

Problem Statement and Motivation

- Analog source over quasi-static Rayleigh fading channel
- Minimize end-to-end distortion
- Half-duplex relay available
- Delay requirements \Rightarrow **expected distortion (ED)**
- Source bandwidth \neq Channel bandwidth

\Rightarrow Analog transmission may not be optimal

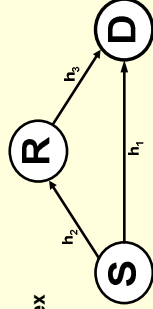
We analyze the high SNR behavior of expected distortion (ED) using **distortion exponent**:

$$\Delta = - \lim_{SNR \rightarrow \infty} \frac{\log(ED(R, SNR))}{\log(SNR)}$$

i.e., $ED \sim SNR^{-\Delta}$

Memoryless, complex Gaussian source with unit variance

h_1, h_2, h_3 independent, complex Gaussian with mean $1/2$, each dimension and independent additive Gaussian noise at the receivers with variance N_0

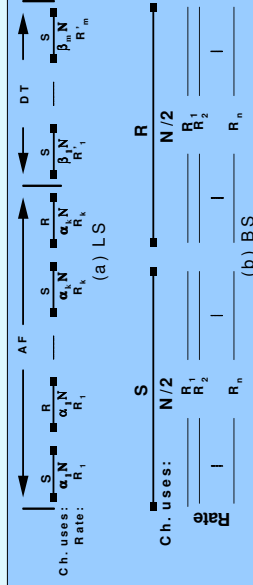


K source samples in N channel uses during \Rightarrow
Bandwidth expansion ratio: $b = N/K$

Overview of Protocols

- Layered Source Coding (LS)** : Compress source in layers, each layer composed of the successive refinement bits, transmit layers successively in time at different rates. Relay only important layers by amplify-and-forwarding.
- Broadcast Strategy (BS)** : Compress source in layers, each layer composed of the successive refinement bits, transmit layers simultaneously at different rates by superimposing their codewords. Relay amplify-and-forwards.
- Uncoded Transmission (UT)** : Source is only scaled and transmitted.

* Application to direct channel can be found in [3].



Layered Coding Strategy for Cooperation

- Compress source in layers \Rightarrow Not all layers have same importance
- Cooperate only for most important layers: "partial cooperation" [1]
- Two layer case: **Base layer** + **Enhancement layer**

Cooperate \rightarrow Direct transmission

- Amplify-and-forward (AF) type relaying (can be extended to others)

Outage probabilities:

$$\text{Base: } P_{out}^1 \approx \left(\frac{2^{k_1} - 1}{SNR} \right)^2$$

$$\text{Enhancement: } P_{out}^2 \approx \left(\frac{2^{k_2} - 1}{SNR} \right)$$

$$ED = (1 - P_{out}^2) D(\alpha b R_1 + \beta b R_2) + (P_{out}^2 - P_{out}^1) D(\alpha b R_1) + P_{out}^1$$

Scale rates as: $R_i = r_i \log SNR, i = 1, 2$

- In general $m+k$ layers, cooperate on first k layers and remaining m layers are sent directly. In the limit we have

$$\lim_{\substack{m \rightarrow \infty \\ k \rightarrow \infty}} \Delta = \begin{cases} 1 - e^{-b} & \text{if } b \leq \ln 3 \\ 2 - 4 \cdot 3^{-3/4} e^{-b/4} & \text{if } b > \ln 3 \end{cases}$$

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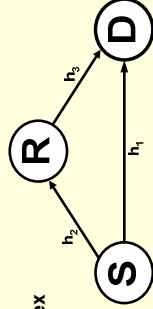
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Broadcast Strategy for Cooperation

- Quasi-static fading channel thought as a Gaussian broadcast channel with continuum of receivers, one for each fading level
- Superimpose source layers using broadcast codes
- The better the channel realization, the more layers decoded successfully, the less the end-to-end distortion is
- Power distribution among codewords of different layers
- Relay amplify-and-forwards all layers

* **Interference among layers is traded-off for increased multiplexing gain!**

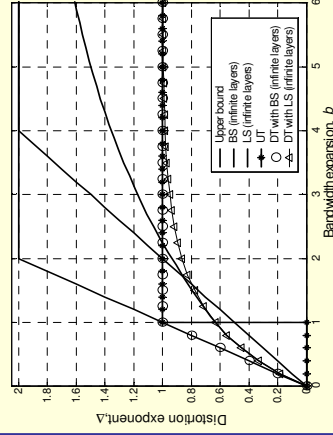
$$\Delta = 2b \frac{(4^b - b^b)}{(4^{b+1} - b^{b+1})} \Rightarrow \lim_{b \rightarrow \infty} \Delta = \begin{cases} 4 & \text{if } b \geq 4 \\ b/2 & \text{if } b < 4 \end{cases}$$

Uncoded and Upper Bound for Cooperation

- In UT, cooperation possible for $b \geq 2$
- Optimum ML estimator at the destination
- For upper bound, assume perfect S-R channel and CSIT

$$\Delta = \begin{cases} 0 & \text{if } b < 1 \\ 1 & \text{if } b \geq 1 \end{cases} \quad \Delta = \begin{cases} b & \text{if } b < 2 \\ 2 & \text{if } b \geq 2 \end{cases}$$

Comparison of the Protocols

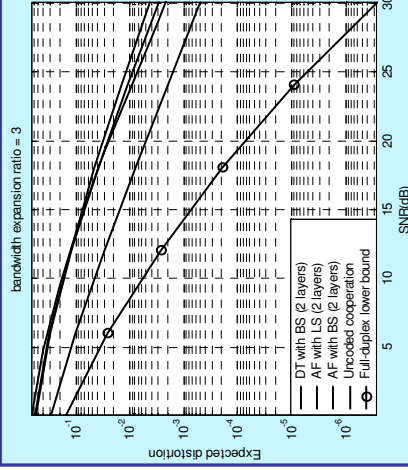


Distortion exponent depends on bandwidth expansion ratio:

- BS optimal for $b \geq 4$
- For $b \geq 2$ BS is the best strategy. Further improve possible by 'partial cooperation'
- Unlike direct transmission, UT not optimal \Rightarrow Analog transmission cannot adapt to more complex network structures

Performance improvement in BS over LS comes at the expense of a more complex encoder-decoder pair, as BS requires SNR-dependent power allocation among layers, superposition of codewords and sequential decoding.

Numerical ED Results



Numerical results are compatible with theoretic values



High SNR analysis valid for even moderate SNR values

References:

- [1] D. Gunduz, E. Erkip, "Joint source-channel cooperation: diversity versus spectral efficiency," Proc. of 2004 ISIT, Chicago, June 2004.
- [2] D. Gunduz, E. Erkip, "Source and channel coding for cooperative relaying," Proc. of 2005 SPAWC, New York City, June 2005.
- [3] D. Gunduz, E. Erkip, "Source and channel coding for quasi-static fading channels," Proc. of 39th Asilomar Conf. Signals, Systems and Computers, Pacific Grove, CA, October 2005.