

# **Markov Chain Monte Carlo: Applications to MIMO detection and channel equalization**

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## Background – MCMC methods

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- Markov Chain Monte Carlo (MCMC) is a statistical method to generate random samples from arbitrary distributions.
- Previous work on MCMC methods for signal processing and communication (Doucet-Wang'05):
  - ◆ Bit-counting: use MCMC simulations to determine the frequency over which a bit occurs.
  - ◆ Many samples are needed.
  - ◆ Requires a burning period to allow Markov chain to converge.
- Our proposed MCMC methods:
  - ◆ Do not use bit-counting
  - ◆ No burning period is needed
  - ◆ Require very few samples even for large systems

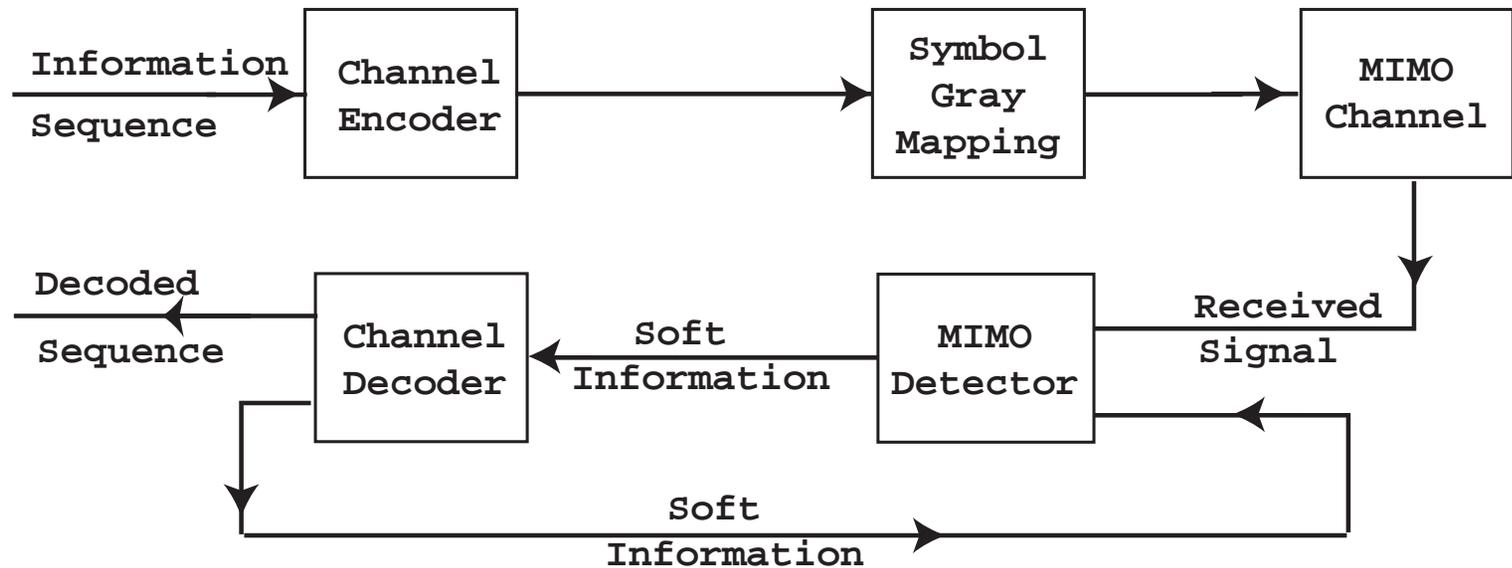
## Background– comparisons of suboptimal detectors

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- Linear detectors: zero-forcing (ZF), minimum mean square error (MMSE): low complexity, limited performance
- List Sphere Decoding (LSD) detectors (Hochwald-Brink'03), Soft-in Soft-out (SISO)-LSD (Vikalo-Hassibi-Kailath'04):
  - ◆ Use tree search to find a sample set  $\mathcal{B}$  containing likely samples.
  - ◆ Excellent performance at high SNR
  - ◆ Variable complexity
  - ◆ Exponential complexity at low SNR
- MCMC detectors:
  - ◆ Use Gibbs sampler to find  $\mathcal{B}$
  - ◆ Constant complexity
  - ◆ Excellent performance at low SNR
  - ◆ High SNR problem

# System diagram– Joint MIMO detection and channel decoding

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# MIMO channel model

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- Channel Model:

$$\mathbf{y} = \sqrt{\frac{\rho}{t}} \mathbf{H} \mathbf{d} + \mathbf{n}, \quad (1)$$

- ◆  $t$ : transmit and  $r$  receive antenna
  - ◆  $\rho$ : SNR per receive antenna.
  - ◆  $\mathbf{H}$ :  $r$  by  $t$  channel fading matrix, i.i.d. complex Gaussian  $\mathcal{CN}(0, 1)$ ;
  - ◆  $\mathbf{d} = (d_1, \dots, d_t)^T$ : transmitted signal vector
  - ◆  $\mathbf{y} = (y_1, \dots, y_r)^T$ : received signal vector
  - ◆  $\mathbf{n}$ : i.i.d.  $\mathcal{CN}(0, 1)$  distributed entries;
- Assumes coherent detection: receiver knows  $\mathbf{H}$  perfectly.
  - Noncoherent MCMC detector (Chen-Peng'09)

## Optimal detector

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- $\mathbf{d} = (d_1, \dots, d_t)^T \leftrightarrow \mathbf{b} = (b_0, b_1, \dots, b_{K-1})^T$ , where  $K = tM_c$ .
- $\boldsymbol{\lambda} = (\lambda_0, \dots, \lambda_{K-1})^T$ ,  $\lambda_i$  is LLR of the  $i$ -th bit provided by channel decoder.
- Given  $\mathbf{y}$  and  $\boldsymbol{\lambda}$ , the LLR of bit  $b_k$  is

$$\gamma_k = \ln \frac{P(b_k = 1 | \mathbf{y}, \boldsymbol{\lambda})}{P(b_k = -1 | \mathbf{y}, \boldsymbol{\lambda})} = \ln \frac{\sum_{\bar{\mathbf{b}}_k} P(b_k = 1, \bar{\mathbf{b}}_k | \mathbf{y}, \boldsymbol{\lambda})}{\sum_{\bar{\mathbf{b}}_k} P(b_k = -1, \bar{\mathbf{b}}_k | \mathbf{y}, \boldsymbol{\lambda})} \quad (2)$$

where  $\bar{\mathbf{b}}_k = (b_0, \dots, b_{k-1}, b_{k+1}, \dots, b_{K-1})$ ;  $b_j \in \{1, -1\}$ .

- Optimal detector has exponential complexity  $2^K$ .

## Bitwise MCMC (b-MCMC) MIMO detector

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- Gibbs sampler – an example:  $t = 2$ , QPSK

		TX1		TX2		
		$b_0$	$b_1$	$b_2$	$b_3$	
	$\mathbf{b}^{(0)} \rightarrow$	1	-1	1	1	random initialization
1st iteration	$\mathbf{b}^{(1)} \rightarrow$	-1	-1	1	1	update $b_0$
		-1	1	1	1	update $b_1$
		-1	1	1	1	update $b_2$
		-1	1	1	-1	update $b_3$
2nd iteration	$\mathbf{b}^{(2)} \rightarrow$	-1	1	1	-1	update $b_0$
		-1	-1	1	-1	update $b_1$
		-1	-1	1	-1	update $b_2$
		-1	-1	1	1	update $b_3$

- Run  $Q$  Gibbs sampler in parallel, with  $I$  iterations each.
- Sample set  $\mathcal{B} = \{\mathbf{b}^{(1)}, \mathbf{b}^{(2)}, \dots, \mathbf{b}^{(QI)}\}$ . Remove redundant samples.

## b-MCMC MIMO detector – Compute LLR

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- Max-Log:

$$\text{LLR}_k = \ln \frac{P(b_k = 1 | \mathbf{y}, \lambda)}{P(b_k = -1 | \mathbf{y}, \lambda)}$$

$$\approx \max_{\{\mathbf{b}: \mathbf{b} \in \mathcal{B}_{+1}^k\}} \left\{ - \left\| \mathbf{y} - \sqrt{\frac{\rho}{t}} \mathbf{H} \mathbf{d}(\mathbf{b}) \right\|^2 + \frac{1}{2} \lambda^T \mathbf{b} \right\} - \max_{\{\mathbf{b}: \mathbf{b} \in \mathcal{B}_{-1}^k\}} \left\{ - \left\| \mathbf{y} - \sqrt{\frac{\rho}{t}} \mathbf{H} \mathbf{d}(\mathbf{b}) \right\|^2 + \frac{1}{2} \lambda^T \mathbf{b} \right\}.$$

- Expanded set:

$$\mathcal{B} = \begin{array}{|c|c|c|c|} \hline -1 & 1 & 1 & -1 \\ \hline -1 & -1 & 1 & 1 \\ \hline \end{array}$$

then the expanded set for bit  $b_0$  is

$$\mathcal{B}^0 = \begin{array}{|c|c|c|c|} \hline -1 & 1 & 1 & -1 \\ \hline 1 & 1 & 1 & -1 \\ \hline -1 & -1 & 1 & 1 \\ \hline 1 & -1 & 1 & 1 \\ \hline \end{array} = \mathcal{B}_{-1}^0 \cup \mathcal{B}_{+1}^0$$

## b-MCMC MIMO detector – Compute LLR

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- Log-MAP-table-tb (Chen-Peng-Ashikhmin-Farhang'08):

$$\begin{aligned} \text{LLR}_k \approx & \ln \sum_{\{\mathbf{b}: \mathbf{b} \in \mathcal{B}_{+1}^k\}} \exp \left\{ - \left\| \mathbf{y} - \sqrt{\frac{\rho}{t}} \mathbf{H} \mathbf{d}(\mathbf{b}) \right\|^2 + \frac{1}{2} \boldsymbol{\lambda}^T \mathbf{b} \right\} \\ & - \ln \sum_{\{\mathbf{b}: \mathbf{b} \in \mathcal{B}_{-1}^k\}} \exp \left\{ - \left\| \mathbf{y} - \sqrt{\frac{\rho}{t}} \mathbf{H} \mathbf{d}(\mathbf{b}) \right\|^2 + \frac{1}{2} \boldsymbol{\lambda}^T \mathbf{b} \right\}. \end{aligned} \quad (3)$$

To further reduce complexity,

$$\begin{aligned} \ln(e^{\delta_1} + e^{\delta_2}) &= \max(\delta_1, \delta_2) + \ln(1 + e^{-|\delta_2 - \delta_1|}) \\ &= \max(\delta_1, \delta_2) + f_c(|\delta_1 - \delta_2|), \end{aligned} \quad (4)$$

### Compared to Max-Log

- ◆ better performance
- ◆ less samples

# b-MCMC MIMO detector – Simulation results

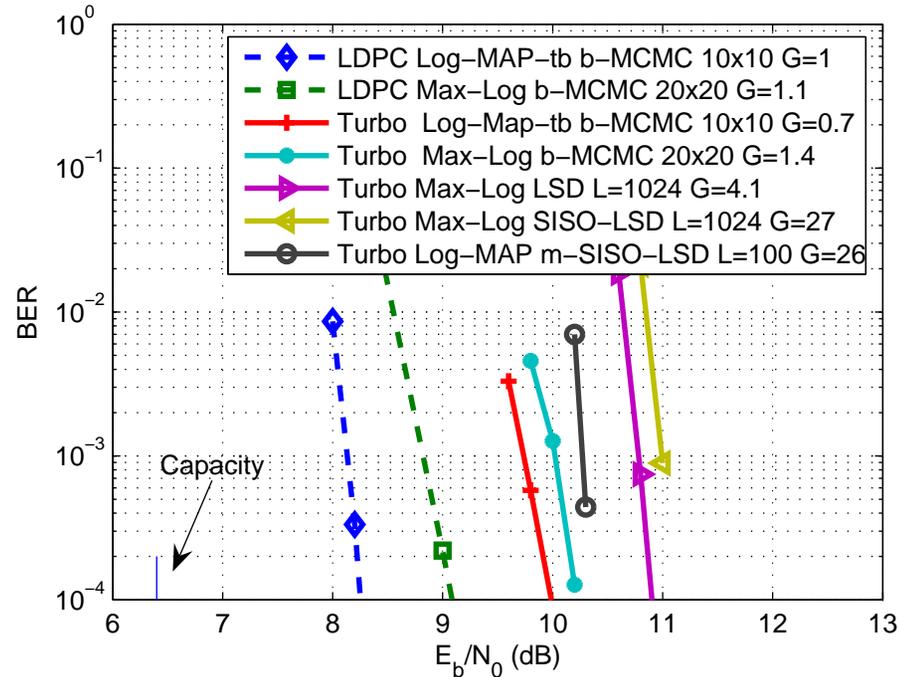


Figure 1: Performance of turbo and LDPC coded TX8 64QAM systems [Chen-Peng-Ashikhmin-Farhang'08].

- Compare Max-Log, Log-MAP-tb b-MCMC, Max-Log LSD (Hochwald-Brink'03), Max-Log-SISO LSD (Vikalo-Hassibi-Kailath'04) and their Log-MAP versions
- Log-MAP-tb 10x10 MCMC performs the best in performance and complexity
- Within 1.8 dB of capacity at 24 bits/channel use.

## MCMC MIMO detectors for high SNR

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To alleviate high SNR problems:

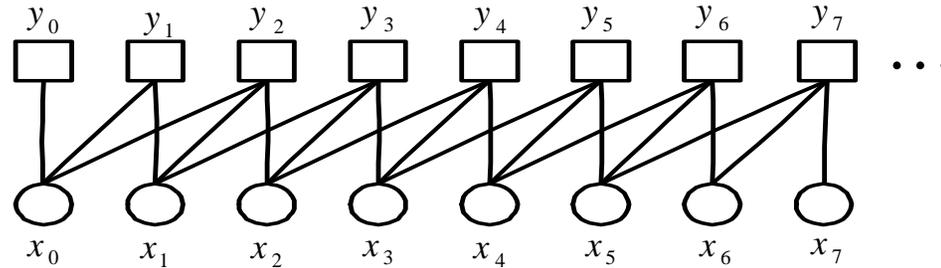
- Assume a larger noise variance than actual noise variance (Farhang-Zhu-Shi'06).
- Initialize one of the Gibbs sampler using ZF or MMSE solutions (Mao-Amini-Farhang'07).
- Constrained MCMC (Akoum-Peng-Chen-Farhang'09):

$$\text{LLR}_k = \max_{\{\mathbf{b}: b_k=1\}} \left\{ - \left\| \mathbf{y} - \sqrt{\frac{\rho}{t}} \mathbf{H} \mathbf{d}(\mathbf{b}) \right\|^2 \right\} - \max_{\{\mathbf{b}: b_k=-1\}} \left\{ - \left\| \mathbf{y} - \sqrt{\frac{\rho}{t}} \mathbf{H} \mathbf{d}(\mathbf{b}) \right\|^2 \right\}, \quad (5)$$

- ◆ First find ML solution  $b_{\text{ML}}^{(0)}$ .
- ◆ If  $b_{\text{ML},k}^{(0)} = 1$ ,  $b_{\text{ML}}^{(0)}$  achieves the first maximum.
- ◆ N-ML solution: the vector that attains the second maximum.
- ◆ run constrained MCMC for each bit  $k$  to obtain good approximations of N-ML.

# MCMC equalizers for frequency selective channels

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Channel Model:

$$y_n = \sum_{l=0}^L h_l x_{n-l} + z_n, \quad n = 0, 1, \dots, N + L - 1, \quad (6)$$

- $L$ : channel memory
- $h_l$ : channel gain of  $l$ -th tap
- $\{x_0, \dots, x_{N-1}\}$ : transmitted symbols
- $\{y_0, \dots, y_{N-1}\}$ : received signals
- $\{z_n\}$ : i.i.d. channel noise  $CN(0, N_0/2)$ .

## MCMC equalizers – Gibbs sampler

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Group MCMC (g-MCMC) (Peng-Chen-Farhang'09):

- Inside Gibbs sampler, update  $G_{\max}$  symbols at a time.
- g-MCMC performs better than b-MCMC for channels with strong ISI.

An example: Assume  $L = 2$ ,  $G_{\max} = 2$ , QPSK modulation.

		$x_0$	$x_1$	$x_2$	$x_3$	$x_4$	$x_5$	$x_6$	$x_7$	
1st iteration	$\mathbf{x}^{(0)} \rightarrow$	1	3	2	2	0	3	1	0	initial vector
		3	0	2	2	0	3	1	0	update ( $x_0, x_1$ )
	3	0	1	2	0	3	1	0	update ( $x_2, x_3$ )	
	3	0	1	2	2	3	1	0	update ( $x_4, x_5$ )	
	$\mathbf{x}^{(1)} \rightarrow$	3	0	1	2	2	3	1	3	update ( $x_6, x_7$ )
2nd iteration		0	0	1	2	2	3	1	3	update ( $x_0$ )
		0	1	1	2	2	3	1	3	update ( $x_1, x_2$ )
		0	1	1	0	3	3	1	3	update ( $x_3, x_4$ )
		0	1	1	0	3	2	0	3	update ( $x_5, x_6$ )
	$\mathbf{x}^{(2)} \rightarrow$	0	1	1	0	3	2	0	0	update ( $x_7$ )

## MCMC equalizers –compute LLR

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Compute LLR for bit  $b_k$ :

$$\gamma_k = \ln \frac{\sum_{\mathbf{b}_{i_1:i_2} \in \mathcal{B}_{i_1:i_2}^{k,+1}} p(\mathbf{y}_{i:i+L} | \mathbf{b}_{i_1:i_2}) \prod_{l=i_1}^{i_2} P(b_l)}{\sum_{\mathbf{b}_{i_1:i_2} \in \mathcal{B}_{i_1:i_2}^{k,-1}} p(\mathbf{y}_{i:i+L} | \mathbf{b}_{i_1:i_2}) \prod_{l=i_1}^{i_2} P(b_l)} \quad (7)$$

- Bit  $k$  is mapped to symbol  $x_i$
- $\mathbf{y}_{i:i+L}$ : received signals that are affected by  $b_k$ .
- $\mathbf{y}_{i:i+L}$  depends only on bits  $\{b_l, i_1 = M_b(i - L) \leq l \leq M_b(i + L) = i_2\}$ .

# MCMC equalizers –simulation results

A channel with strong ISI

$$h_1[n] = 0.227\delta[n] + 0.46\delta[n - 1] + 0.688\delta[n - 2] + 0.46\delta[n - 3] + 0.227\delta[n - 4]$$

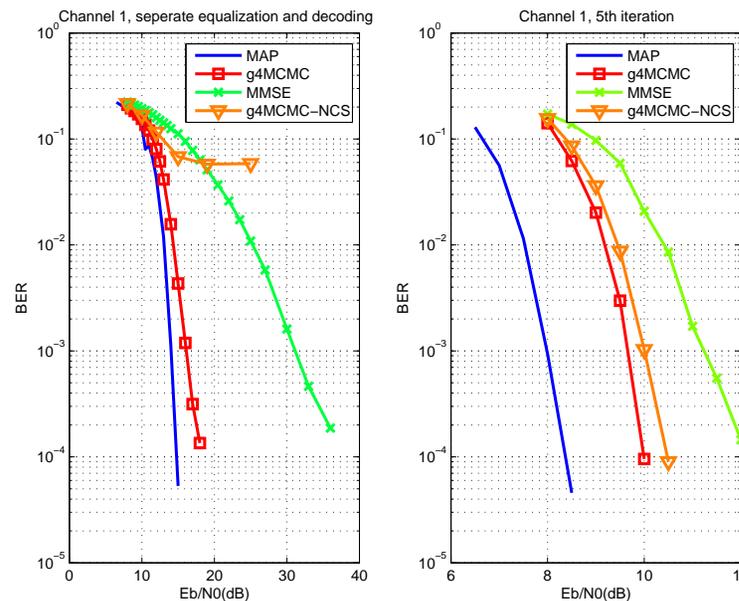


Figure 2: Performance comparisons of MAP, MMSE, g-MCMC equalizers for a strong ISI channel [Chen-Peng-Farhang'09].

- g-MCMC significantly outperforms MMSE equalizer (Tuchler-Singer-Koetter'02)
- b-MCMC does not work for such channel with strong ISI.

## Conclusions and future work

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- MCMC detectors are capable of achieving excellent performance at low complexity for both MIMO channels and frequency selective channels.
- Amicable for hardware implementation (Laraway-Farhang'09)
- MCMC equalizers allow for parallel implementation (Peng-Chen-Farhang'09)
- Ongoing research:
  - ◆ MCMC detectors for continuously time-varying channels and channels with imperfect channel state information.
  - ◆ Applications of MCMC equalizers to underwater acoustic channels.
  - ◆ Theoretical analysis of MCMC techniques.

Thank You !