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Opportunistic User Selection in Network MIMO Systems with  
Limited Feedback

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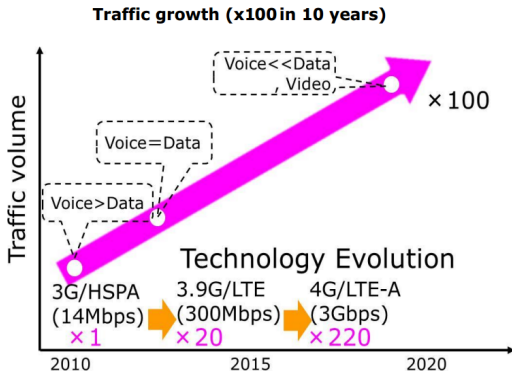


Figure 1: Explosive growth of traffic (1).

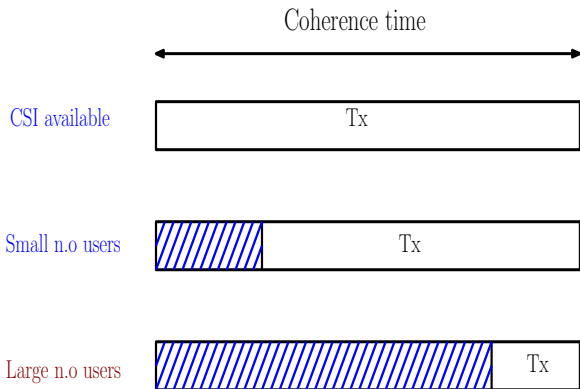
(1): Ericsson Mobility Report, June 2013.

- To cope with the increasing demand, new solutions can be used such as
  - Higher-order modulation.
  - MIMO.
- Exploit randomness in the channel (MUD).

**idea: Assign network resources to strong users.**

**Challenge** channel state information (CSI).

## Feedback is a key issue !



**Challenge** How to reduce feedback ?

# User Selection in NW-MIMO

## System Model

- $M$  BSs with  $L$  antennas each and  $K$  users ( $K \geq LM$ ).
- $\mathbf{h}_k = [h_{k,1}, h_{k,2}, \dots, h_{k,LM}]$  channel from the BSs to the  $k$ th user.
- $\mathcal{K} = \{\pi(1), \pi(2), \dots, \pi(|\mathcal{K}|)\}$

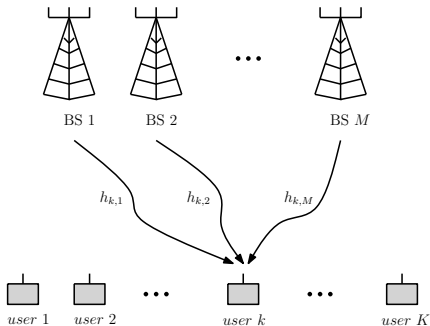
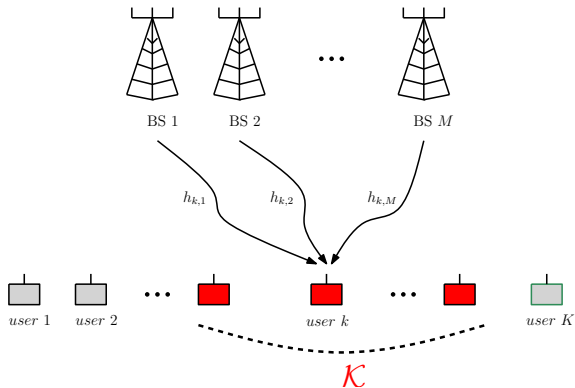


Figure 2: Network Model

## User Selection



**Challenge** What's the optimal set  $\mathcal{K}$  ?

## Optimal set $\mathcal{K}$

$$\mathbf{W}(\mathcal{K}) = \mathbf{H}(\mathcal{K})^H \left( \mathbf{H}(\mathcal{K}) \mathbf{H}(\mathcal{K})^H \right)^{-1} \quad (1)$$

$$R_{ZFBF}(\mathcal{K}) = \max_{P_i: \sum_{i \in \mathcal{K}} \gamma_i^{-1} P_i \leq P} \sum_{i \in \mathcal{K}} \log(1 + P_i), \quad (2)$$

$$\gamma_i = \frac{1}{\|\mathbf{w}_i\|^2}$$

$$R_{ZFBF} = \max_{\mathcal{K} \subset \{1, \dots, K\}: |\mathcal{K}| \leq M} R_{ZFBF}(\mathcal{K}) \quad (3)$$

**Problem** Computationally unfeasible for large  $K$  !

## Semi-orthogonal user selection (SUS) [3]

idea: choose users to be nearly orthogonal

1

$$\pi(1) = \operatorname{argmax}_{k \in \{1, 2, \dots, K\}} \|\mathbf{h}_k\|^2 \quad (4)$$

2

$$\pi(i+1) = \operatorname{argmax}_{k \in \mathcal{A}_i} \|\mathbf{h}_k\|^2, \quad (5)$$

where  $\mathcal{A}_i = \{1 \leq k \leq K : \frac{|\mathbf{h}_k \mathbf{h}_{\pi(j)}^H|}{\|\mathbf{h}_k\| \|\mathbf{h}_{\pi(j)}\|} \leq \epsilon, 1 \leq j \leq i\}$  and  $i \leq M - 1$

3 repeat until  $|\mathcal{K}| = M$  or  $\mathcal{A}_i = \emptyset$

**Problem** Full CSI needed or Fb. load  $\sim \mathcal{O}(K)$

[3] T. Yoo, N. Jindal and A. Goldsmith. "Finite-Rate Feedback MIMO Broadcast Channels with Large Number of Users," in *Proc. IEEE ISIT*, 2006.



## CS Approach

- 1 CDI and CQI for each user (training).
- 2 Sparsify users (thresholding).
- 3 **Two** fback info (CQI and ch. gain).
- 4 Assign **two** Gaussian codes for each user.

For the  $i$ th user selection,

**if**  $\|\mathbf{h}_k\|^2 \geq \gamma_i$  **then**

transmit ( $a_{m,2k-1}$  *pilot* +  $a_{m,2k}$  *CQI*),

for  $m = 1, 2, \dots, J$

**else**

be silent

$i$ th BS receives

$$\mathbf{y}_I = \mathbf{A} (\mathbf{g}_I \circ \mathbf{X}) + \mathbf{z}_I \quad (6)$$

$$\begin{bmatrix} h_{1,l} \\ h_{1,l} \\ h_{2,l} \\ h_{2,l} \\ \vdots \\ h_{K,l} \\ h_{K,l} \end{bmatrix} \circ \begin{bmatrix} \text{pilot} \\ \text{CQI}_1 \\ \text{pilot} \\ \text{CQI}_2 \\ \vdots \\ \text{pilot} \\ \text{CQI}_K \end{bmatrix} \quad (7)$$

- recover  $\text{CQI}_{\pi(i)} \rightarrow h_{\pi(i),l}$
- Transmit  $h_{\pi(i),l}^* / \|\mathbf{h}_{\pi(i)}\|$
- user  $j$  receives

$$c_j = \sum_{l=1}^{LM} \frac{h_{j,l} h_{\pi(i),l}^*}{\|\mathbf{h}_j\| \|\mathbf{h}_{\pi(i)}\|} = \frac{\mathbf{h}_j \mathbf{h}_{\pi(i)}^H}{\|\mathbf{h}_j\| \|\mathbf{h}_{\pi(i)}\|} \quad (8)$$

- compare  $c_j$  with  $\epsilon$ .

## Important Result on Block-Sparse Recovery

- Robust recovery for a sparse vect. with size  $N$  and sparsity  $S$ :  
 $M = \mathcal{O}(S \log N/S)$ .
- Similarly to recover a block sparse vect. with block size  $J$  and sparsity  $S$ :  $M = \mathcal{O}(JS \log N/S)$ .

### Structure in the sparse signal [2]

Baraniuk *et al* (2010), showed that robustness guarantees can be achieved with

$$M = \mathcal{O}(JS + S \log N/S) \quad (9)$$

→ substantial improvement over  $\mathcal{O}(JS \log N/S)$

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[2] R. Baraniuk, V. Cehver, M. Duarte and C. Hegde. "Model-Based Compressed sensing," *IEEE Transactions on Information Theory*, 2010.

## Timer approach

**idea:** set timer for each user

$$\tau_k \propto \frac{1}{\|\mathbf{h}_j\|^2} \quad (10)$$

→ First expired, First feedback (FEFF).

**Problem** Collision !

## Numerical Results

$M = 6$  BSs,  $\epsilon = 0.25$

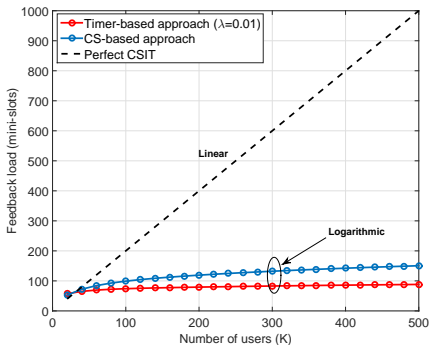


Figure 3: Feedback load versus the number of users  $K$ .

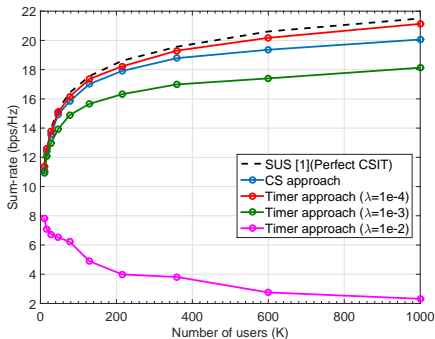


Figure 4: Sum-rate versus the number of users  $K$ .

## Conclusions

- A compressed sensing based feedback algorithms has been established for different scenarios
- The feedback load grows logarithmically with the number of users/relays.
- The proposed feedback algorithms permit a substantial reduction in the feedback load with tolerable performance hit
- The proposed algorithms offer a practical framework that can be implemented in practice for various scenarios.

Thank you for your attention