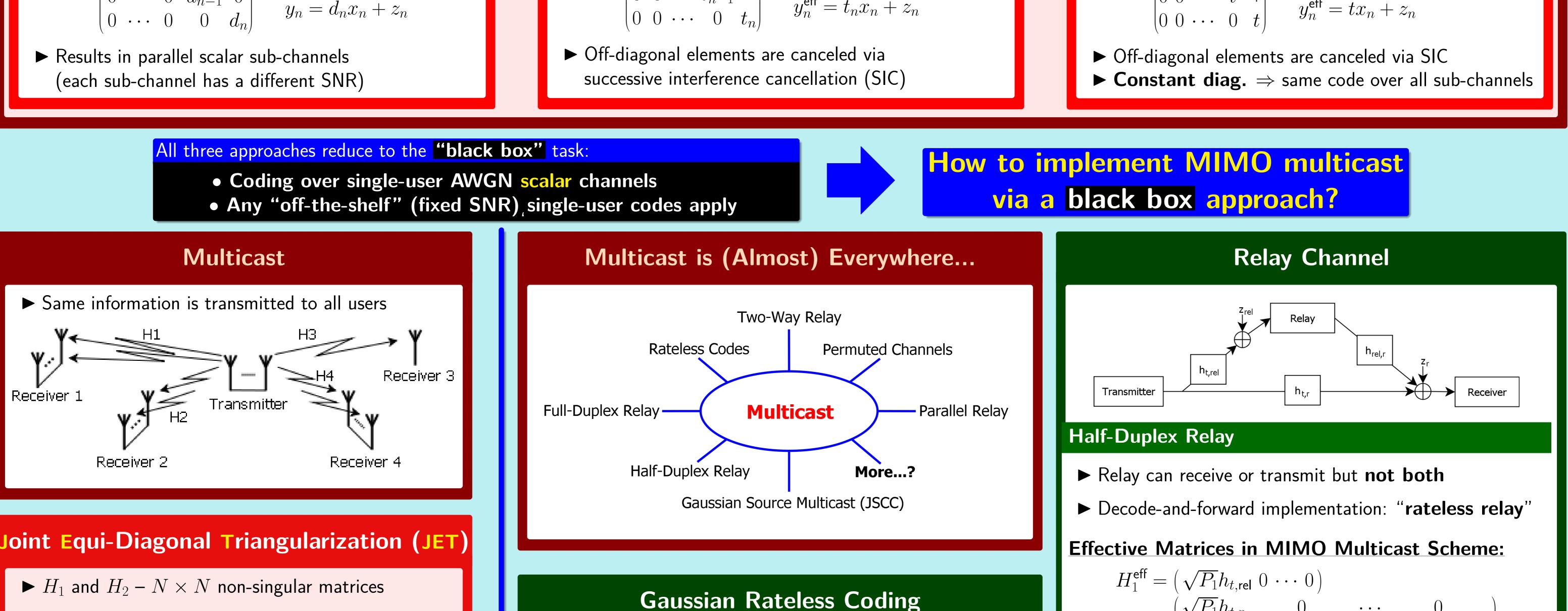
# Decode-and-Forward for the Gaussian Relay Channel via Standard AWGN Coding and Decoding

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Black Box Approach to Point-to-Point MIMO Channels: $m{y} = Hm{x} + m{z},  m{z} \sim \mathcal{CN}(0,I)$				
SVD		QR		GMD
$\blacktriangleright H = QDV^{\dagger}$		$\blacktriangleright H = QT$		$\blacktriangleright H = QTV^{\dagger}$
<ul> <li><i>H</i> = <i>QDV</i><sup>†</sup></li> <li><i>Q</i> and <i>V</i> — unitary</li> <li>Apply <i>V</i> at Tx and <i>Q</i> at Rx</li> </ul>		<ul> <li>► H = QT</li> <li>► Q — unitary</li> <li>► Apply Q at Rx (no SP is required at Tx)</li> </ul>		► $H = QTV^{\dagger}$ ► $Q$ and $V$ — unitary ► Apply $V$ at Tx and $Q$ at Rx
• Apply V at Tx and Q at $Rx$		Apply Q at Rx (no SP is required at Tx)		• Apply V at Tx and Q at $Rx$
$\blacktriangleright D = \begin{pmatrix} d_1 & 0 & 0 & \cdots & 0 \\ 0 & d_2 & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \ddots & \vdots \\ 0 & \cdots & 0 & d_{n-1} & 0 \end{pmatrix} \qquad \begin{array}{l} y_1 = d_1 x_1 + z_1 \\ y_2 = d_2 x_2 + z_2 \\ \vdots \\ y_n = d_1 x_1 + z_1 \\ y_2 = d_2 x_2 + z_2 \\ \vdots \\ y_n = d_1 x_1 + z_1 \\ y_n = d_1 x_1 + z_1 \\ \vdots \\ y$				$\blacktriangleright T = \begin{pmatrix} t & * & * & \cdots & * \\ 0 & t & * & \cdots & * \\ \vdots & \vdots & \ddots & \ddots & \vdots \\ 0 & 0 & \cdots & t & * \end{pmatrix} \Rightarrow \begin{array}{l} y_1^{\text{eff}} = tx_1 + z_1 \\ y_2^{\text{eff}} = tx_2 + z_2 \\ \Rightarrow \\ y_2^{\text{eff}} = tx_2 + z_2 \\ \vdots \\ y_2^{\text{eff}} = tx_1 + z_1 \\ y_2^{\text{eff}} = tx_2 + z_2 \\ \vdots \\ y_2^{$

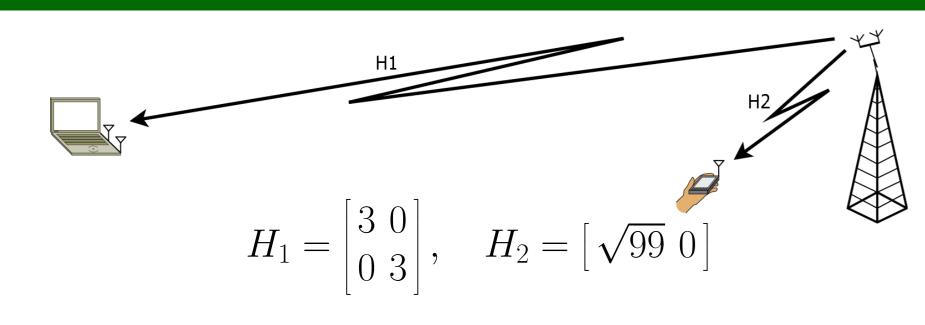


- $\blacktriangleright \det(H_1) = \det(H_2)$
- $\blacktriangleright$   $H_1$  and  $H_2$  can be jointly decomposed as:
  - $H_1 = Q_1 T_1 V^{\dagger}$  $H_2 = Q_2 T_2 V^{\dagger}$
- $\blacktriangleright Q_1, Q_2, V unitary$
- $\blacktriangleright$   $T_1$  and  $T_2$  are upper-triangular with **equal** diagonals

#### Remarks

- Can be extended to non-square matrices
- Works for general SNRs by decomposing  $\begin{pmatrix} H_i C_{\boldsymbol{x}}^{1/2} \\ I \end{pmatrix}$
- ► JET is **possible for more users** via time-extensions...

## Illustrative Example



 $\blacktriangleright C_1^{\mathsf{WI}} = 2\log(1+3^2) = \log\left(1 + (\sqrt{99})^2\right) = C_2^{\mathsf{WI}}$ 

## $y = \alpha x + z \,,$

- $\blacktriangleright \alpha$  is unknown at Tx but is known at Rx
- ► Rx sends NACKS until it is able to recover the message
- ▶  $\alpha$  can take only a finite number of values:  $\alpha_1, \alpha_2, ...$
- ► Can be represented as a MIMO multicast problem

## Example $\alpha \in \{\alpha_1, \alpha_2\}$ , $\alpha_1 > \alpha_2$

 $\blacktriangleright C_1 = 2C_2$ 

Effective Matrices in MIMO Multicast Scheme:

$$H_1^{\mathsf{eff}} = \begin{pmatrix} \alpha_1 & 0 \end{pmatrix}$$
$$H_2^{\mathsf{eff}} = \begin{pmatrix} \alpha_2 & 0 \\ 0 & \alpha_2 \end{pmatrix}$$

- ► Coincides with the solution of [Erez, Trott, Wornell]
- Works for MIMO channels  $H_1, H_2$  (replacing  $\alpha_1, \alpha_2$ )

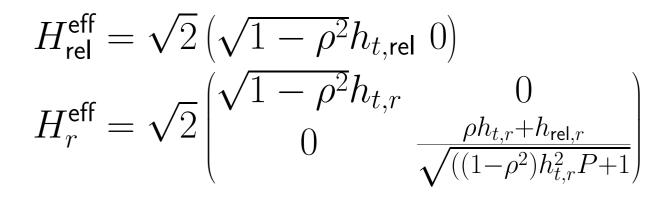
MIMO Two-Way Relay (New Achievable)

$$H_{2}^{\text{eff}} = \begin{pmatrix} \sqrt{P_{1}}h_{t,r} & 0 & \cdots & 0 \\ 0 & \sqrt{P_{2}}h_{t,r} & \cdots & 0 \\ +\sqrt{P_{\text{rel}}}h_{\text{rel},r} & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & \sqrt{P_{2}}h_{t,r} \\ +\sqrt{P_{\text{rel}}}h_{\text{rel},r} \end{pmatrix}$$

## Full-Duplex Relay

- ► Relay can receive and transmit **simultaneously**
- Decode-and-forward implementation (*previous works*): Special code constructions
- But... "Off-the-shelf" codes suffice!

**Effective Matrices in MIMO Multicast Scheme:** 

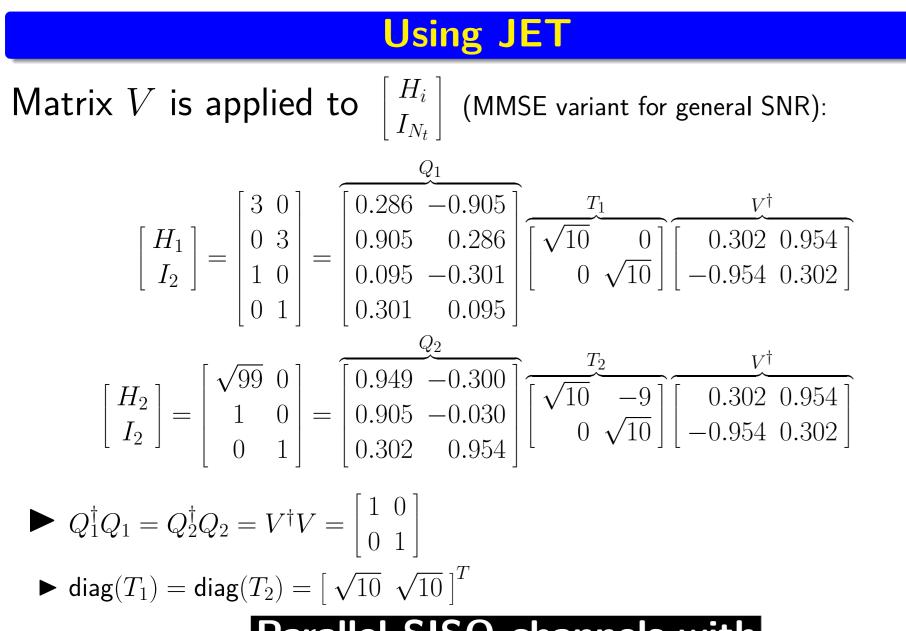


▶  $0 \le \rho^2, 1 - \rho^2 \le 1$ — power portions allocated to consecutive sub-messages in transmitted signal by Tx

More Relays with/without Line-of-Sight

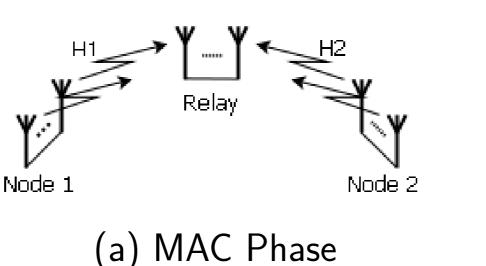
Send same signal over both antennas

**Losses half of the rate at High SNR!** 



Parallel SISO channels with equal gains for both users!

► Two nodes want to exchange messages via a relay





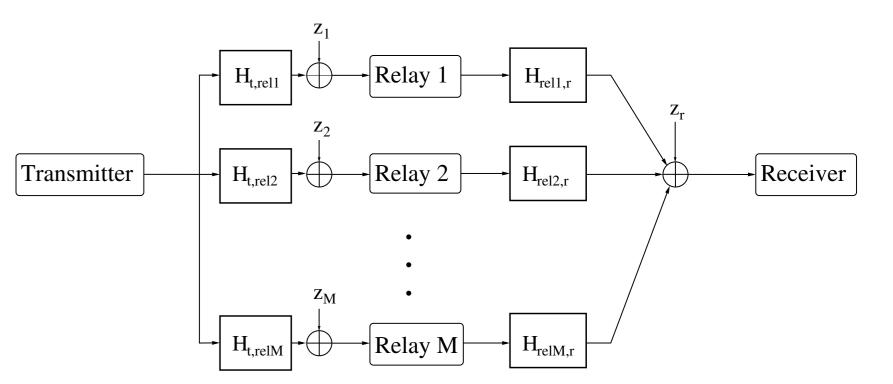
## MAC Phase

- ► Apply JET to  $H_1$  and  $H_2$  (roles of V and Q switched)
- Use dirty-paper coding to pre-cancel off-diagonal elements (Replaces successive interference cancellation of multicast)

## Broadcast (Multicast!) Phase

Use MIMO multicast scheme

► Assume more relays with no line-of-sight (LoF)



## **Decode-and-Forward**

Similar to two-way relay scheme (MAC  $\leftrightarrow$  BC)

- ► **MAC phase:** Use MIMO multicast scheme
- Broadcast phase: Apply JET and use DPC

► More relays + LoF: Combine with previous scheme