

# Approximating the FDMA Capacity

Rahul Vaze

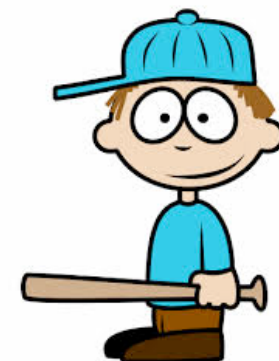
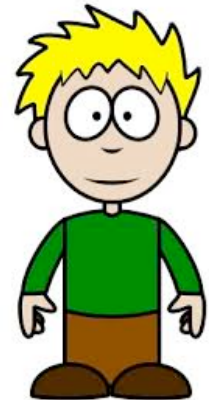


Kiran Koshy

Andrew Thangaraj



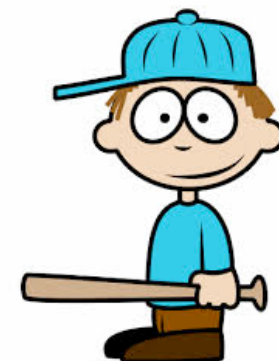
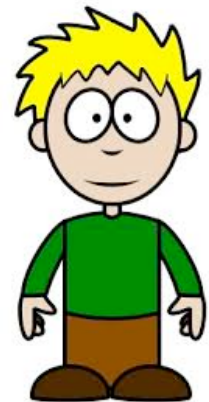
# Partitioning Problem



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$S_i$



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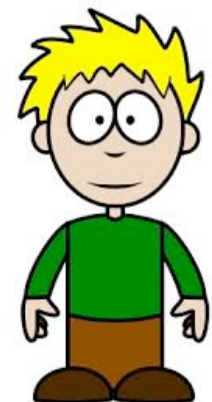
$$f_1(S_i)$$



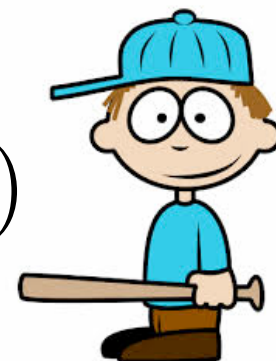
$$S_i$$



$$f_2(S_i)$$



$$f_n(S_i)$$





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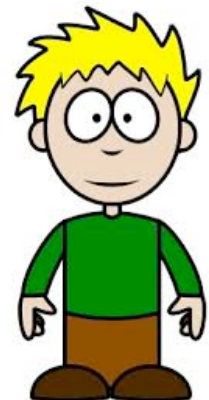


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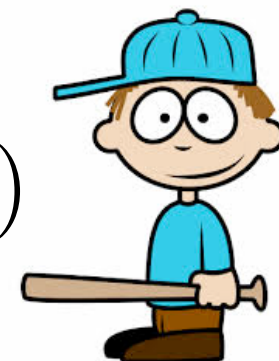
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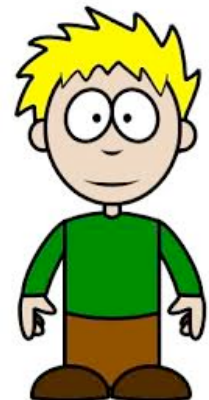
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$$\max \sum_{i=1}^n f_i(S_i)$$

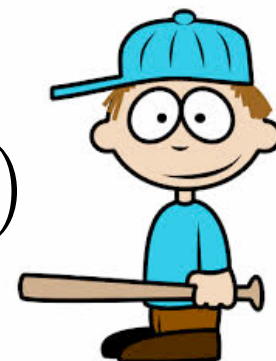
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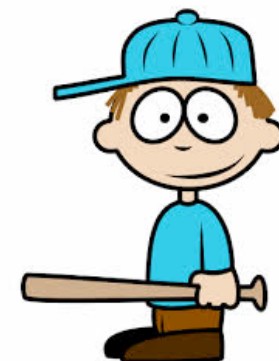
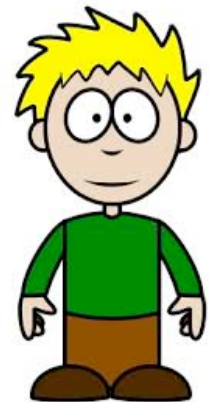
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# Greedy Algorithm - Partitioning Problem





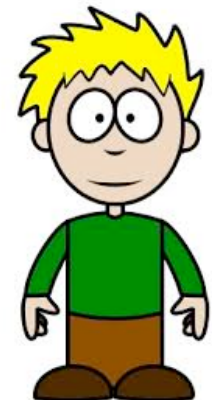
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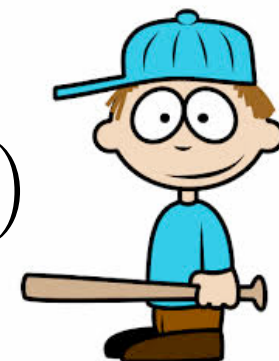
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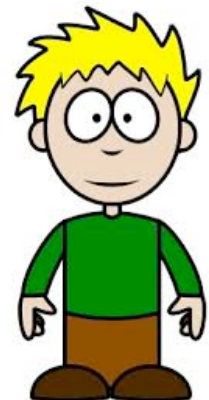


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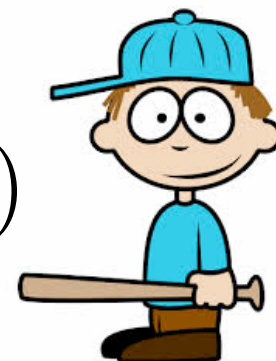
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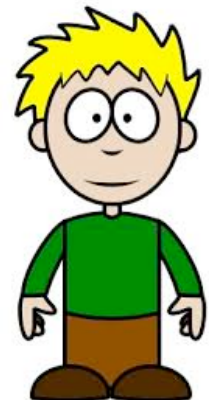


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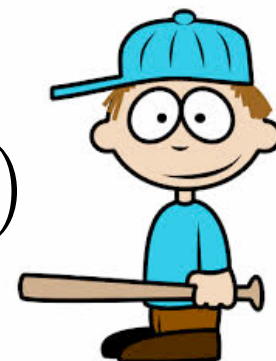
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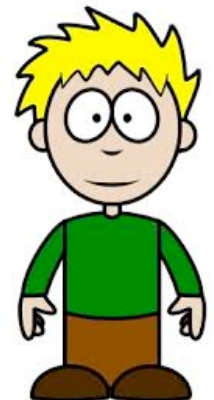


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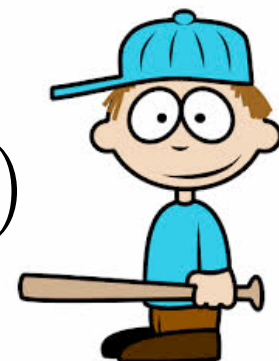
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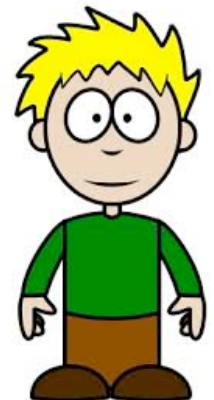
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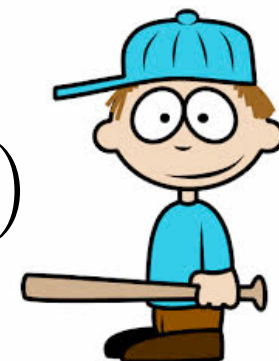




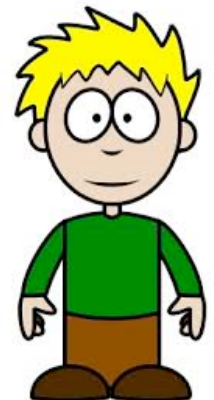
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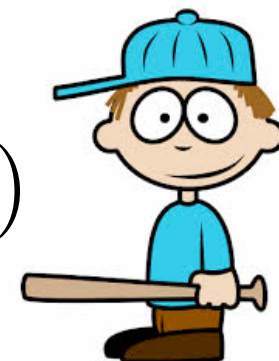
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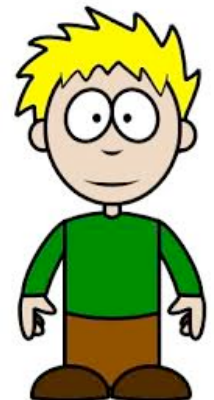
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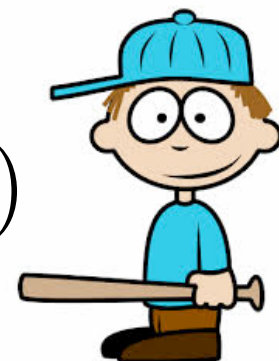
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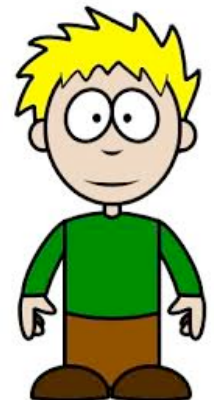


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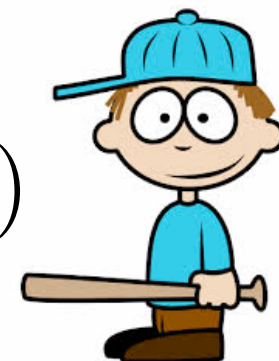
$S_2$

$f_2(S_i)$



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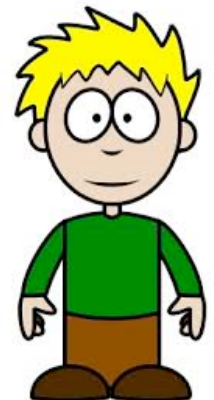
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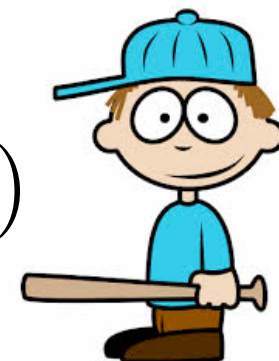
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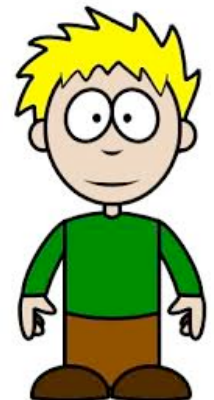
$f_1(S_i)$



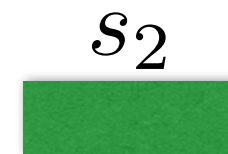
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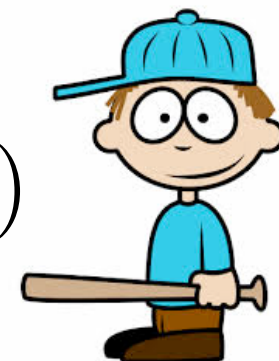


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# Guarantee

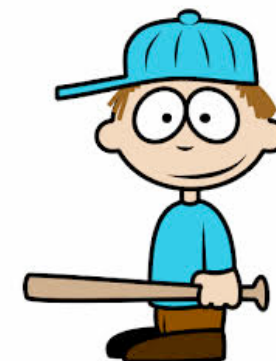
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# Greedy Algorithm is actually online





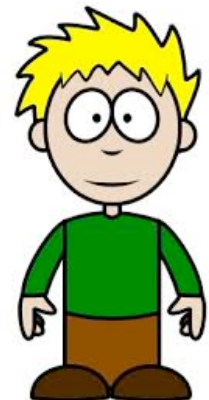
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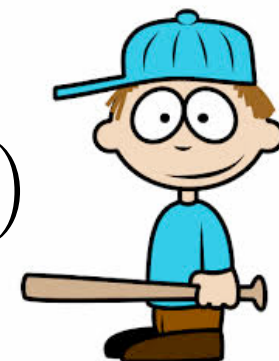
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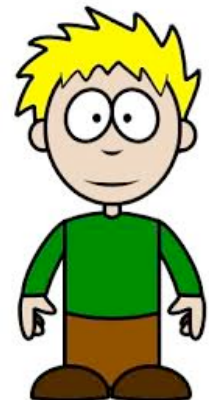
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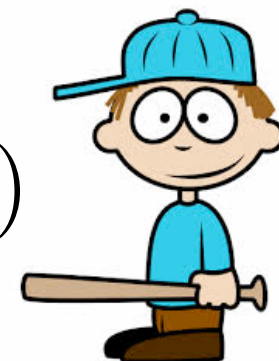


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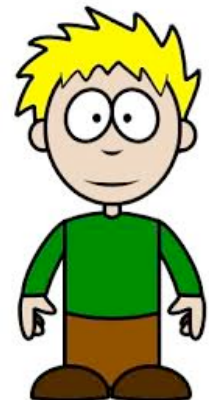


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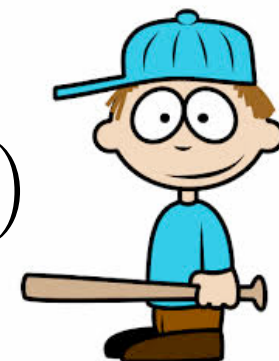
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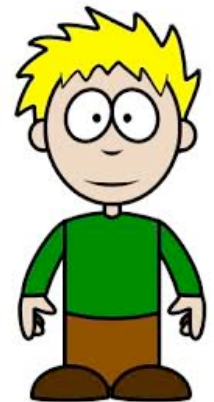
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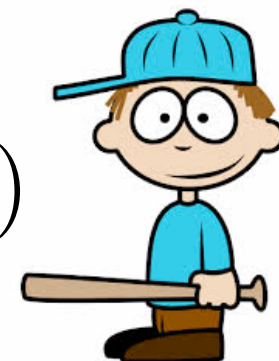




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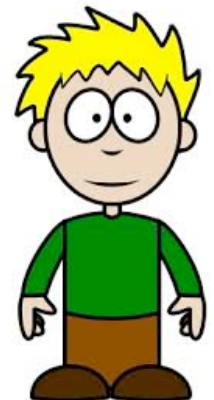
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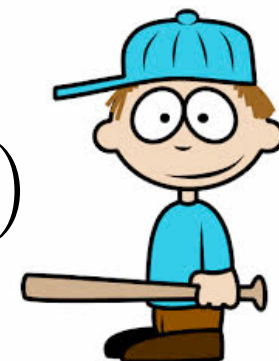
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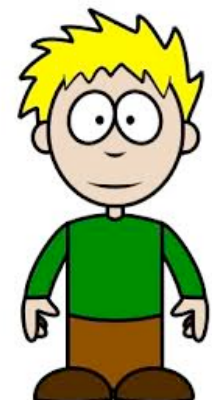
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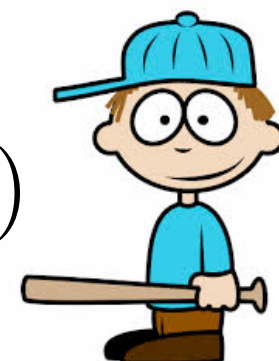
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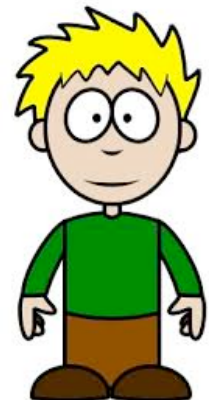
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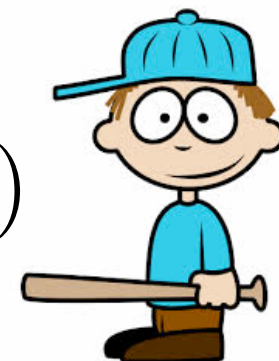
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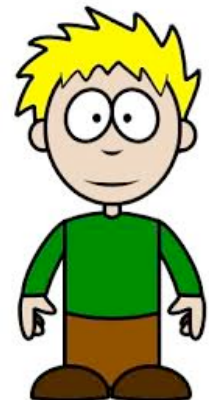


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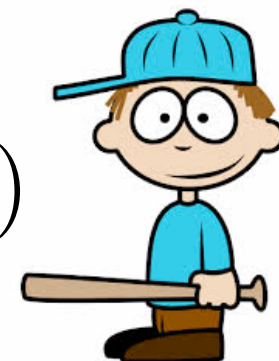
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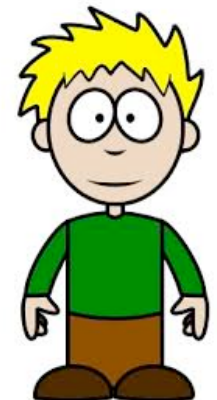
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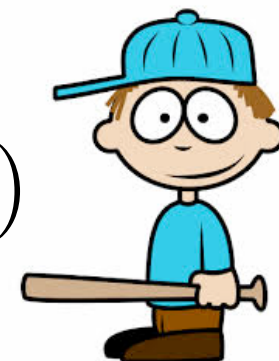
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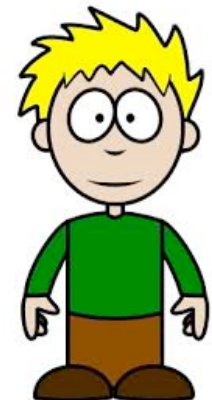
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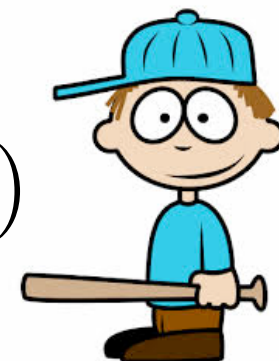


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**Diminishing Returns Property:** Value of adding an element to smaller set is more than that of the bigger set

# Examples

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conditioning

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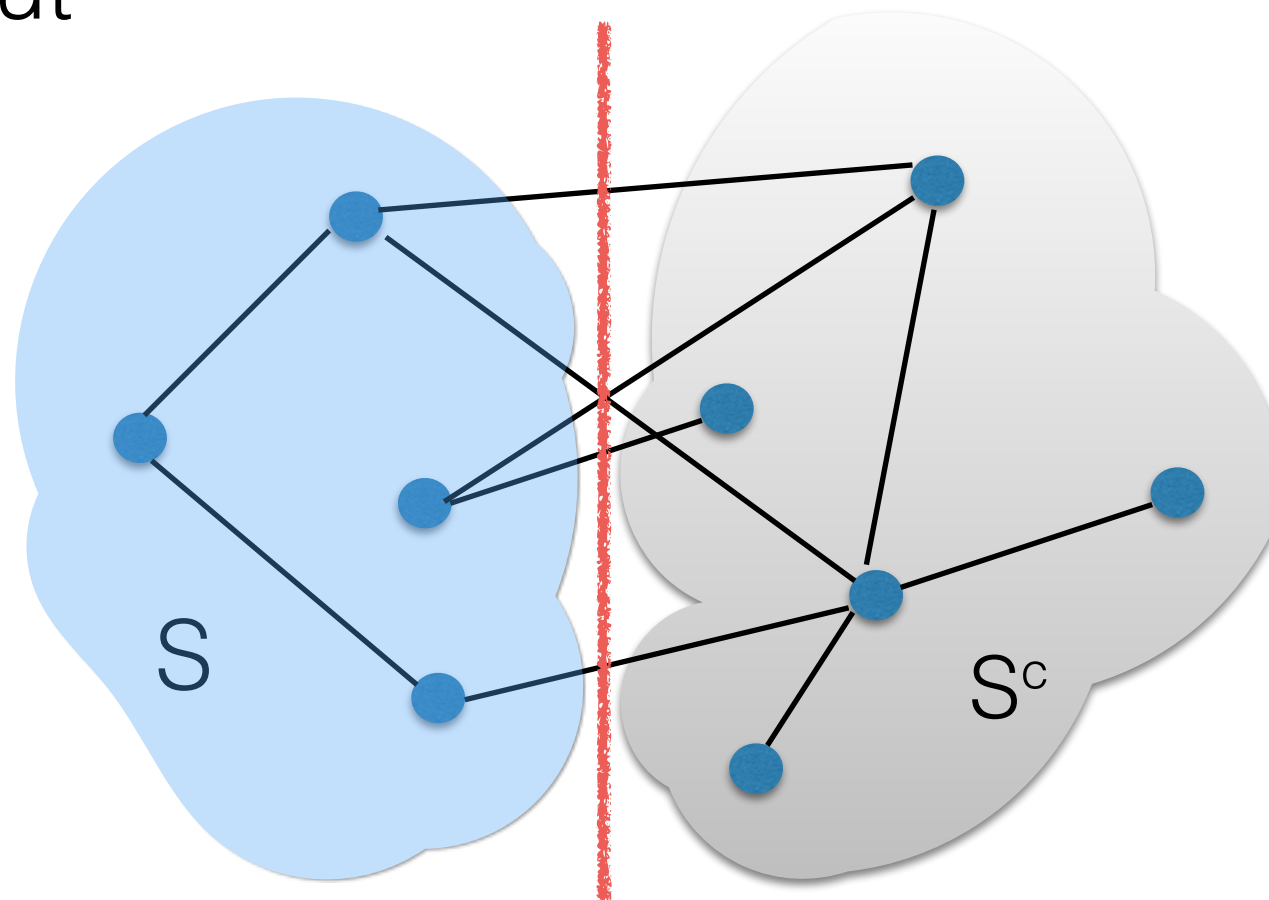
conditioning

**Mutual Information**



# Examples

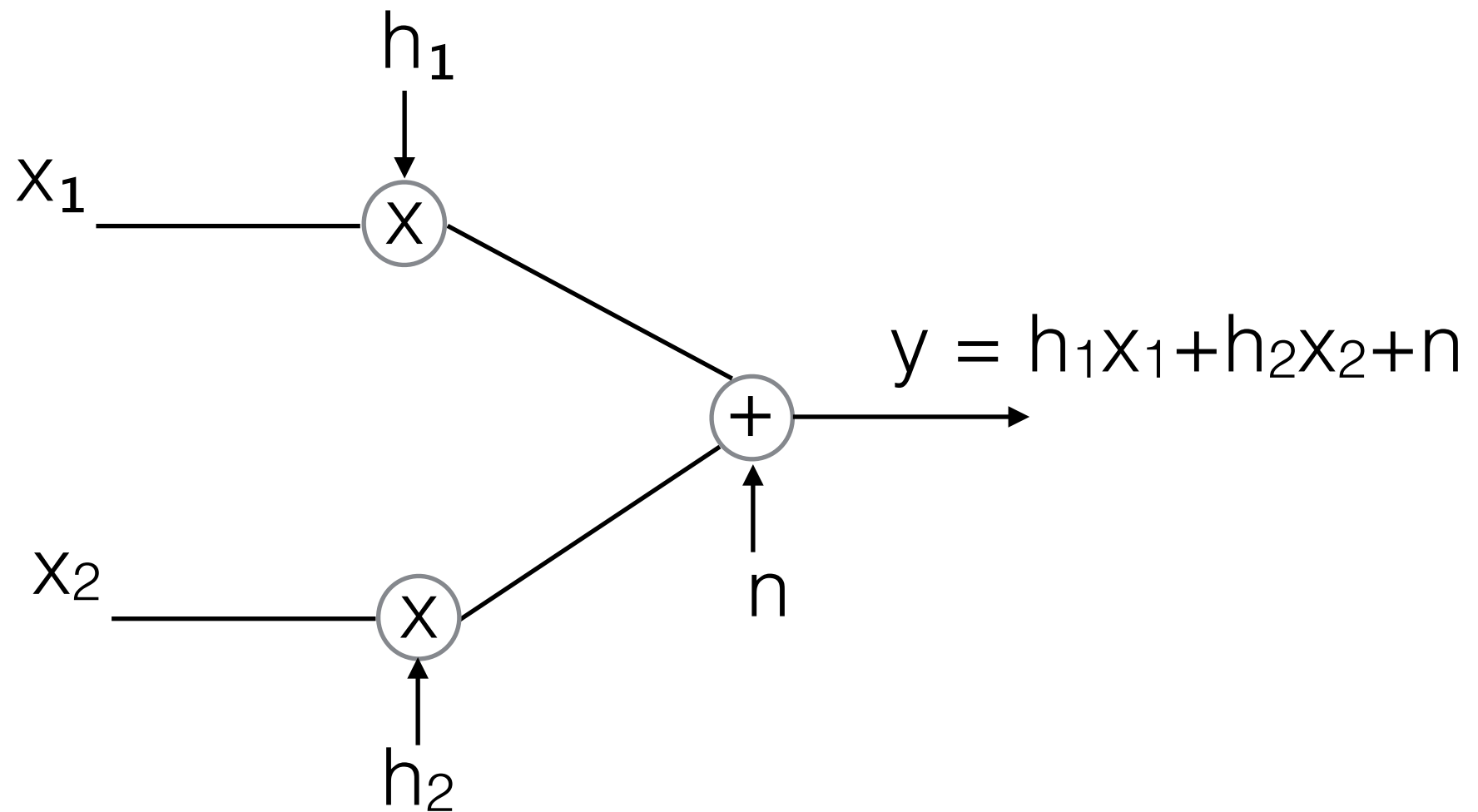
Graph Cut



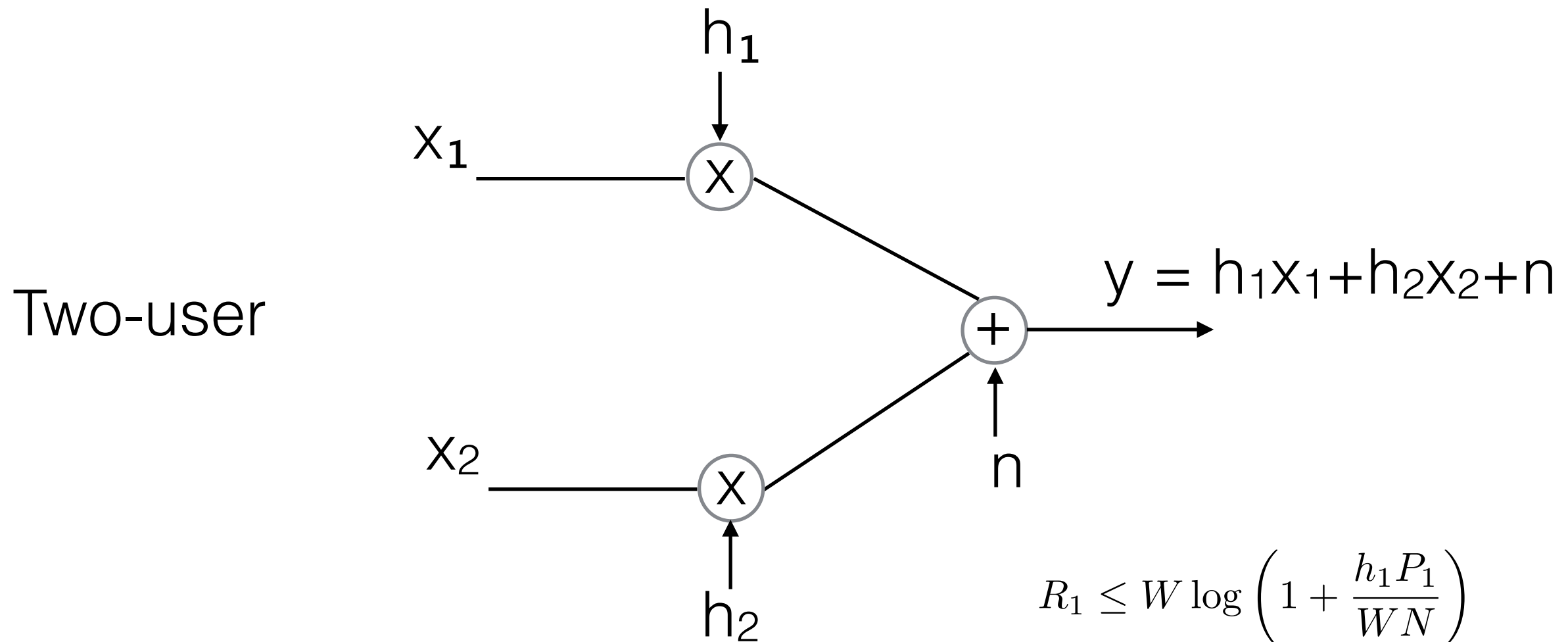
# of edges crossing the cut ( $S, S^c$ )

# Multiple Access Channel (MAC)

Two-user



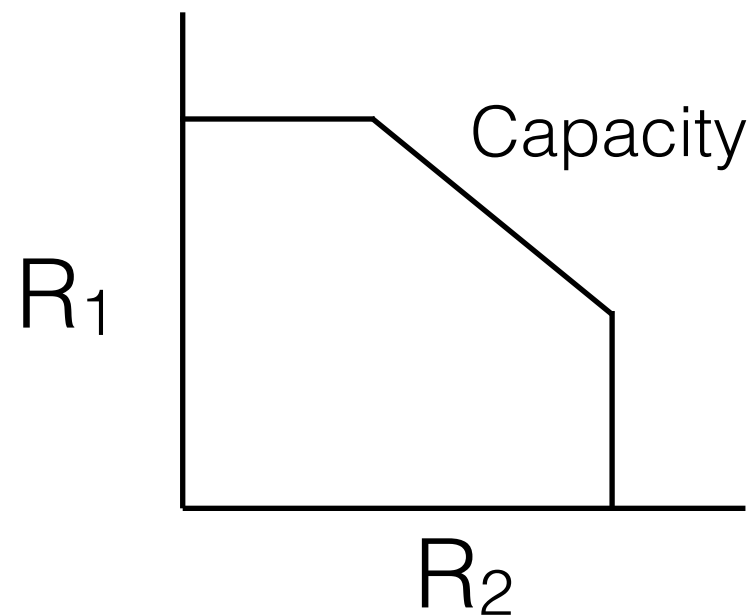
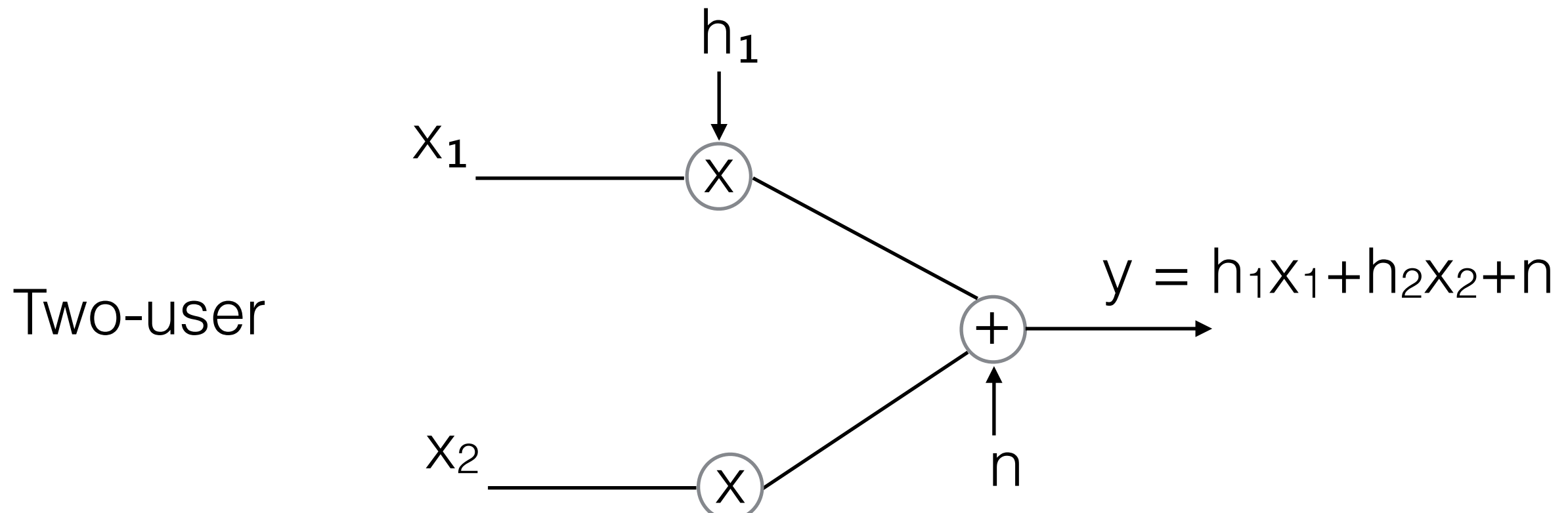
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$$R_1 \leq W \log \left( 1 + \frac{h_1 P_1}{W N} \right)$$

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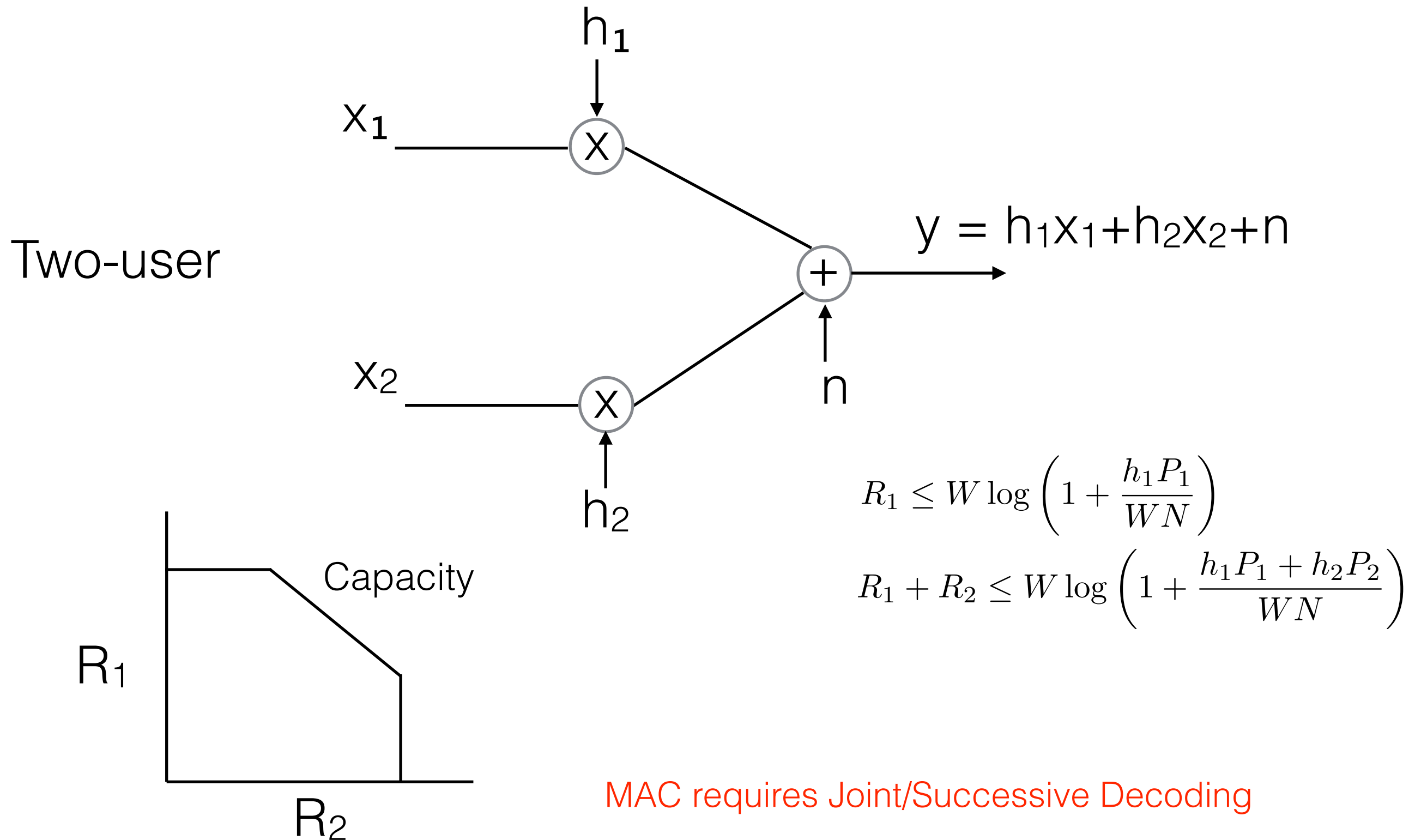


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# FDMA

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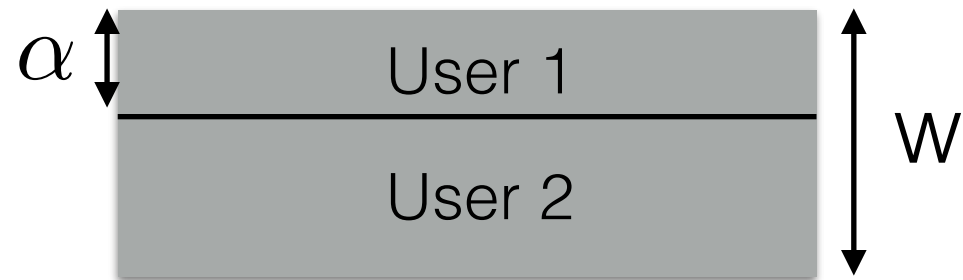
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Simple signal processing

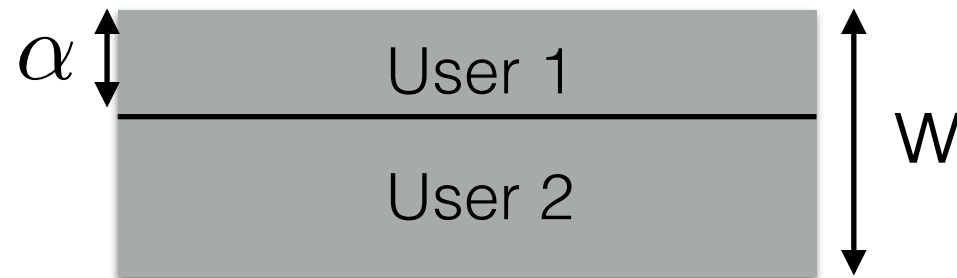




# FDMA

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Simple signal processing



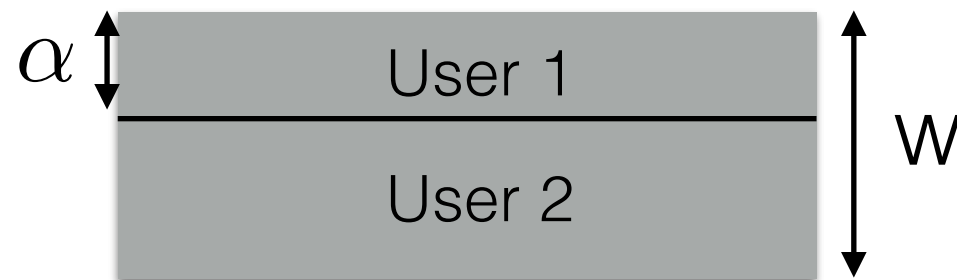
$$R_1 \leq \alpha W \log \left( 1 + \frac{h_1 P_1}{\alpha W N} \right)$$

$$R_2 \leq (1 - \alpha) W \log \left( 1 + \frac{h_2 P_2}{(1 - \alpha) W N} \right)$$

# FDMA

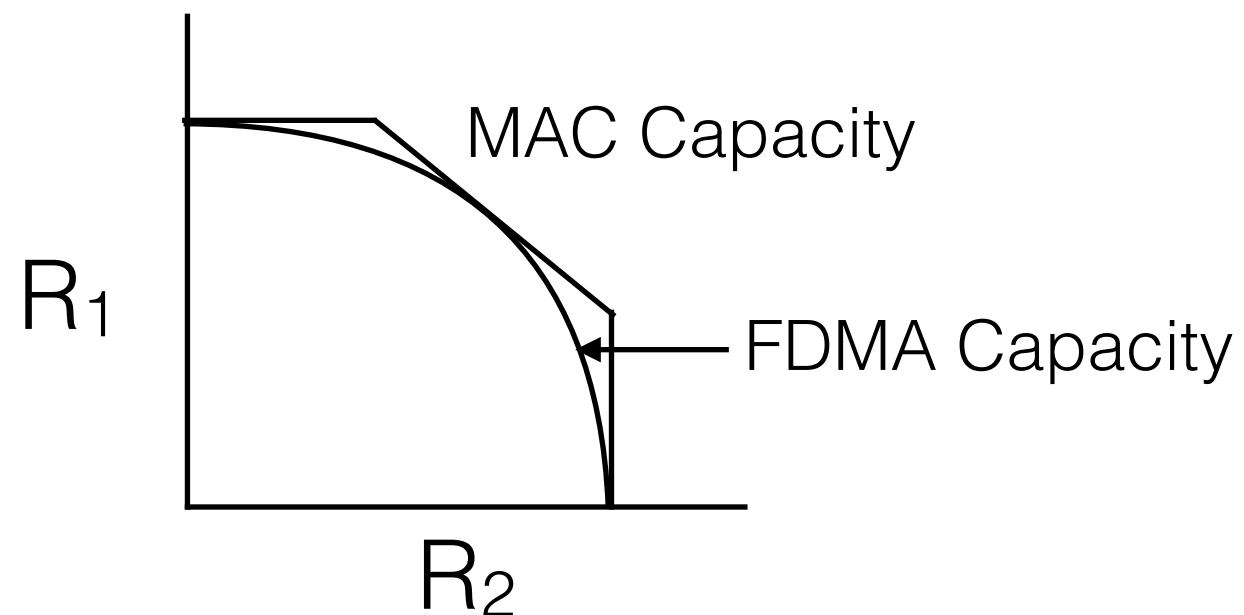
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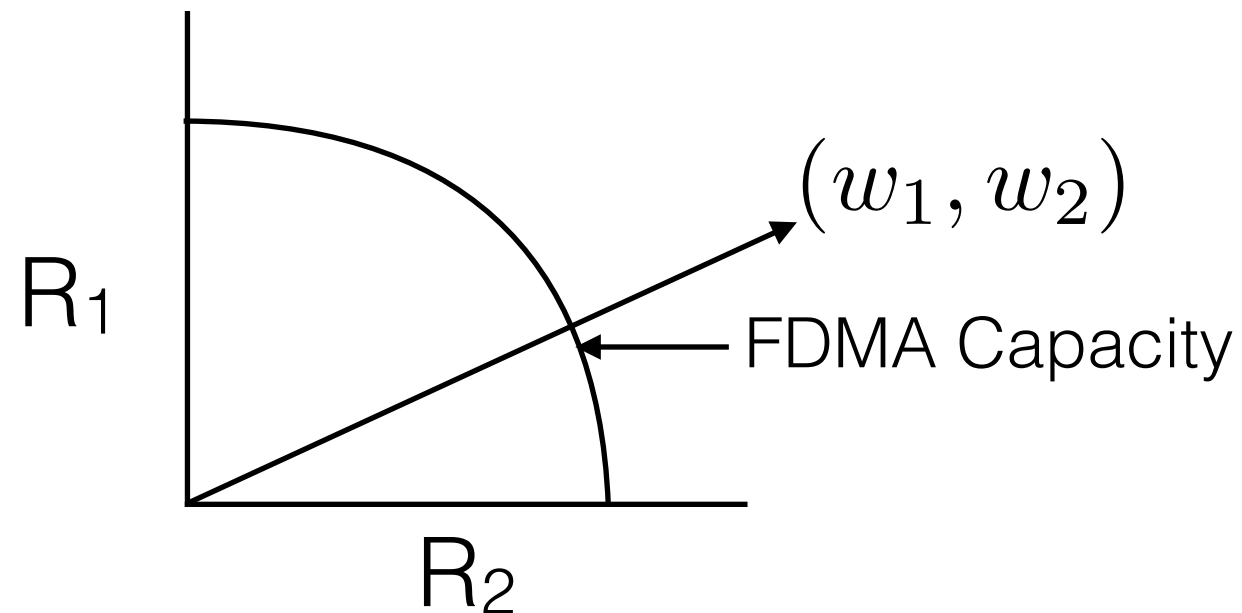
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# Capacity Region of n Users FDMA

For each vector  $(w_1, w_2, \dots, w_n)$



# Capacity Region of n Users FDMA

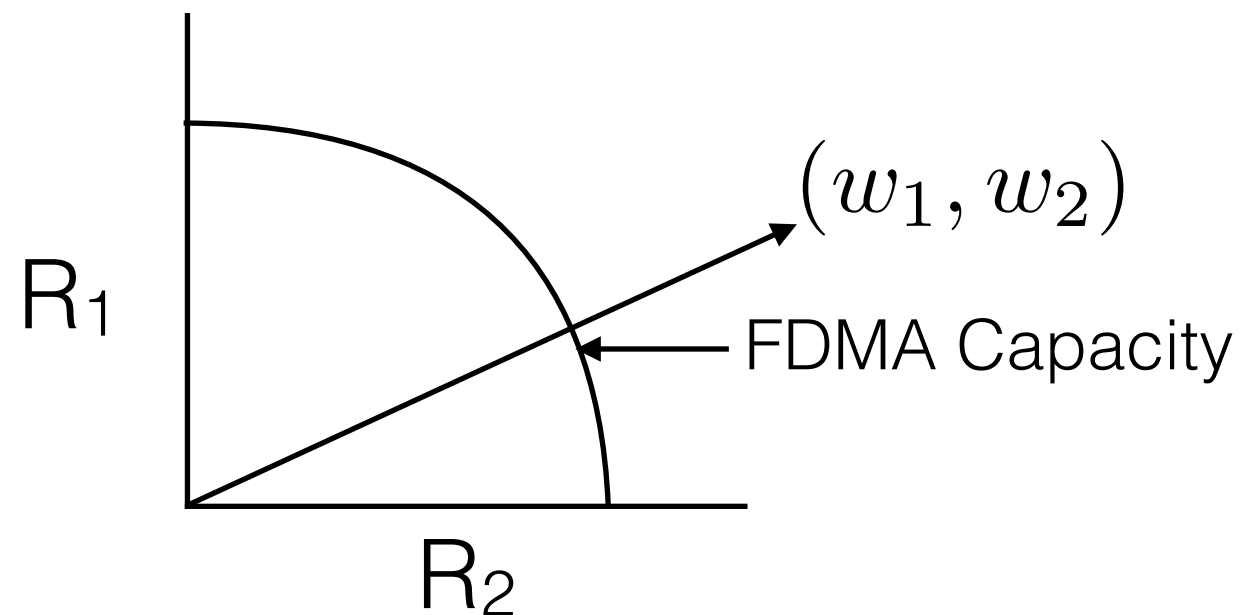
For each vector  $(w_1, w_2, \dots, w_n)$

Find opt power  $\max_{P_i(f)} \sum_{i=1}^n w_i R_i$

non-overlapping freq

$$P_i(f)P_j(f) = 0$$

$$f \in W$$





# Capacity Region of n Users FDMA

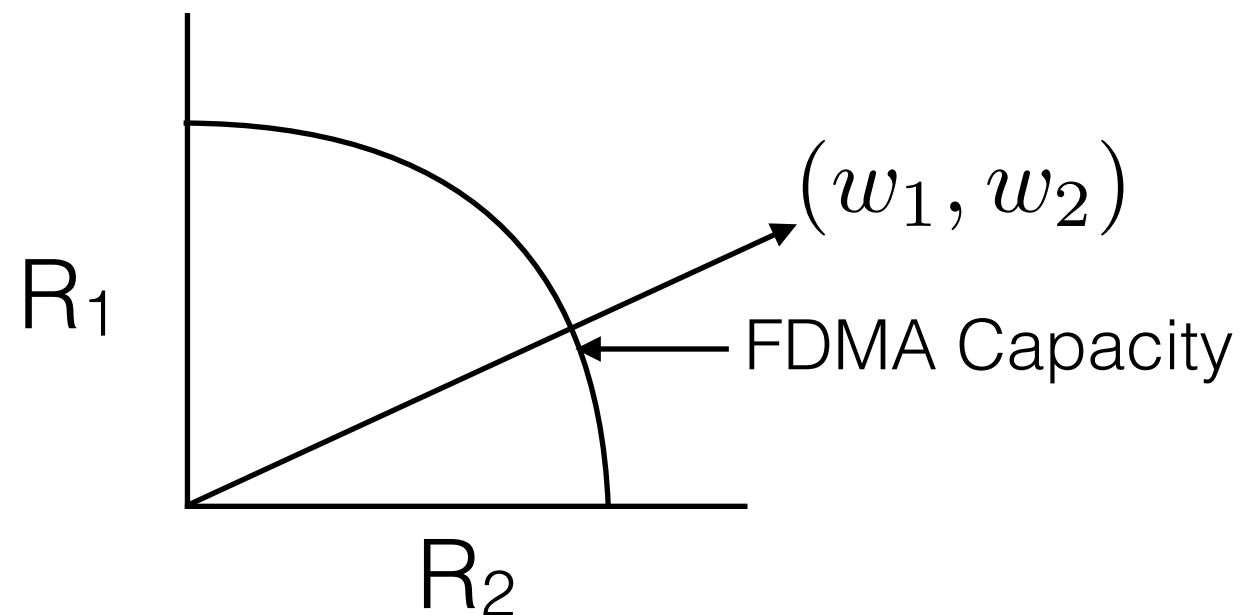
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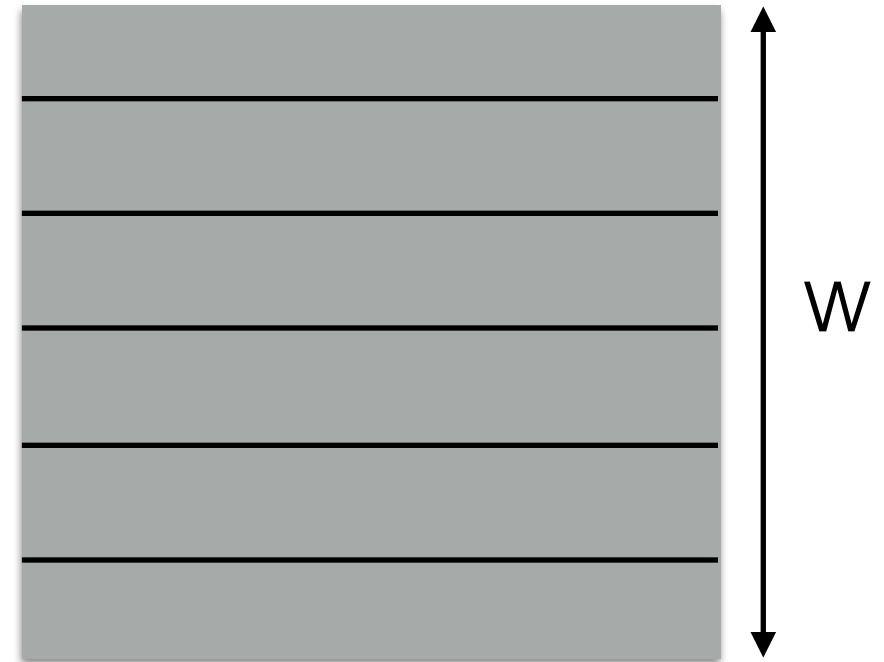
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# Capacity Region of $n$ Users Discretized FDMA

BW  $W$  is partitioned into  $m$  bins

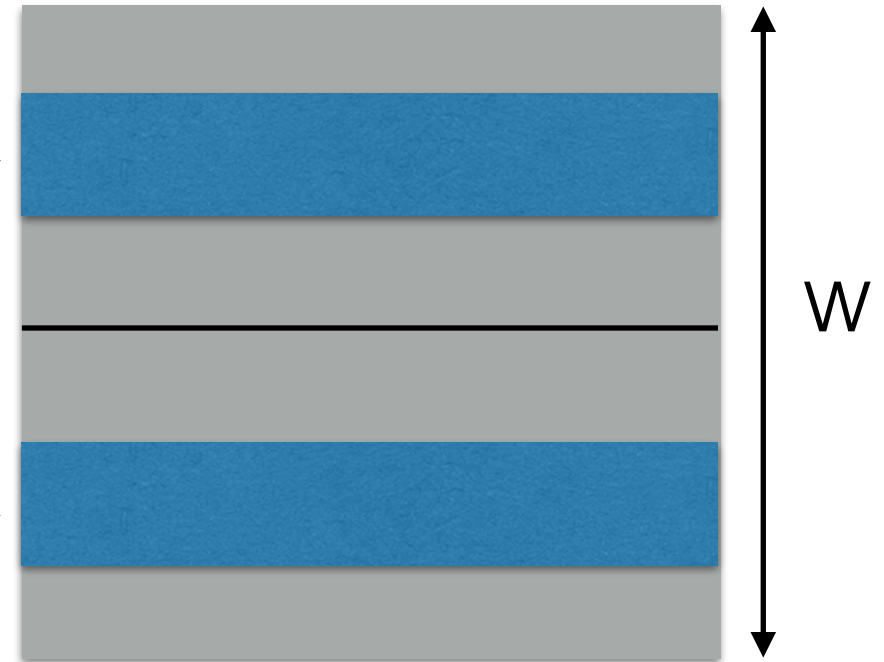


# Capacity Region of n Users Discretized FDMA

BW  $W$  is partitioned into  $m$  bins

Each user is allocated one or more bins

User  $i$  is allocated bin  $j$  if  $b_{ij} = 1$

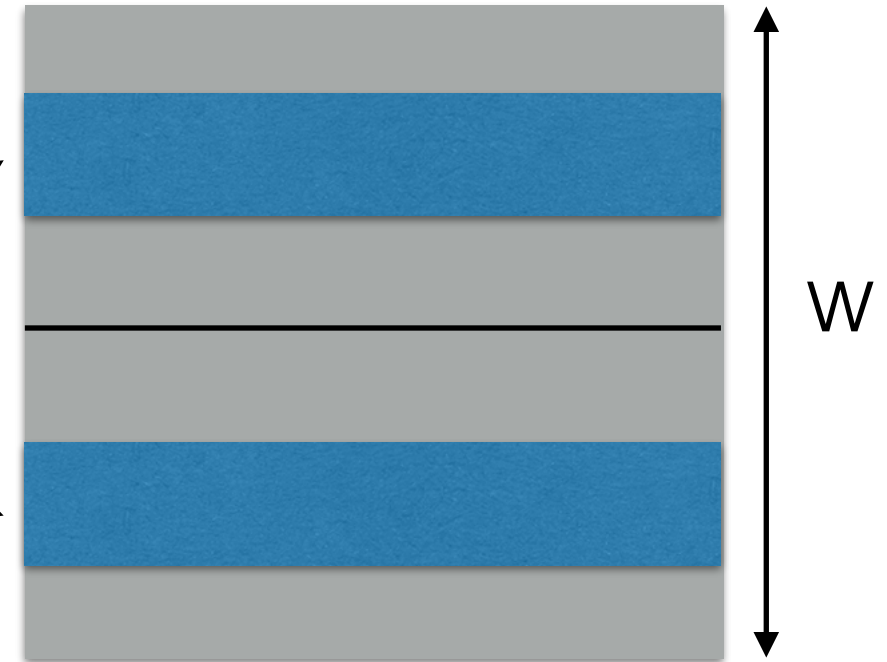


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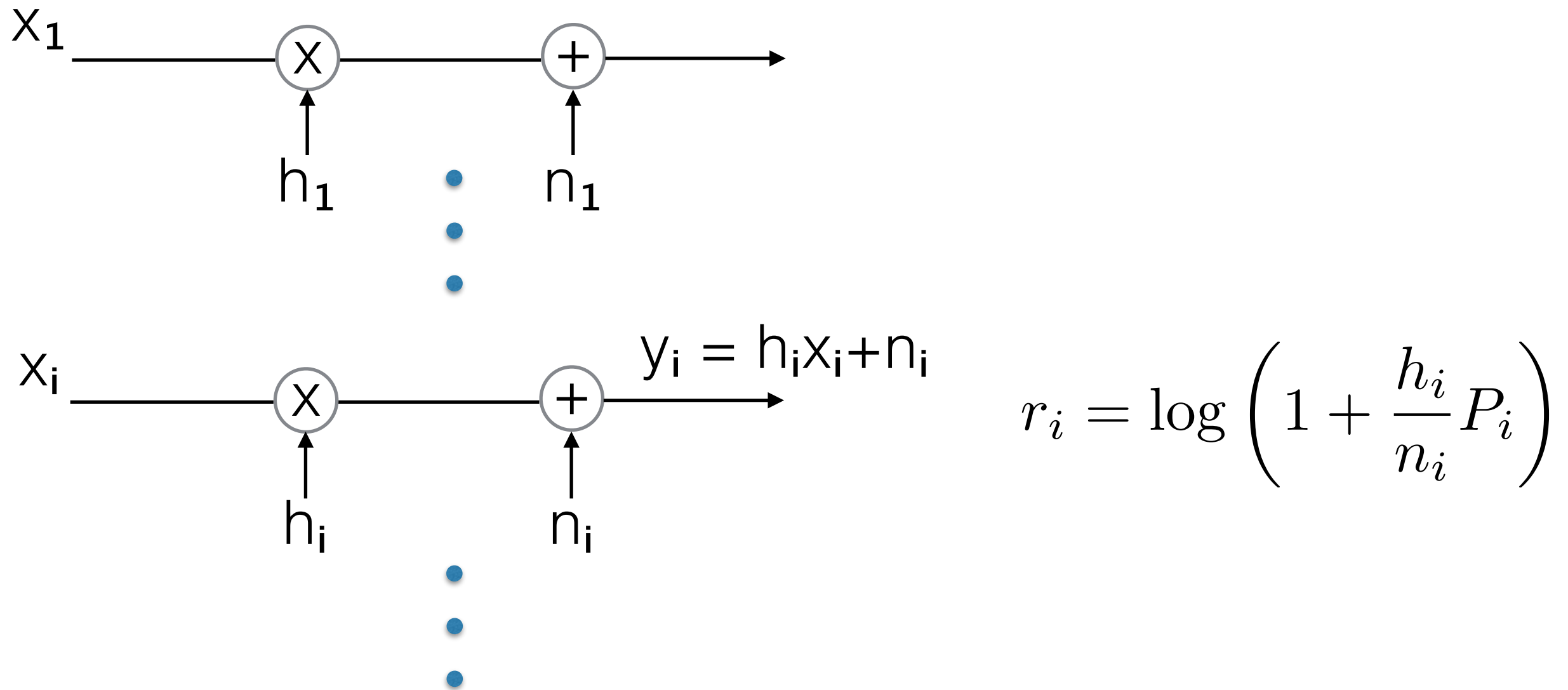
User  $i$  is allocated bin  $j$  if  $b_{ij} = 1$



Find bin and power allocation  
for each vector  $(w_1, w_2, \dots, w_n)$

$$\max_{P_i, b_{ij} \in \{0,1\}} \sum_{i=1}^n w_i \sum_{j=1}^{F_j} b_{ij} R_{ij}$$

# Each user sees a Parallel Gaussian Channel



Find powers  $P_i$ 's to max sum-rate

$$\max_{\sum_{i=1}^n P_i \leq P} \sum_{i=1}^n \log \left( 1 + \frac{h_i}{n_i} P_i \right)$$

# Water-filling

Optimal Solution to  $\max_{\sum_{i=1}^n P_i \leq P} \sum_{i=1}^n \log \left( 1 + \frac{h_i}{n_i} P_i \right)$

is Water-filling

$$P_i^* = \left( \mu - \frac{n_i}{h_i} \right)^+ \quad \sum_{i=1}^n P_i^* = P$$

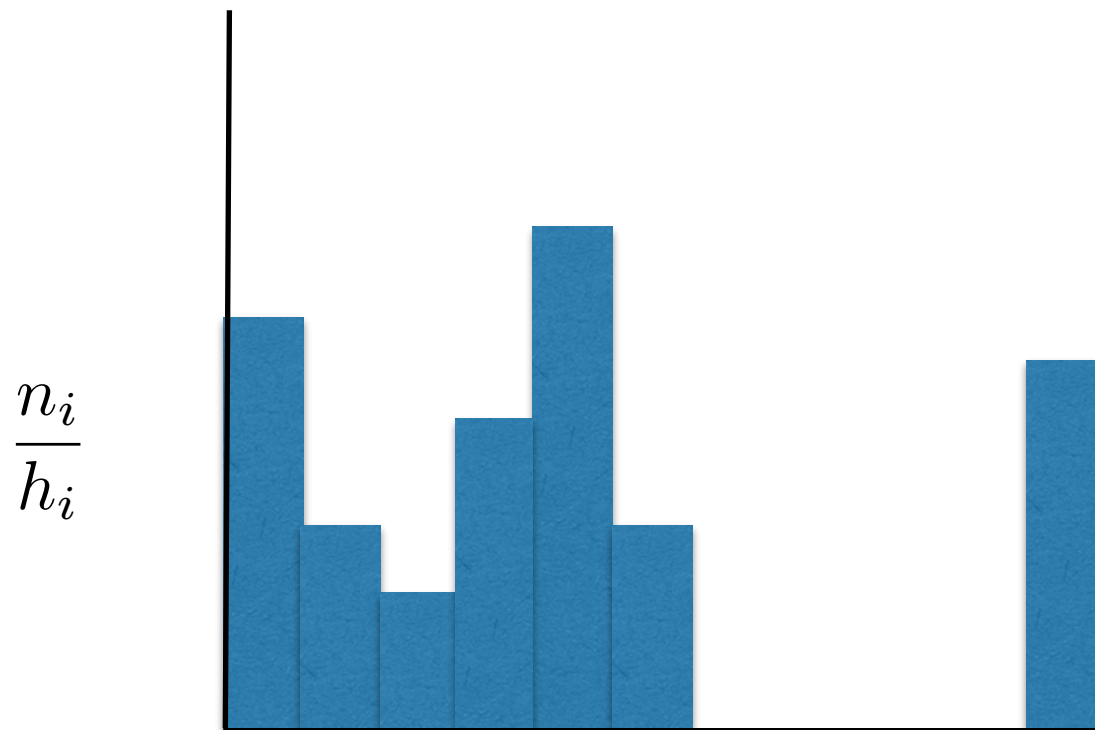


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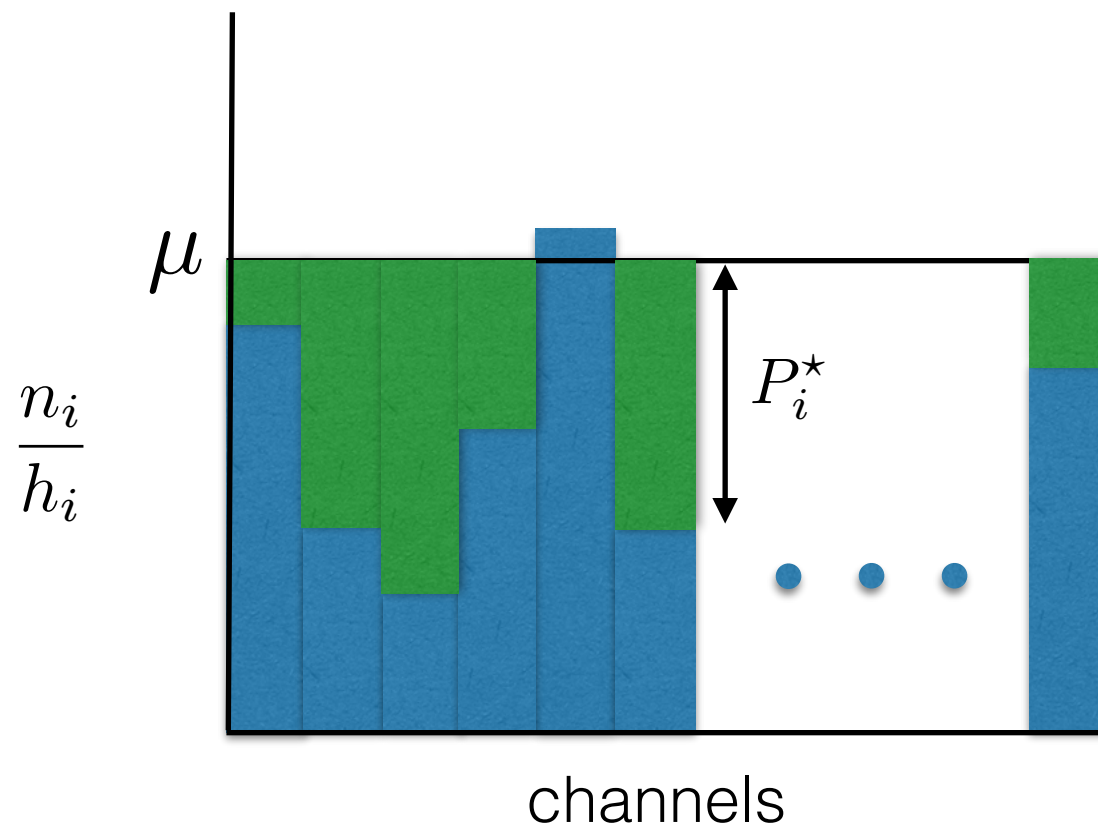


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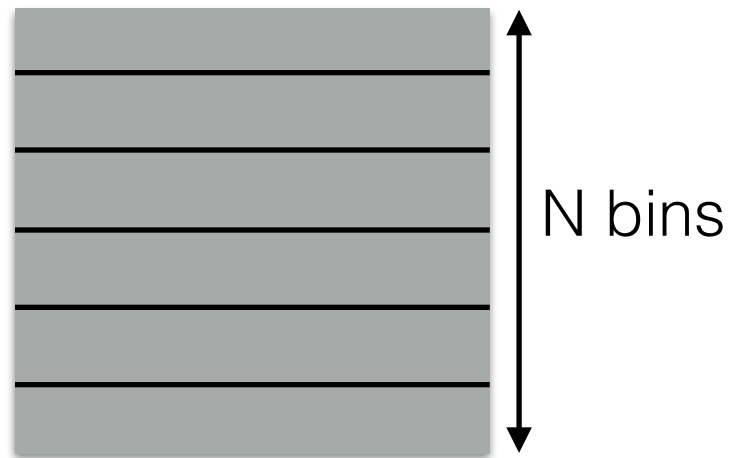
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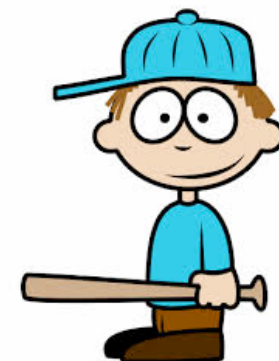
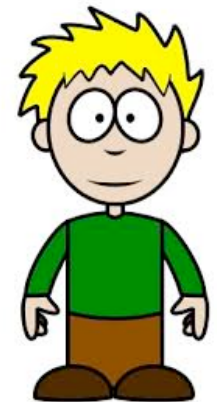
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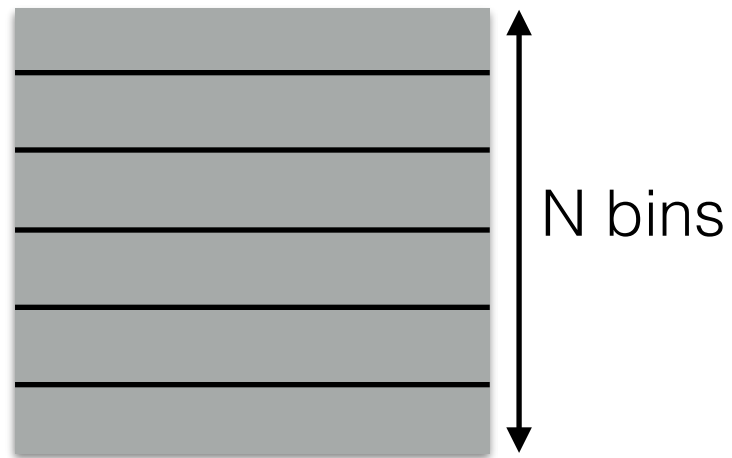
# OFDMA Capacity as Partitioning Problem



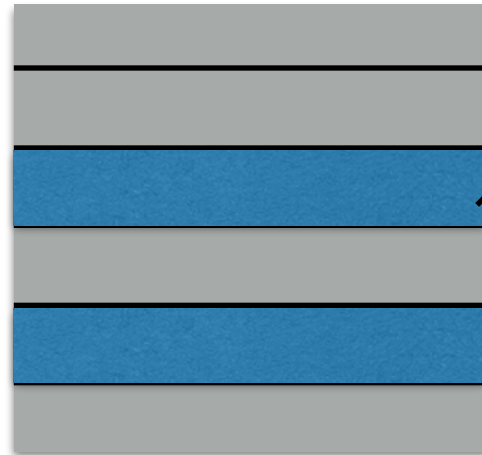
**sum-rate  
with water-filling**



# OFDMA Capacity as Partitioning Problem



Partition N bins  
into  $S_1, S_2, \dots, S_n$

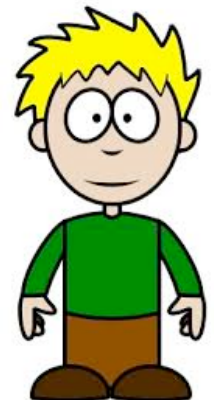


**sum-rate  
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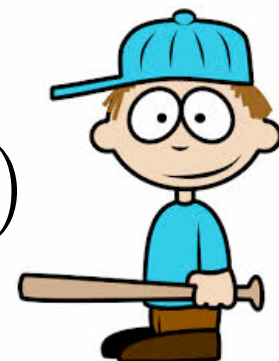
$$f_1(S_i)$$



$$f_2(S_i)$$



$$f_n(S_i)$$



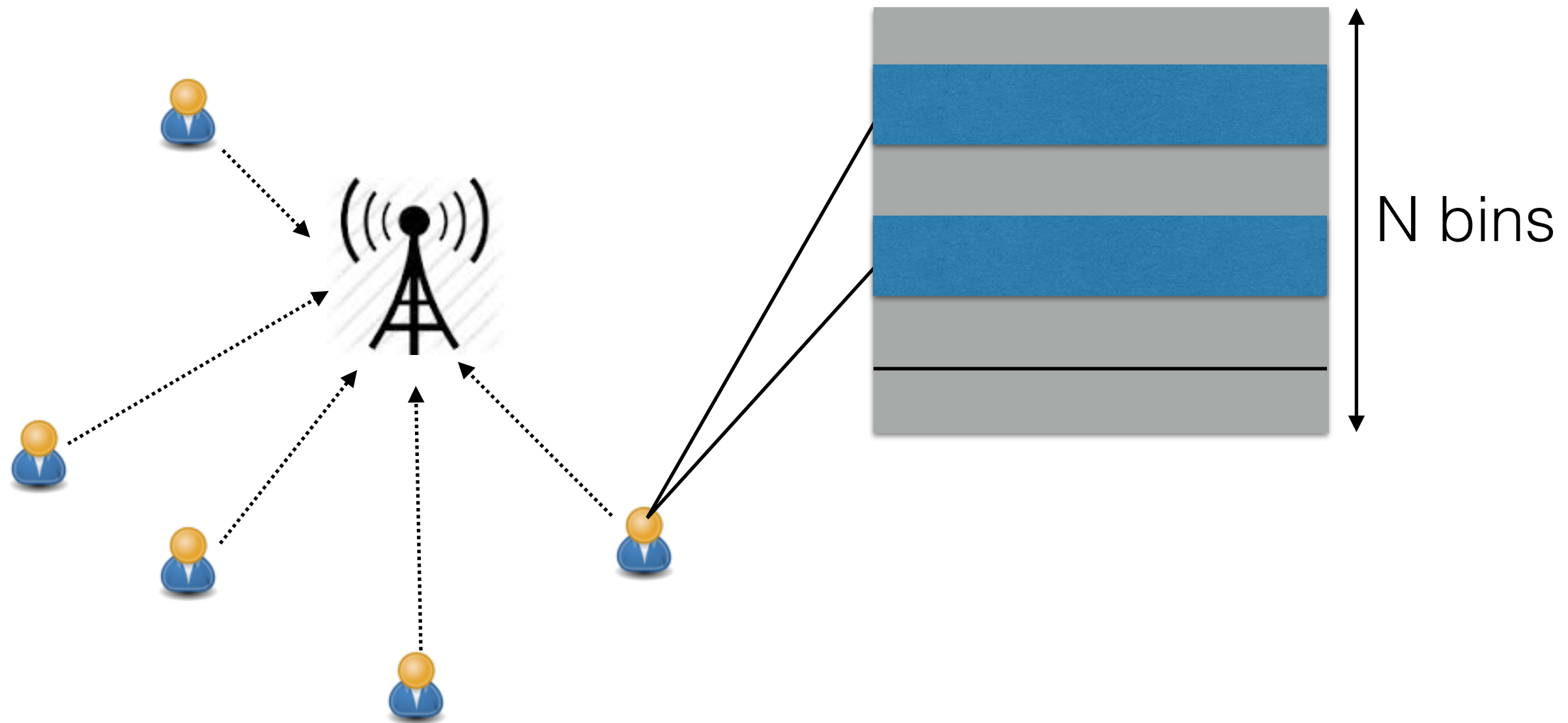
# Known Results

## Heuristics

- Convex Relaxation (YuCioffi'02)
- KKT (KimHanKim'05)

# Subcarrier and Power allocation in uplink OFDMA

Identical to finding OFDMA capacity



Given sub-carrier (bins) allocation, find power using **water-filling** to max **sum-rate**



# 1/2 Approx.

## Use Greedy Algorithm

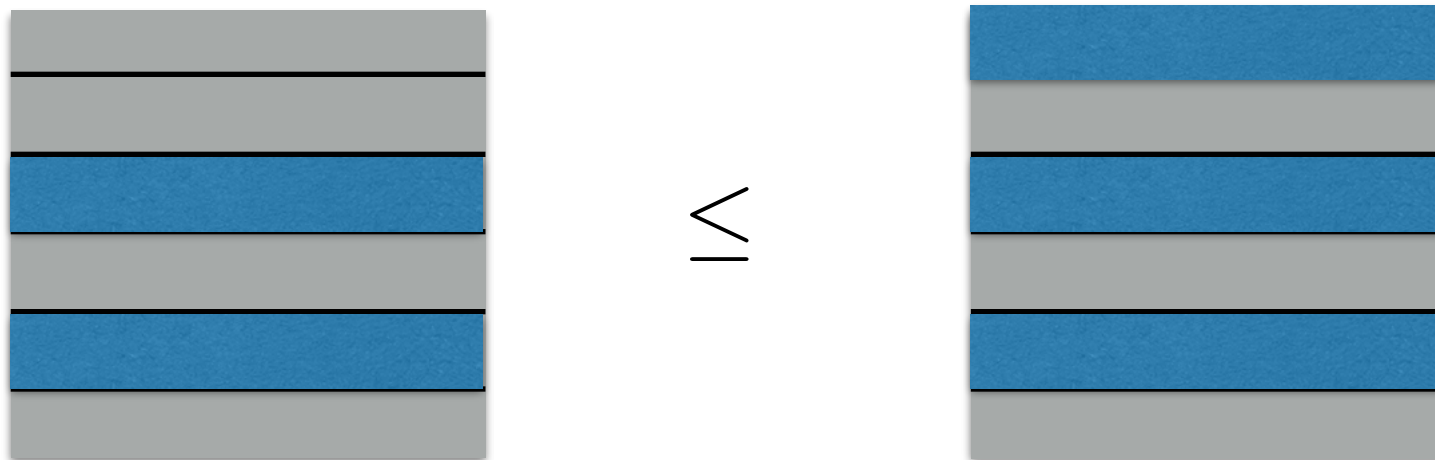
- check if each users incentive  $\mathbf{f}_i$  (sum-rate with water-filling) is
  - sub-modular
  - monotone

# 1/2 Approx.

## Use Greedy Algorithm

- check if each users incentive  $\mathbf{f}_i$  (sum-rate with water-filling) is
  - sub-modular
  - monotone

**Monotonicity is clear** : More channels give larger rate



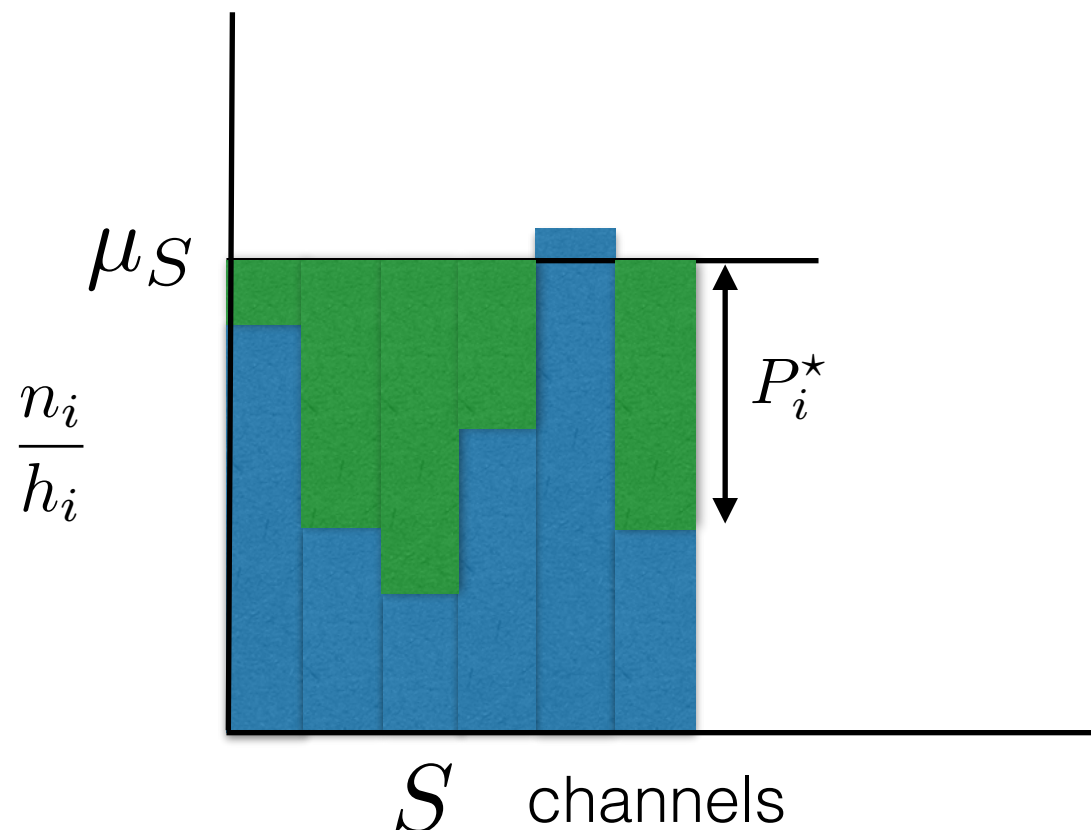
# Water-filling as a Set-Function

Let  $S$  be a set of channels then sum-rate is

$$R(S) = \max_{\sum_{i=1}^n P_i \leq P} \sum_{i \in S} \log \left( 1 + \frac{h_i}{n_i} P_i \right)$$

Water-filling

$$P_i^* = \left( \mu_S - \frac{n_i}{h_i} \right) \quad \sum_{i \in S} P_i^* = P$$

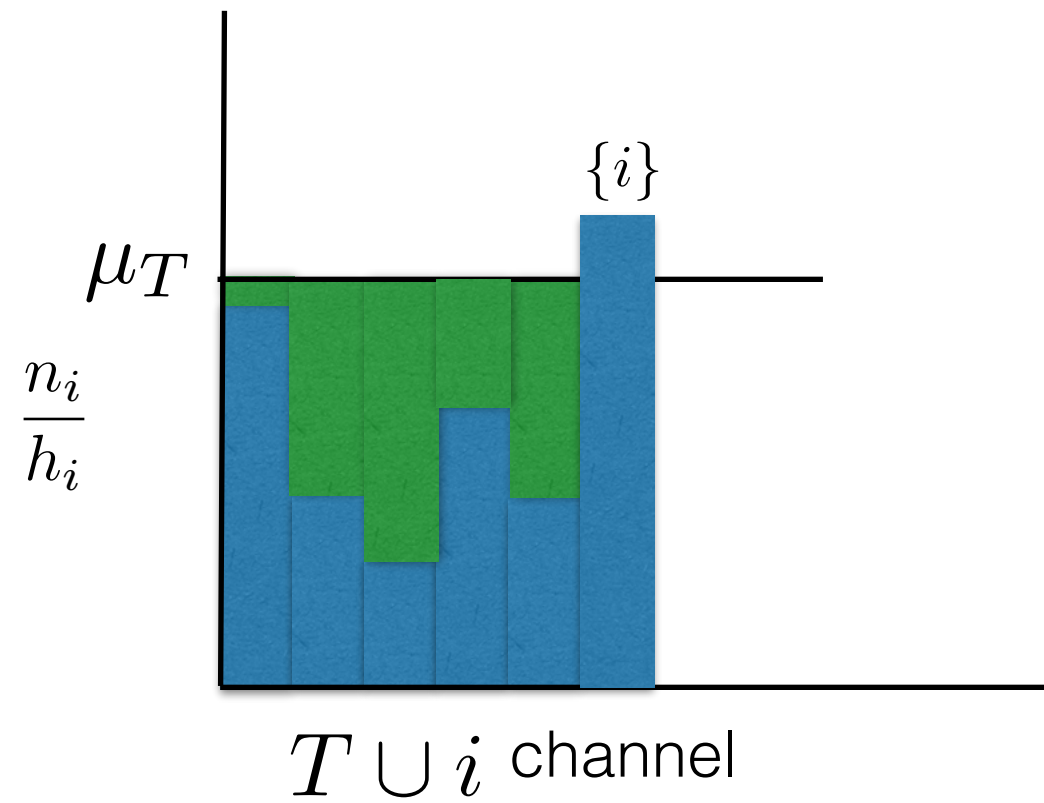
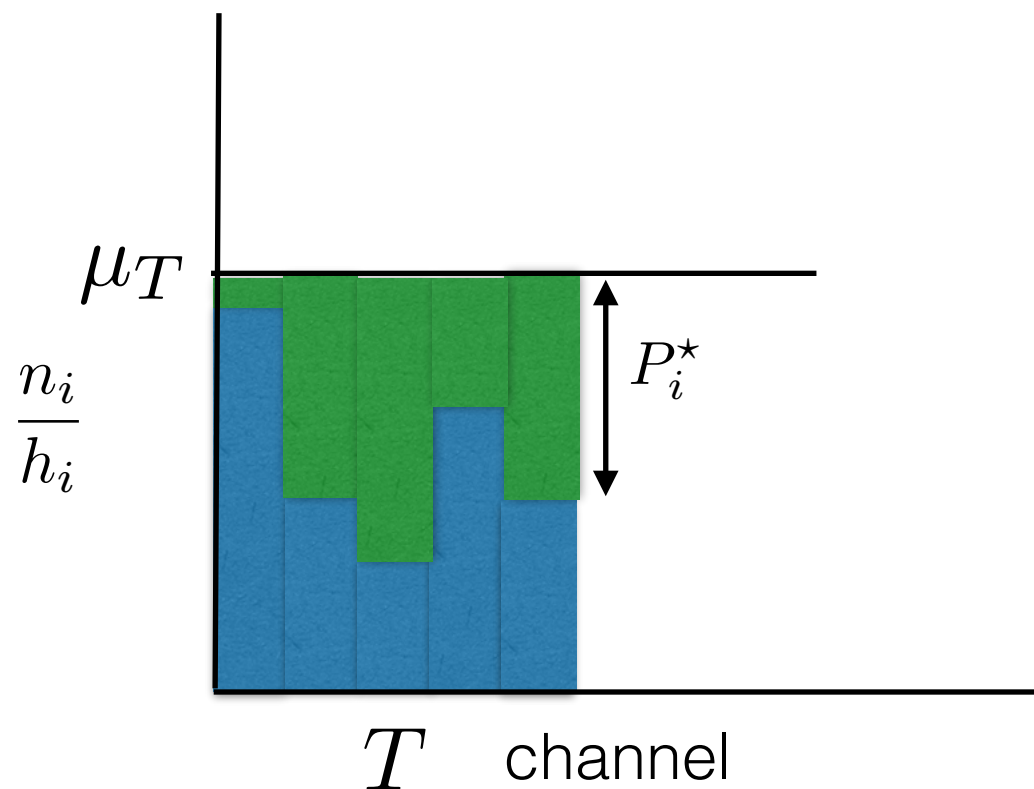
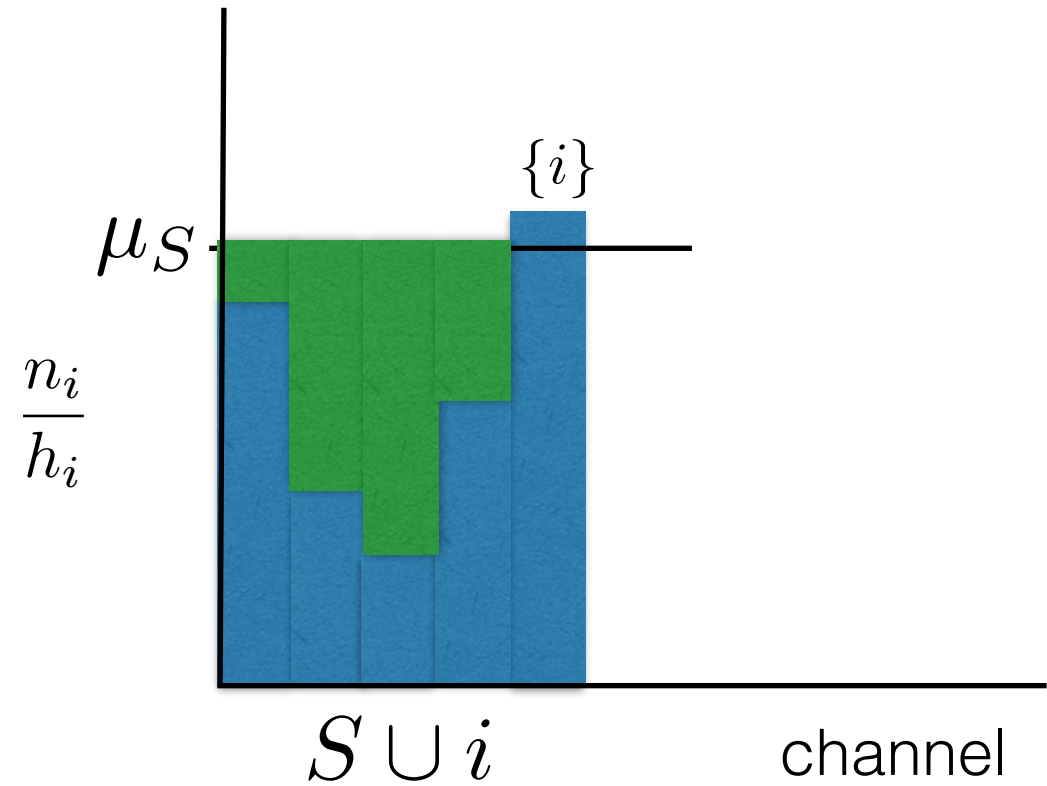
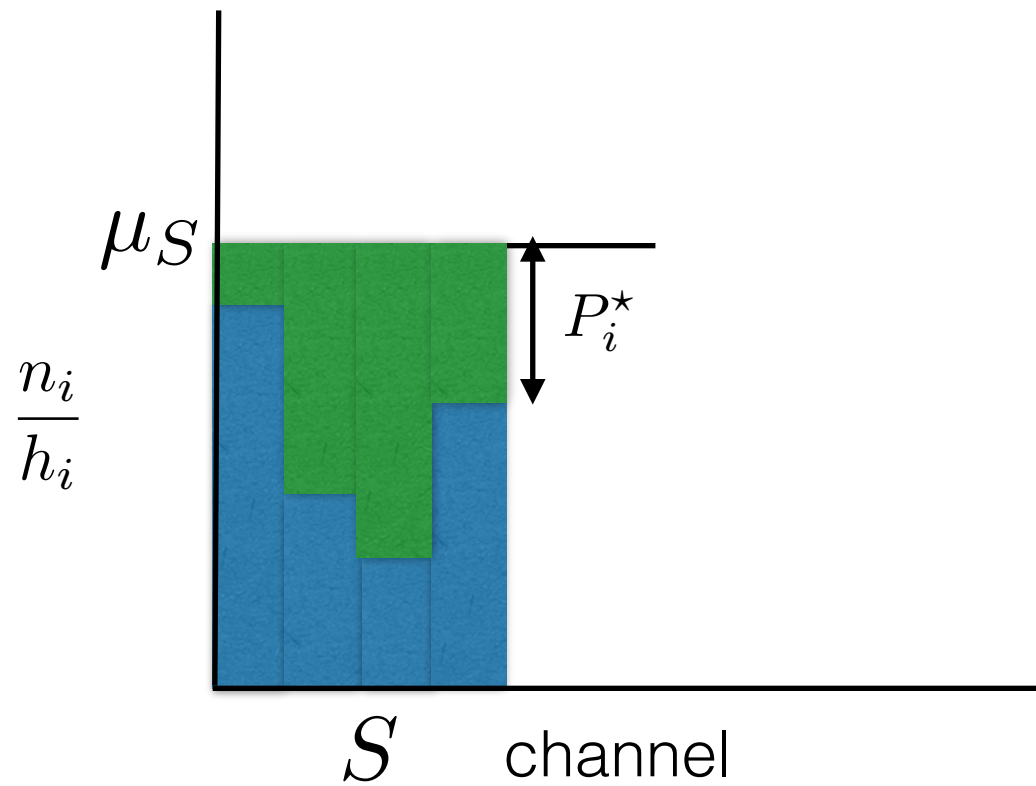


# Sub-Modularity of Water-Filling

To check  $R(S \cup \{i\}) - R(S) \geq R(T \cup \{i\}) - R(T)$

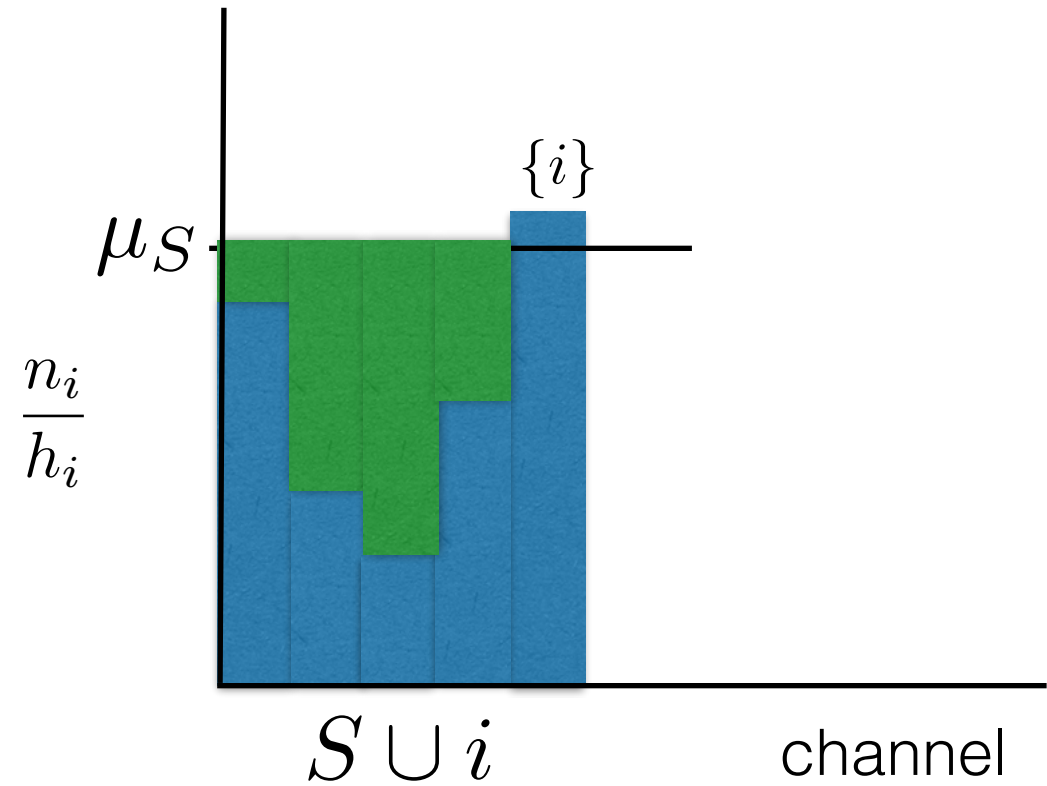
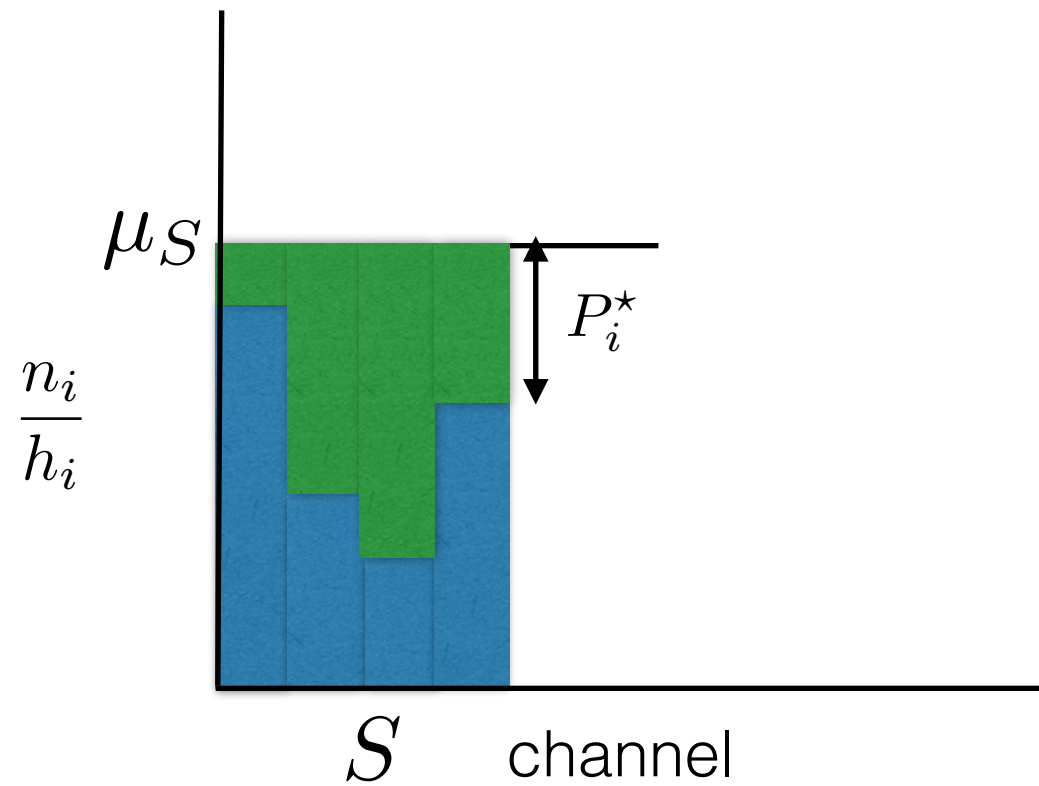
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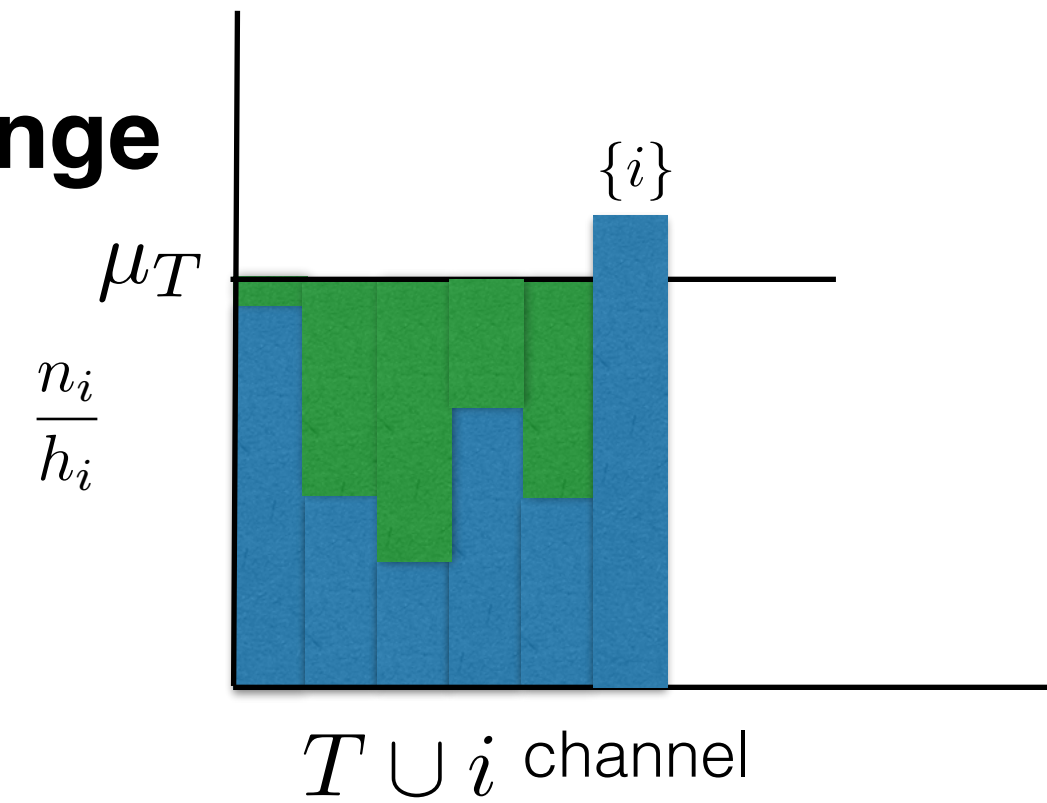
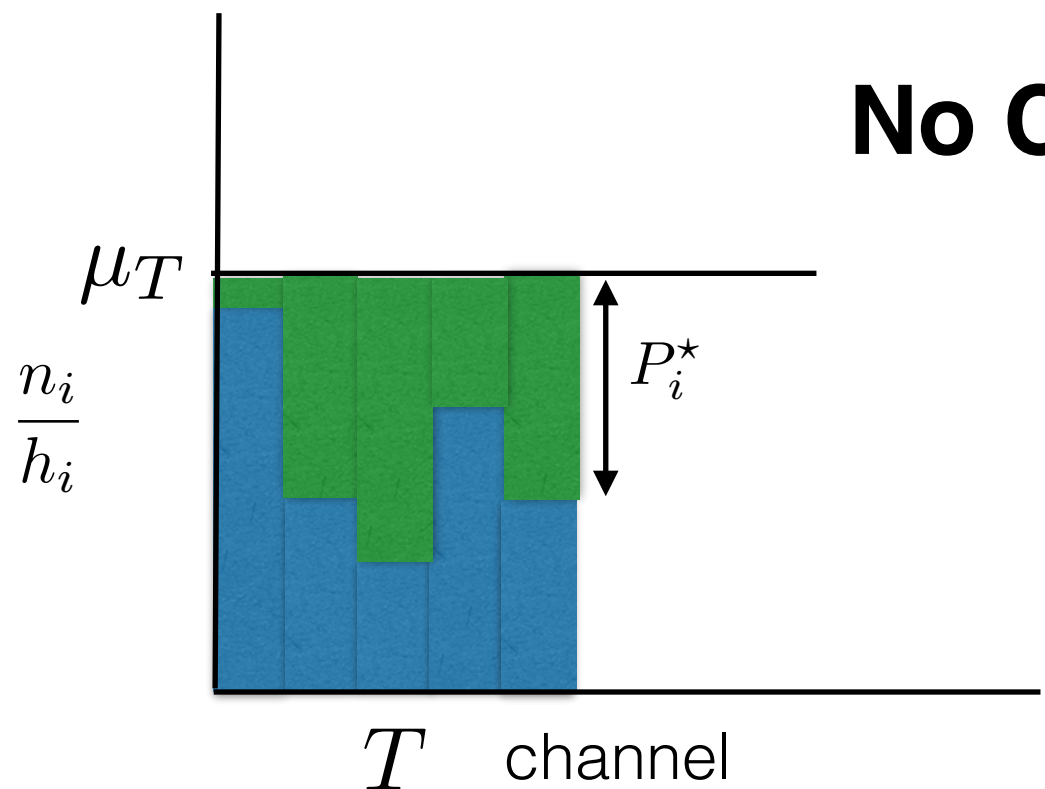


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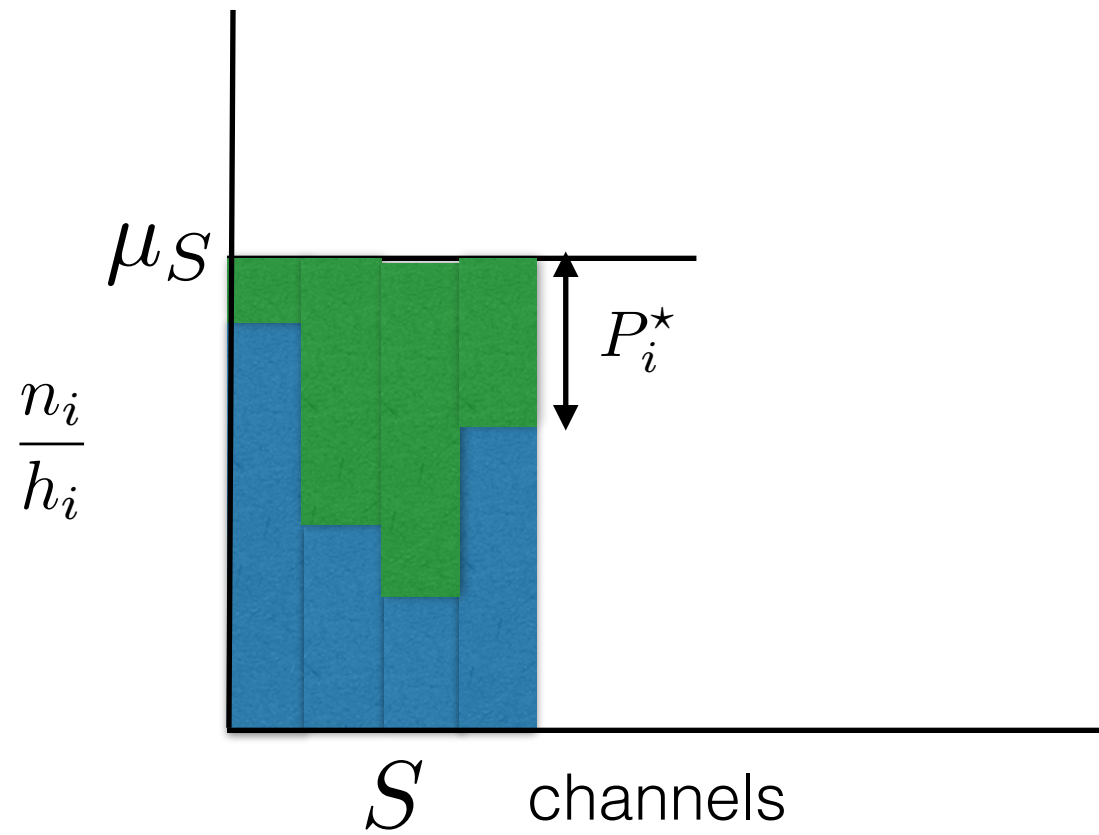
**No Change**



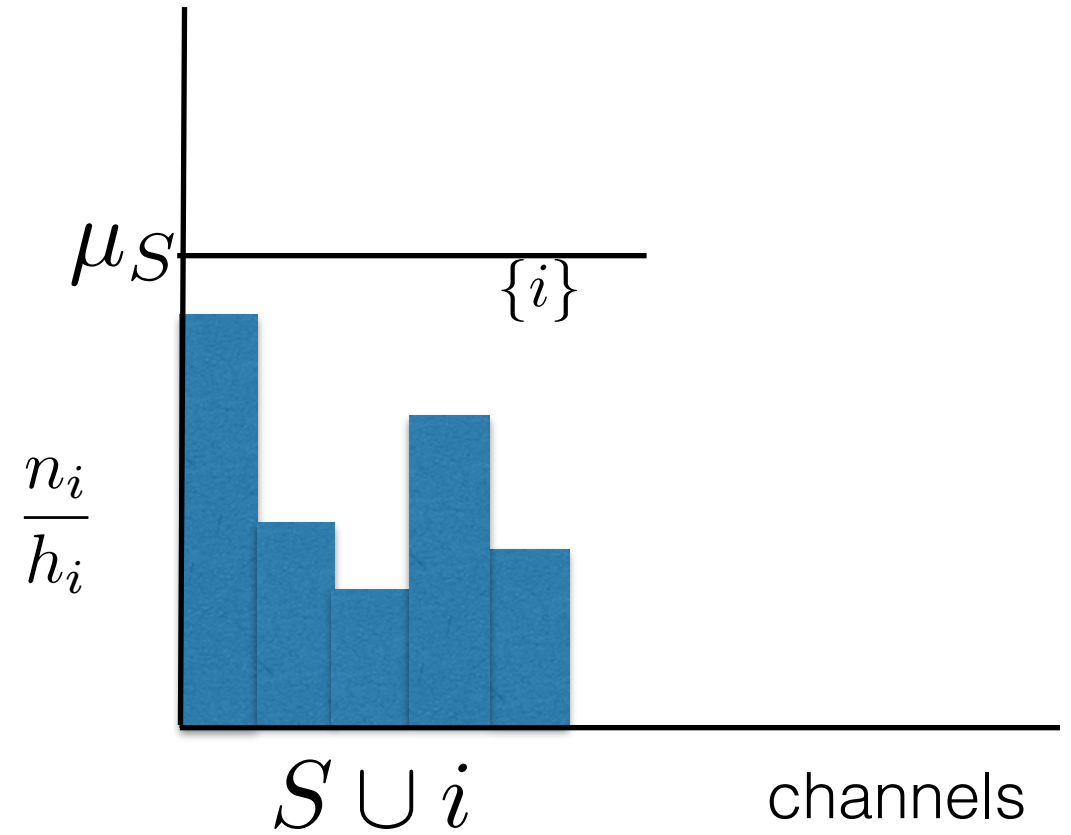
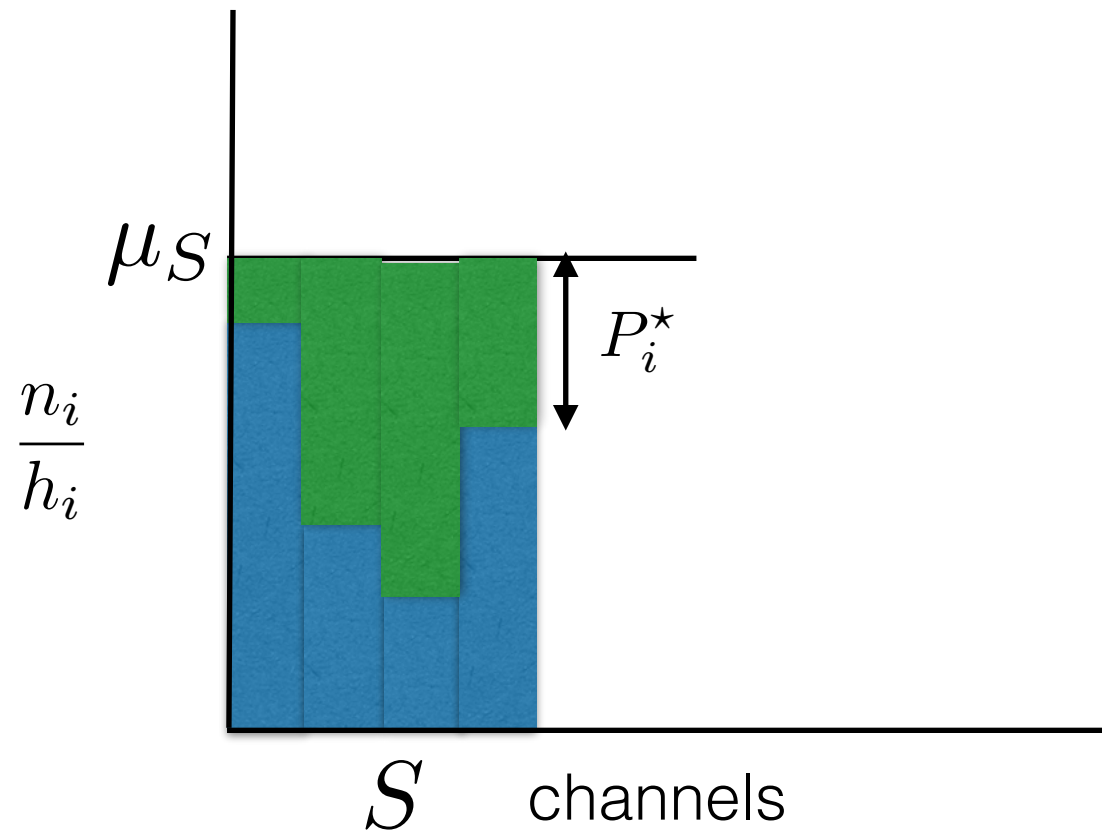


In general there is no easy way

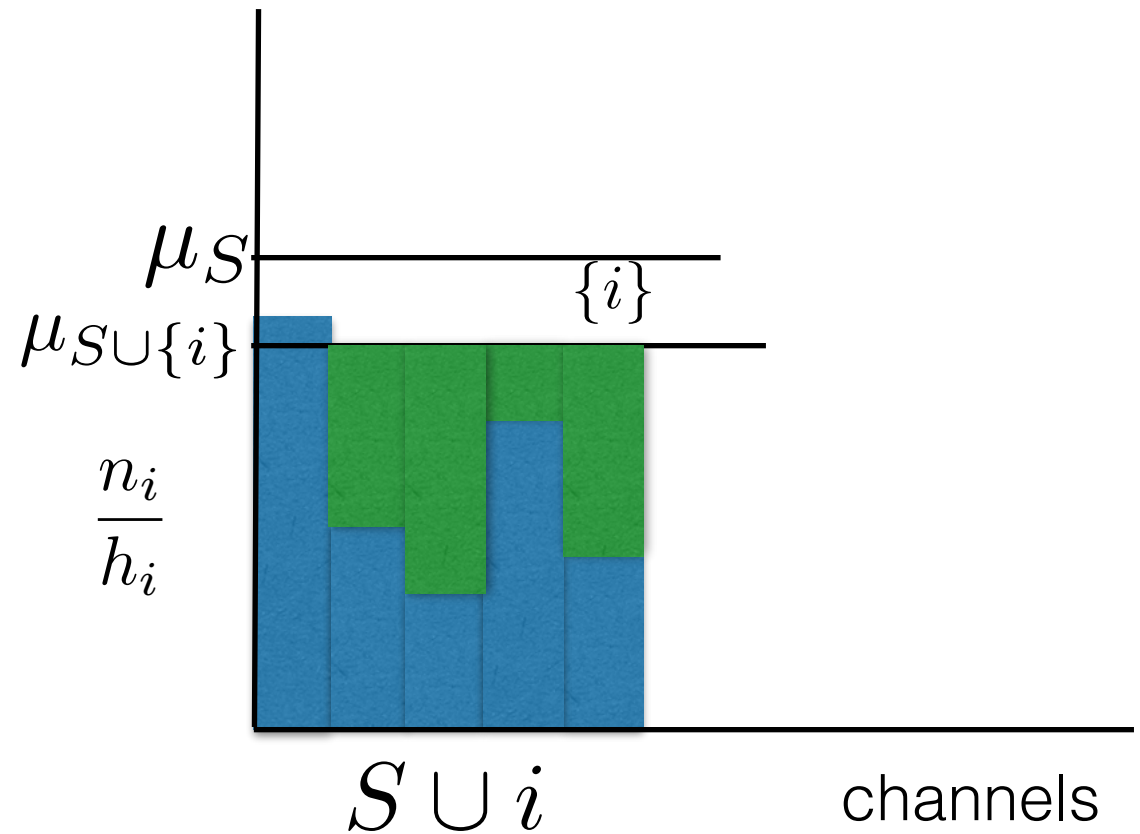
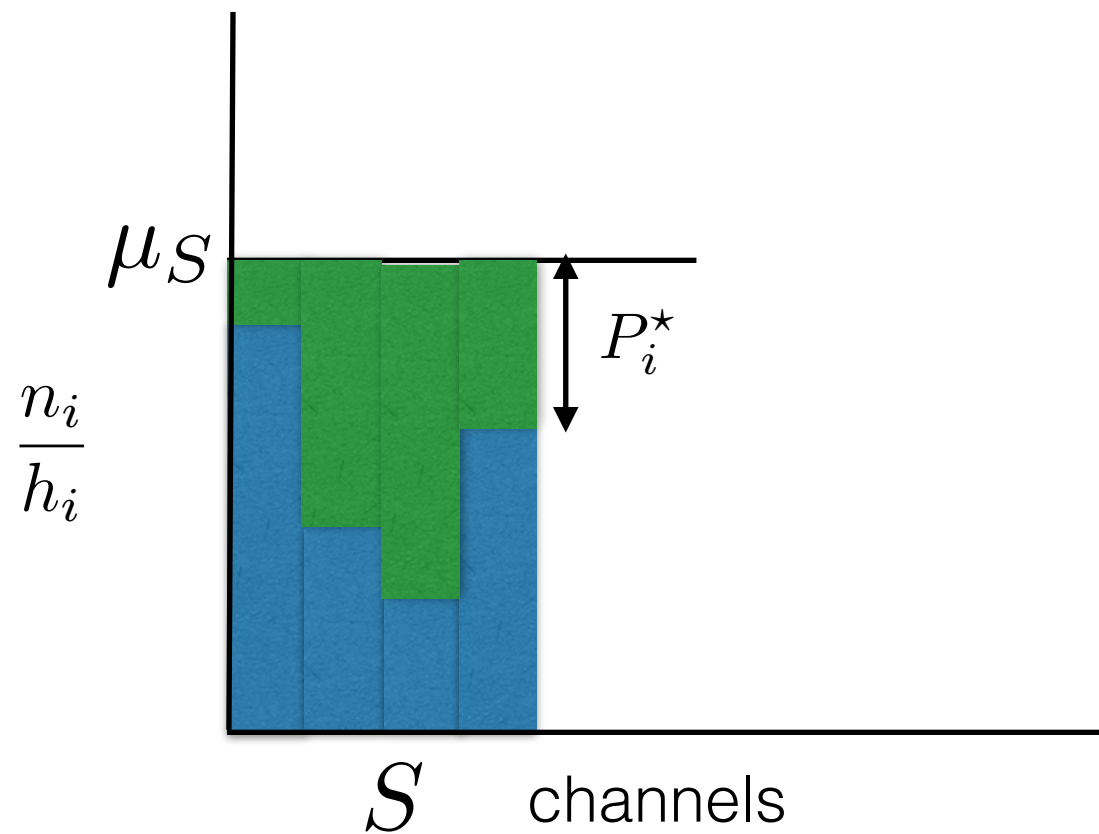
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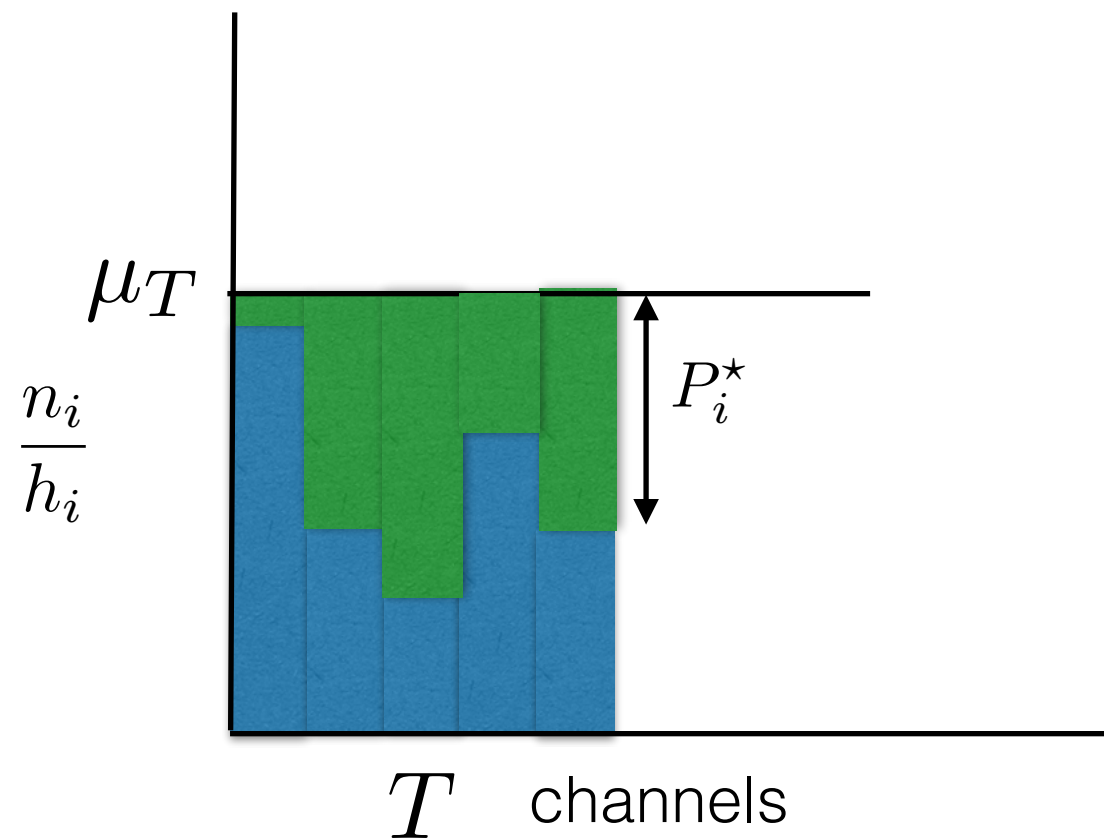
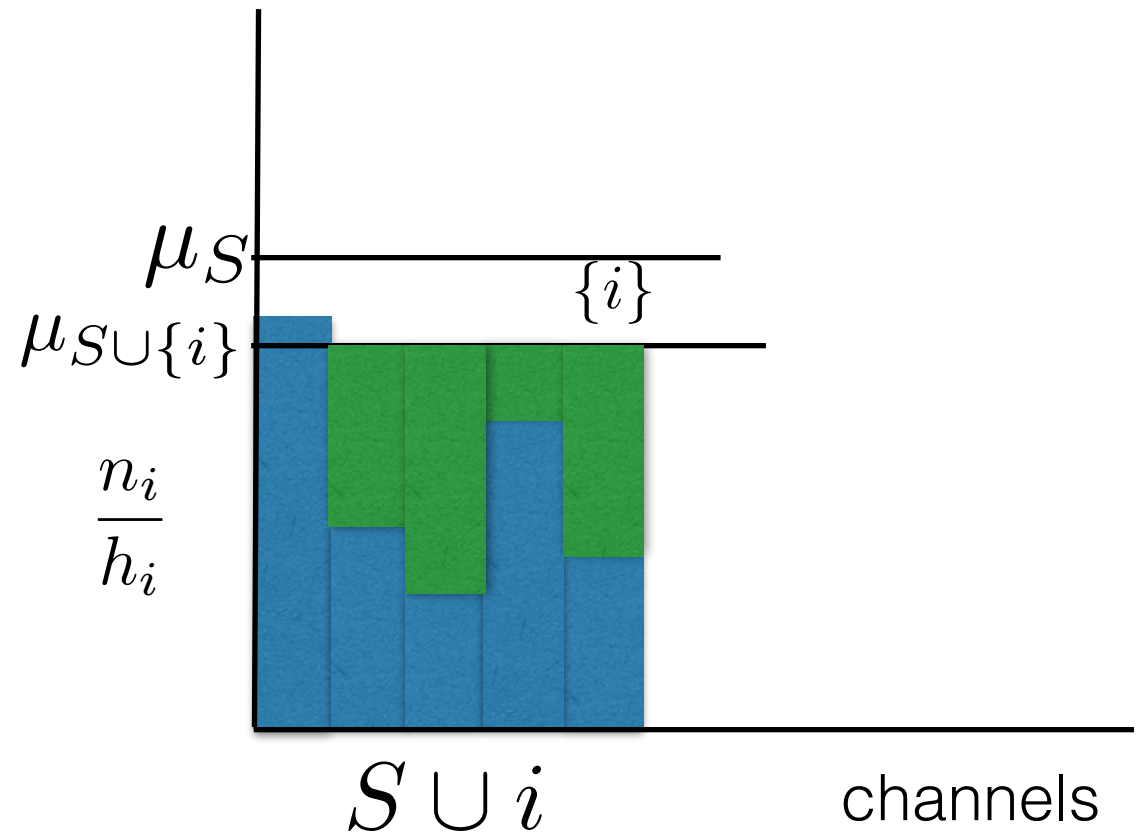
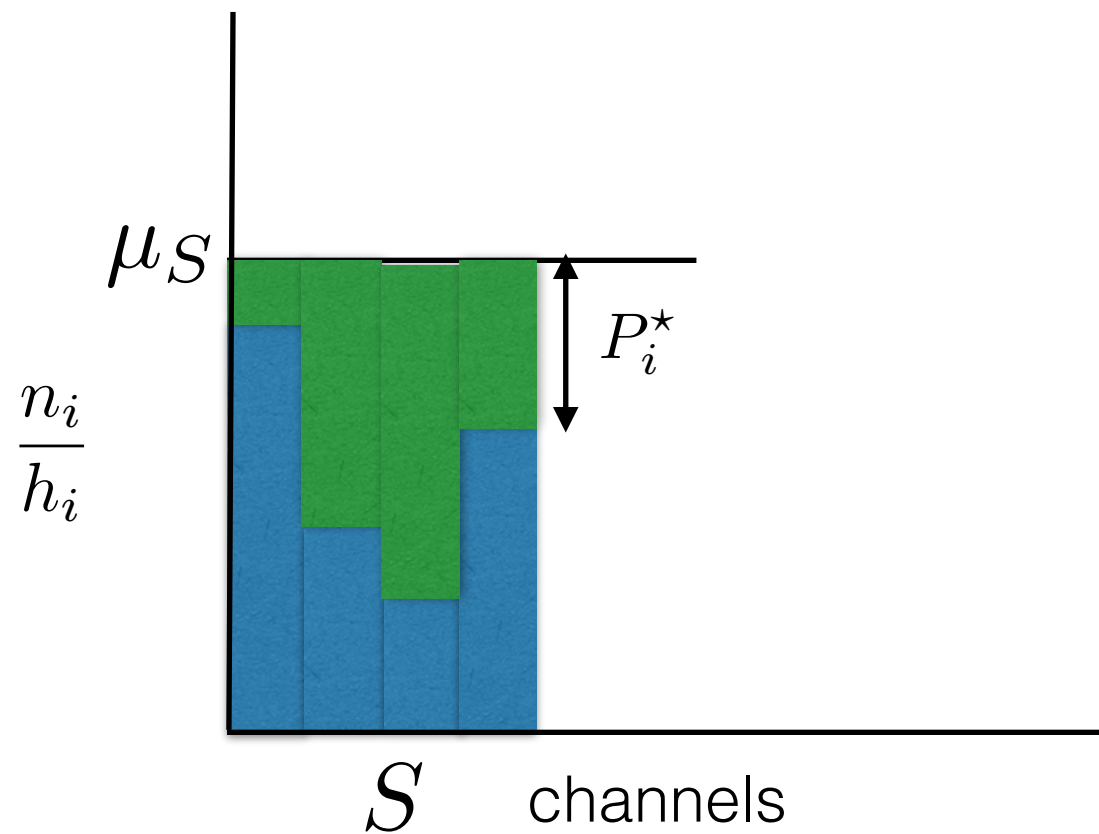
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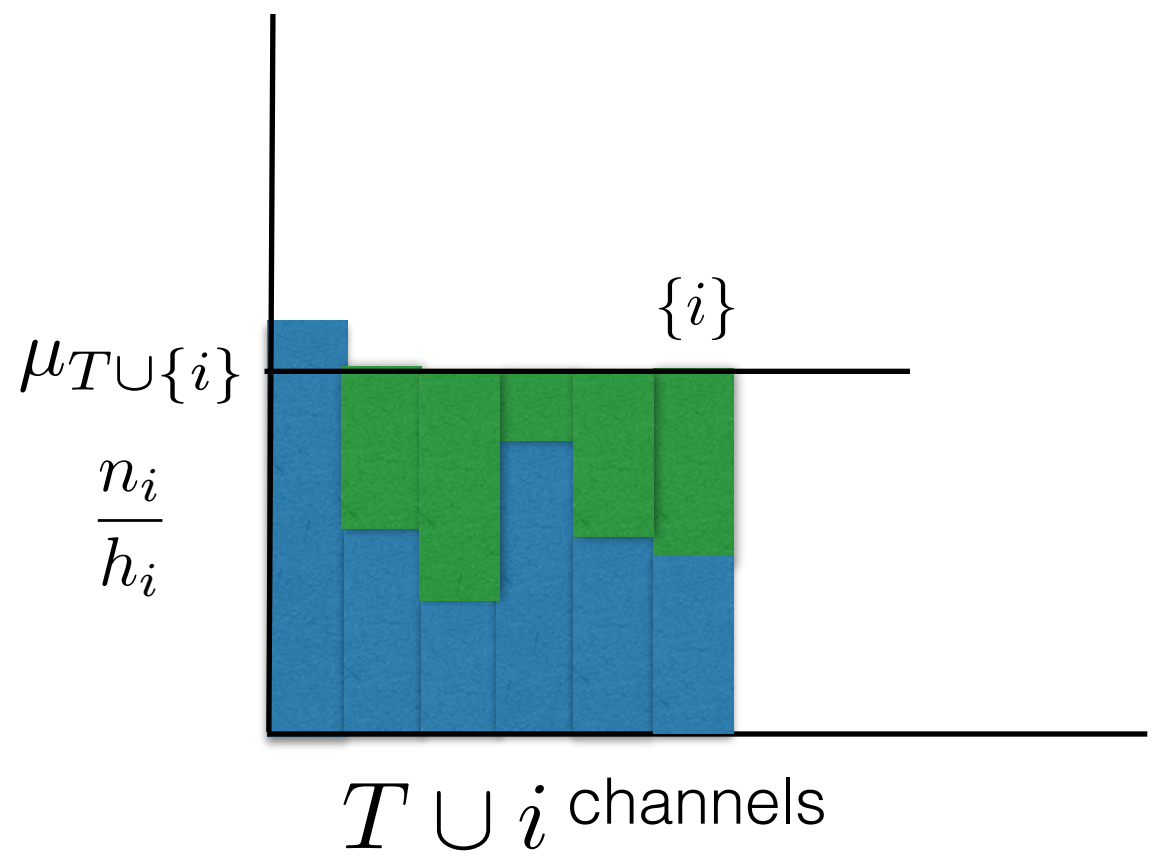
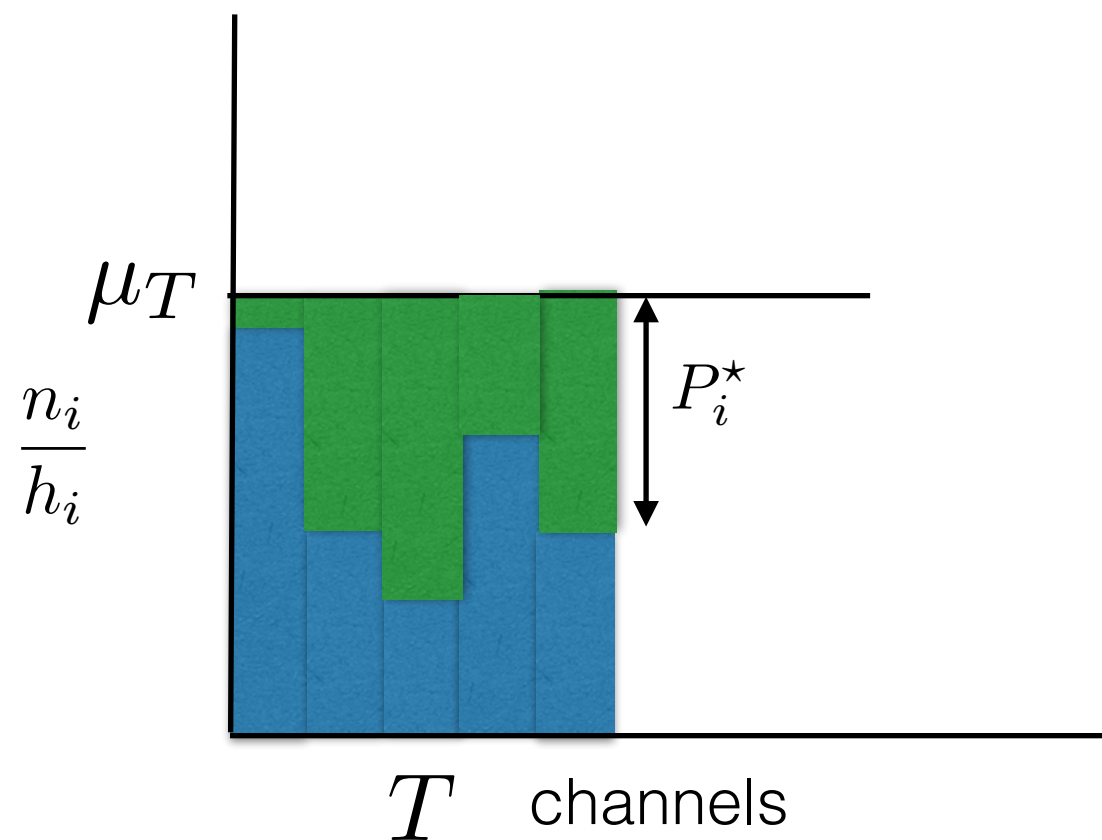
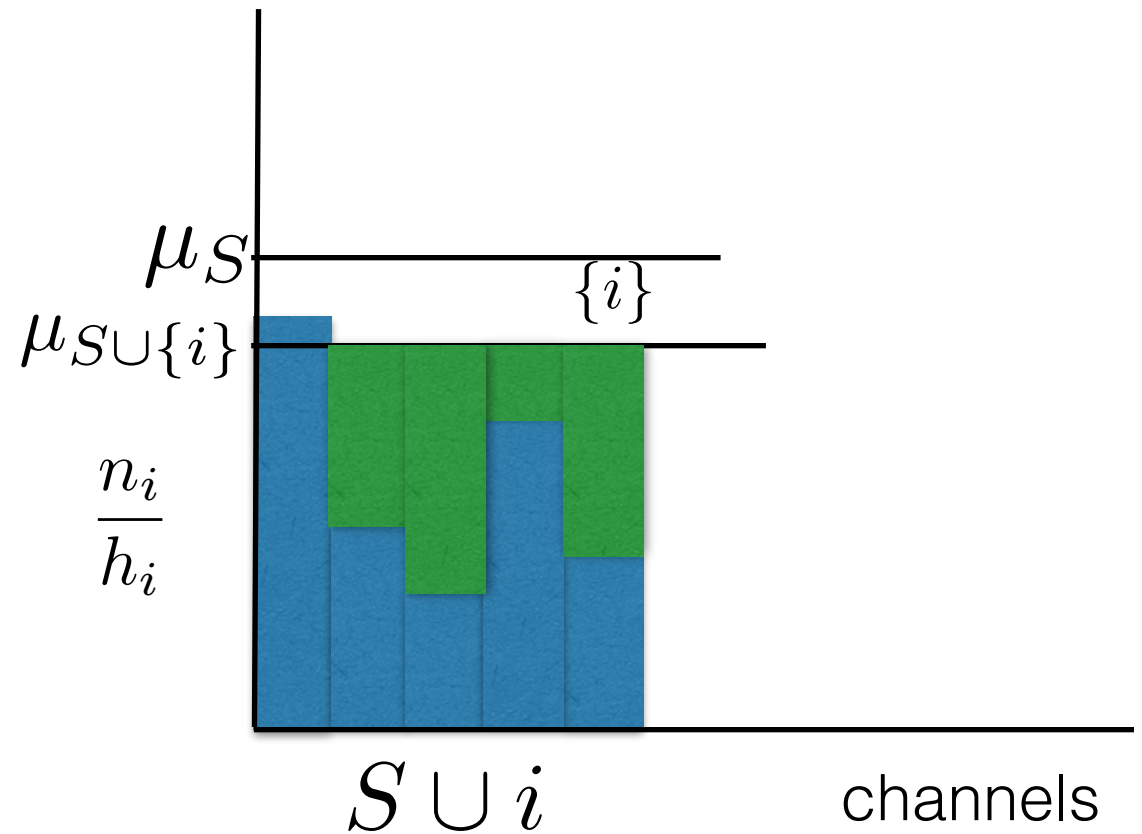
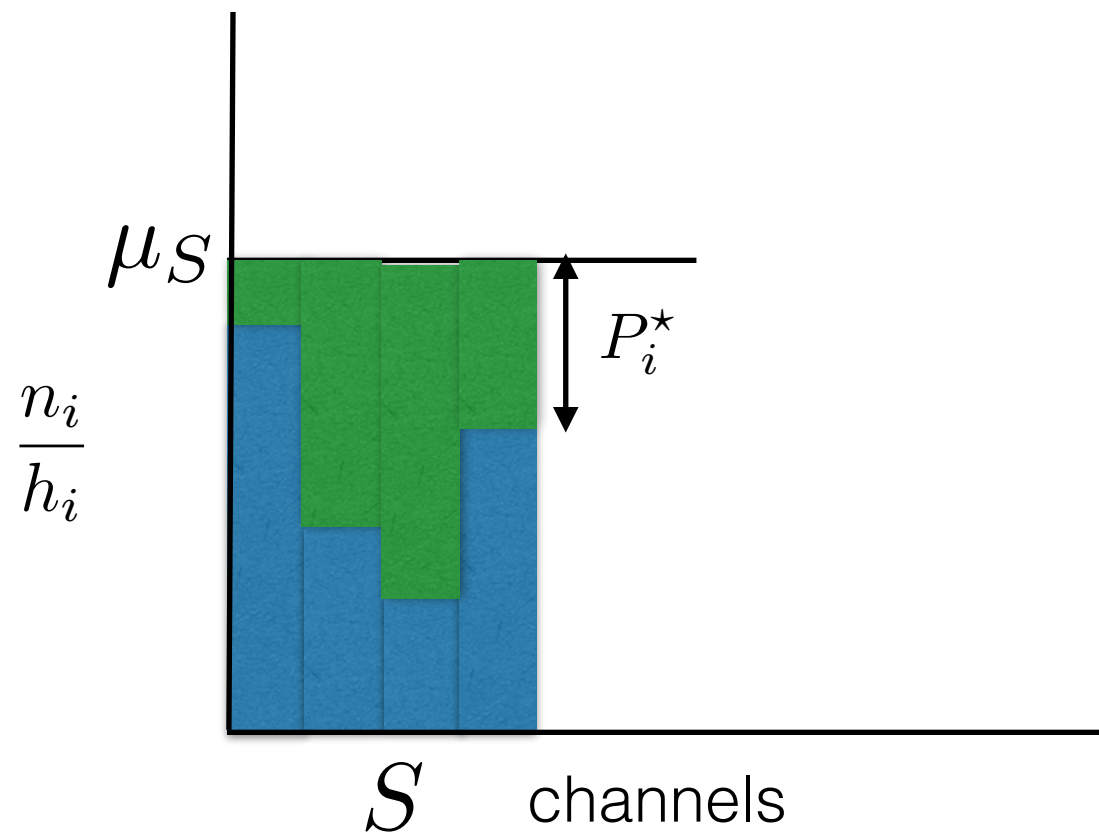
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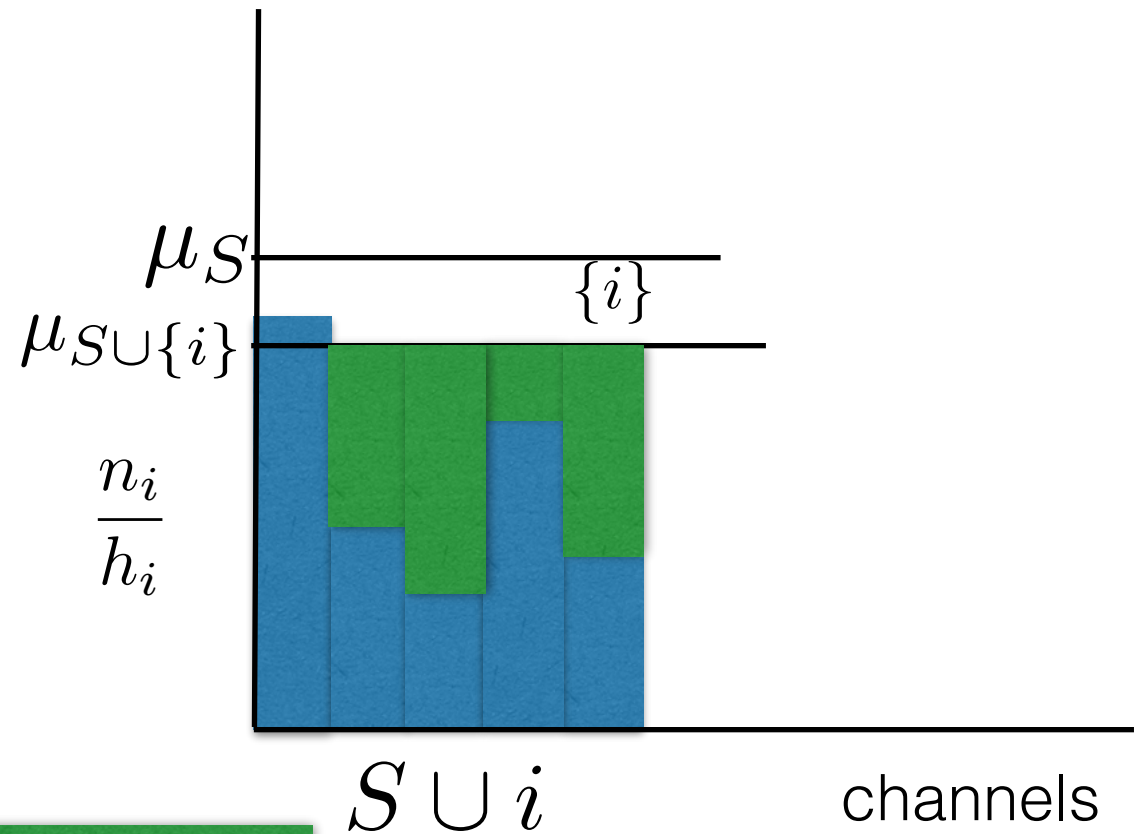
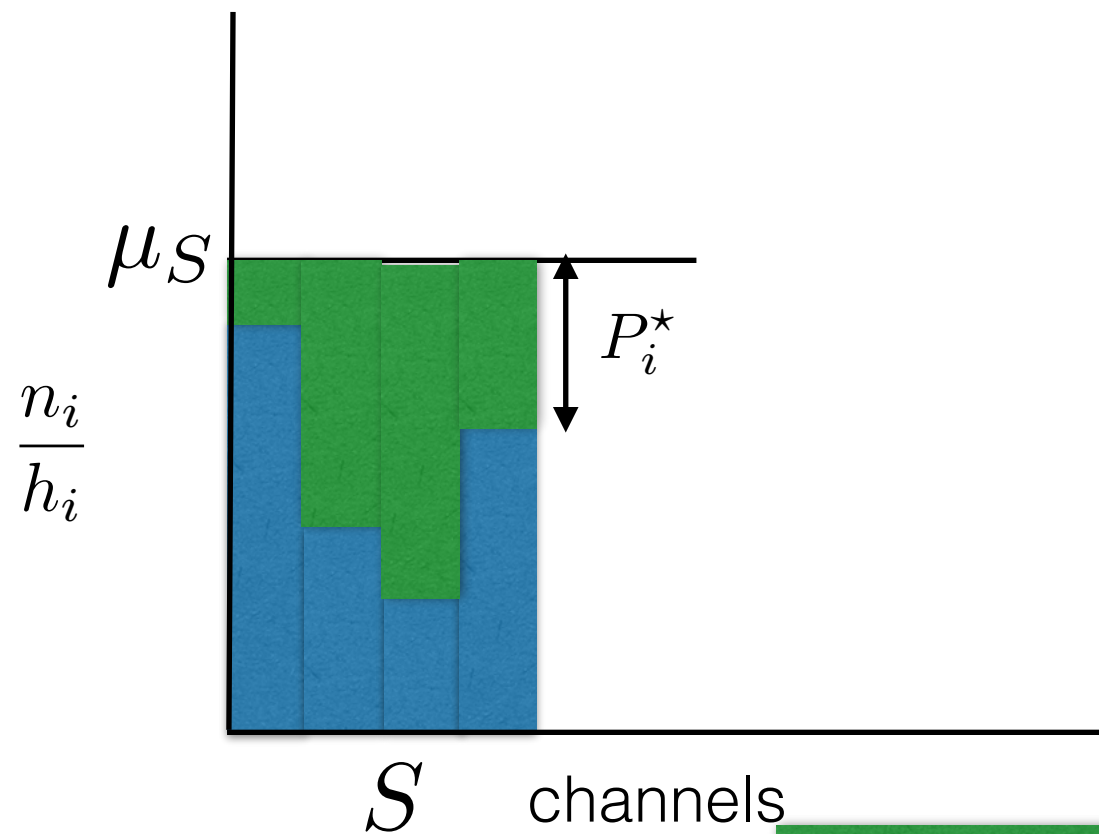


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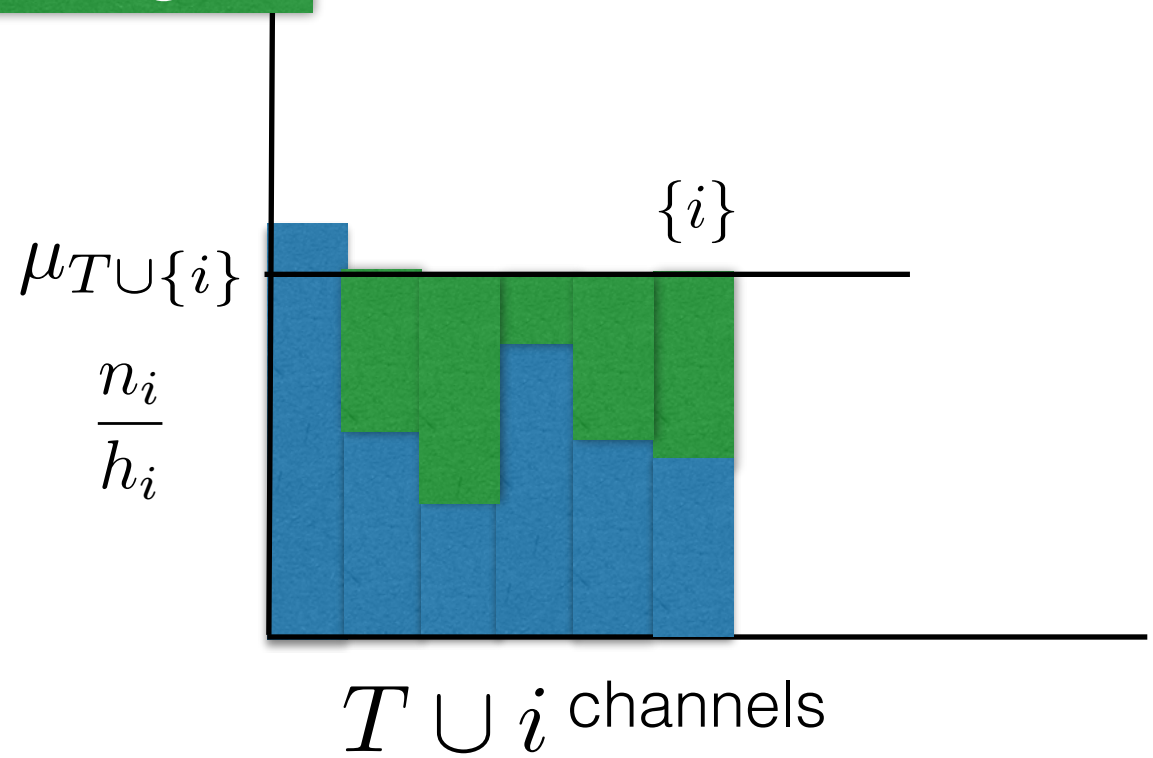
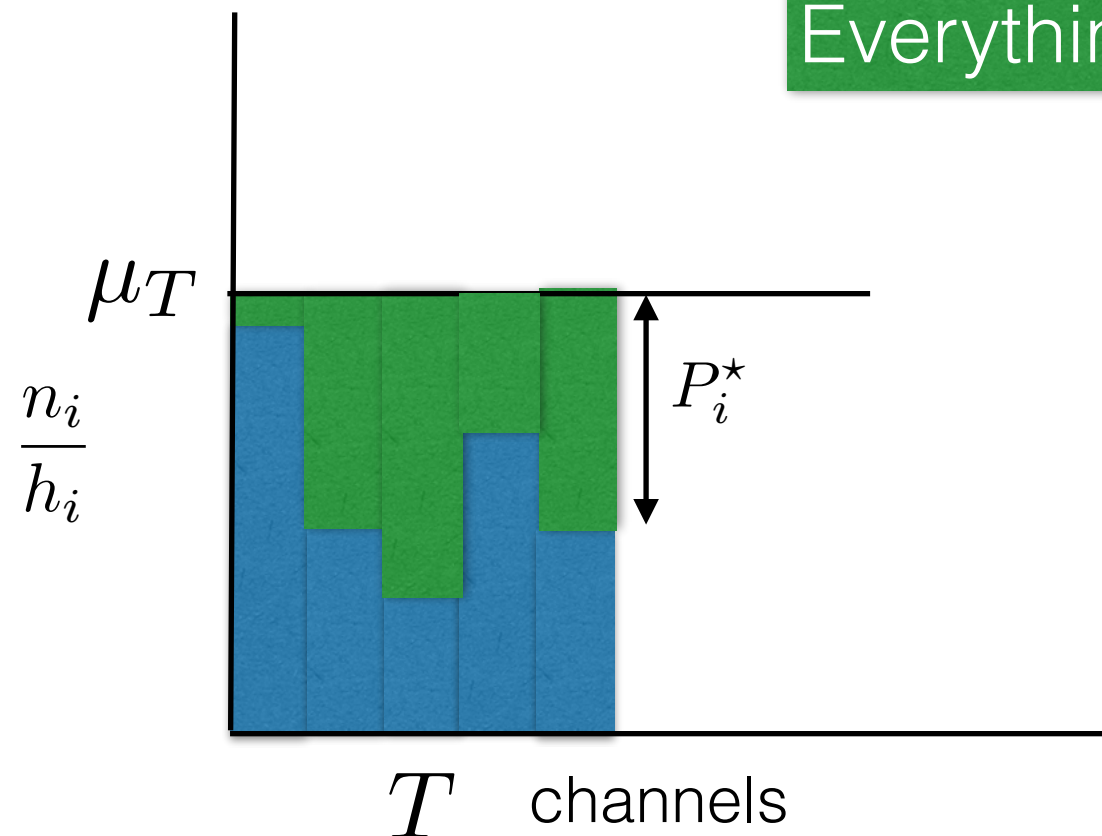




# In general there is no easy way



Everything Changes!



# Idea

**A.** Majorization

B. Karamata's Inequality

# Idea

## A. Majorization

## B. Karamata's Inequality

Two vectors **a** and **b** arranged in descending order

$$\mathbf{a} = [a_1 a_2 \dots a_n] \qquad \mathbf{b} = [b_1 b_2 \dots b_n]$$

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**a** majorizes **b** if

$$\sum_{i=1}^k a_i \geq \sum_{i=1}^k b_i, \forall k \leq n$$

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$$\sum_{i=1}^n g(a_i) \geq \sum_{i=1}^n g(b_i) \quad \text{for any } \textit{convex} \text{ function } g$$

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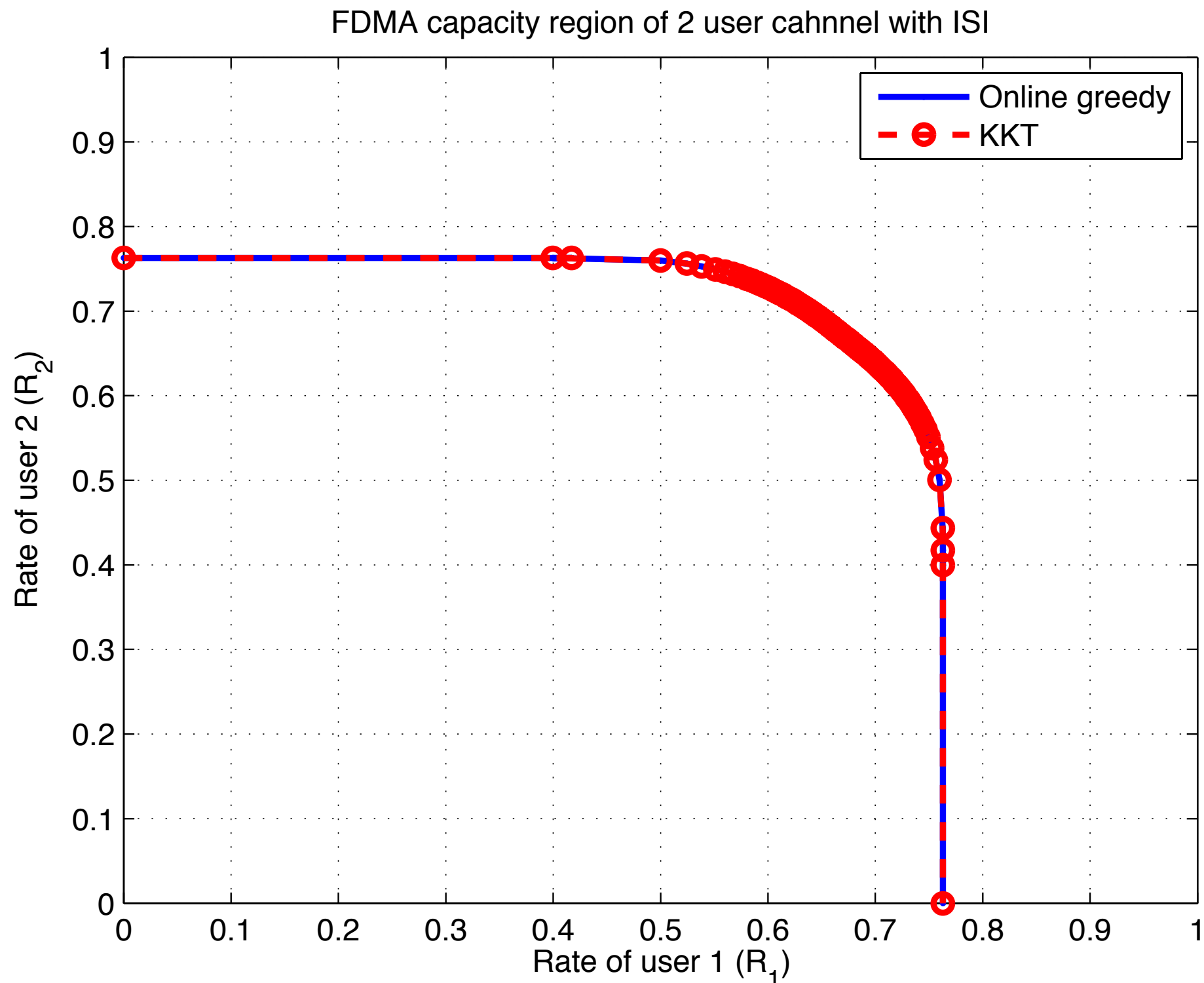
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Proof very specific to *log* utility

# Simulations: Capacity

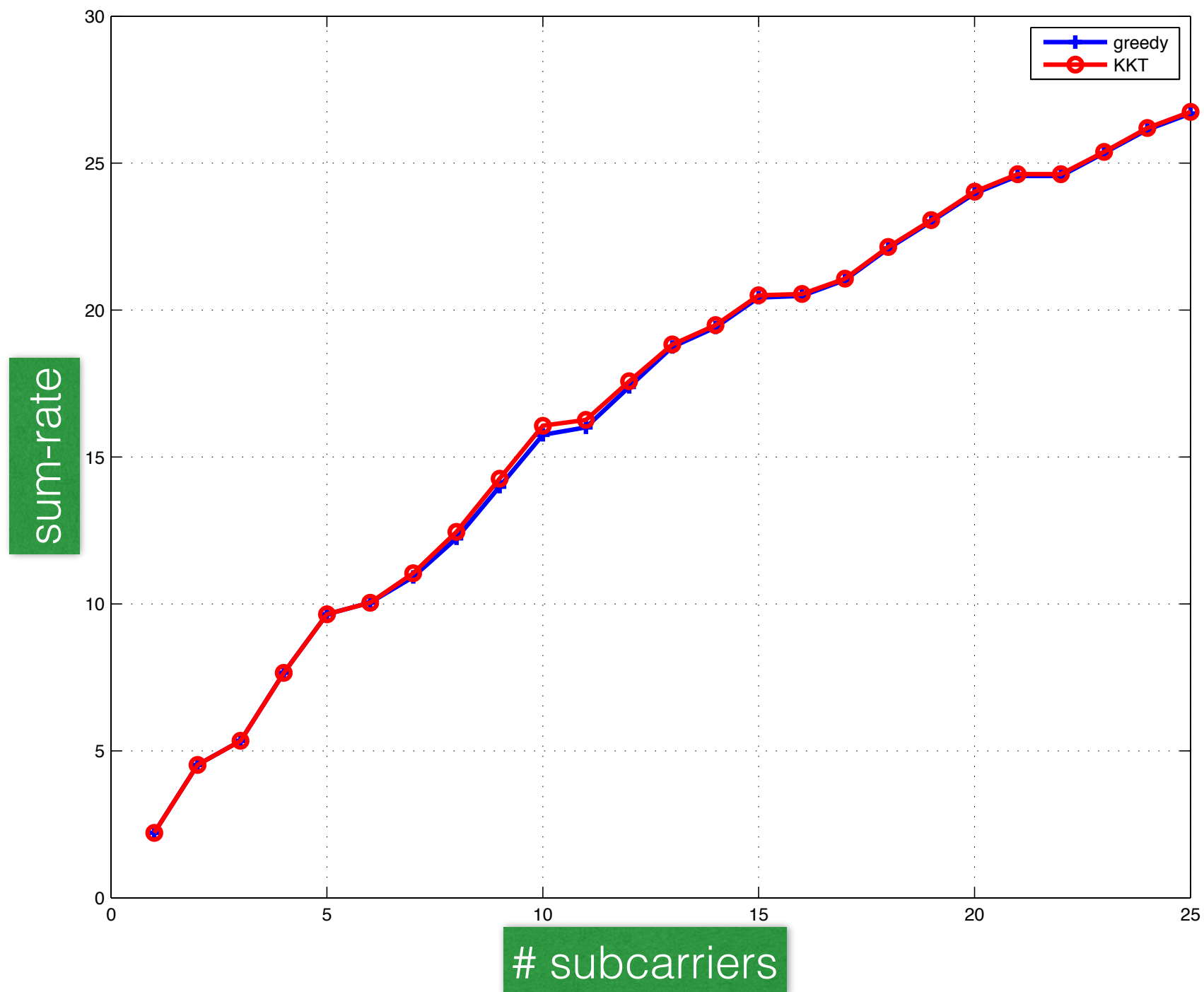
## Comparison with Heuristics





# Simulations: Sum-rate

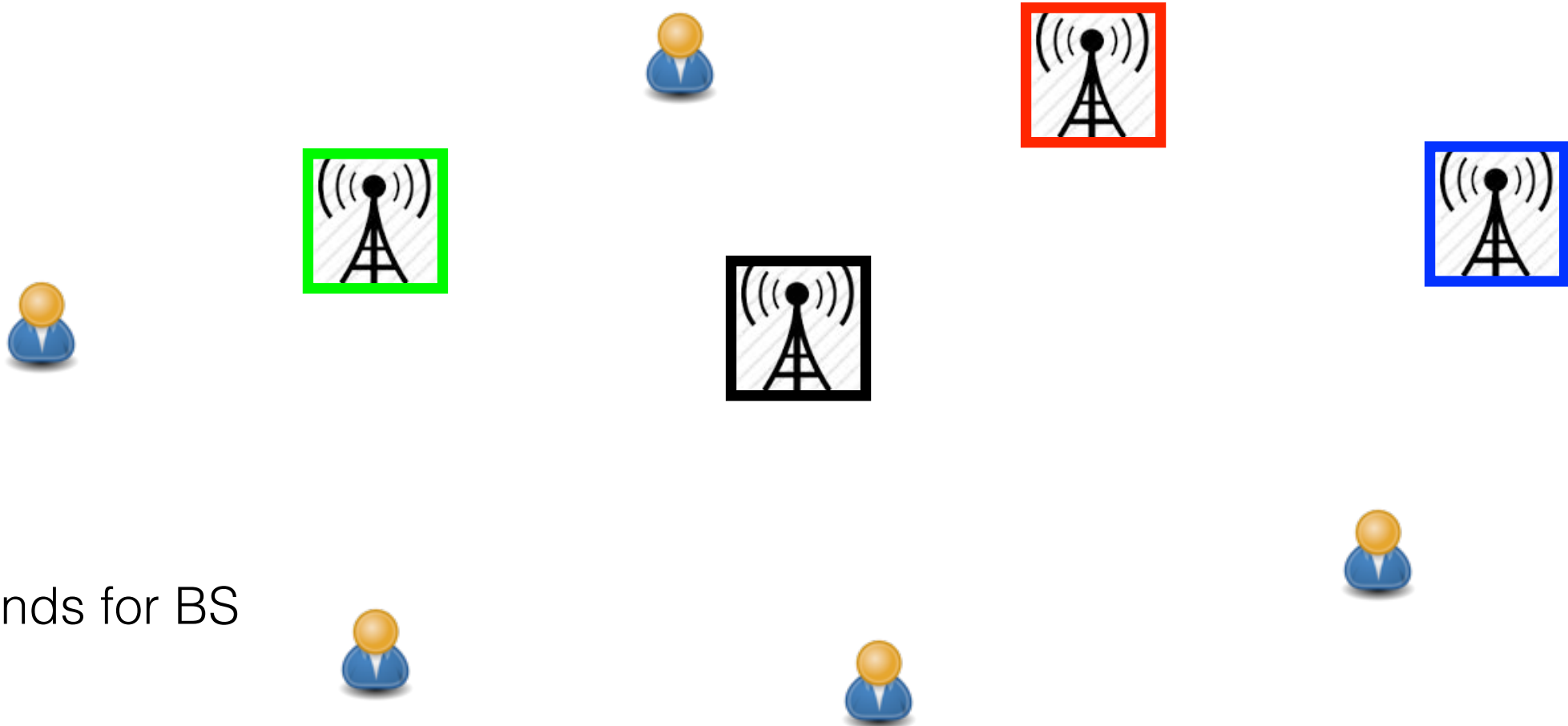
Comparison with Heuristics with 10 users



What more !

# Downlink BS association

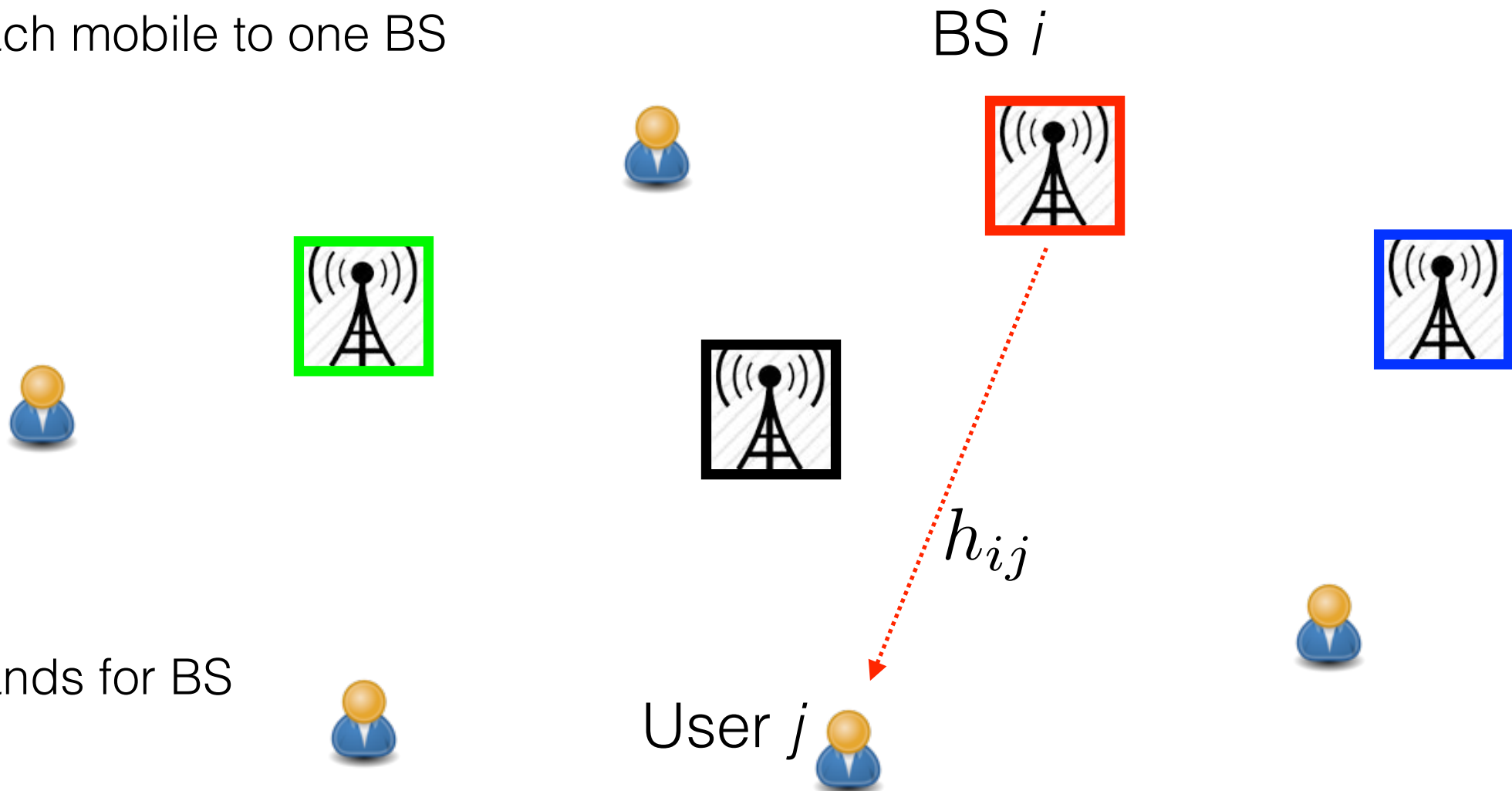
Associate each mobile to one BS



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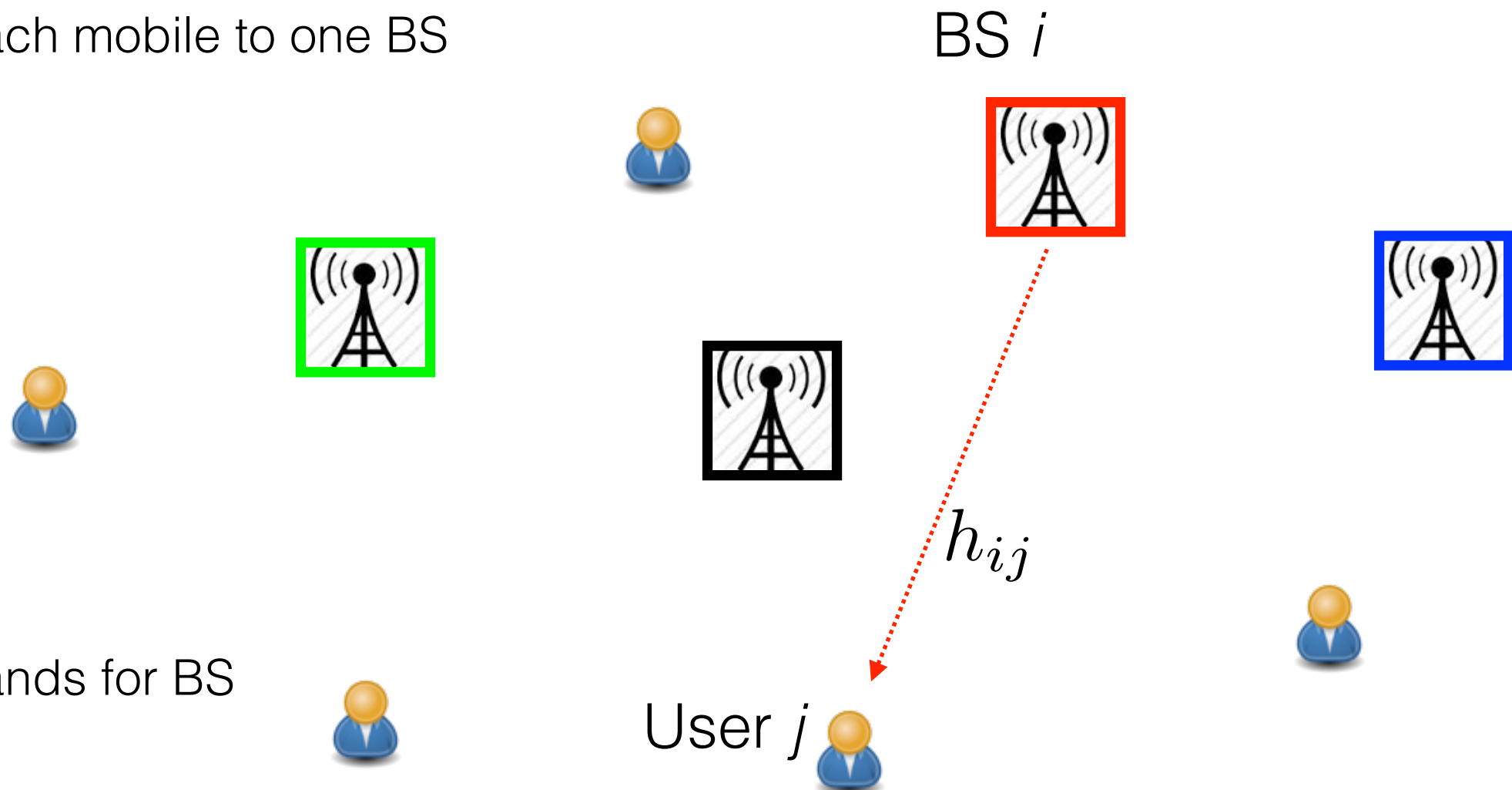
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Disjoint bands for BS



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Associate each mobile to one BS



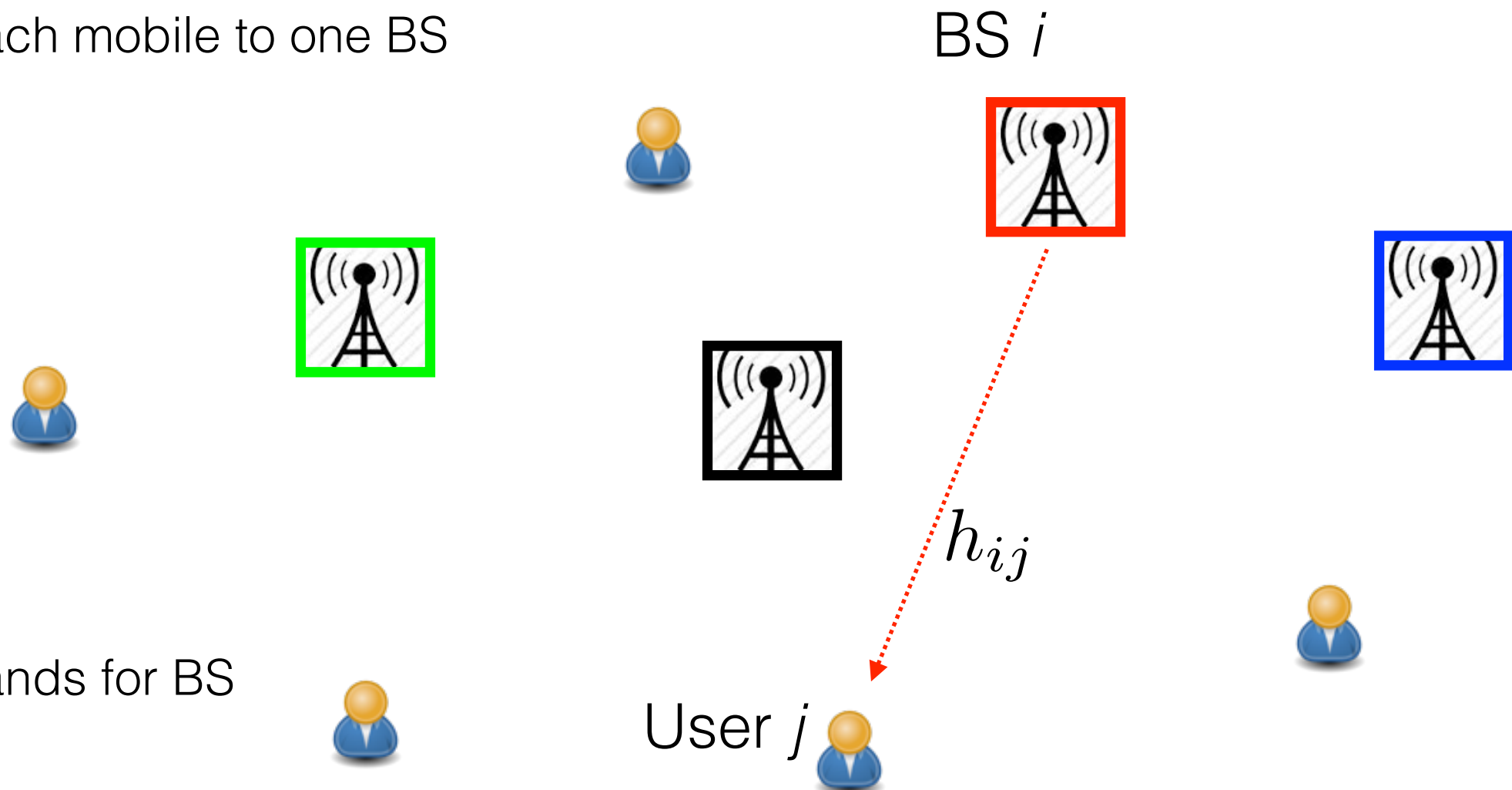
Disjoint bands for BS

Each BS gives power according to log utility for all associated users

$$R_i = \max_{\sum_{j \in A_i} P_j \leq P} \sum_{j \in A_i} \log(1 + P_j h_{ij})$$

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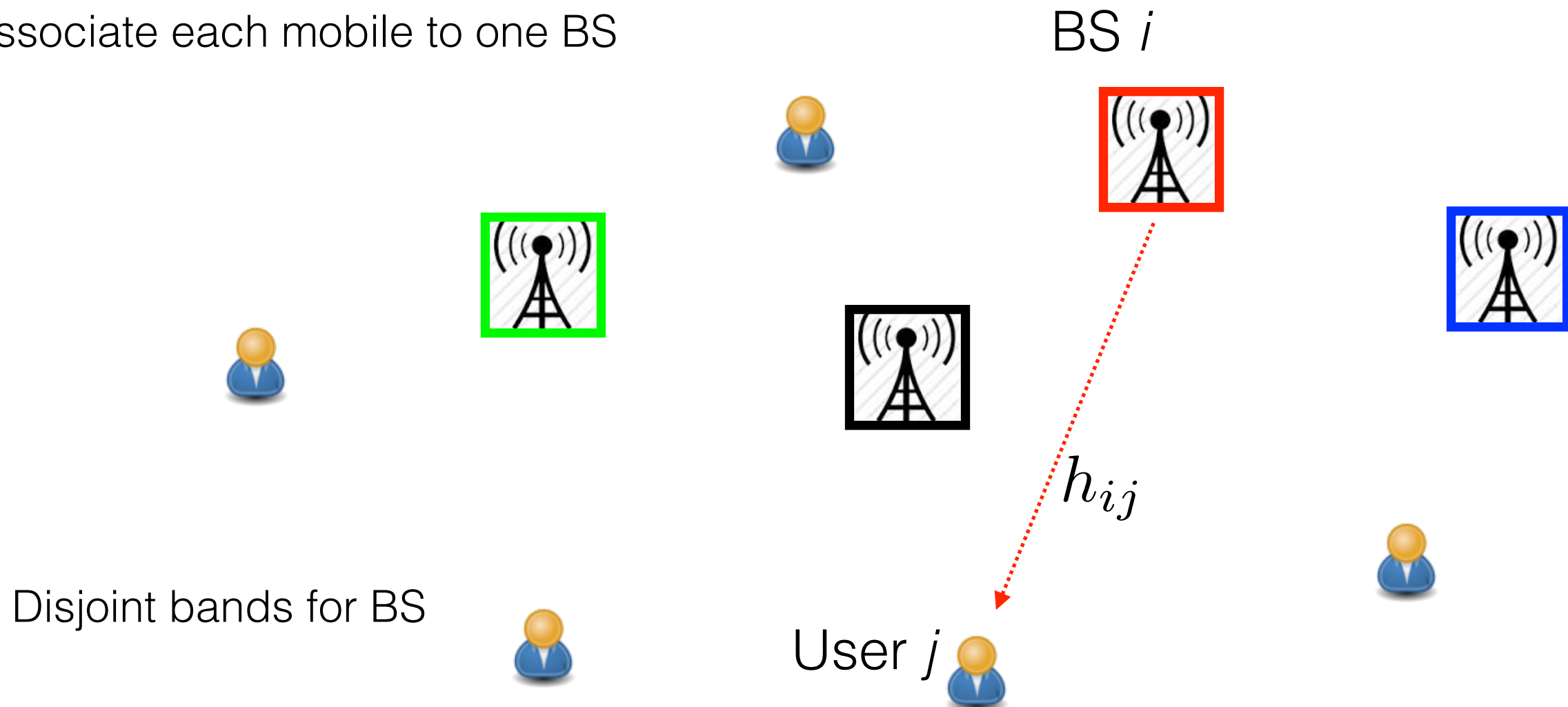
$$R_i = \max_{\sum_{j \in A_i} P_j \leq P} \sum_{j \in A_i} \log(1 + P_j h_{ij})$$

**Find association to maximize the sum-rate**

$$\max_{A_i} \sum_{i=1}^m R_i$$

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Associate each mobile to one BS



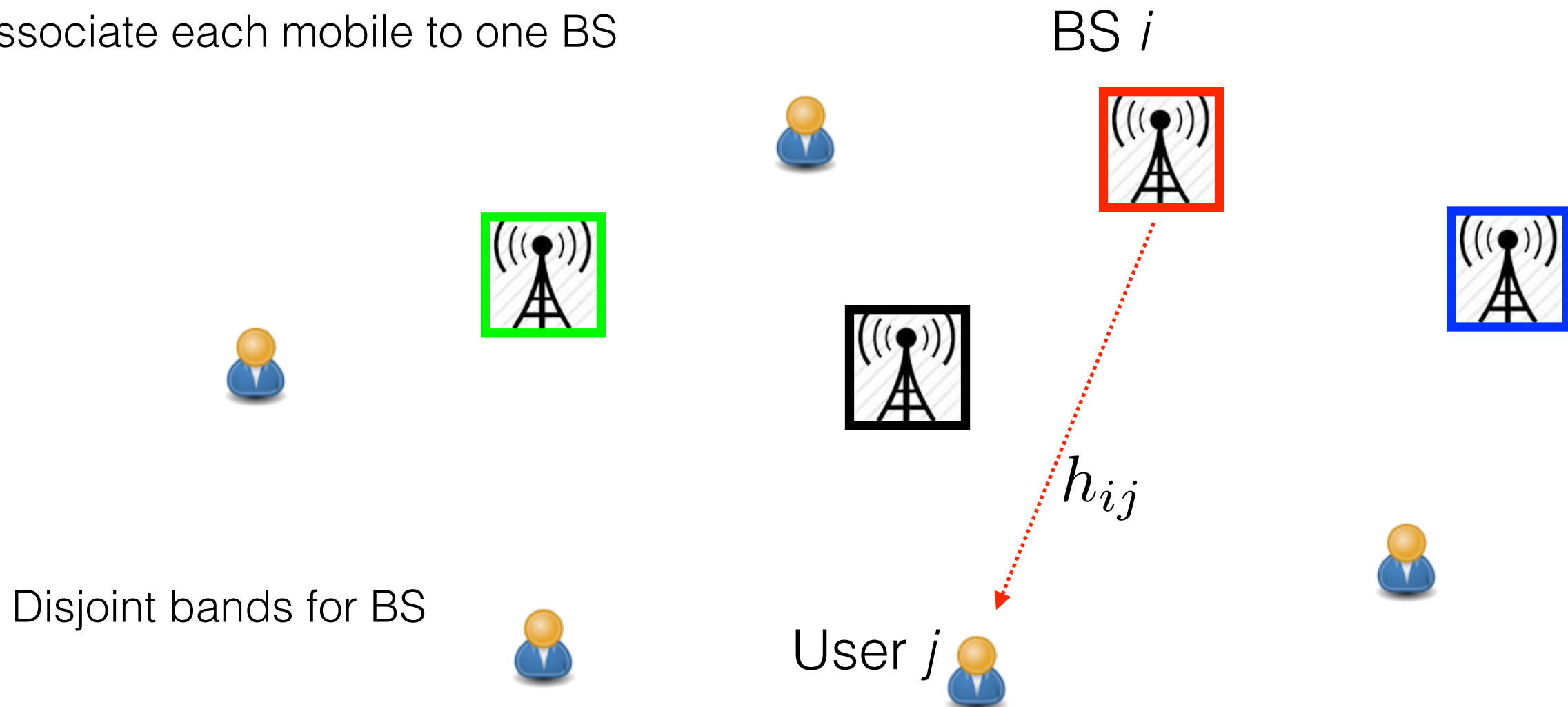
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**Again 1/2 Approx.**

# Online Downlink BS association

BS  $i$



Disjoint bands for BS

# Online Downlink BS association

users appear one by one

associate to one BS immediately

BS  $i$



Disjoint bands for BS

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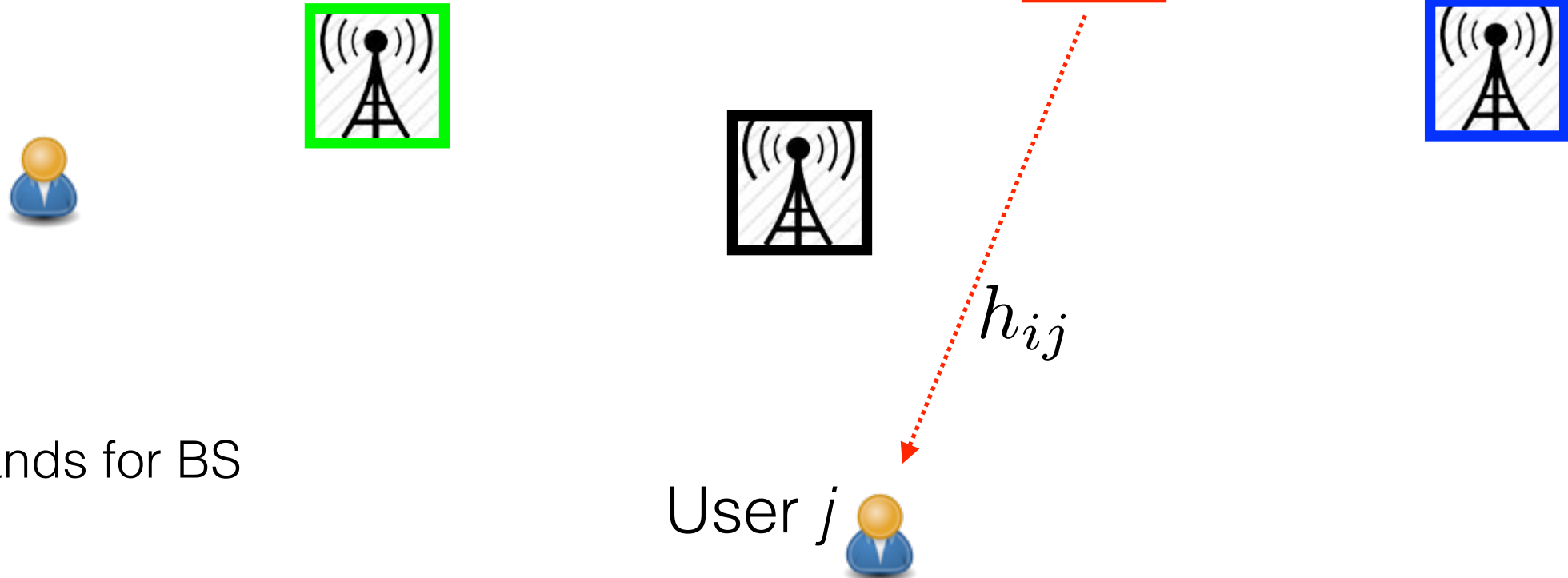


Disjoint bands for BS

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users appear one by one

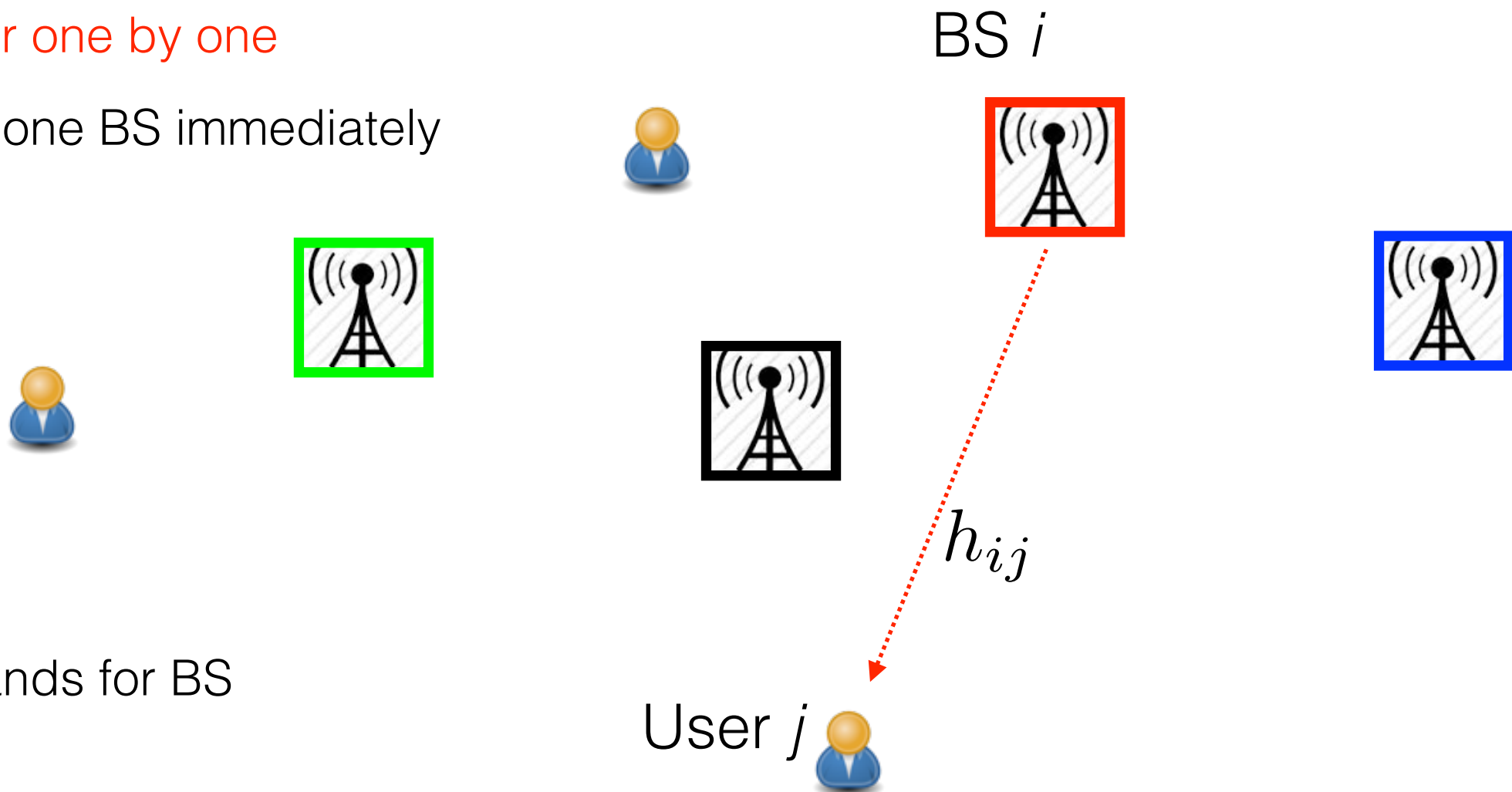
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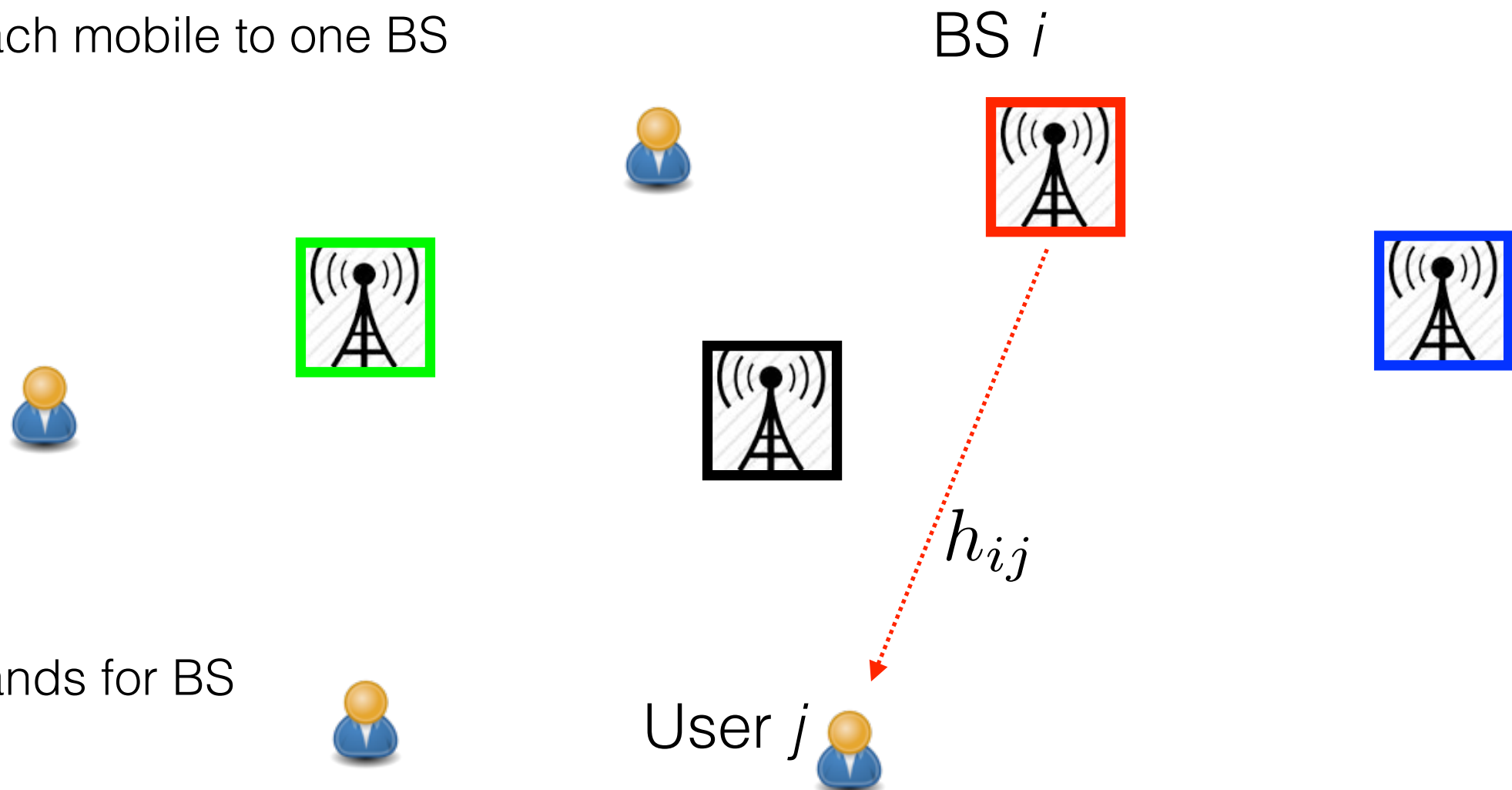


Since the greedy algorithm works with one element (user) at a time

**Again 1/2 Approx.**

# Untruthful Users Downlink BS association

Associate each mobile to one BS

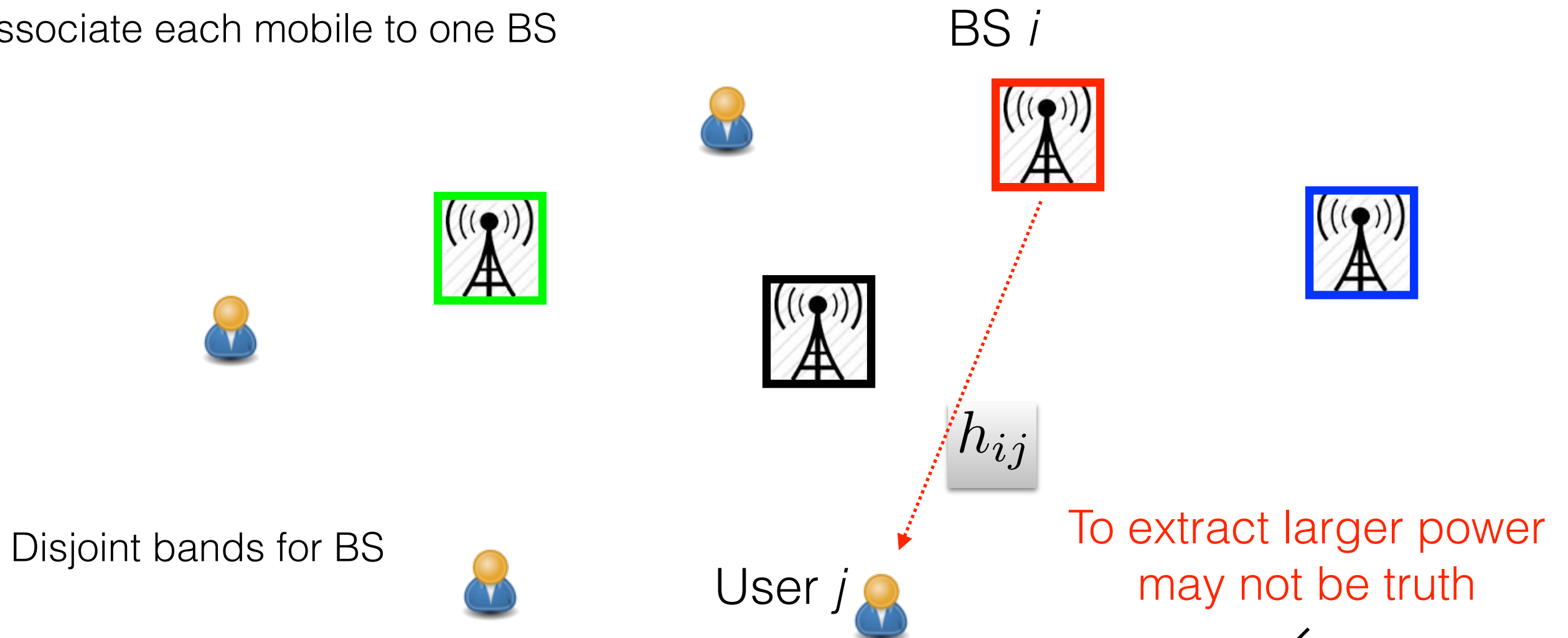


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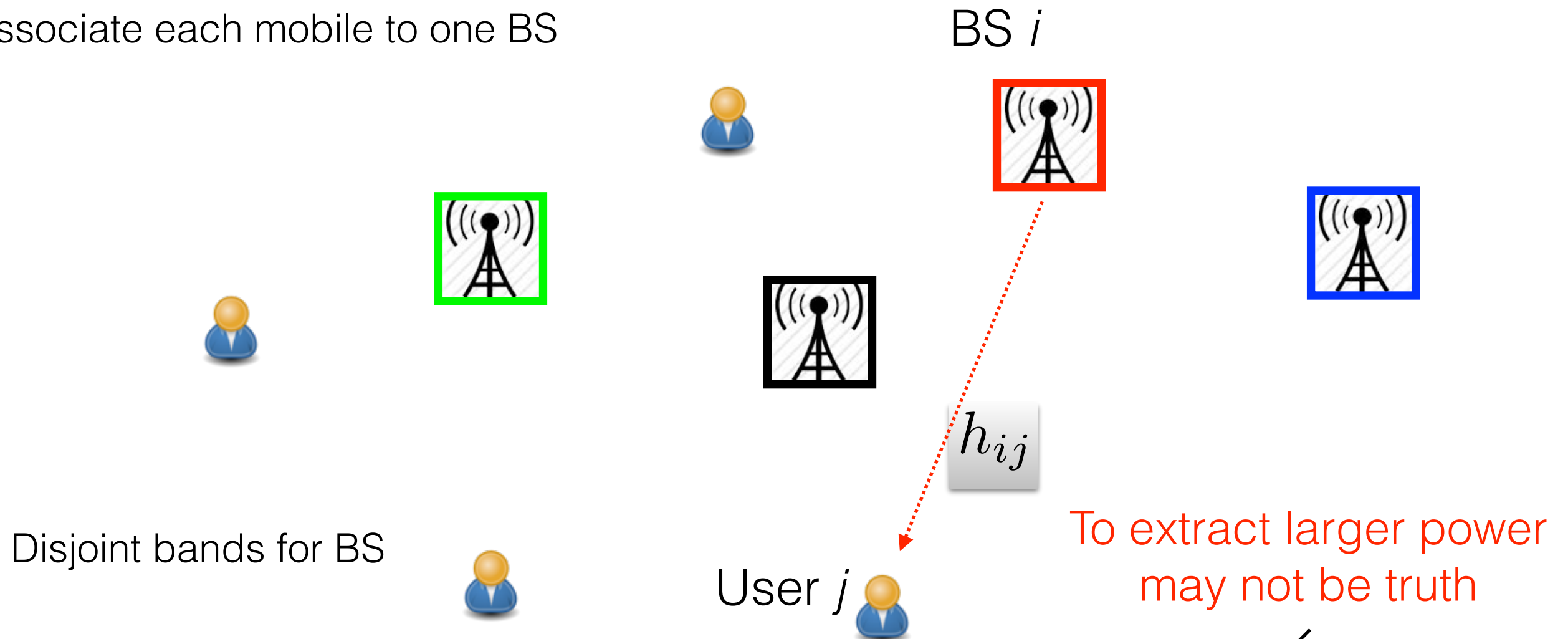
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**Using VCG pricing again 1/2 Approximation**

**Lot more !**