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RESOURCE ALLOCATION IN DEVICE-TO-DEVICE COMMUNICATION UNDERLAID CELLULAR NETWORK USING SCMA

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Abstract: *Device-to-device communication over wireless networks has been shown to provide an improvement in performance for the next generation of (5G) wireless network. Recently it was discovered that sparse code multi-access (SCMA) has been suggested as a viable multi-access technique to enable large connectivity and numerous applications. The paper aims to integrate SCMA into D2D communications in cell networks, with the aim of improving the overall performance of networks. To fully utilize the power of SCMA we believe that SCMA codebooks could be used by uplinks to cellular networks as well as D2D links. If they are not handled properly the mutual interference that results could significantly impact the efficiency in the system. To address this issue we have developed the Opportunistic SCMA Codebook Allocation strategy that aims to increase the efficiency for the system. In particular, the concept of opportunistic schedules has been implemented to OSCA to create codebook allocation for mobile users as well as D2D users. Through simulation, we show that our proposed method could improve performance over traditional strategies in terms of the system's performance in terms of spectral efficiency.*

Keywords: Resource distribution, Congestion, 5G communication, Comprehensive, Review, Systematic.

I. Introduction

Fifth-generation (5G) wireless networks are predicted to meet the dramatically growing demand for network capacity (a 1000 increase over the year 2010 to 2020) and also to provide enormous connectivity of a huge amount of mobile devices (around 50 billion in 2020). Device-to-device (D2D) communication that is incorporated into a cellular network is an attractive design to accomplish these goals for the new 5G networks. Particularly, improved user QoS is possible through the proximity benefit caused by communication devices located near each other. In addition, spectrum resources are able to be utilized fully by the reuse benefit that can be derived from sharing spectrum resources among cellular devices (CUEs) along with D2D-based user equipment (DUEs). To support greater devices using scarce spectrum, effective multi-access techniques have been suggested. In particular, orthogonal frequency division multiple access (OFDMA) is a concept that was proposed as in [2], by which subsets of subcarriers are assigned orthogonally to specific users to minimize interference from multiple access (MAI). Thus, efficient utilization of spectrum resources could be accomplished via dynamically allocating bandwidth in accordance with the QoS requirements of the users. Contrarily the concept of multiple access using the use of low density signatures (LDS) is a concept that was proposed by [3] and assigns not-orthogonal bandwidth to the users. Because of the non-orthogonal characteristic, LDS allows users to be overwhelmed by the system. It has been demonstrated that multiple access using LDS can adjust to overloading conditions more effectively than OFDMA. Recently, researchers from [6] have used the idea that uses OFDMA in conjunction with LDS to trigger the use of sparse code for multiple access. Particularly, SCMA has the potential to facilitate massive connectivity by permitting non-orthogonal sharing of resources and overloading using coding gain and creating gain. Furthermore, contention-based SCMA can be utilized to grant-free uplink transmission in order to decrease the latency of user transmission that is caused by the request grant method [88. In turn, the incorporation of SCMA in the D2D and cellular hybrid networks will further enhance the network's performance in order to meet users' strict requirements regarding the speed of the link or the latency of transmission. If there isn't a proper resource allocation method and the mutual interference that is that results from reusing the same resources can negatively impact your coexisting network's performance. In particular, the allocation of resources in an SCMA coexisting system is referred to as the allocation of SCMA codebooks to CUEs as well as DUEs. If not properly designed it is possible that the identical SCMA codebooks2 could be reused by the cell link or D2D link which could result in a massive interfering. Worse still and as will be explained later, even though the identical spectrum resources are shared by multiple users with no interference, due to the new SCMA reception system there are some limitations to the sharing of resources that are not orthogonal. As a result, many challenges are being posed in terms of the allocation of resources in this SCMA supported network.

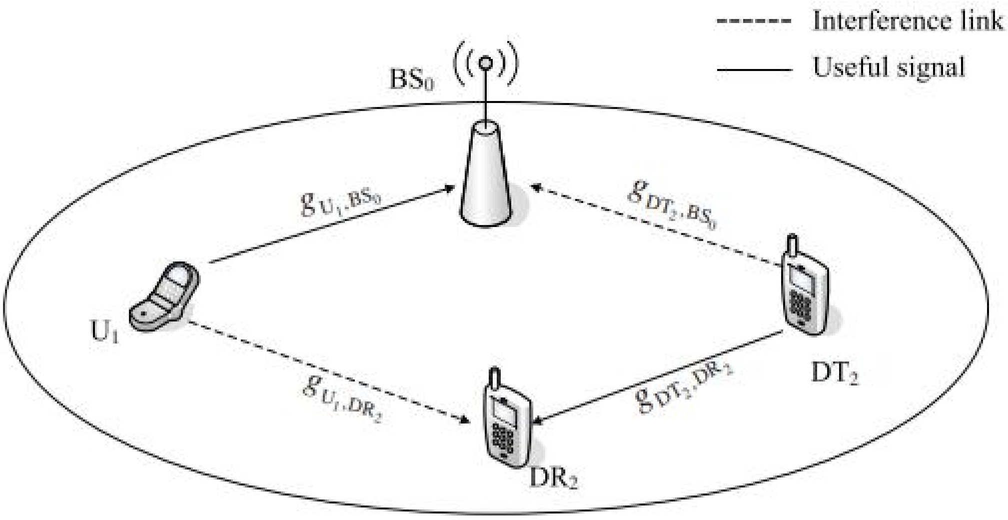

Figure 1: D2D communication underlaid cellular network

The paper we present here will define the allocation of resources as a problem of maximization of the sum rate of the system in light of the fact that SCMA codebooks are able to be reused by cellular connections or D2D links. In addition, the QoS restrictions of both DUEs and CUEs have to be met. But, this optimization issue is deemed to be an NP-hard issue. To emphasize the benefits of SCMA we have developed an Opportunistic SCMA Codebook Allocation (OSCA) strategy, consisting of two steps. The first is that codebooks are assigned to CUEs in accordance with the channel conditions of cell uplinks so that CUEs can transmit information to the OFDMA resources blocks (RBs) through SCMA. In addition, D2D links are linked to CUEs in a haphazard manner so that the system sum-rate is maximized. We examine OSCA to the randomly allocated technique and traditional allocation strategies within OFDMA. Results from simulations confirm the effectiveness that the new allocation method has.

II. Related Review

5G will enable network connectivity across a vast array of gadgets. This remarkable growth in the amount of equipment required an enormous amount of spectrum resources to aid the application also put an enormous burden on BS. The most efficient resource allocation, for instance, time, spectrum and power can improve the performance that the device. This report examines and highlights the current methods of resource allocation in 5G. Author [59] outlines the present state of affairs of the performance analysis as well as radio resource allocation (RRA) for F-RANs. In particular, adaptive model selection strategies, as well as the progressive edge caches, are discussed to improve SE and EE by the short delay. The RRA strategies to boost SE as well as EE for F-RANs have been also proposed. There are some unsolved issues in the context that of F-RAN existing 5G patterns as well as the social-awareness technique are noted as well. In [60the author explained the different algorithms that are involved in resource allocation, and examined the methods for evaluation based on the use of Base Station for the purpose of research and to give theoretical backing for the challenges related to resource allocation within the context in D2D communication. The demand for wireless technology is growing every day, coverage, as well as data rate and spectral efficiency mobility, are also growing often. It also shows that first and second-generation technologies used circuit switching, whereas 2.5G and 3G used circuit switching and packet switching, respectively in addition to the subsequent generations following 3.5G to the present i.e. 5G, that is suitable for packet switching. In addition, the spectrum also differentiates between the licensed and unlicensed spectrum. The entire generation of development employed the licensed spectrum, while Bluetooth, WiMAX, and Wi-Fi are using the unlicensed range. An overview of the evolving wireless technologies can be found below: 1G was first introduced at the beginning of the 1980s. It is comprised of a maximum data rate of 2.4 milliseconds. The device has a speed that is capable of 2.4kbps. The primary participants comprised Total Access Communication System (TACS), Advanced Mobile Phone System (AMPS), and Nordic Mobile Telephone (NMT). It comes with a number of disadvantages due to unintentional handoffs, low capacity, and no security, and poor voice association, however, voice calls were stored and played through wireless towers which led to the vulnerability of these calls to or following uninvited snooping on third-party growth. The 2G was first announced in the late 1990s, using digital equipment within 2G cell phones. The main benefit of 2G was its intention to launch Global Systems for Mobile communications (GSM) which using voice-over communication, with a speedy data speed of 64 Kbps. The battery of a mobile phone 2G was expanded, even though wireless signals are not very powerful. These services provide features that are similar to electronic-mail or Short Message Service (SMS). The most popular and well-known technologies are GSM, Code Division Multiple Access (CDMA), and Interim Standard (IS) 95. It typically subscribes to a 2G CN in conjunction together with General Packet Radio Services (GPRS) and additional services. However, these are not often awarded in 2G or 1G CN. 2.5G CN 2.5G CN mostly usages 2G systems, however, it is a circuit switching, which is a separate thing from packet switching. It allows for a high-speed data rate of up to 144 kbps. The 2.5G principal technologies were CDMA 2000, Enhanced Data Rate for GSM Evolution (EDGE), and GPRS. The 3G came out in late 2000. It provides a speed of communication that is capable of 2Mbps. 3G systems combine high-speed mobility with access to internet services that are based via Internet Protocol (IP). In addition to the speed of communication advanced enhancement, 3G was designed to ensure the quality of service (QoS). Other services like global roaming and improved voice properties created 3G as an outstanding generation. The primary drawback for 3G phones is that they require additional energy contrasted to most 2G models. In addition, 3G's system strategies are much more costly than 2G. In addition, 3G contains the operations of Universal Mobile Telecommunications Systems (UMTS) Wideband CDMA, Evolution-Data Optimized (EVDO) and High-Speed Downlink Packet Availability / High-Speed Uplink / Access (HSDPA or HSUPA) as well as CDMA 2000 equipment which have developed a central wireless connection between 3G and 4G, referred to as 3.5G with a higher-quality data rates of 5-30 Mbps. Lang-Term Evolution (LTE) as well as static International Interoperability Microwave Access (WiMAX) 3.75G is the next generation of mobile data service. Each Static WIMAX, as well as LTE, will enhance the capabilities of the system and provide an extensive array of high-speed services like peer-to-peer data distribution and merged internet capabilities as well as on-demand video to a large number of users with the capability to eat. In addition, the capabilities can be used to detect the service providers who have implemented their goals and highlight the enhanced exposure with greater quality and at the lowest cost.

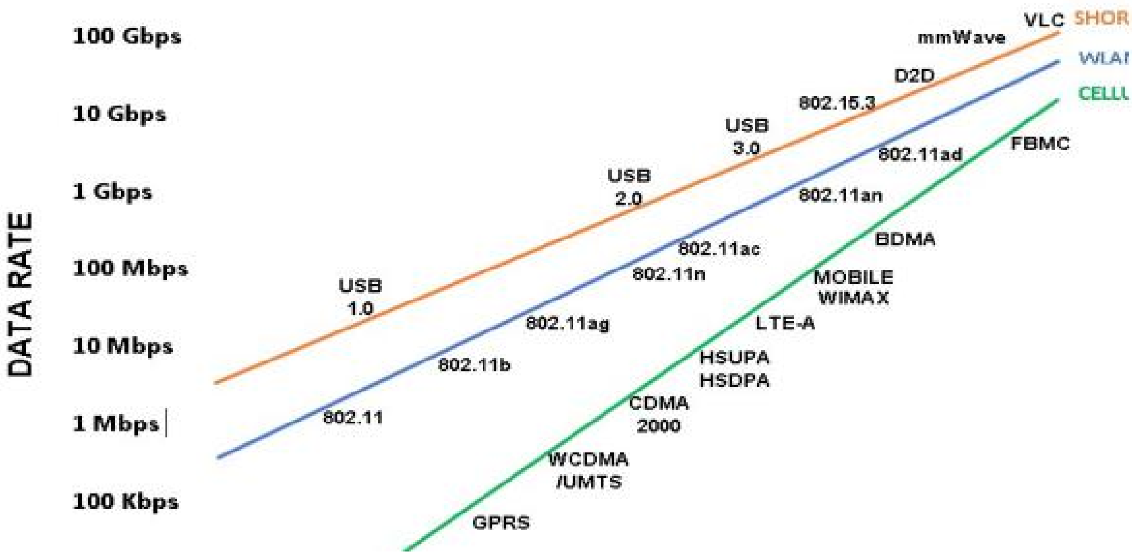

Figure 2: Data Rate VS Technology 1G to 5G

Through a tremendous growth in the need of the consumers, 4G would be upgraded to 5G through an innovative technology called Beam Division Multiple Access (BDMA), Filter Bank multi-carrier (FBMC), or non- and quasi-orthogonal. The concept behind the BDMA technique is explained in light of the interplay between mobile stations as well as base stations. The transmission is an impertinent beam is connected with each mobile station and the technique of BDMA divides the probe beam to correspond to the positions of the mobile stations, with the aim of providing many options to the mobile stations, which in turn increases the dimension that the system.

III. Proposed Model

We look at the possibility of a D2D communications underlaying cellular network by focusing on one cell (see figure. 1). There are two kinds that transmit links exist: cell uplinks as well as D2D links. CUEs and DUEs share using the same spectrum of resources. As a result, there is interference between D2D and cell links. We assume that the channel strength gain for each transmitter as well as receiver is comprised of the path loss component, which is a path loss experiment of (a greater than 2) and a small-scale, distance-independent fading component. Particularly, we define the Gx,y exp (1) as the gain in power from the transmitter X to the receiver Y. It is important to note that the gains in channel power are presumed to be independent and equally dispersed. Furthermore, we also believe that BS0 can obtain the information about channel stations (CSI) of all the involved links, so that resource allocation is effectively controlled by BS0 in a centralized manner. B. Multiple Access Scheme SCMA is employed as the Multiple Access Scheme is the most popular scheme. In particular the term "SCMA encoder" refers to an SCMA encoder that can be described as a mathematical function that directly converts the data stream of log2M bits to a K-dimensional complex codebook that is the size M. In the K-dimensional Complex Code words that comprise the codebook are vectors that are sparse with N.

CODEBOOK ALLOCATION AND PAIRING STRATEGY

We suggest a heuristic algorithm OSCA that aims at figuring the optimal solutions to the optimization issue (5a). In particular, codebooks are assigned to CUEs by chance in OSCA-I. After that, a low complexity pairing has been implemented in OSCA-II to figure out the best way to reuse codebooks between uplinks to cellular devices as well as D2D links. Next, we will discuss the details of implementation for OSCA-I and OSCA-II.

Algorithm 1 OSCA-I

1: U : The set of CUEs.

2: C : The set of SCMA codebooks.

3: J : The number of CUEs and the number of SCMA codebooks.

4: K : The number of RBs.

5: Step 1

6: for all $Uj \in U$ do

7: Calculate ζCj .

8: end for

9: Step 2

10: for all $Uj \in U$ do

11: Calculate the average received signal power P C j at BS0

12: end for

13: Step 3

14: repeat

15: Select Uj with maximum PCj .

16: for all $i \in C$ do

17: Choose the ith codebook for Uj with maximum RCj

18: end for

19: Remove the chosen codebook from C.

20: Remove Uj from U.

21: until $U = \emptyset$

Algorithm 2 OSCA-II

1: U : The set of CUEs.

2: D : The set of D2D links.

3: J : The number of CUEs and the number of SCMA codebooks.

4: M : The number of DUEs.

5: Initialization

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6: Set DCi = ∅.

7: Step 1

8: for all Di ∈ D, Uj ∈ U do

9: if $\xi C j \geq \xi C$ min and ξD i $\geq \xi D$ min then

10: DCi = DCi ∪ {Uj }.

11: end if

12: end for

13: Step 2

14: for all Di ∈ D do

15: Calculate the average received signal power P Di at DRi

and feedback PDi to BS0.

16: end for

17: Step 3

18: repeat

19: Select the Di with the maximum PDi .

20: for all Uj ∈ DCi do

21: Choose the codebook of Uj for the ith D2D link to maximize (RCj + RDi) .

22: end for

23: Remove the chosen Uj from U.

24: Remove ith D2D link from D.

25: until C = ∅ or D = ∅

Codebook Allocation for CUEs In order to increase the sum rate of cellular networks OSCA-I is a proposed method in which codebooks are allocated to CUEs in accordance with their channel condition, which is BS0. The channel status of CUEs is measured based on the strength of the received signal at BS0. Also, small-scale fading gets taken into account and averaged out. In addition, we look at the situation in which the number of CUEs is equal to the number of codebooks available. The details of OSCA-I are explained in the Algorithm.

Codebook Matching for D2D Links on Algorithm 1. SCMA codebooks have been assigned to CUEs. To ensure that they have matched efficiently CUEs to D2D hyperlinks, we have created an appropriate set of CUEs to match each D2D link. In particular, DUEs can be coexisting with CUEs within the set of candidate CUEs by satisfying the QoS requirements for the CUEs as well as DUEs. In the following example, let DCi represent the CUE set that is a candidate set for the D2D link, which consists of DTi and DRi. Be aware that M is an overall number for D2D links within the system.

IV. Results and Discussion

In this section where simulation results are presented, the results of the simulation are presented to prove the benefits of SCMA and the OSCA algorithm. To present the effectiveness of the proposed codebook, we examine the effectiveness of the opportunistic strategies for allocation and random allocation strategies, as well as the common resources allocation strategies of OFDMA. We look at a single cell system, with CUEs as well as users on D2D links distributed uniformly. The default simulation parameters are described in Table I. Fig. 3 illustrates the total rate of the cellular network as a proportion of the available RBs in the event that different strategies for resource allocation are employed. It is evident from Fig. 3 that cellular sum rates increase as the number of RBs increases. Additionally, it is noticed that the gap between rates that are achieved by SCMA strategies and those achieved by OFDMA strategies is increased by the increase in RBs. The reason for this is the overloading benefits of SCMA which is that greater orthogonal resources or codes books are available across a greater number of RBs.

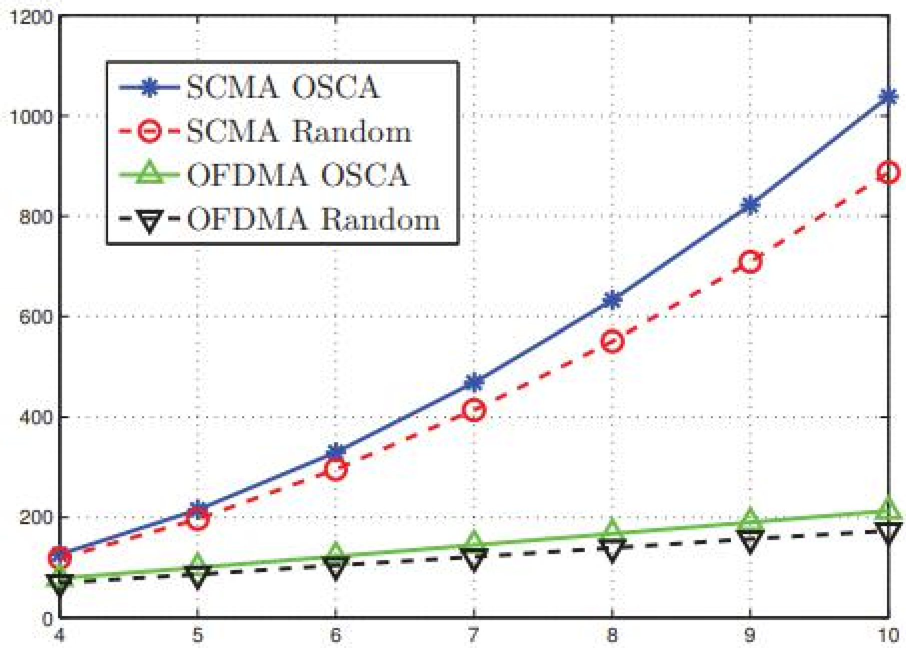

Figure 3: Sum rate of cellular network varying the number of available RBs.

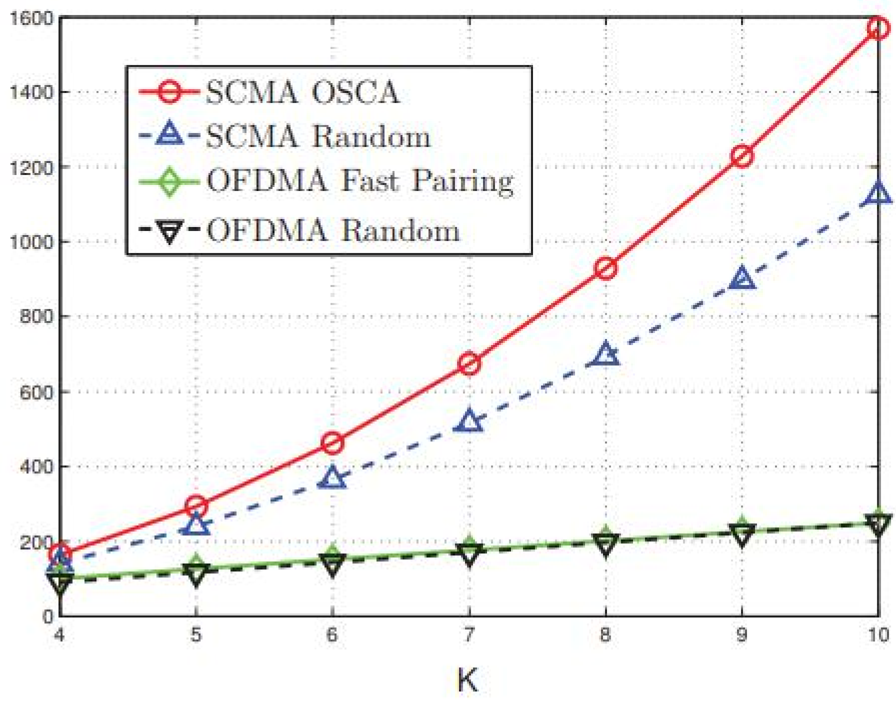

Figure 4: Sum rate of hybrid network varying the number of available RBs

The next step is to study how OSCA performs OSCA within the D2D wireless communication network. Fig. 4 illustrates the rate of sum of coexistent systems in relation to the number of the available RBs. It is important to note that we are considering that random-paired strategy and the Fast Pairing strategy suggested in [11] to be the most effective pairing strategies within the OFDMA system. It is evident that the SCMA strategies based on OSCA outperform the OFDMA strategies that are part of the system. Furthermore, the advantages that OSCA can bring to OSCA in comparison to Fast Pairing are greater than the gains of Fast Pairing strategy at different values of K are more than the overloading factor l. For instance, the advantage of OSCA in comparison to Fast Pairing is K = 4 is 1.6353 that is more than the ratio l = J K = 1.5. This is due to the fact that cellular (D2D) links that have better channel conditions are given higher priority to get SCMA codebooks, which means that a greater transmission rate is possible. The results highlight the benefits of OSCA in enhancing the use of the spectrum. The advantages of OSCA over OFDMA methods first grow with the increase in D2D links, and then remains the same (56 percent higher than Fast Pairing) when the amount of D2D links is substantial. The results demonstrate the advantages of OSCA in enhancing the system's performance, particularly when the system is deployed in a dense manner.

V. conclusion

We look at SCMA as a solution to the resource allocation issue of D2D communications underlaid by in cellular networks taking into account QoS requirements for both cellular and D2D transmissions. To maximize the utilization of resources we consider that the identical SCMA codes can be used by both DUEs and CUEs. We then propose the problem of sum-rate maximization that is found to be an NP-hard. To find the best solution, we devise an allocation strategy for resources which is called OSCA. In OSCA codebooks are randomly assigned according to the conditions of the cellular link's channel and D2D links, so that high efficiency of the spectrum can be obtained. The extensive simulation results have proven the effectiveness of the proposed strategy.

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