

MIMO-OFDM移動通信用MAP受信機 における ファクターグラフに基づく逐次伝送路推定

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Outline

- Background
- System Model
- Iterative MAP Receiver
- Message-Passing Algorithm
- Factor Graph of One Packet
- Smoothing and Removing
- Derivation of Recursive Formula
- Simulation
- Conclusion

Background (1/2)

Conventional Technology

- **An iterative MAP receiver** for LDPC-coded MIMO-OFDM mobile communications is considered.
- **The EM algorithm is applied to the MAP symbol detection** to reduce the complexity
 - MAP demodulation and channel estimation is performed iteratively

Background (2/2)

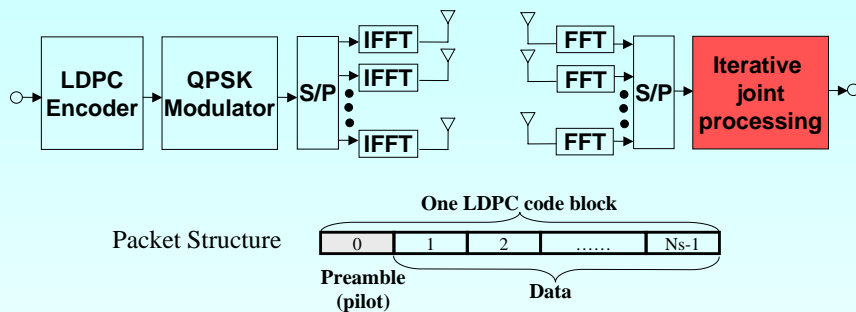
Problem

- MMSE CHE cannot sufficiently track the fast fading
- RLS CHE in the iterative MAP symbol detection has a noise amplification problem



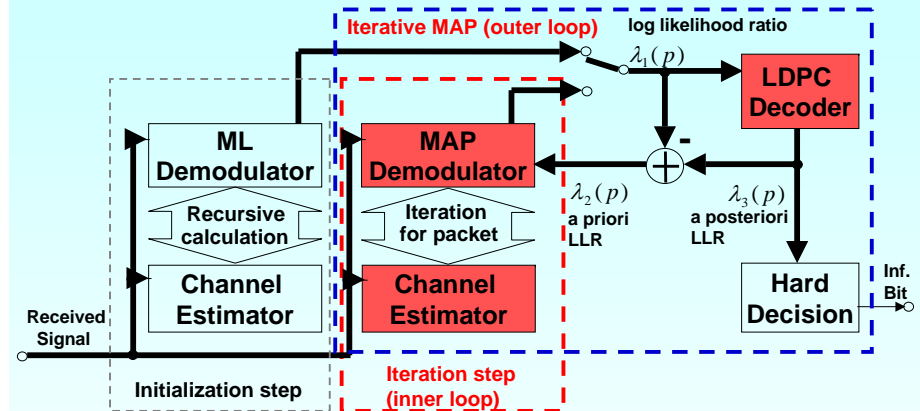
Reconsideration of the iterative MAP symbol detection via **the Message-Passing Algorithm**

System Model



- LDPC-coded MIMO-OFDM
- Rayleigh fading channel: both multi-path and MIMO spatial paths are uncorrelated.
- The first symbol a preamble for channel estimation

Iterative MAP Receiver (1/2)



- Outer loop: Update $P(X|Y)$
 - Inner loop updates $P(Y|X)$ via MAP symbol detection
 - Channel decoding updates $P(X)$

Iterative MAP Receiver (2/2)

- MAP detection requires a prohibitive complexity

$$\hat{X} = \arg \max_X \log P(X | Y)$$

X: transmitted signal
Y: received signal
H: channel response

- EM algorithm is applied to reduce complexity

$$\text{E step} : Q(X | X^{(t)}) = E_H \{ \log P(Y | H, X) | Y, X^{(t)} \}$$

$$\text{M step} : X^{(t+1)} = \arg \max_X [Q(X | X^{(t)}) + \log P(X)]$$

➔ Consider the optimal channel estimation algorithm for the inner loop

Message Passing Algorithm

- Calculation of marginal conditional probability functions, such as $P(X_i|Y)$. (e.g. LDPC decoding is a message passing over Tanner graph)

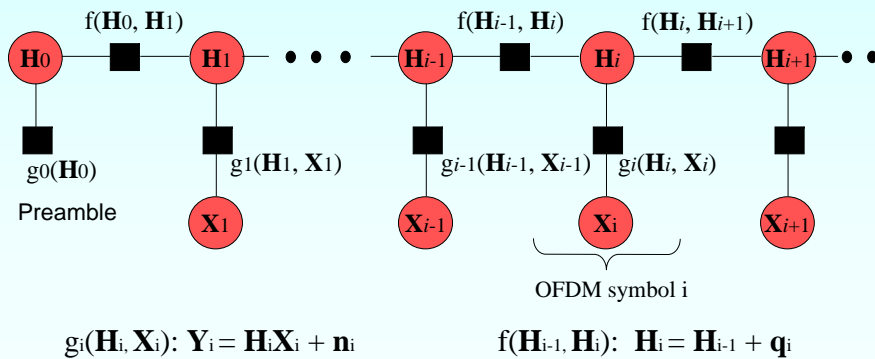
➔ **Suitable for the MAP symbol detection**

- Iteration for achieving the convergence of a calculation.

➔ **The iterative MAP detection can be reconsidered in this context**

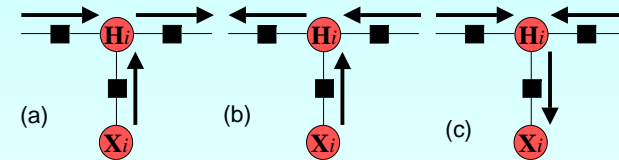
Factor Graph of One Packet

- The message passing is performed on a **factor graph representing the system model**.
- The fast fading is modeled as a random walk



Smoothing and Removing

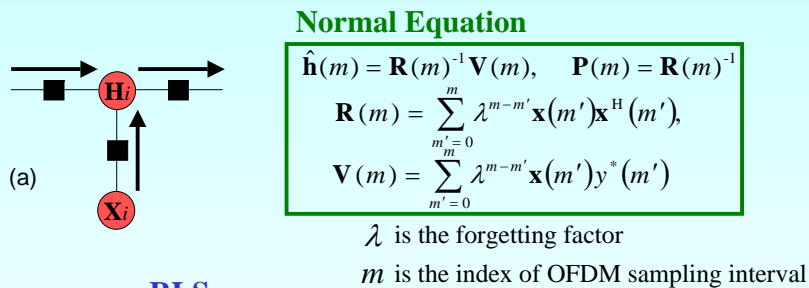
Three types of message passing at each symbol



- (a)+(b): forward and backward RLS CHE
➔ **Smoothing is necessary**
- (c): CHE for the detection of \mathbf{X}_i does not include the direct contribution from \mathbf{X}_i
➔ **Removing is necessary**

Derivation of RLS

(a) corresponds to the RLS channel estimation.



RLS

$$\mathbf{K}(m) = \mathbf{P}(m-1) \mathbf{x}(m) [\mathbf{x}^H(m) \mathbf{P}(m-1) \mathbf{x}(m) + \lambda]^{-1}$$

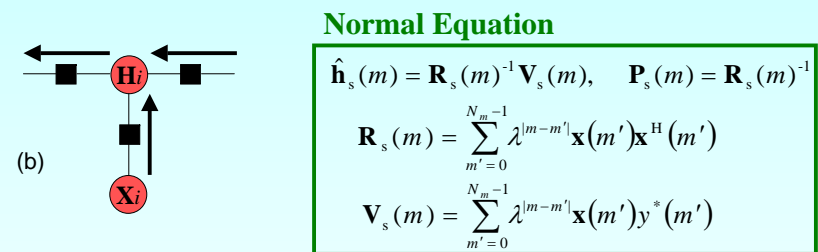
$$\hat{\mathbf{h}}(m) = \hat{\mathbf{h}}(m-1) + \mathbf{K}(m) [\mathbf{y}^*(m) - \mathbf{x}^H(m) \hat{\mathbf{h}}(m-1)]$$

$$\mathbf{P}(m) = \lambda^{-1} [\mathbf{P}(m-1) - \mathbf{K}(m) \mathbf{x}^H(m) \mathbf{P}(m-1)]$$

RLS is performed forward from the preamble

Derivation of S-RLS

(a)+(b) means that **all symbols are used for CHE**



S-RLS performs Smoothing after RLS

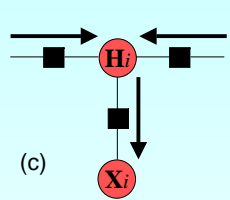
$$\mathbf{P}_s(m) = \mathbf{P}(m) + \lambda^2 [\mathbf{P}_s(m+1) - \lambda^{-1} \mathbf{P}(m)]$$

$$\hat{\mathbf{h}}_s(m) = \hat{\mathbf{h}}(m) + \lambda [\hat{\mathbf{h}}_s(m+1) - \hat{\mathbf{h}}(m)]$$

Smoothing is performed backward

Derivation of SR-RLS

(c) means that CHE of H_i does not include for X_i



Normal Equation (index i is omitted)

$$\hat{\mathbf{h}}_r(m_a) = \mathbf{R}_r(m_a)^{-1} \mathbf{V}_r(m_a), \quad \mathbf{P}_r(m_a) = \mathbf{R}_r(m_a)^{-1}$$

$$\mathbf{R}_r(m_a) = \mathbf{R}_s(m_a) - \sum_{m'=m_h}^{m_t} \lambda^{|m_a-m'|} \mathbf{x}(m') \mathbf{x}^H(m')$$

$$\mathbf{V}_r(m_a) = \mathbf{V}_s(m_a) - \sum_{m'=m_h}^{m_t} \lambda^{|m_a-m'|} \mathbf{x}(m') y^*(m')$$

$m_h(i)$, $m_t(i)$, and $m_a(i)$ are the head, tail and average sampling point

SR-RLS performs Removing after S-RLS

$$\hat{\mathbf{h}}_r(m_a; m_h, m) = \hat{\mathbf{h}}_r(m_a; m_h, m-1) + A^{-1} \mathbf{P}_r(m_a; m_h, m-1) \mathbf{x}(m) \{y^*(m) - \mathbf{x}^H(m) \hat{\mathbf{h}}_r(m_a; m_h, m-1)\}$$

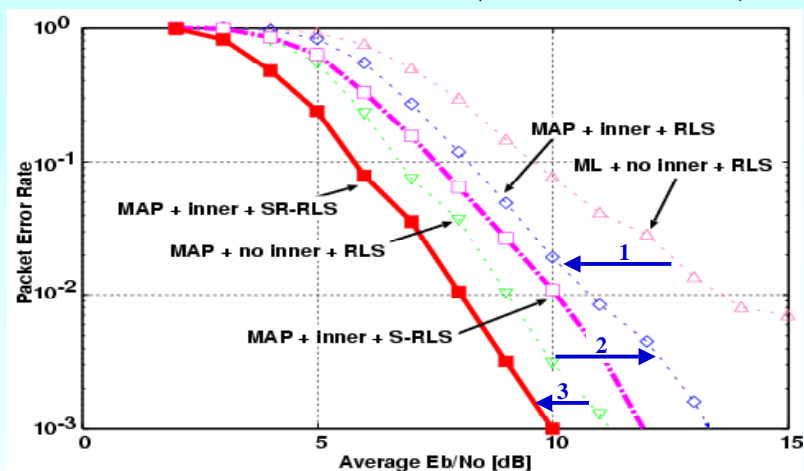
$$\mathbf{P}_r(m_a; m_h, m) = \mathbf{P}_r(m_a; m_h, m-1) + A^{-1} \mathbf{P}_r(m_a; m_h, m-1) \mathbf{x}(m) \mathbf{x}^H(m) \mathbf{P}_r(m_a; m_h, m-1)$$

$$A = -\lambda^{|m_a-m|} + \mathbf{x}^H(m) \mathbf{P}_r(m_a; m_h, m-1) \mathbf{x}(m)$$

Simulation condition

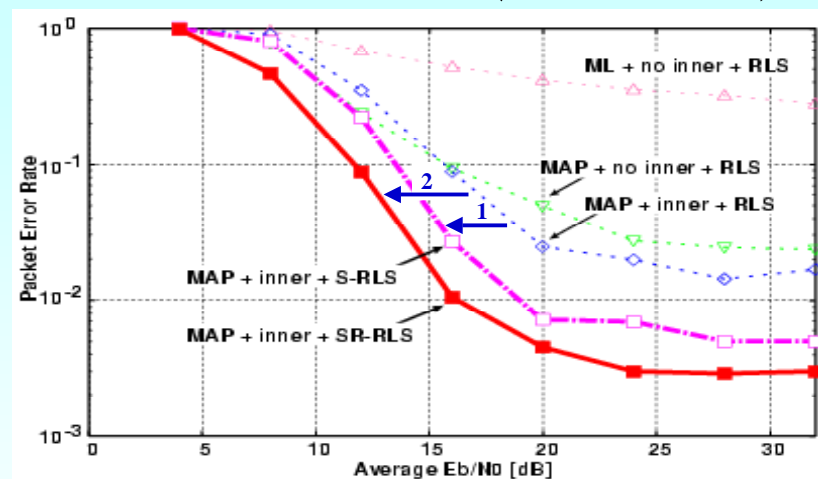
MIMO antennas	2 × 2
Modulation	QPSK, 64 subcarriers OFDM
Guard Interval/OFDM duration	16/80
Packet format	1 Preamble OFDM symbol + 16 Data OFDM symbols
RLS forgetting factor	0.99
Channel model	9-path Rayleigh with 0.8-decay
Number of inner (EM) iterations	4
Max number of outer (Turbo) iterations	10
Channel coding	Half-rate LDPC (2048 info. Bits)

Simulation result ($f_D T_s = 0.02$)



1. MAP demodulation achieves better PER than ML demodulation
2. Inner loop with RLS degrades the PER performance (noise amplified)
3. Inner loop with SR-RLS improves the PER performance in all Eb/No

Simulation result ($f_D T_s = 0.03$)



1. Inner loop with S-RLS improves the PER. No PER degradation.
2. Inner loop with SR-RLS improves the PER performance in all Eb/No

Conclusion

- New recursive channel estimation algorithm (**SR-RLS**) has been proposed via **the message-passing algorithm**.
 - **Capable to track the fast fading**
 - **Optimal for the iterative MAP receiver**
- **Smoothing** uses all symbols for the channel estimation.
- **Removing** modifies S-RLS to remove the direct contribution of the targeted OFDM symbol
- **Removing is the most effective** for the performance improvement.