



蜂窝网络下基于 max-min 公平性的 D2D 功率分配

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摘要:针对多个终端直通通信(D2D)用户共享多个蜂窝用户资源的公平性问题,在保证蜂窝用户速率的前提下,提出了基于最大最小公平性(max-min fairness)的功率分配算法。该算法首先将非凸优化问题转化为含凸函数的差(DC)规划问题,然后采用凸近似的全局优化算法和对分算法对 D2D 实现功率优化。仿真结果表明,与只采用凸近似的全局优化算法相比,所提算法收敛性更优,同时最大化了瓶颈用户的速率。

关键词:终端直通通信;最大最小公平性;凸函数的差规划;功率优化

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D2D power allocation based on max-min fairness underlying cellular systems

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Abstract: Concerning the fairness problem of multiple Device-to-Device (D2D) users reusing the spectrum resources allocated to cellular subscribers, a power allocation algorithm based on max-min fairness was proposed under the premise of guaranteeing the rate of cellular users. First, the nonconvex optimization problem was transformed into a Difference between Convex functions (DC) programming problem, then the global optimization algorithm of convex approximation and the bisection algorithm were used to achieve power optimization of D2D. Simulation results show that compared with the global optimization algorithm which only uses convex approximation, the proposed algorithm has better convergence and maximizes the bottleneck rate of D2D users.

Key words: Device-to-Device (D2D); max-min fairness; difference between convex functions programming; power optimization

0 引言

近年来,伴随多媒体服务的发展,蜂窝网络对数据速率和频谱效率的需求越来越高,终端直通通信(Device-to-Device, D2D)能够复用蜂窝资源来提高频谱的资源利用率,因而成为研究的热点。D2D 通信技术是指邻近的终端可以在近距离的范围内通过直通通信的方式进行数据传输,而不需要经过基站的转发。在长期演进(Long Term Evolution, LTE)中引入 D2D 通信,可以减轻基站负担,减小通信时延。在蜂窝网络中的 D2D 通信,D2D 用户可以在基站的控制下与蜂窝用户共享资源^[1],然而,这将不可避免地带来蜂窝与 D2D 用户之间的同频干扰,因此资源管理和功率控制成为解决问题的关键。

目前,对 D2D 通信技术已经有大量的研究。文献[2-3]提出一个蜂窝用户与一个 D2D 共享资源的策略,蜂窝用户之间的资源是相互正交的;文献[4-5]分析了多个 D2D 用户与多个蜂窝用户共享资源的情形,由于不同 D2D 用户分配了不同的信道,限制了频谱效率的进一步提升;文献[6]提出多个 D2D 用户可以共享蜂窝资源的分配策略;文献[7]提出模糊聚类的 D2D 资源分配算法,依据 D2D 用户间的干扰来划分用户簇,再为 D2D 簇分配资源。然而,上述研究都以最优化

系统的容量为目标,在多 D2D 用户共享蜂窝资源时,D2D 用户间的公平性往往得不到保障。

针对上述问题,在多 D2D 与蜂窝用户共享资源的情形下,本文提出了在保障蜂窝用户速率的前提下,以最大化最小 D2D 用户容量为目标的功率分配算法。首先,将关于目标函数的非凸优化问题转化为一个凸函数的差(Difference of Convex functions, DC)规划问题,进一步转化为凸优化问题,再通过迭代更新的最小容量约束条件使算法快速收敛。仿真结果表明,本文算法在保证蜂窝用户速率的约束条件下实现了快速收敛,最大限度地提升了 D2D 用户间的公平性。

1 系统模型

本文考虑单小区场景中多对 D2D 用户(D2D User Equipment, DUE)共享多个蜂窝上行资源进行通信的场景。假设小区包含 M 对 D2D 用户和 N 个蜂窝用户(Cellular User Equipment, CUE),为蜂窝用户分配相互正交的信道资源。一般来讲,应当避免蜂窝用户遭受严重的干扰,以保证蜂窝用户的正常通信。用 p_c^n 和 p_m^n 分别表示 CUE 用户 c 和 DUE 用户 m 在子信道 n 的功率, H_c^n 和 $H_{m,c}^n$ 分别表示 CUE 用户 c 和 DUE 用户 m 占用信道 n 时在基站处的信道增益。蜂窝用户的信干噪比(Signal Interference Noise Ratio, SINR)可以表示为如下形

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式:

$$\gamma_c^n = \frac{p_c^n H_c^n}{\sum_{m \in M} p_m^n \tilde{H}_{m,c}^n + \sigma_0^2} \quad (1)$$

其中: σ_0^2 是噪声功率。与之类似,用 $\tilde{H}_{c,m}^n$ 和 $\tilde{H}_{m',m}^n$ 分别表示 CUE 用户 c 和 DUE 用户 m' 在信道 n 上对 DUE 用户 m 的干扰, DUE 用户 m 在信道 n 上的 SINR 为:

$$\gamma_m^n = \frac{p_m^n H_m^n}{\sum_{m' \in M \setminus \{m\}} p_{m'}^n \tilde{H}_{m',m}^n + p_c^n \tilde{H}_{c,m}^n + \sigma_0^2} \quad (2)$$

其中: $A \setminus B = \{x \mid x \in A, x \notin B\}$ 。用户 m 的速率为:

$$R_m = \sum_{i=1}^N \text{lb}(1 + \gamma_m^i) \quad (3)$$

本文的目标是在保证 CUE 需求的基础上,最大化 DUE 最小传输速率,问题建模如下:

$$\max_{\mathbf{P}} \min_{m \in M} R_m(\mathbf{P}) \quad (4)$$

$$\text{s. t. } C_1: R_c(\mathbf{P}) \geq R_{c,\min}; \forall c \in N$$

$$C_2: \sum p_m^n \leq p_{d,\max}; \forall m \in M$$

$$C_3: p_c^n \leq p_{c,\max}; \forall c \in N$$

其中: C_1 表示 CUE 的速率要求; C_2 和 C_3 分别表示 DUE 和 CUE 的功率约束; \mathbf{P} 表示功率向量。问题(4)是一个非凸优化问题,直接求解很难得到全局最优解。

2 功率优化

分析多 DUE 复用多个信道资源的情形,问题(4)的目标函数可以变形为如下 DC 方程。设共享信道所有用户的集合为 U_n ,不失一般性地,用户 m 的数据速率可表达为:

$$R_m(\mathbf{P}) = f_m(\mathbf{P}) - g_m(\mathbf{P}) \quad (5)$$

其中:

$$f_m(\mathbf{P}) = \sum_{n=1}^N \text{lb}(p_m^n H_m^n + \sum_{m' \in U_n \setminus \{m\}} p_{m'}^n \tilde{H}_{m',m}^n + \sigma_0^2) \quad (6)$$

$$g_m(\mathbf{P}) = \sum_{n=1}^N \text{lb}(\sum_{m' \in U_n \setminus \{m\}} p_{m'}^n \tilde{H}_{m',m}^n + \sigma_0^2) \quad (7)$$

将式(5)进一步变形为:

$$R_m(\mathbf{P}) = f_m(\mathbf{P}) + \sum_{j \in U_n \setminus \{m\}} g_j(\mathbf{P}) - \sum_{j \in U_n} g_j(\mathbf{P}) \quad (8)$$

令

$$F_m(\mathbf{P}) = f_m(\mathbf{P}) + \sum_{j \in U_n \setminus \{m\}} g_j(\mathbf{P}) \quad (9)$$

$$G(\mathbf{P}) = \sum_{j \in U_n} g_j(\mathbf{P}) \quad (10)$$

则式(5)可以改写为:

$$R_m(\mathbf{P}) = F_m(\mathbf{P}) - G(\mathbf{P}) \quad (11)$$

于是上述问题(4)变为:

$$\max_{\mathbf{P}} F(\mathbf{P}) - G(\mathbf{P}) \quad (12)$$

$$\text{s. t. } C_1 \sim C_3 \text{ in (4)}$$

其中:

$$F(\mathbf{P}) = \min_{m \in U_n} F_m(\mathbf{P}) \quad (13)$$

依据文献[8], $G(\mathbf{P})$ 可近似为:

$$G(\mathbf{P}) \approx G(\mathbf{P}') + \langle \nabla G(\mathbf{P}'), \mathbf{P} - \mathbf{P}' \rangle \quad (14)$$

于是有:

$$F(\mathbf{P}) - G(\mathbf{P}) \approx F(\mathbf{P}) - G(\mathbf{P}') - \langle \nabla G(\mathbf{P}'), \mathbf{P} - \mathbf{P}' \rangle \quad (15)$$

方程右边是关于 \mathbf{P} 的凸函数,上述问题可变为一个凸优化问题,如(16)所示,通过迭代可以找到最优解。

$$\begin{aligned} & \max_{\mathbf{P}, \eta} \eta \\ \text{s. t. } & C_1 \sim C_3 \text{ in (4)} \\ & F_m(\mathbf{P}) - G(\mathbf{P}^{(\lambda)}) - \langle \nabla G(\mathbf{P}^{(\lambda)}), \mathbf{P} - \mathbf{P}^{(\lambda)} \rangle \geq \eta; \\ & \forall m \in M \end{aligned} \quad (16)$$

式(16)可以通过 CVX(Convex Optimization) 工具箱求解。初始化 $\mathbf{P}^{(0)}$, 每个用户功率为最大发送功率,由于文献[9]算法没有考虑主用户(蜂窝用户)的约束条件,会导致算法收敛慢。对分法可以“跳跃”式找到方程的一个合适的解,具有收敛快的特点。为了使算法快速收敛,本文对目标方程增加约束条件(17),通过对分法找到合适的约束值进一步优化用户的发送功率,然后通过迭代求解方程(16)的最优解。

$$\max_{\mathbf{P}} \{F(\mathbf{P}) - G(\mathbf{P}^{(\lambda)}) - \langle \nabla G(\mathbf{P}^{(\lambda)}), \mathbf{P} - \mathbf{P}^{(\lambda)} \rangle\} \quad (17)$$

$$\text{s. t. } C_1 \sim C_3 \text{ in (4)}$$

$$F(\mathbf{P}) - G(\mathbf{P}^{(\lambda)}) - \langle \nabla G(\mathbf{P}^{(\lambda)}), \mathbf{P} - \mathbf{P}^{(\lambda)} \rangle \geq \beta_m^{(\lambda)}; \forall m \in M$$

其中 $\beta_m^{(\lambda)}$ 表示设置的瓶颈速率。

设多次迭代后的最优功率为 \mathbf{P}_{opt} , 则有

$$R_1(\mathbf{P}_{\text{opt}}) = R_2(\mathbf{P}_{\text{opt}}) = \dots = R_m(\mathbf{P}_{\text{opt}}) \quad (18)$$

设每次求得方程最优解为 \mathbf{P}^* , 具体算法流程如下:

1) 将 λ, κ 的初始值置为 0, 将 $\mathbf{P}^{(0)}$ 代入方程(16)中求解, $\mathbf{P}^{(1)} = \mathbf{P}^*$ 。

2) 判断 t 是否达到门限值, 如果达到门限值, 则转到 4); 否则将最优值 $\mathbf{P}^{(1)}$ 分别代入下列各式中:

$$r_{\min}^* = \min_{i=1,2,\dots,m} R_i(\mathbf{P}^{(1)})$$

$$\beta_m^{(\kappa)} = \max_{i=1,2,\dots,m} R_i(\mathbf{P}^{(1)})$$

3) 求凸优化问题(17)的解 \mathbf{P}^* , 如果无解, $\kappa = \kappa + 1$, $\beta_m^{(\kappa)} = (\beta_m^{(\kappa-1)} + r_{\min}^*)/2$, 迭代直至求得解 \mathbf{P}^* ; $t = t + 1$, $\mathbf{P}^{(t)} = \mathbf{P}^*$, 返回 2)。

4) 用优化后的功率值 $\mathbf{P}^{(t)}$ 求解方程(16), $\lambda = \lambda + 1$, $\mathbf{P}^{(\lambda)} = \mathbf{P}^*$, 计算 $r_{\min}^{(\lambda)} = \min_{i=1,2,\dots,m} R_i(\mathbf{P}^{(\lambda)})$, 迭代求解(16)直到 $|r_{\min}^{(\lambda)} - r_{\min}^{(\lambda-1)}| \leq \varepsilon$ 。

3 仿真实验和性能分析

3.1 系统参数

以 3 对 DUE 为例, 分别考察 DUE 在复用两个和两个蜂窝信道资源的情形, 采用文献[10]的信道数据, 如式(19)和(20)所示。其中 $H_{a,b}$ 表示用户 a 到用户 b 信道增益, 每个 CUE 占用一个信道, 对应第一行的信道增益, 其余行依次对应 DUE1、DUE2 和 DUE3 的信道增益。CUE 最大功率为 200 mW, 速率约束为 3 bps/Hz, DUE 最大功率为 100 mW, ε 取 10^{-10} 。

$$H_1 = \begin{bmatrix} 0.4310 & 0.0002 & 0.2605 & 0.0039 \\ 0.0002 & 0.3018 & 0.0008 & 0.0054 \\ 0.0129 & 0.0005 & 0.4266 & 0.1007 \\ 0.0011 & 0.0031 & 0.0099 & 0.0634 \end{bmatrix} \quad (19)$$

$$H_2 = \begin{bmatrix} 0.1476 & 0.0105 & 0.0018 & 0.0402 \\ 0.0034 & 0.1784 & 0.0013 & 0.2472 \\ 0.0014 & 0.0017 & 0.3164 & 0.0046 \\ 0.0048 & 0.4526 & 0.0012 & 0.6290 \end{bmatrix} \quad (20)$$



将本文算法与功率优化算法^[9]进行对比。

3.2 优化后的用户发送功率和速率

DUE 用户在共享一个信道 H_1 时,应用上述迭代算法解问题(4),初始化功率为用户功率的最大值,仿真结果如图 1 所示。由图 1 可知,本文算法在 6 次迭代后蜂窝用户的速率为 3.0 bps/Hz, DUE 速率收敛于 2.085 4 bps/Hz,优化后各个用户 (CUE1、DUE1、DUE2 和 DUE3) 的功率值分别为 5.779 8 mW, 3.447 6 mW, 18.998 6 mW, 99.998 5 mW。

DUE 用户在共享两个信道 (H_1 和 H_2) 时,应用上述迭代算法解问题(4),初始化 DUE 在各个信道功率相等,且 DUE 功率之和为用户功率的最大值,其中 DUE 在共享两个信道时的用户速率仿真结果如图 2 所示。可以得出,在 85 次迭代后蜂窝用户的速率为 3.0 bps/Hz, DUE 速率收敛于 7.813 9 bps/Hz,在信道 H_1 上各个用户 (CUE1、DUE1、DUE2 和 DUE3) 优化后的功率值分别为 1.289 2 mW, 99.395 2 mW, 0.944 2 mW, 42.928 2 mW; 在信道 H_2 上各个用户 (CUE2、DUE1、DUE2 和 DUE3) 的优化后的功率值分别为 12.683 2 mW, 4.655 0E - 10 mW, 36.730 9 mW, 44.981 6 mW。

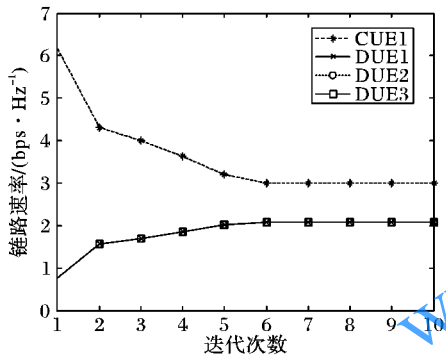


图 1 共享信道 H_1 时优化的用户速率

Fig. 1 Optimized data rate of each link when DUE sharing channel H_1

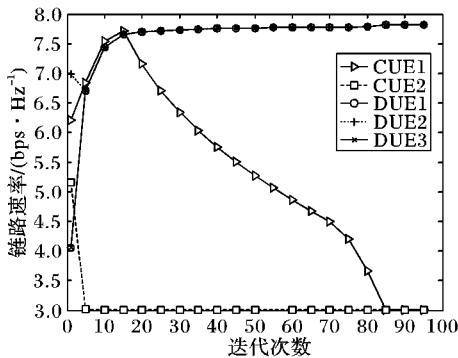


图 2 共享信道 H_1 和 H_2 时优化的用户速率

Fig. 2 Optimized data rate of each link when DUE sharing channel H_1 and H_2

3.3 算法收敛速度对比

图 3 和图 4 分别表示 D2D 用户共享一个信道和两个信道时,在不同 t 门限下最小用户速率的收敛情况。 $t = 0$ 表示文献^[9]算法,即不经对分优化,算法每次迭代的结果和收敛时所需的迭代次数; $t > 0$ 表示采用对分算法找到的第 t 个合适的功率值的过程中每次迭代的结果。从图 3 ~ 4 可以看出经过对分算法的进一步优化,使用户的功率值更接近收敛值,加快了算法的收敛。

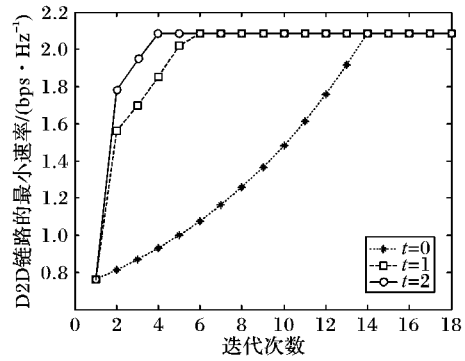


图 3 共享信道 H_1 不同 t 门限下最小 D2D 用户速率收敛对比

Fig. 3 Comparison of minimal D2D user rate convergence when D2D sharing channel H_1 at different thresholds t

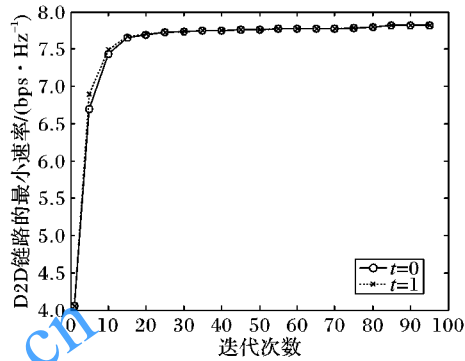


图 4 共享信道 H_1 和 H_2 不同 t 门限下最小 D2D 用户速率收敛对比

Fig. 4 Comparison of minimum D2D user rate convergence when D2D sharing channel H_1 and H_2 at different thresholds t

4 结语

本文引入 DC 规划对复用蜂窝资源的 D2D 用户进行功率优化,最大化 D2D 用户的最小速率。该算法收敛速度快,在保证蜂窝用户速率的前提下最大限度实现了 D2D 用户间的公平性。

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