Stochastic Resource Allocation for Outage Minimization in Random Access with Correlated Activation

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- 2 System Model
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- 4 Simulation Results

Background

In industrial fault detection and monitoring,

- 1. communications are event triggered
- 2. stochastic process \rightarrow random access policy



Figure 1: Monitoring of sensor network in a factory

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Background

In industrial fault detection and monitoring,

Resource allocation: Aloha assumes independent sensor activity

However, sensor activity are correlated...



Figure 1: Monitoring of sensor network in a factory

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4 Simulation Results

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In each frame, we have

- K time slots
- N sensors

Each sensor can access only one slot at most.

Activity vector: $\mathbf{X} = \{X_1, \dots, X_N\} \in \{0, 1\}^N$, where sensor *i* is active if $X_i = 1$.

X_i,..., X_N are dependent (each element)
 X¹,..., X^L are also dependent (each frame)

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In each frame, we have

- K time slots
- N sensors

Each sensor can access only one slot at most.

Activity vector: $\mathbf{X} = \{X_1, \dots, X_N\} \in \{0, 1\}^N$, where sensor *i* is active if $X_i = 1$.

Mission: how to allocate slots to sensors when N > K?

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How to allocate K slots to N users when N > K, with X^1, X^2, \ldots ?

We need to find the allocation matrix $\mathbf{A} \in \mathbb{R}^{N \times K}$ and $\sum_{j=1}^{K} A_{ij} = 1$ for all $i = 1, \dots, N$. A_{ij} is the probability that user *i* access slot *j* conditioned on activation.

E.g., N = 3 users, K = 2 slots

$$\mathbf{A} = \begin{bmatrix} \mathbf{0.6} & \mathbf{0.4} \\ 0.1 & 0.9 \\ 0.2 & 0.8 \end{bmatrix}$$

User 1 accesses 1st slot with probability 0.6 and 2nd slot with probability 0.4.

Optimization of allocation matrix A

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Protocols



Figure 2: Comparison of protocols.

Difference: In Protocol 2 sensors transmit at fixed rate while Protocol 1 has rate adaptation

At the receiver, successive interference cancellation (SIC) is assumed to be exploited. And the received signal at slot j is

$$\mathbf{y}_j = \mathbf{D}_j \mathbf{g} + \mathbf{w}_j,$$

where $D_j = \pm 1$, $g_i = \sqrt{P}r_i^{-\eta/2}h_i$, $i \in \{1, \dots, N\}$, $\mathbf{w}_j \sim \mathcal{CN}(0, \sigma^2 \mathbf{I}_{T \times T})$

- D_j transmitted data,
- $r_i^{-\eta/2}$ path loss,
- *h_i* fading,
- w_j noise

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At the receiver, successive interference cancellation (SIC) is assumed to be exploited. And the received signal at slot j is

$$\mathbf{y}_j = \mathbf{D}_j \mathbf{g} + \mathbf{w}_j,$$

Denote

•
$$S_j$$
 — the set of active sensors in slot j

Consider sensor $m \in S_j$,

• $|g_m|^2$ — the *m*-th largest channel gain in $\{|g_i|^2\}_{i \in S_j}$ The achievable rate (for sensor *m* in slot *j*) is

$$R_{j,m} = W \log \left(1 + \frac{|g_m|^2}{\sigma^2 + \sum_{m < l \le |\mathcal{S}_j|} |g_l|^2} \right), m = 1, \dots, |\mathcal{S}_j|,$$

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Optimization of allocation matrix **A**

Find \mathbf{A} that

$$\max T(\mathbf{A}) = \mathbb{E}_{\mathbf{X}}[T^{\mathbf{X}}(\mathbf{A})],$$

T^X(A), referred as throughput, can be
∑1 (*no collision*) — number of slots without collision

$$\mathcal{T}^{\mathbf{X}}(\mathbf{A}) = \sum_{n=1}^{N} \sum_{k=1}^{K} X_n A_{nk} \prod_{\substack{m=1\\m\neq n}}^{N} (1 - X_m A_{mk}).$$

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Optimization of allocation matrix A

Find A that

$$\max T(\mathbf{A}) = \mathbb{E}_{\mathbf{X}}[T^{\mathbf{X}}(\mathbf{A})],$$

 $T^{\mathbf{X}}(\mathbf{A}), \text{ referred as throughput, can be}$ • $\sum R_i, \text{ where } R_i = W \log(1 + SINR_i) - \text{sum-rate}$ $T_3^{\mathbf{h},\mathbf{X}}(\mathbf{A}) = \sum_{k=1}^K \sum_{\mathcal{S} \in \mathcal{P}(N)} Q_k(\mathcal{S}|\mathbf{X}) \cdot \sum_{m=1}^{|\mathcal{S}|} \log \left(1 + \frac{|g_{\mathcal{S}(m)}|^2}{\sigma^2 + \sum_{m < l \le |\mathcal{S}|} |g_{\mathcal{S}(l)}|^2}\right)$

where

$$Q_k(\mathcal{S}|\mathbf{X}) = \prod_{i \in \mathcal{S}} X_i A_{ik} \prod_{j \in \mathcal{S}^c} (1 - X_j A_{jk}),$$

 $\mathcal{P}(N)$ denotes the power set of $\{1,\ldots,N\}$ and $\mathbf{1}\{\cdot\}$

Optimization of allocation matrix A

Find A that

$$\max T(\mathbf{A}) = \mathbb{E}_{\mathbf{X}}[T^{\mathbf{X}}(\mathbf{A})],$$

 $T^{\mathbf{X}}(\mathbf{A}), \text{ referred as throughput, can be}$ • $\sum \mathbf{1} (SINR_i > \theta)$ — number of successful transmission $(R_i > R)$. $T^{\mathbf{X}}(\mathbf{A}) = \sum_{k=1}^{K} \sum_{\mathcal{S} \in \mathcal{P}(N)} Q_k(\mathcal{S}|\mathbf{X}) \cdot \sum_{m=1}^{|\mathcal{S}|} \mathbf{1} \left\{ \log \left(1 + \frac{|g_{\mathcal{S}(m)}|^2}{\sigma^2 + \sum_{m < l \le |\mathcal{S}|} |g_{\mathcal{S}(l)}|^2} \right) > R \right\}$

where

$$Q_k(\mathcal{S}|\mathbf{X}) = \prod_{i \in \mathcal{S}} X_i A_{ik} \prod_{j \in \mathcal{S}^c} (1 - X_j A_{jk}),$$

 $\mathcal{P}(N)$ denotes the power set of $\{1,\ldots,N\}$ and $\mathbf{1}\{\cdot\}$

Optimization of allocation matrix **A**

Find **A** that

$$\max T(\mathbf{A}) = \mathbb{E}_{\mathbf{X}}[T^{\mathbf{X}}(\mathbf{A})],$$

 $T^{X}(A)$, referred as throughput, can be

- $\sum 1$ (no collision) number of slots without collision;
- $\sum R_i$, where $R_i = W \log(1 + SINR_i)$ sum-rate;
- $\sum \mathbf{1} (SINR_i > \theta)$ number of successful transmission $(R_i > R)$.

Therefore, three algorithms based on Stochastic Gradient Ascent (SGA) corresponding each are considered.

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Stochastic Gradient Ascent

$$\mathsf{max} \ T(\mathbf{A}) = \mathbb{E}_{\mathbf{X}}[T^{\mathbf{X}}(\mathbf{A})],$$

A is what we want to optimized. The Algorithm is given as follows:

- 1: Input: Choose an initial iterate \mathbf{A}^1 and step-size $\alpha^1 > 0$.
- 2: $t \leftarrow 0$.
- 3: While not converged
- 4: Using \mathbf{X}^{t} , compute an unbiased estimate $\mathbf{Y}^{t}(\mathbf{A}^{t})$ of ∇T (\mathbf{A}^{t})
- 5: Set $\mathbf{A}^{t+1} \leftarrow \Pi_{\mathcal{H}}[\mathbf{A}^t + \alpha^t \mathbf{Y}^t(\mathbf{A}^t)].$
- 6: $t \leftarrow t + 1$.
- 7: End While
- 8: **Output: A**^{*t*}.

Stochastic Gradient Ascent

$$\max T(\mathbf{A}) = \mathbb{E}_{\mathbf{X}}[T^{\mathbf{X}}(\mathbf{A})],$$

A is what we want to optimized.

The performance of Stochastic gradient ascent is mainly decided by

- the learning rate or step size;
- the initial value.

Choice of Initial Value

Therefore, we consider the initial value of **A** as

$$\mathbf{A}_{1} = \begin{bmatrix} 1/K & 1/K & \dots & 1/K \\ 1/K & 1/K & \dots & 1/K \\ \vdots & \vdots & \ddots & \vdots \\ 1/K & 1/K & \dots & 1/K \end{bmatrix}_{N \times K} \\ \mathbf{A}_{2} = \begin{bmatrix} 1 & 0 & \dots & 0 \\ 1 & 0 & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 1 & 0 & \dots & 0 \end{bmatrix}_{N \times K} \qquad \mathbf{A}_{3} = \begin{bmatrix} 1 & 0 & \dots & 0 \\ 0 & 1 & \dots & 0 \\ \vdots & \vdots & \ddots & 0 \\ 0 & 0 & 1 \\ 1 & 0 & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \end{bmatrix}_{N \times K}$$

and A_4 and A_5 , which correspond to the allocations obtained via Alg_{upper} and Alg_{lower} from Anders ¹

¹Anders E Kalor, et al, "Random access schemes in wireless systems with correlated user activity", In SPAWC 2018

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Simulation

We consider N = 10 sensors in the network, uniformly distributed on the circles with distances from the access point given by

Recall that

$$\max T(\mathbf{A}) = \mathbb{E}_{\mathbf{X}}[T^{\mathbf{X}}(\mathbf{A})],$$

- $\sum 1$ (no collision) Alg_{lower} and Alg_{upper};
- $\sum R_i$ based on sum-rate Algorithm 3;
- $\sum \mathbf{1} (SINR_i > \theta)$ based on number of successful transmission Algorithm 4.

SINR $\tau = e^R - 1$

Compare Algorithm 4 over Algorithm 3 or Alg_{lower} and Alg_{upper}

Simulation SINR $\tau = e^R - 1$



Figure 3: Improvement of Algorithm 4 over Alg_{lower} and Alg_{upper} with N = 10 sensors for varying K for different τ

- $\sum 1$ (no collision) Alg_{lower} and Alg_{upper};
- $\sum \mathbf{1} (SINR_i > \theta)$ based on number of successful transmission **Algorithm 4**.

Simulation SINR $\tau = e^R - 1$



Figure 4: Improvement of Algorithm 4 over Algorithm 3 with N = 10 sensors for varying K for different τ

- $\sum R_i$ based on sum-rate Algorithm 3;
- $\sum \mathbf{1} (SINR_i > \theta)$ based on number of successful transmission **Algorithm 4**.

Conclusion

A key problem in the design of random access communications for event-triggered sensor networks is minimizing outages in the presence of correlated activation.

In this paper, we developed a new stochastic resource optimization algorithm, which can outperform existing methods when a limited number of slots are available per frame.

A further benefit of our approach is that parameters of the distribution governing activation do not in general need to be directly estimated.

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References

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