

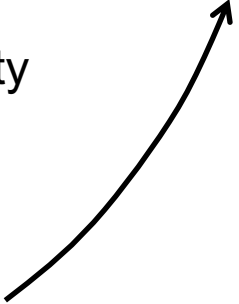
Random Access Protocol for Massive MIMO: Strongest-User Collision Resolution (SUCR)

Emil Björnson¹, Elisabeth de Carvalho²,
Erik G. Larsson¹, Petar Popovski²

*¹Department of Electrical Engineering (ISY),
Linköping University, Sweden*

*²Department of Electronic Systems, Aalborg
University, Aalborg, Denmark*

Motivation

- *Massiveness of 5G Networks and Beyond*
 - Massive number of user equipments (UEs), intermittent activity
 - Massive total data traffic
 - Massive differences in traffic between UEs (mobile broadband, internet-of-things, etc.)
- 

Connection Issue

How to connect and disconnect that many UEs from the network?

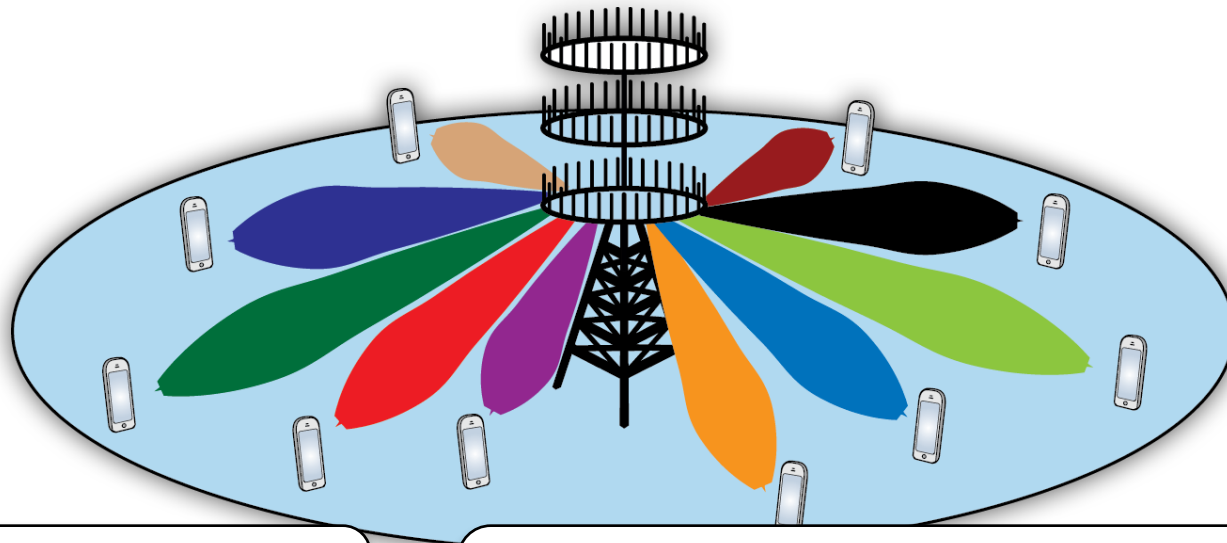
LTE Random Access Solution Not Enough

More users → More access contention → Requires more overhead

5G Physical Layer Solution

Massive MIMO (multiple-input multiple-output)

- M antennas at the base station (e.g., $M = 100$)
- K UEs are associated with the base station
- Pilot sequences are key to separate UEs by spatial beamforming
- Number of pilots limited by channel coherence: τ_c channel uses



Achieves high throughput by multiplexing of many UEs

Massive number of UEs in a cell

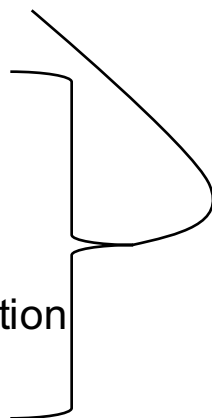
$K \gg \tau_c$: Cannot pre-associate pilots with UEs

Pilot Allocation for Intermittent User Activity

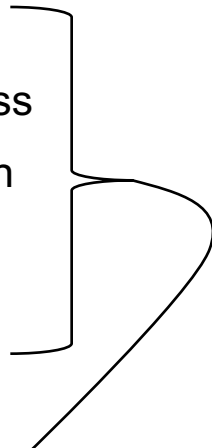
Studied in paper at ICASSP 2016

Two Approaches

1. Uncoordinated pilot allocation

- Each UE sends data using a randomly selected pilot sequence
 - Pros: No access procedure
 - Cons: Creates intra-cell pilot contamination, UE \leftrightarrow stream identification
 - Good for **short packages** and **best-effort services**?
- 

2. Coordinated pilot allocation

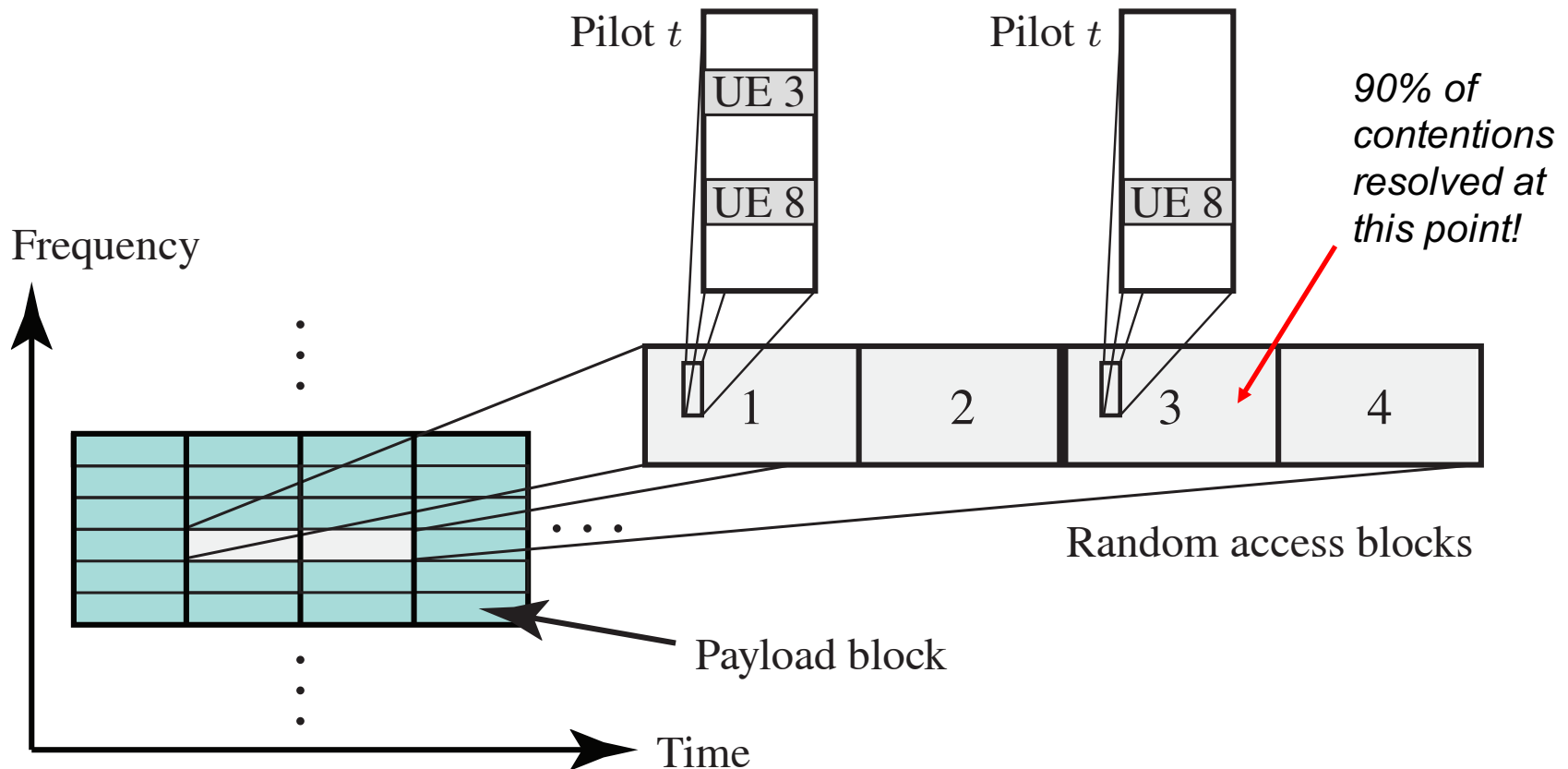
- Each UE asks for a “protected” pilot sequence using random access
 - Pros: Separates access and data – no intra-cell pilot contamination
 - Cons: Random access collisions must be resolved
 - Good for **long packages** and **high-rate/robust services**?
- 

Can we exploit Massive MIMO characteristics?

Focus of this presentation!

Proposed Frame Structure

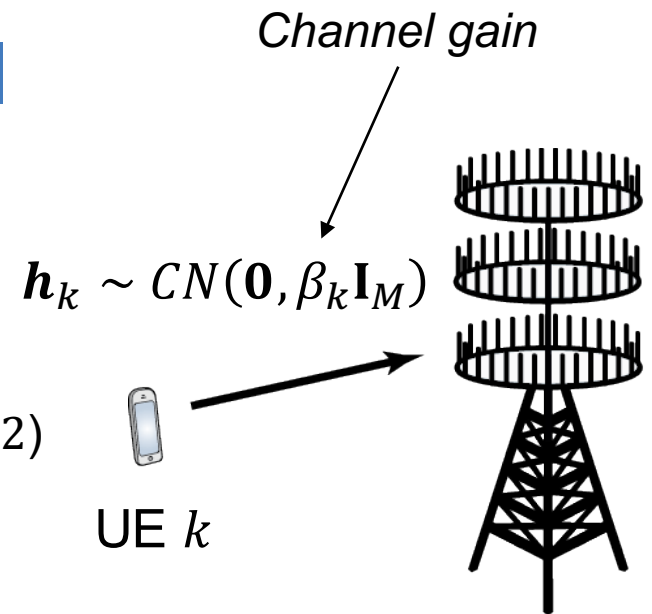
- Two types of resource blocks
 1. Payload blocks ← Operated as in classic Massive MIMO
 2. Random access blocks



System Model

- Preliminaries

- K UEs want to connect
- Selects one of τ_p pilots at random ($\tau_p \leq \tau_c/2$)
- P_a is probability of sending a pilot



- \mathcal{S} : Set of UEs picking an arbitrary pilot sequence:

$$|\mathcal{S}| \sim \text{Binomial}\left(K, \frac{P_a}{\tau_p}\right)$$

- Probability of pilot collision

$$\Pr\{|\mathcal{S}| \geq 2\} = 1 - \left(1 - \frac{P_a}{\tau_p}\right)^K - K \frac{P_a}{\tau_p} \left(1 - \frac{P_a}{\tau_p}\right)^{K-1}$$

How to detect collisions?

Distributed Method to Detect Collisions (1/3)

Step 1:

- BS receives uplink pilot signal:

$$\mathbf{y} = \sum_{i \in \mathcal{S}} \sqrt{\rho} \mathbf{h}_i + \mathbf{n}$$

Uplink pilot power (points to $\sqrt{\rho}$)

Noise: $\mathbf{n} \sim \mathcal{CN}(0, \sigma^2 \mathbf{I}_M)$ (points to \mathbf{n})

- Compute least-square channel estimate of $\sum_{i \in \mathcal{S}} \mathbf{h}_i$:

$$\hat{\mathbf{h}}_{LS} = \mathbf{y} / \sqrt{\rho}$$

- Form a precoding vector with fixed power q :

$$\mathbf{w} = \sqrt{q} \frac{\hat{\mathbf{h}}_{LS}}{\|\hat{\mathbf{h}}_{LS}\|}$$

Distributed Method to Detect Collisions (2/3)

Step 2:

- BS sends downlink pilot using \mathbf{w}
- Received signal at UE $k \in \mathcal{S}$:

$$z_k = \mathbf{h}_k^H \mathbf{w} + \eta_k \quad \leftarrow \quad \begin{array}{l} \text{Noise:} \\ \eta_k \sim \mathcal{CN}(0, \sigma^2) \end{array}$$

- Define sum channel gain: $\alpha_{\mathcal{S}} = \sum_{i \in \mathcal{S}} \beta_i$

Channel Hardening Properties

$$\mathbb{E} \left\{ \frac{z_k}{\sqrt{M}} \right\} = \sqrt{\frac{\rho q \beta_k^2}{\rho \alpha_{\mathcal{S}} + \sigma^2}} \frac{\Gamma(M + \frac{1}{2})}{\sqrt{M} \Gamma(M)} \rightarrow \sqrt{\frac{\rho q \beta_k^2}{\rho \alpha_{\mathcal{S}} + \sigma^2}} \quad \text{as } M \rightarrow \infty$$

$$\mathbb{V} \left\{ \frac{z_k}{\sqrt{M}} \right\} = \frac{\rho q \beta_k^2}{\rho \alpha_{\mathcal{S}} + \sigma^2} \left(1 - \left(\frac{\Gamma(M + \frac{1}{2})}{\sqrt{M} \Gamma(M)} \right)^2 \right) + \frac{\sigma^2 + q \beta_k - \frac{\rho q \beta_k^2}{\rho \alpha_{\mathcal{S}} + \sigma^2}}{M} \rightarrow 0 \quad \text{as } M \rightarrow \infty$$

Distributed Method to Detect Collisions (3/3)

Step 2 (cont.):

- In Massive MIMO we have:

$$\frac{z_k}{\sqrt{M}} \approx \mathbb{E} \left\{ \frac{z_k}{\sqrt{M}} \right\} = \sqrt{\frac{\rho q \beta_k^2}{\rho \alpha_S + \sigma^2}} \frac{\Gamma\left(M + \frac{1}{2}\right)}{\sqrt{M} \Gamma(M)}$$

- UE k estimates α_S as

$$\hat{\alpha}_{S,k} \approx \frac{q \beta_k^2}{z_k^2} \left(\frac{\Gamma\left(M + \frac{1}{2}\right)}{\Gamma(M)} \right)^2 - \frac{\sigma^2}{\rho}$$

ML estimator is also be derived in the paper ←

Detect collision at UE k :

Compute $\hat{\alpha}_{S,k}$

Compare with $\hat{\alpha}_{S,k} - \beta_k$ with a threshold

Distributed Contention Resolution

Step 3:

- Each user can infer 1) if a collision has occurred
2) how strong the own channel gain is relative to the contenders $\beta_k / \hat{\alpha}_{\mathcal{S},k}$
- **Assumption:** The contention winner is the UE $k \in \mathcal{S}$ with largest β_k
“Strongest-User Collision Resolution (SUCR)”

Activation decision rule at UE k :

$$\text{Active: } \beta_k > \hat{\alpha}_{\mathcal{S},k}/2$$

$$\text{Inactive: } \beta_k \leq \hat{\alpha}_{\mathcal{S},k}/2$$

Only active UEs retransmit pilot in Step 3 (and sends UE ID):

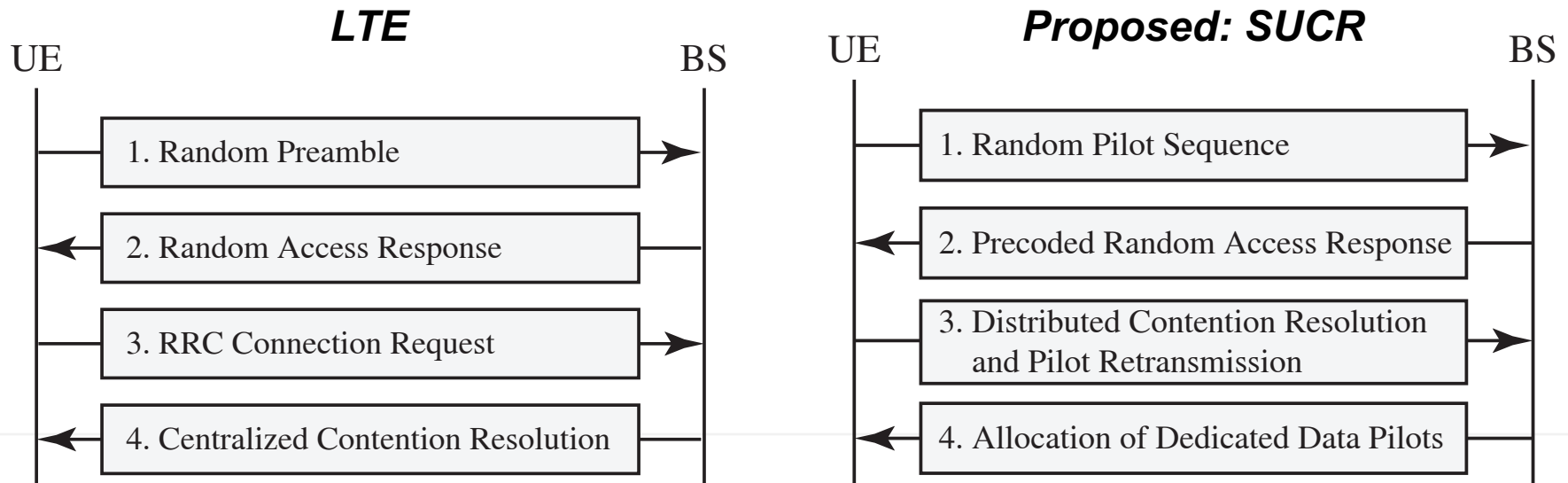
$$\mathcal{S}_{\text{retrans}} = \{k \in \mathcal{S}: \beta_k > \hat{\alpha}_{\mathcal{S},k}/2\}$$

Allocate Protected Pilot Signals

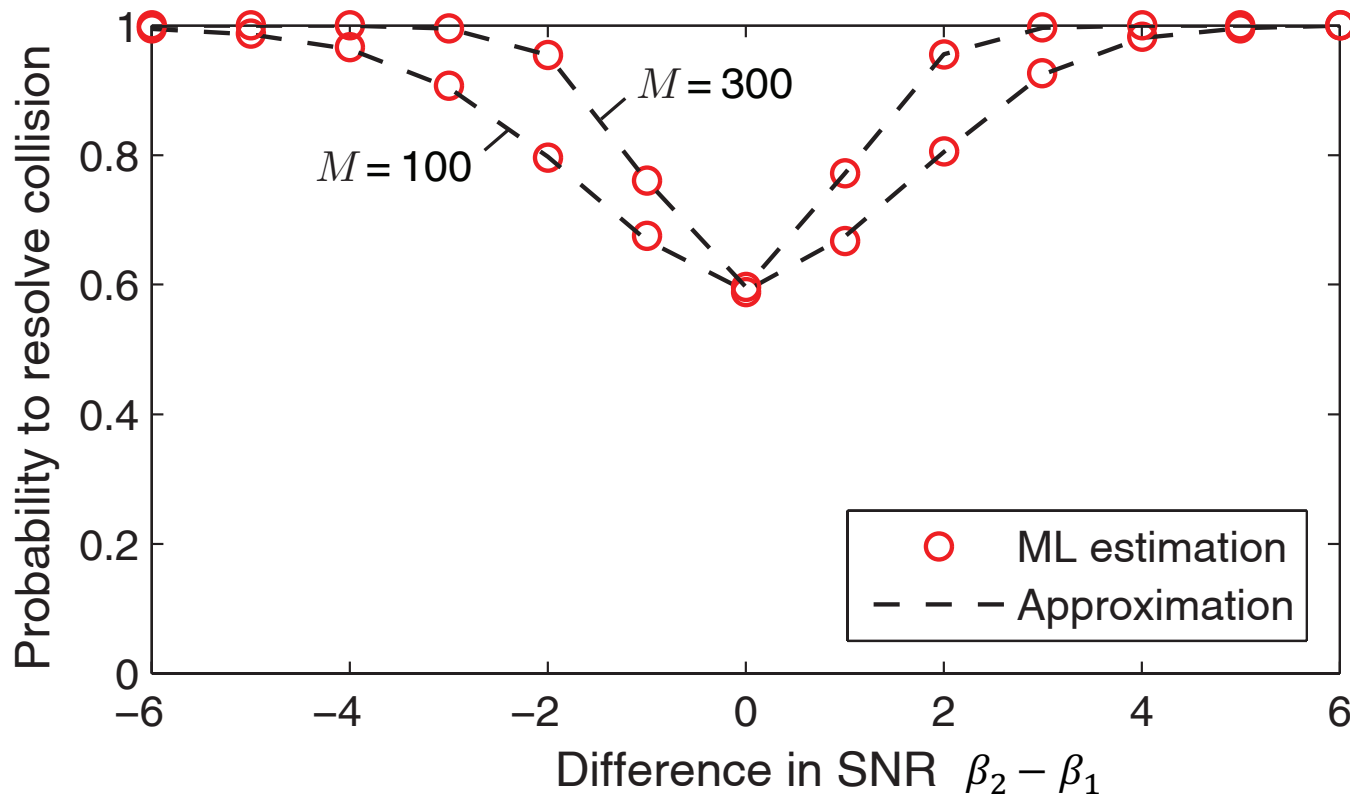
Step 4:

Only UEs in $\mathcal{S}_{\text{retrans}}$ retransmitted the pilot

- If $|\mathcal{S}_{\text{retrans}}| = 1$: Successful admission of one UE to the data blocks (allocate protected pilot)
- If $|\mathcal{S}_{\text{retrans}}| = 0$: Missed opportunity (false negative)
- If $|\mathcal{S}_{\text{retrans}}| \geq 2$: Contention not fully resolved (false positive)



Basic Test: Resolving a Two-UE Collisions



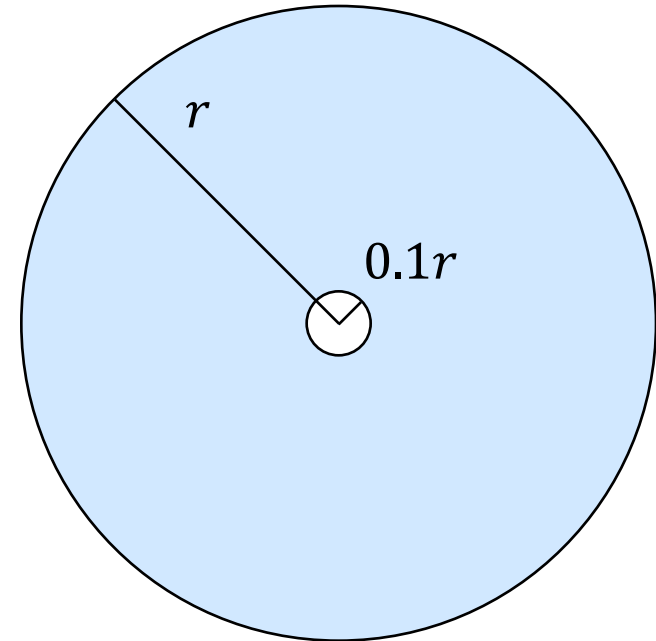
Assumptions

- Pilot SNR of UE k is β_k ($p = q = \sigma^2 = 1$), $\epsilon_k = 0$,
- First UE: $\beta_1 = 10$ dB
- Second UE: $\beta_2 = 4$ to 16 dB

Simulation: Cellular Scenario (1/2)

Scenario

- $\tau_p = 10$ pilot sequences
- $K = 50$ UEs want to connect
- Uniformly distributed, except in cell center
- Pathloss exponent: 3.7
- Shadow fading: 8 dB standard deviation
- Cell edge SNR without shadowing is set

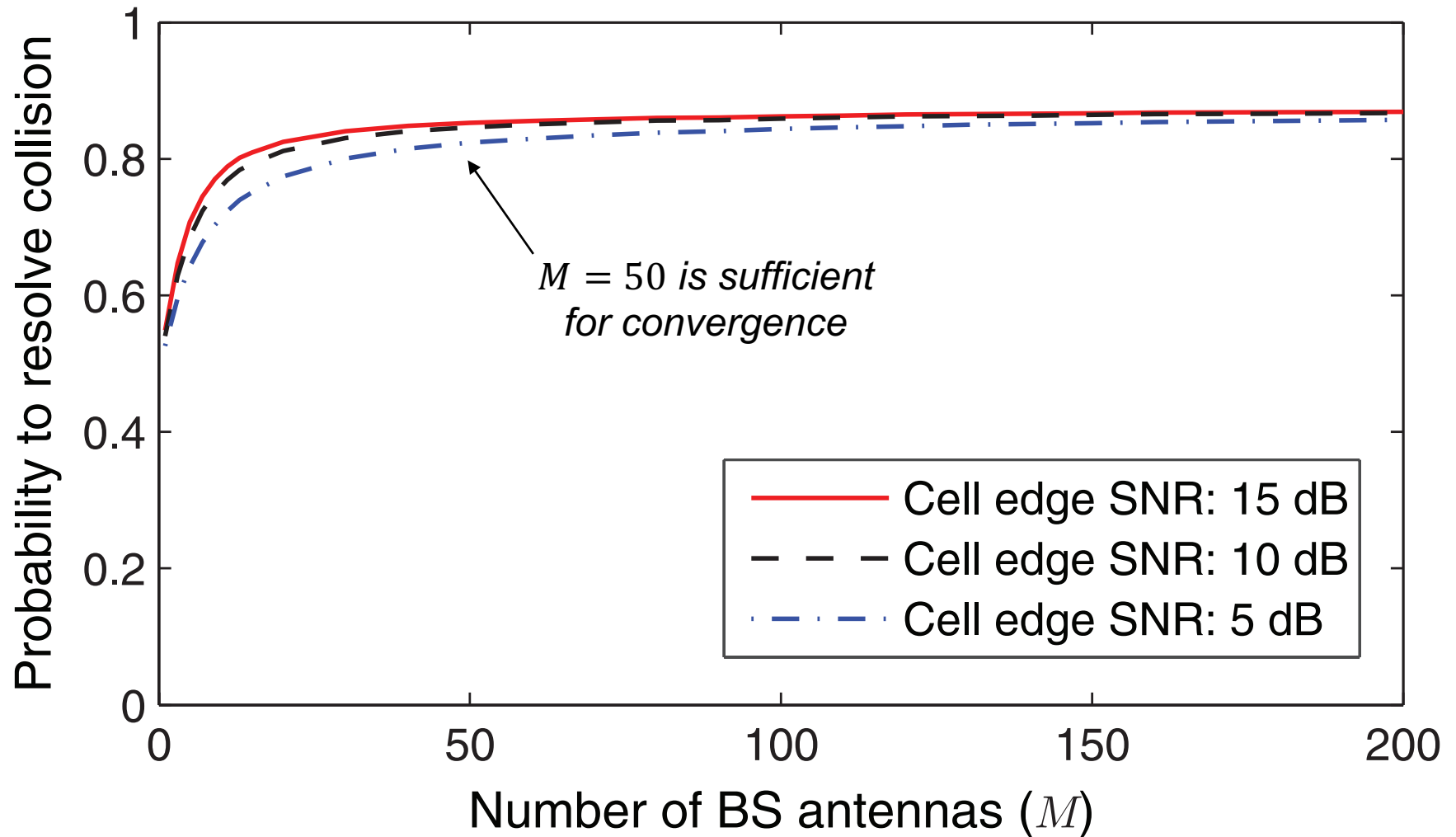


Performance Metric

- Probability to resolve conflicts:

$$\Pr\{|\mathcal{S}_{\text{retrans}}| = 1\}$$

Simulation: Cellular Scenario (2/2)



P_a is optimized for maximal resolution

Summary

- Massive Number of UEs per Cell
 - Can only allocated dedicated pilots to active UEs
 - Request protected pilots by random access – leads to collisions
- Distributed “Strongest-User Collision Resolution (SUCR)”
 - Step 1: Send random uplink pilots, create joint precoding vector
 - Step 2: Send precoded downlink pilot, estimate sum channel gain of UEs
 - Step 3: Only UE with strongest channel gain retransmits pilot
 - Step 4: Allocate dedicated pilot or apply centralized contention resolution

Can resolve 80-90% of the collisions directly

Journal paper on arXiv: Any channel distribution, multi-cell setup, etc.

QUESTIONS?

Emil Björnson, Elisabeth de Carvalho,
Erik G. Larsson, Petar Popovski

*“Random Access Protocol for Massive MIMO:
Strongest-User Collision Resolution (SUCR)”*