

## 7. INTERFERENCE CANCELLATION

7.0

- Interference cancellation (IC) is the most promising MUD technique known today. Several ways to view it:
  - removal of interferers without the need for whitening (Cholesky or Gauss elim, Sect 5.3)
  - attempt to approach ML performance with complexity linear in  $K$  (#users), not exponential
  - iterative solution of linear equations with non-linear tentative decisions

Survey [Mosh86] good (though a couple of errors).

- We'll look at several approaches, with a couple of implementation structures.
- No definitive test yet — in fact, no systematic comparison yet.

## 7.1 Background

7.1.1

- Interference cancellation results from convergence of several lines of thought.
- Similarity of decorrelation and ML:  
With  $M$  antennas, we receive

$$\underline{r} = \underline{S} \underline{C} \underline{A} \underline{b} + \underline{n}$$

- Decorrelation (ZF) applies the pseudo inverse to recover  $\underline{b}$

$$\hat{\underline{b}} = (\underline{S} \underline{C} \underline{A})^\# \underline{r}$$

$$= \left( \underbrace{\underline{A}^+ \underline{C}^+ \underline{S}^+ \underline{S} \underline{C} \underline{A}}_R \right)^{-1} \underbrace{\underline{A}^+ \underline{C}^+ \underline{S}^+}_Y \underline{r}$$

$$= \underline{A}^{-1} (\underline{C}^+ \underline{R} \underline{C})^{-1} \underline{C}^+ \underline{y} \quad (\text{see p. 4.1.4})$$

As we know, this is equivalent to the LS problem

$$\hat{\underline{b}} = \underset{\underline{b} \in \mathbb{R}^{NK}}{\operatorname{argmin}} \|\underline{r} - \underline{S} \underline{C} \underline{A} \underline{b}\|^2$$

Note domain of  $\underline{b}$

- ML maximizes the likelihood  $p(\underline{r} | \underline{b})$

$$p(\underline{r} | \underline{b}) = \alpha \exp\left(-\frac{1}{2\sigma_n^2} \|\underline{r} - \underline{S} \underline{C} \underline{A} \underline{b}\|^2\right)$$

$$\hat{\underline{b}} = \underset{\underline{b} \in \mathcal{Q}^{NK}}{\operatorname{argmin}} \|\underline{r} - \underline{S} \underline{C} \underline{A} \underline{b}\|^2$$

(see p. 6.3.2)

$\mathcal{Q}$  is constellation

- the only difference is the domains

- The whitening/DF receiver removes interference from previously decided bits (Section 5.3) by subtraction:

$$\begin{bmatrix} z_1 \\ z_2 \\ \vdots \\ z_k \end{bmatrix} = \begin{bmatrix} F_{11} & & & \\ F_{21} & F_{22} & & \\ \vdots & \vdots & \ddots & \\ F_{k1} & F_{k2} & \dots & F_{kk} \end{bmatrix} \begin{bmatrix} A_1 b_1 \\ A_2 b_2 \\ \vdots \\ A_k b_k \end{bmatrix} + \begin{bmatrix} \alpha_1 \\ \alpha_2 \\ \vdots \\ \alpha_k \end{bmatrix}$$

- The decorrelator (ZF) and MMSE equations for  $\hat{\underline{b}}$  can be solved iteratively.

$$\hat{\underline{b}} = \mathbf{A}^{-1} (\mathbf{C}^T \mathbf{R} \mathbf{C})^{-1} \underline{\xi} \quad \text{ZF} \quad (\text{Section 4.1})$$

$$\hat{\underline{b}} = \mathbf{A} (\mathbf{A}^T \mathbf{C}^T \mathbf{R} \mathbf{C} + N_0 \mathbf{I}_{N_k})^{-1} \underline{\xi} \quad \text{MMSE}$$

[Junt98] demonstrates the rapid convergence of steepest descent and conjugate gradient style algorithms, which successively revise  $\hat{\underline{b}}$  as  $\hat{\underline{b}}^{(0)}, \hat{\underline{b}}^{(1)}, \dots, \hat{\underline{b}}^{(j)}$  so that

$$\lim_{j \rightarrow \infty} \hat{\underline{b}}^{(j)} = \underset{\underline{b}}{\text{argmin}} \left\| \underline{\xi} - \underbrace{\mathbf{C}^T \mathbf{R} \mathbf{C} \mathbf{A}}_{\mathbf{H}} \underline{b} \right\|^2 \quad (\text{ZF})$$

Jacobi iteration is another way to iterate to a solution

$$\hat{\underline{b}}^{(j)} = \mathbf{H}_d^{-1} (\underline{\xi} - \mathbf{H}_q \hat{\underline{b}}^{(j-1)}) \quad \mathbf{H} = \mathbf{H}_d + \mathbf{H}_q \quad (\text{p. 4.3.5})$$

which can be interpreted as subtracting the effects of other users (as estimated in the previous iteration) and solving for each user data as if it were alone.

- Convergence:

Why not work with  $\hat{\underline{b}}^{(i)}$  drawn from the constellation in order to achieve good interference cancellation (i.e., subtraction), with iteration for continued improvement?

- A good idea, but there are some hooks.