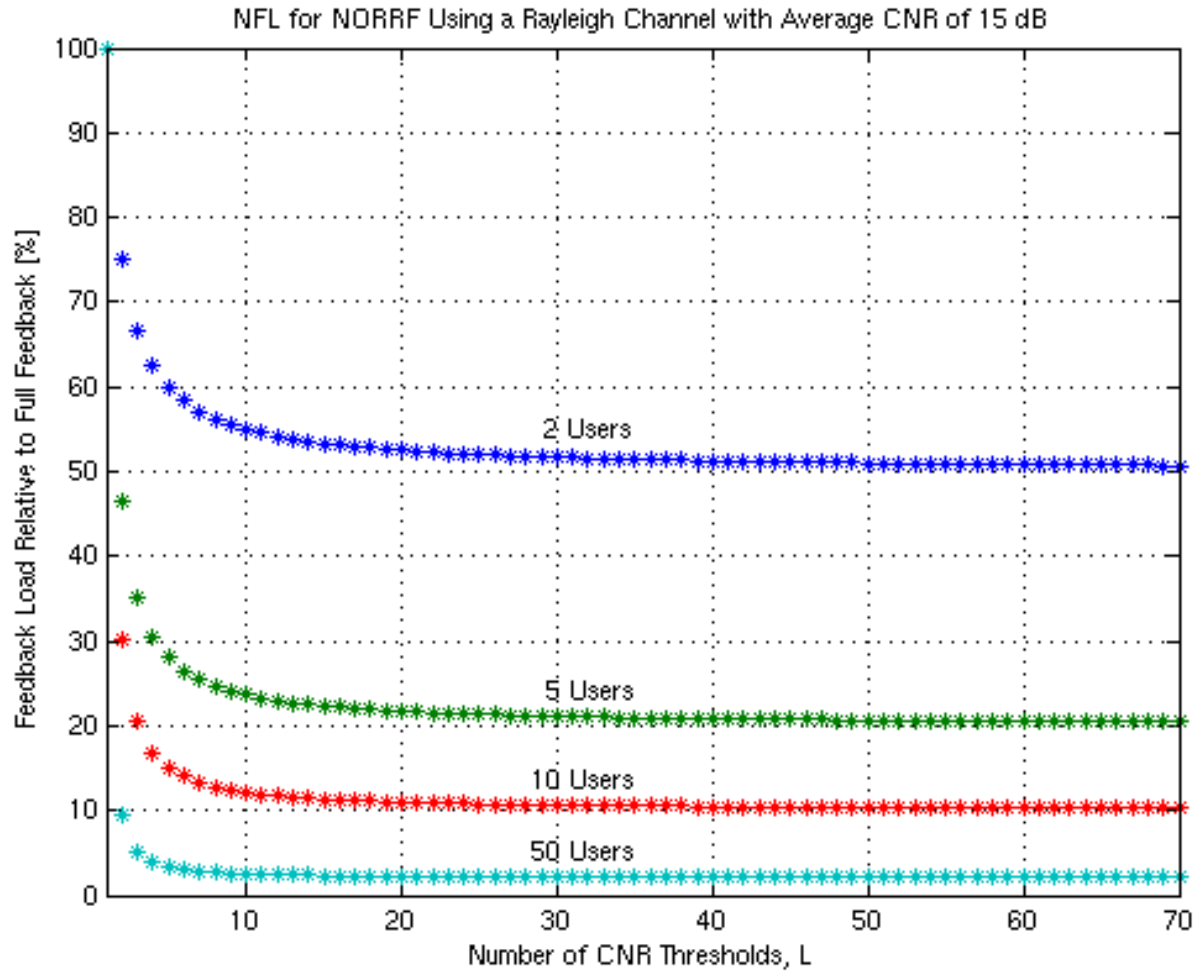
$$\gamma_{th,l}^* = P_\gamma^{-1} (S_l \cdot P_\gamma(\gamma_{th,l+1})), \quad l = 1, 2, 3, \dots, L-1$$

$P_\gamma^{-1}(\cdot)$  is the inverse CDF of the CNR for a single user  
The expression for  $S_l$  is:

$$S_l = \begin{cases} N^{\frac{1}{1-N}}, & l = 1 \\ [N - (N - 1)S_{l-1}]^{\frac{1}{1-N}}, & l = 2, 3, \dots, L-1 \end{cases}$$

where  $N \geq 2$ .

# NORRF: Nested ORRF - IV



## NSMUD: Nested SMUD - I

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For the NORRF algorithm the feedback load can be expressed as:

$$\bar{F}_{\text{NSMUD}} = \sum_{l=1}^{L-1} (P_{\gamma}(\gamma_{th,l+1}) - P_{\gamma}(\gamma_{th,l})) \cdot P_{\gamma}^{N-1}(\gamma_{th,l+1})$$

Taking the gradient of this expression and setting the result equal to zero gives the global solution  $\gamma_{th,1} = \infty$ . This however means that the NFL will be zero and no multiuser diversity gain will be experienced.

## NSMUD: Nested SMUD - II

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- Setting  $\gamma_{th,1} = 0$  always gives the base station enough feedback information to choose the best user
- With  $\gamma_{th,1} = 0$  the minimization of the NFL gives the following solution:

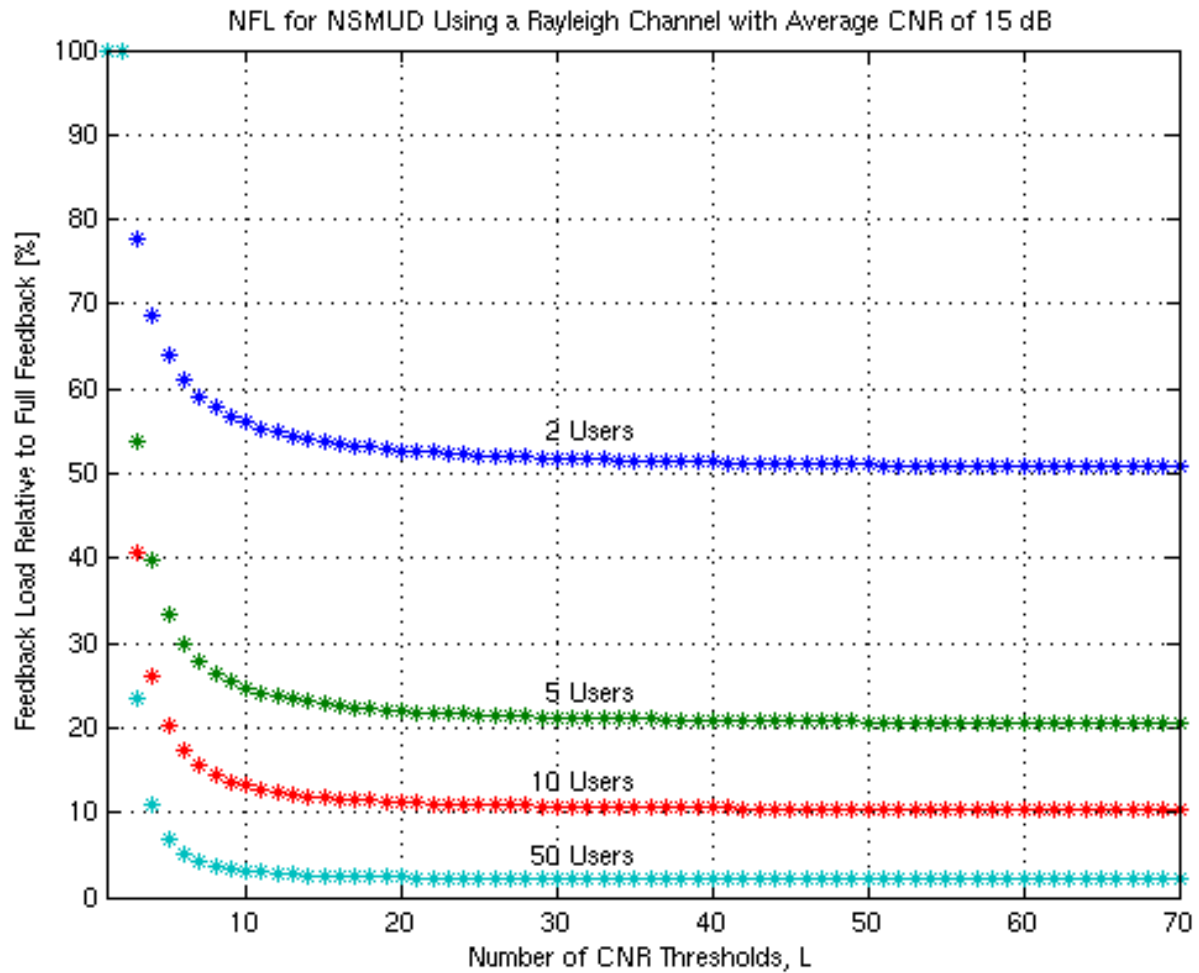
$$\gamma_{th,l}^* = P_\gamma^{-1} (S_l \cdot P_\gamma(\gamma_{th,l+1})), \quad l = 2, 3, \dots, L-1$$

The expression for  $S_l$  is:

$$S_l = [N - (N - 1)S_{l-1}]^{\frac{1}{1-N}}, \quad l = 2, 3, \dots, L-1$$

where  $N \geq 2$ .

# NSMUD: Nested SMUD - III



# Conclusion

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- The ORRF algorithm obtains maximal spectral efficiency and a significant reduction in the feedback load compared to full feedback
- Analysis of delay effects shows that the performance degrades significantly when the delay exceeds certain values
- Using the ORRF and the SMUD algorithms in a nested fashion minimizes the feedback load when the number of thresholds grow large

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