

Analysis of Probability of # of Transmissions and Persistent Collisions in Rel-14 PC5 LTE-V2X Mode 4

3/1/2018

Network Division

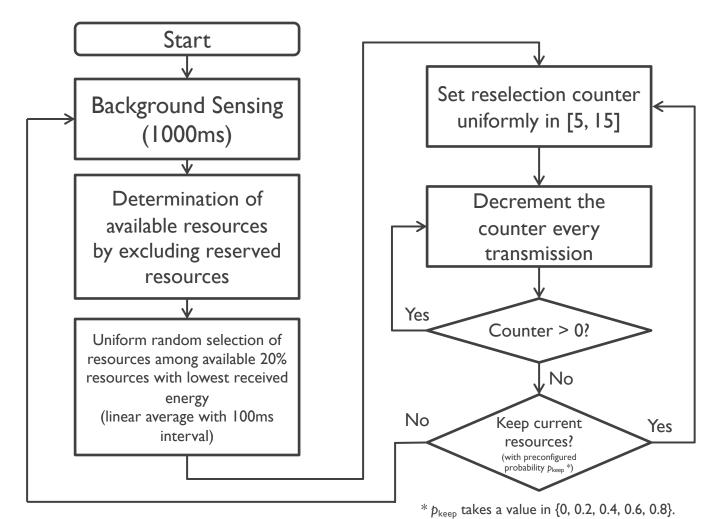
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Problem I: Distribution of # of Transmissions



Problem I

What's the probability distribution of # of transmissions between resource reselections?

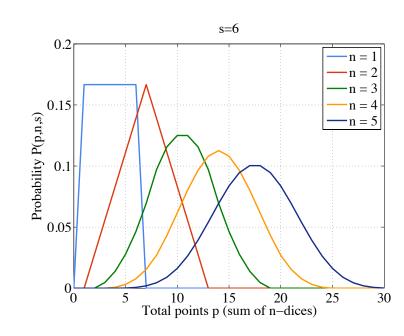


Reference: Rolling n Dice



• For n dice with s sides each with numbers of 1, 2, ..., s, the probability of obtaining p points as the sum of rolling n dice, $P_{\rm dice}(p, n, s)$, is given by:

$$P_{\text{dice}}(p, n, s) = \frac{1}{s^n} \sum_{k=0}^{\lfloor (p-n)/s \rfloor} (-1)^k \binom{n}{k} \binom{p-sk-1}{n-1}$$



Solution for Problem I



• For the given probability to keep the current resource p_{keep} , the probability distribution of # of transmissions x between resource reselection, $P(x, p_{\text{keep}})$, is given by:

$$P(x, p_{\text{keep}}) = \sum_{n=1}^{\infty} p_{\text{keep}}^{n-1} (1 - p_{\text{keep}}) P_{\text{dice}}(p = x - n(C_{\min} - 1), n, s = C_{\max} - C_{\min} + 1)$$

Probability of having (n-1)-th resource reselection

Probability of having x transmissions at (n-1)-th resource reselection

where

$$P_{\text{dice}}(p, n, s) = \frac{1}{s^n} \sum_{k=0}^{\lfloor (p-n)/s \rfloor} (-1)^k \binom{n}{k} \binom{p-sk-1}{n-1}$$

 $C_{\min} = 5$ (Minimum value of reselection counter)

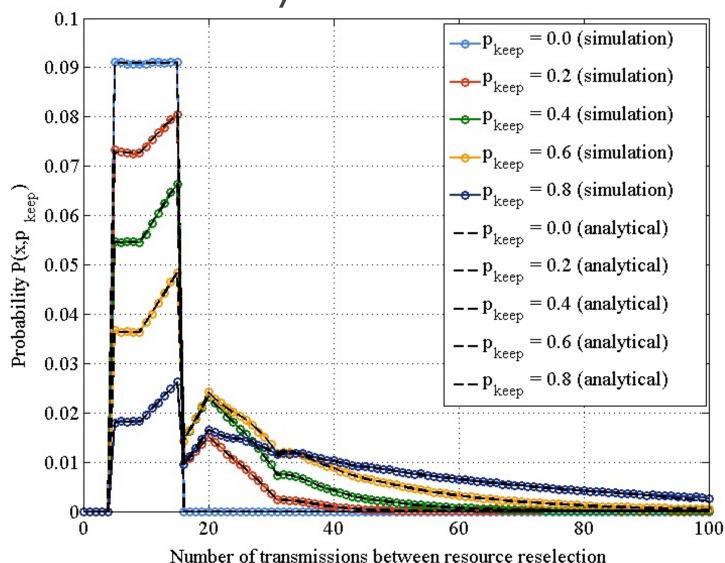
 $C_{\text{max}} = 15$ (Maximum value of reselection counter)

Comparison of Theoretical Analysis and Simulation Results for Problem 1



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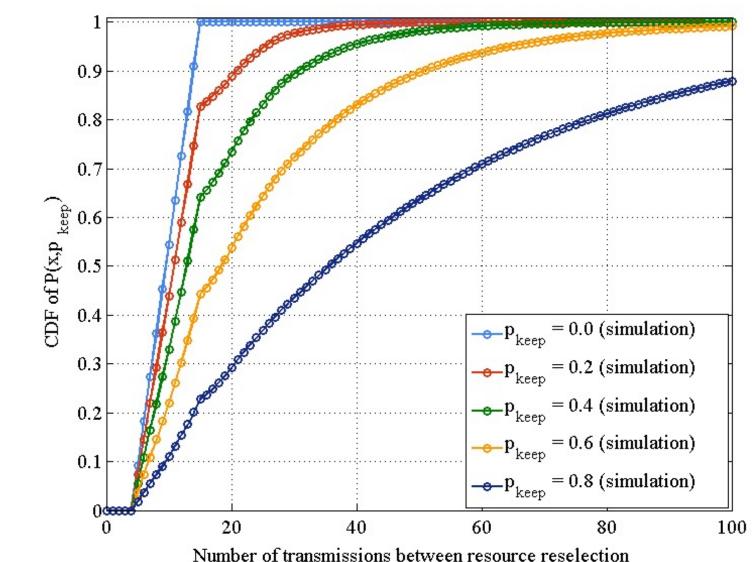
Probability Distribution Function



Comparison of Theoretical Analysis and Simulation Results for Problem 1

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Cumulative Distribution Function



Problem 2: Distribution of # of Persistent Collisions



Problem 2

What's the probability distribution of # of persistent collisions if two nodes select the same resource at the same time?

Solution for Problem 2



- Let X_1 and X_2 denote the random variables of # of transmission before resource reselection for Node I and Node 2, respectively, i.e., $\Pr(X_1) = \Pr(X_2) = P(x, p_{\text{keep}})$
- Also let Y denote the random variable of # of persistent collisions between Node I and Node 2, i.e., $Y = min(X_1, X_2)$
- The probability Pr(Y) is given by:

$$\Pr(Y = y) = \Pr(X_1 = y) \Pr(X_2 = y) + \Pr(X_1 = y) \Pr(X_2 > y) + \Pr(X_1 > y) \Pr(X_2 = y)$$

$$= P^2(x = y, p_{\text{keep}}) + 2P(x = y, p_{\text{keep}}) \left(1 - \sum_{i=1}^{y} P(x = i, p_{\text{keep}})\right)$$

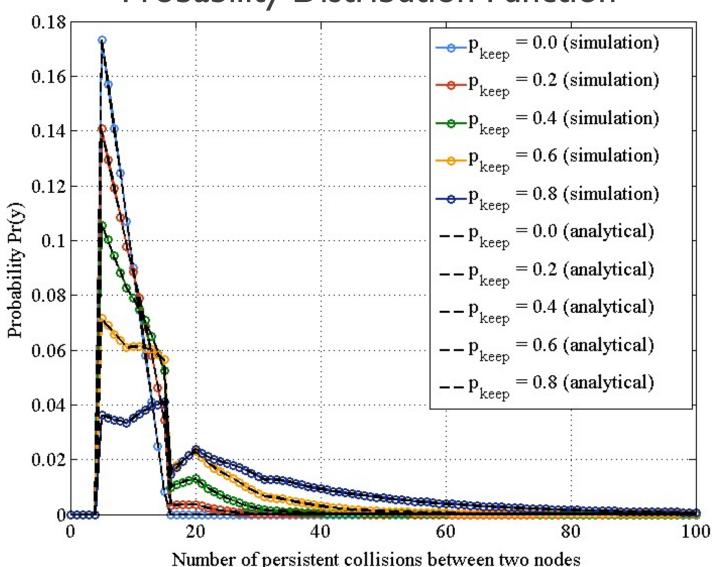
where

$$P(x, p_{\text{keep}}) = \sum_{n=1}^{\infty} p_{\text{keep}}^{n-1} (1 - p_{\text{keep}}) P_{\text{dice}}(p = x - n(C_{\min} - 1), n, s = C_{\max} - C_{\min} + 1)$$

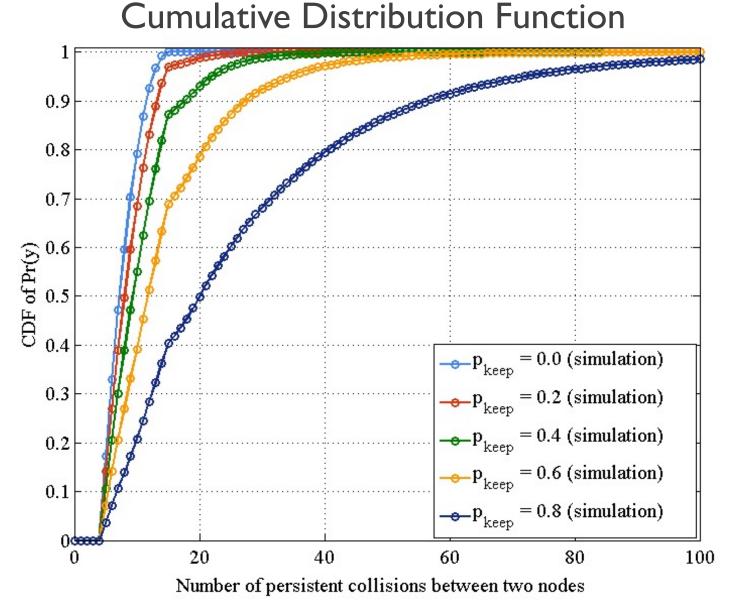
Comparison of Theoretical Analysis and Simulation Results for Problem 2

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Probability Distribution Function



Comparison of Theoretical Analysis and Simulation Results for Problem 2



Average # of Persistent Collisions Based on Simulation Results



| P _{keep} | Average # of Persistent Collision |
|-------------------|-----------------------------------|
| 0.0 | 8.1821 |
| 0.2 | 9.1718 |
| 0.4 | 11.0323 |
| 0.6 | 15.0242 |
| 0.8 | 27.3359 |