



Resource Allocation in OFDMA Wireless Networks

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Term Project



Outline

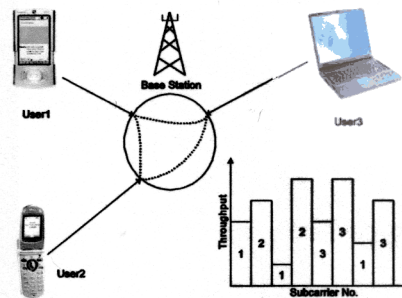
- Backgrounds
- Resource allocation in OFDMA systems
 - Adaptive bit, power, subchannel allocation
 - Problem formulation
 - Optimization for two-user allocation
 - Optimization for multiple-user allocation
- Simulation results
- Conclusion

Backgrounds

- **Wireless channels**
 - Doppler frequency shift (time selective fading)
 - Multipath effect (frequency selective fading)
- **Wireless communication systems**
 - TDMA (GSM)
 - CDMA (3Gpp)
 - OFDMA (Orthogonal Frequency Division Multiple Access): Wireless LAN Applications
- **Resource allocation**
 - Power control and adaptive modulation
 - Sub-channels (frequency sub-band, time slot, spreading code)

System Description

- **Single-cell uplink OFDMA systems**
 - N subchannels, K users
- **Optimization Goal**
 - Maximize the overall rates
- **Competition:** the same subcarrier may be good for many users. But only one user per channel.
- **Constraints**
 - Maximal transmitted power
 - Minimal requirement rate



Resource Allocation in OFDMA Systems

- System model

- Define the rate allocation matrix \mathbf{r} as $[r]_{ij} = r_{ij}$
- Define the subcarrier assignment matrix $[\mathbf{A}]_{ij} = a_{ij}$, where $\sum_{i=1}^K a_{ij} = 1, \forall j$ and
$$a_{ij} = \begin{cases} 1, & \text{if } r_{ij} > 0; \\ 0, & \text{otherwise.} \end{cases}$$
- Define the power allocation matrix \mathbf{P} as $[\mathbf{P}]_{ij} = P_{ij}$.

- Adaptive modulation

- Variable bits can loaded to the subcarrier;
- Higher modulation level requires higher power.

$$r_{ij} = W \log_2 \left(1 + \frac{P_{ij} G_{ij} c_3}{\sigma^2} \right)$$

The optimization problem

- The optimization goal

$$\begin{aligned} & \max_{\mathbf{A}, \mathbf{P}} U \\ \text{subject to } & \begin{cases} \sum_{i=1}^K a_{ij} = 1, \forall j; \\ R_i \geq R_{min}^i, \forall i; \\ \sum_{j=1}^N P_{ij} \leq P_{max}, \forall i. \end{cases} \end{aligned}$$

$$\text{Maximal Rate : } U = \sum_{i=1}^K R_i,$$

$$\text{Max-min Fairness : } U = \min R_i,$$

$$\text{Proportional Fairness : } U = \prod_{i=1}^K (R_i - R_{min}^i).$$

* Nonlinear non-concave integer programming;

* Simplification method:

Two-user case, continuous relaxation.

Two-user Resource Allocation

- Resource allocation with fixed channel allocation (well-known water-filling algorithm)

$$\max_{\mathbf{P}} U_i = R_i$$

$$\text{subject to } \sum_{j=1}^N P_{ij} a_{ij} \leq P_{max}, \forall i.$$

$$P_{ij} = (\mu_i - I_{ij})^+ \text{ and } r_{ij} = W \log_2 \left(1 + \frac{P_{ij} a_{ij}}{I_{ij}} \right), \quad I_{ij} = \frac{\sigma^2}{c_3 G_{ij}}$$

- Lagrange function for the two-user case

$$L = \left(\sum_{j=1}^N a_{1j} W \log_2 \left(1 + \frac{P_{1j} G_{1j} c_3}{a_{1j} \sigma^2} \right) - R_{min}^1 \right) \left(\sum_{j=1}^N a_{2j} W \log_2 \left(1 + \frac{P_{2j} G_{2j} c_3}{a_{2j} \sigma^2} \right) - R_{min}^2 \right) \\ + \sum_{j=1}^N \lambda_j \left(\sum_{i=1}^2 a_{ij} - 1 \right) + \sum_{i=1}^2 \kappa_i \left(\sum_{j=1}^N P_{ij} - P_{max} \right) - \sum_{i=1}^2 \sum_{j=1}^N \nu_{ij}^1 P_{ij} - \sum_{i=1}^2 \sum_{j=1}^N \nu_{ij}^2 a_{ij}.$$

Two-band Partition Algorithm (1)

TWO-USER ALGORITHM

<p>1. Initialization: Initialize the subcarrier assignment with the minimal rate requirements. For <i>Maximal Rate</i>, $\varrho_1 = \varrho_2 = 1$; For <i>NBS</i>, calculate ϱ_1 and ϱ_2.</p>
<p>2. Sort the subcarriers: Arrange the index from the largest to smallest $\frac{\varrho_1^2}{a_{1j}^2}$, $\frac{\varrho_2^2}{a_{2j}^2}$.</p>
<p>3. For $j=1, \dots, N-1$ User 1 occupies and water-fills subcarrier 1 to j; User 2 occupies and water-fills subcarrier $j+1$ to N. Calculate U. End</p>
<p>4. Choose the two-band partition (the corresponding j) that generates the largest U satisfying the constraints. Calculate A, P, R_1, and R_2.</p>
<p>5. Update channel assignment -<i>Maximal Rate</i>: Return -<i>NBS</i>: If U can not be increased by updating ϱ_1 and ϱ_2, the iteration ends; otherwise, update $\varrho_1 = 1/(R_1 - R_{min}^1)$, $\varrho_2 = 1/(R_2 - R_{min}^2)$; go to Step 2.</p>

Two-band Partition Algorithm (2)

■ Proof. (scratch)

$$\frac{\log_2 \left(1 + \frac{P_{1j} G_{1j} c_3}{a_{1j} \sigma^2} \right) - \frac{\frac{P_{1j} G_{1j} c_3}{a_{1j} \sigma^2}}{1 + \frac{P_{1j} G_{1j} c_3}{a_{1j} \sigma^2}}}{\left(\sum_{j=1}^N a_{1j} W \log_2 \left(1 + \frac{P_{1j} G_{1j} c_3}{a_{1j} \sigma^2} \right) - R_{min}^1 \right)} = \frac{\log_2 \left(1 + \frac{P_{2j} G_{2j} c_3}{a_{2j} \sigma^2} \right) - \frac{\frac{P_{2j} G_{2j} c_3}{a_{2j} \sigma^2}}{1 + \frac{P_{2j} G_{2j} c_3}{a_{2j} \sigma^2}}}{\left(\sum_{j=1}^N a_{2j} W \log_2 \left(1 + \frac{P_{2j} G_{2j} c_3}{a_{2j} \sigma^2} \right) - R_{min}^2 \right)}$$

$$\varrho_i = \begin{cases} 1 / \left(\sum_{j=1}^N a_{ij} W \log_2 \left(1 + \frac{P_{ij} G_{ij} c_3}{a_{ij} \sigma^2} \right) - R_{min}^i \right), & \sum_{j=1}^N a_{ij} W \log_2 \left(1 + \frac{P_{ij} G_{ij} c_3}{a_{ij} \sigma^2} \right) \geq R_{min}^i + \epsilon; \\ 1/\epsilon, & \text{otherwise,} \end{cases}$$

$$\varrho_1 \left(\log_2 \left(\frac{\mu_1}{I_{1j}} \right) + \frac{I_{1j}}{\mu_1} - 1 \right) = \varrho_2 \left(\log_2 \left(\frac{\mu_2}{I_{2j}} \right) + \frac{I_{2j}}{\mu_2} - 1 \right).$$

$$f \left(\frac{g_{1j}^{\varrho_1}}{g_{2j}^{\varrho_2}} \right) \approx \log_2 \left(\frac{g_{1j}^{\varrho_1}}{g_{2j}^{\varrho_2}} \right) + \log_2 \left(\frac{\mu_1}{\mu_2} \right) + \varrho_2 - \varrho_1. \quad \text{Let } g_{ij} = 1/I_{ij}.$$

Multiple-user Resource Allocation

MULTIUSER ALGORITHM

1. Initialize the channel assignment:

Assign all subcarriers to users.

2. Coalition Grouping:

If the number of users is even, the users are grouped into coalitions; otherwise, a dummy user is created to make the total number of users even. No user can exchange its resource with this dummy user.

- *Random Method*: Randomly form 2-user coalition.

- *Hungarian Method*: Form user coalitions by the Hungarian algorithm.

3. Bargain within Each Coalition:

Negotiate between two users in all coalitions to exchange the subcarriers using the two-user algorithm in Table I.

4. Repeat:

Repeat Step 2 and Step 3, until no further improvement can be achieved.

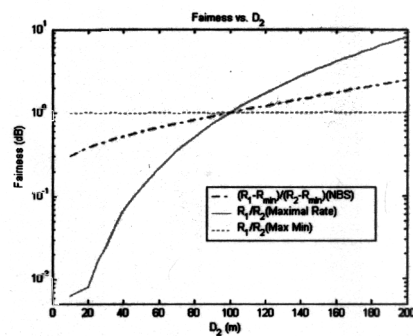
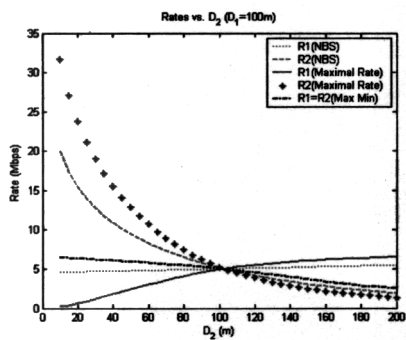
Hungarian Method



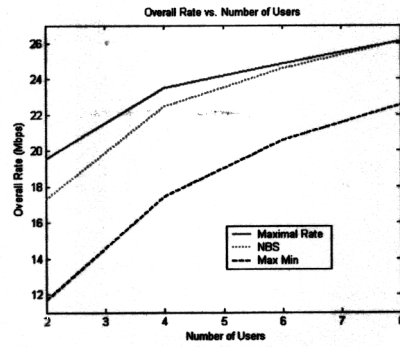
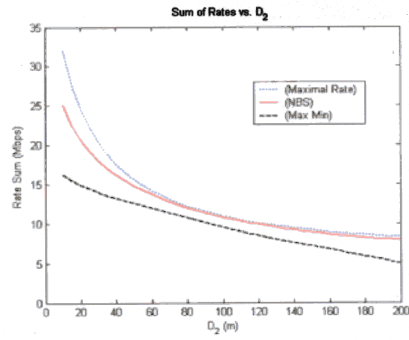
B \ G	H	I	J	K	L
A	1	2	3	4	5
B	2	3	1	5	4
C	3	5	1	2	4
D	1	3	2	4	5
E	4	2	5	1	3

B \ G	H	I	J	K	L
A	0	1	0	0	0
B	0	0	0	0	1
C	0	0	1	0	0
D	1	0	0	0	0
E	0	0	0	1	0

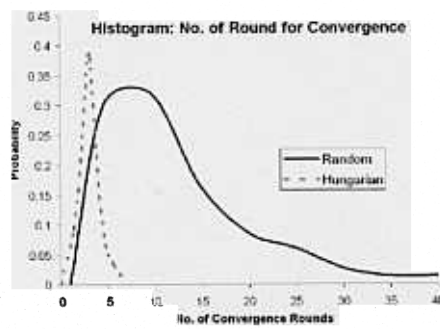
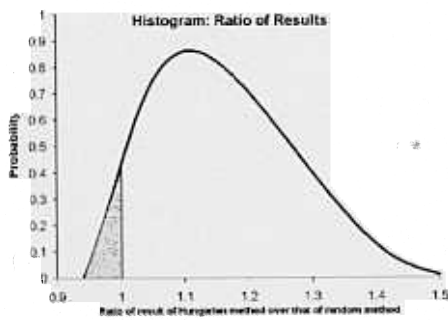
Simulation Results (1)



Simulation Results (2)



Simulation Results (3)





Conclusions

- Resource allocation in OFDMA systems is modeled as a nonlinear programming problem.
- KKT condition is utilized to develop the algorithm for the integer programming problem.
- Multiple-user programming is simplified by two-user algorithm and pairing method.
- The simulation results compares the fairness property for different objective functions.