

4G LTE CoMP, Coordinated Multipoint 4th Semester Institute Project

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- Motivation
- Background
- System Model
- Simulation
- Evaluation
- Conclusions
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Motivation



- Due to the network densification plans, interference will substantially increase. Interference management will play an important role in future networks
- Mainly cell edge users suffer from interference
- Goal is to improve performance via interference management schemes - such as CoMP
- CoMP is a broad category of cooperation in the network with the aim of enhancing user performance



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Overview on research

- Papers on LTE-A, Joint Transmission, Beamforming and CoMP in general
- Reference: MATLAB-based down- link physical-layer simulator for LTE (Mehlführer, C., 2009)
 - MATLAB-based downlink physical-layer simulator for LTE
 - Covering Multi-Cell Multi-User simulation scenarios -> most realistic



Scheduling

- Assignment of resource blocks (RB) to each user
- i.e. Round Robin (timeslots divided equally between users)
- Dynamic scheduling: mapping RBs to users based on different criteria



Channel model

 Signal-to-interference-plus-noise ratio -> Description of the channel

$$\frac{P_{j} * (h_{j} * w_{j})^{2}}{\sum (h_{i} * w_{i})^{2} * P_{i} + (sigma_{N})^{2}}$$

- P_j Power of signal
- h_i Channel
- w Precoding matrix
- p_i Power of interference
- sigma_N Noise
- Used to determine signal quality
- Block-fading channel to reduce complexity



User feedback (CSI)

- Channel Quality Indicator
- Determines modulation
 - Transfer block size (TBS)
 - Resource blocks for users
- Depends on SINR
- CSI includes CQI, PMI, RI. CQI depends on SINR, PMI and RI depends on beamforming



Overview

- LTE Advanced: major enhancement of the LTE standard
- CoMP: Coordinate MultiPoint operation
 - Refers to wide range of interference management techniques
 - Dynamic coordination or transmission and reception with multiple geographically separated eNBs (base stations)
 - Goal: enhancing overall system performance, more effective use of resources, improved end user service quality (especially at the cell edges)



Major categories

Joint Processing (JP)

- Joint Transmission (JT)
- Dynamic Point Selection (DPS)
 - With muting
 - · Without muting

Coordinated Scheduling (CS) / Coordinated Beamforming (CB)

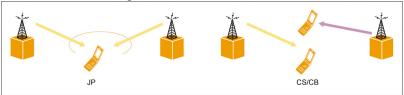
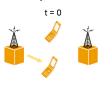


Figure 4. Principle of CoMP.



Coordinated Scheduling (CS)

- Data available at one node
- Transfered packets do not overlap in time







Dynamic Point Selection (DPS)

- Data usually available at several nodes
- User decides per packet which base station is best





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Assumptions

- The geographical location of UE is shown
- UE does not move so no Doppler effect, studying slow fading
- CQI, PMI, RI are randomly generated
- Fixed number of UEs in a simulation
- Multipath channel used from 3GPP Ped/A
- Base stations are always in a hexagonal layout



Programming

- Classes providing main functionality: central unit, base station, user entity, channel
- Classes providing background data and auxiliary functions: TBS, helpers, params, precoding matrix

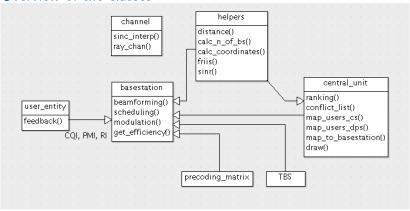


Classes providing main functionality

- Central Unit: coordinates all base stations
 - one CU per simulation
- Base Station: matches subcarriers to connected users, assigns modulation and coding scheme, linked to CU via backhaul links
- User Entity: returns feedback to the base station
- Channel: has a certain frequency and amount of subcarriers
 - Frequency flat channel using Friis equation for path loss
 - Frequency selective channel Rayleigh channel



Overview of the classes





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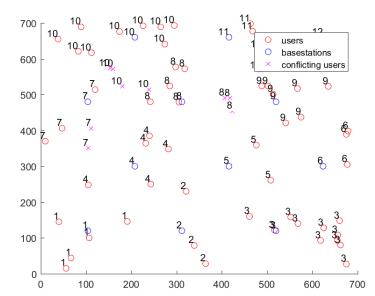


Main characteristics

- Flexibility
- Simulation Process
 - Initialization
 - Simulation Cycle
 - Mapping of users to basestations
 - Assignment of recourceblocks to users
 - Calculation of the best modulation and coding scheme

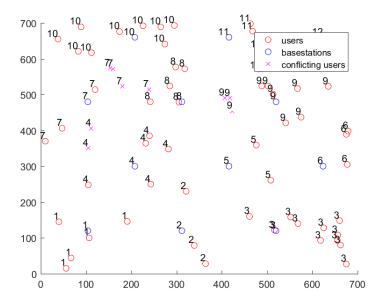


Simulation DPS I





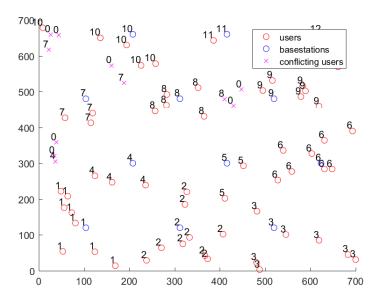
Simulation DPS II



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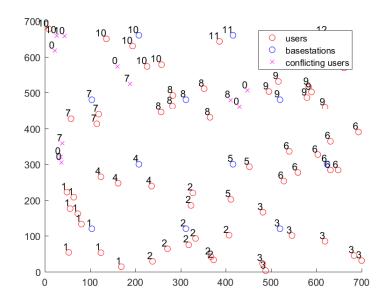


Simulation CS I





Simulation CS II





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Evaluation



- Cost = additional backhaul
- Use = less interference at cell edges
- (I need graphics for the following slides)

Evaluation



Advantages

- Less interference at cell edges, thus better SINR performance.
- Utilization of different subcarriers inside conflict zones avoids interference

Disadvantages

- Complexity of algorithms
- Infeasibility with restricted backhauls
- Bigger signaling overhead between users and base stations
- More frequent communication with the CU -> bigger backhaul needed



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- Main functionalities for a LTE-Advanced simulator implemented
 - Implementation of Coordinated Scheduling and Dynamic Point Selection
 - Comparison with system behaviour without CoMP
- Advantages of CoMP mainly for users at cell edges
 - Profitability vs backhaul/signaling trade-offs should be evaluated on a case-by-case basis
 - Possible solution: activating Coordinated Multipoint only as a certain conflict density in the simulated environment is reached



Project goals reached

- Analysis of behaviour of frequency flat, slow fading channels
- Differences between SISO and MIMO channel models and their implications
- Criteria for estabishling a state of conflict between different user entities
- Choice of channel modulation based upon generated feedback
- Allocating users to base stations according to selected CoMP scheme



Learning goals reached

Programming

- Object-oriented programming on MATLAB
- Graphical representation of simulation results
- Working with parameter files/external files (e.g. precoding matrix) and already existing MATLAB libraries
- Making model abstractions while maintaining accuracy



Learning goals reached

Soft skills

- Collection of preliminary informations through approach to English language scientific literature
- Teamwork: weekly meetings and frequent contacts with the project supervisors
 - Task division in the team according to current needs and time availability
- Debugging and version control on GitHub
- LATEX basics for the final presentation

Future work



What comes next?

- Implementation of other CoMP schemes, e.g. coordinated beamforming and joint transmission
- Different channel models (e.g. fast fading channels)
- Optimization of CoMP techniques
 - Different allocation of implementation stages between CU and BS
 - Other scheduling patterns (currently implemented: Round Robin)
- Implementation of different environment setups and parameters



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Thank you for your attention!