HARQ ACK Channels and Retransmission Dummy Pattern Performance Comparison

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Hadi Baligh, Hosein Nikopour, Wen Tong, Hang Zhang, Peiying Zhu, Mohan, Fong, Gamini Senarath, David Steer, Israfil Bahceci, G.Q. Wang, Mark Naden, Derek Yu

Nortel

3500 Carling Avenue

Ottawa, Ontario

CANADA

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Purpose:

Performance comparison of HARQ ACK/NAK channels and re-transmission dummy pattern

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Voice: Email: 613-763-1315 wentong@nortel.com

Background

- Several ACK/NAK channels schemes are proposed for MR system.
 - Performance and overhead tradeoff should be compared
- Several re-transmission dummy patterns are proposed for MR system
 - Performance should be compared and optimized
- This contribution reports the simulation results for performance comparisons and propose our recommendations

Schemes Compared

ACK/NAK	Re-transmit Dummy Pattern
ACK/NAK (1bit)	Skip Error Packet
(Table 301)	(with Common Pilot)
ACK/NAK (3bit)	Send Re-encode Error Packet
(Table in 07-203)	(with Common Pilot)
CQICH (3bit)	Send Null packet
(Table 298c)	(with Common Pilot)
CQICH (6bit)	Send AF Error Packet
(Table 298d)	(with Dedicated Pilot)



Table 301				
ACK 1-bit symbol	Vector Indices per Tile Tile(0), Tile(1), Tile(2)			
0	0, 0, 0			
1	4, 7, 2			

Baseline ACK/NAK

07-203

Table 298c

Link Distance/Depth	Vector Indices per Tile Tile(0), Tile(1), Tile(2)	Link Distance/Depth	Fast Feedback vector indices per Tile Even = {Tile(0), Tile(2),Tile(4)} or Odd = {Tile(1), Tile(3),Tile(5)}
Any Distance	0, 0, 0	0	0, 0, 0
1	4, 7, 2	1	1,1,1
2	3, 5, 1	2	2,2,2
3	7, 2, 4	3	3,3,3
4	5, 1, 3	4	4,4,4
5	6, 2, 3	5	5,5,5
6	5, 1, 7	6	6,6,6
7	2, 6, 5	7	7,7,7

New Physical Channel

Sub-set of CQICH channel

Proposed ACK/NAK

6-bit Payload (binary)	Fast-feedback vector indices per Tile Tile(0), Tile(1), Tile(5)	6-bit Payload (binary)	Fast-feedback vector indices per Tile Tile(0), Tile(1), Tile(5)
000000	0,0,0,0,0,0	100000	6,7,5,1,2,4
000001	1,1,1,1,1,1	100001	7,6,4,0,3,5
000010	2,2,2,2,2,2	100010	4,5,7,3,0,6
000011	3,3,3,3,3,3	100011	5,4,6,2,1,7
000100	4,4,4,4,4,4	100100	2,3,1,5,6,0
000101	5,5,5,5,5,5	100101	3,2,0,4,7,1
000110	6,6,6,6,6	100110	0,1,3,7,4,2
000111	7,7,7,7,7,7	100111	1,0,2,6,5,3
001000	2,4,3,6,7,5	101000	7,5,1,2,4,3
001001	3,5,2,7,6,4	101001	6,4,0,3,5,2
001010	0,6,1,4,5,7	101010	5,7,3,0,6,1
001011	1,7,0,5,4,6	101011	4,6,2,1,7,0
001100	6,0,7,2,3,1	101100	3,1,5,6,0,7
001101	7,1,6,3,2,0	101101	2,0,4,7,1,6
001110	4,2,5,0,1,3	101110	1,3,7,4,2,5
001111	5,3,4,1,0,2	101111	0,2,6,5,3,4
010000	4,3,6,7,5,1	110000	5,1,2,4,3,6
010001	5,2,7,6,4,0	110001	4,0,3,5,2,7
010010	6,1,4,5,7,3	110010	7,3,0,6,1,4
010011	7,0,5,4,6,2	110011	6,2,1,7,0,5
010100	0,7,2,3,1,5	110100	1,5,6,0,7,2
010101	1,6,3,2,0,4	110101	0,4,7,1,6,3
010110	2,5,0,1,3,7	110110	3,7,4,2,5,0
010111	3,4,1,0,2,6	110111	2,6,5,3,4,1
011000	3,6,7,5,1,2	111000	1,2,4,3,6,7
011001	2,7,6,4,0,3	111001	0,3,5,2,7,6
011010	1,4,5,7,3,0	111010	3,0,6,1,4,5

CQICH Coding for ACK/NAC

- Assume x_{ij} as the transmit symbol at data tone *j* of the tile *i*, where i = 0, 1, ..., 5, and j = 0, 1, ..., 7.
- $X=[x_{ij}]$ is selected form the codebook *P*.
 - $\mathbf{p}=[p_{ij}]$ is a codeword of the codebook *P* containing 64 different codewords.
 - p_{ij} is selected from a QPSK constellation.
 - Each codeword represents a 6-bit binary number.
- Assume y_{ijk} as the received symbol at the receive antenna number k.

Coherent Detector

- *h*[^]_{ijk} represents estimated channel between transmit antenna and the *k*th receive antenna for the data tone *j* and tile *i*.
 - Channel is estimated based on the received pilots per each tile.
 - The best channel estimation method is to average the 4 pilots over a uplink tile.
- Coherent detection is defined as follows:



Non-coherent Detector

- No channel estimation
- Non-coherent detection is defined as follows:



Pilot Overhead

- Coherent detection needs pilot for channel estimation.
- Pilot overhead for uplink tile is 10log₁₀(12/8) ~
 1.7 dB assuming no pilot power boost.
- Benefit of non-coherent detection is that there is no need to transmit pilots.
 - Null pilot tones
 - 1.7 dB power saving in comparison to coherent detection

Simulation Conditions

- Carrier Frequency = 2.5 GHz
- Channel assignment: Half of UL slot = 3 tiles
- Hypothesis = 8 (3bits)
- SIMO UL
- Channel Models
 - ITU-PB, 3km/h
 - ITU-VA 30km/h
 - ITU-VA 120km/h
- Receiver Model
 - Non-coherent, Non-coherent pilot assisted, Coherent-Perfect CSI

3-bit ACK/NACK Channel Comparison



3-bit ACK/NACK Channel Comparison



3-bit ACK/NACK Channel Comparison



6-bit Compact ACK/NACK Channel



6-bit Compact ACK/NACK Channel

6-bit Compact ACK/NACK Channel

Summary of ACK/NACK Channel Performance

- The performance of IEEE802.16e-2005 3-bit CQICH channel as defined in Table 298c is outperform the 3-bit ACK/NACK channel proposed in 802.16j-07/203
 - The 3-bit ACK/NACK channel proposed in 802.16j-07/203 is optimized for AWGN channel not fading channel
- Reuse of IEEE802.16e-2005 6-bit CQICH channel as defined in Table 298d can be used as compact ACK/NACK channel without performance lose
- Recommendations \rightarrow
 - Reuse IEEE802.16e-2005 3-bit CQICH channel as defined in Table 298c as 3-bit ACK/NACK channel
 - Reuse IEEE802.16e-2005 6-bit CQICH channel as defined in Table 298d as 6-bit compact ACK/NACK channel

Re-transmit Dummy Pattern



Simulation Conditions

- Carrier Frequency = 2.5 GHz, SISO
- Channel model ITU-PB 3km/h
- Coding modulation: QPSK 1/3.
- It is assumed that the first hop fails to decode with probability of 10% to 30% @ SNR is -2dB, 0dB, 2dB.
- It is assumed that it is decoded in the 1st hop after 2nd transmission
 - ie. BLER of 1st hop after 2nd transmission is 0
- Scenario 1 \rightarrow Option-2
- Scenario 2 \rightarrow Option-3

Summary for Transmit Dummy Pattern

- 3 Options are considered
- Option-1: Re-encode error packet
- Option-2: Transmit common pilot only
 mute the error packet data transmission
- Option-3: A&F error packet
- We recommend Option-1 & 2 for RS



1-bit ACK/NAK



1-bit ACK/NAK



1-bit ACK/NAK

