

# An Analytical Design: Performance Comparison of MMSE and ZF Detector

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## Abstract

By using multiple antennas at transmitter and receiver sides, the performance of the system can be enhanced in terms of high data rates by applying the concept of multiplexing and diversity as compared to single antenna systems. In this article we will study and compare the performance of BLAST architecture with different detectors like Zero Forcing (ZF), Minimum Mean Square Error (MMSE). Furthermore, we introduced OSIC schemes to improve the independent coded BLAST system and to combat the error propagation. We have also analyzed the BER performance of these MIMO schemes in Rayleigh and Rician fading channel. Finally we observed that the performance of BPSK and QPSK modulation techniques is almost same in BLAST architecture, while using the given detection techniques in both the channels and 16-QAM modulation technique gives the worst result.

**Keywords:** Binary Phase Shift Key (BPSK), Bit Error Rate (BER), Multiple input multiple output (MIMO), Maximum Likelihood (ML), Minimum mean square error (MMSE), Zero Forcing (ZF), Ordered Successive Interference Cancellation (OSIC), Quadrature Phase Shift Keying (QPSK), Quadrature Amplitude Modulation (QAM), Independent identically distributed (i.i.d), Bell Laboratories Layered Space-Time (BLAST)

## 1. Introduction

The use of multiple antennas at both the transmitter and the receiver sides can drastically improve the channel capacity and data rate [1]. The study of the performance limits of MIMO system [9] becomes very important since it will give lot of ideas in understanding and designing the practical MIMO systems [10]. Bell Laboratories Layered Space-Time (BLAST) Architecture and first practical implementation of this architecture on MIMO wireless communications to demonstrate a spectral efficiency as high as 40bits/s/Hz in real time in the laboratory [8]. Many schemes have been proposed to explode the high spectral efficiency of MIMO channels, among which BLAST [8] is relatively simple and easy to implement and can achieve a large spectral efficiency. In BLAST [3] at the transmitter de-multiplexes the input data streams into 'n' independent sub-streams, which are transmitted in parallel over the 'n' transmitting antennas. At the receiver end, antennas receive the sub-streams, which are mixed and superimposed by noise. Detection process [3] mainly involves three operations: Interference Suppression (nulling), interference cancellation

(Subtraction) and Optimal Ordering. The optimal Ordering is the last process that ensures the detected symbol has highest Signal to noise ratio (SNR). So, BLAST algorithm [8] integrates both linear and non-linear algorithms presented in the interference nulling and interference cancellation with ‘N’ transmitting antennas and ‘M’ receiving antennas respectively in Ricean Flat fading channel [7]. In this we will consider receiving antennas are greater than or equal to transmitting antennas ( $M \geq N$ ), the first detected sub-stream has a diversity gain of only  $M-N+1$  [5].

## 2. MIMO Channel Model

By considering a communication system with ‘N’ number of transmitting antennas and ‘M’ number of receiving antennas in Ricean Flat Fading channel [7], we adopted a correlation-based channel model [11] which can be expressed as

$$H \sim R_{Rx}^{\frac{1}{2}} H_w (R_{Tx}^{1/2})^T \quad (1)$$

## 3. Rayleigh Fading and Rician Fading Channel

The fading effect is usually described statistically using the Rayleigh distribution [11]. Ricean Fading and the presence of a fixed (possibly line-of-sight or LOS) component in the channel will result in Ricean fading [7].

## 4. Decoding Algorithm for BLAST System

The optimal detection order in the decoding algorithm of BLAST System is from the strongest symbol to the weakest one [11] with the condition of number of receive antennas are more than the number of transmit antennas, that is  $M \times N$ .

### 4.1 Zero Forcing Nulling

Zero Forcing nulling can be done through multiplying  $r_n$  by an  $M \times 1$  vector  $W_n$  that is orthogonal to interference vectors  $H_{n+1}, H_{n+2}, \dots, H_N$  but not orthogonal to  $H_n$ . In other words,  $W_n$  should be such that

$$H_i \cdot W_n = 0, \quad i = n + 1, n + 2, \dots, N \quad (2)$$

$$H_n \cdot W_n = 1 \quad (3)$$

$W_n$  = Zero-Forcing Nulling vector with minimum norm.

Such a vector is uniquely calculated from the channel matrix  $H$ . To calculate  $W_n$  from  $H$ , for  $M \geq N$  first we should replace the rows 1, 2, ...,  $n-1$  of  $H$  by zero.

Let us denote the resulting matrix by  $Z$ . Then,  $W_n$  is the  $n$ th column of  $Z^+$  the Moore–Penrose generalized inverse, pseudo-inverse, of  $Z$

Using the error-free detection formula for  $r^n$  in  $w^n$  in (3), we have

$$r_n W_n = c_n + N W_n \quad (4)$$

The noise in (4) is still Gaussian and the symbol  $c_n$  can be easily decoded. The decoded symbol  $\hat{c}_n$  is the closest constellation point to  $r_n \cdot W_n$ . The noise enhancing factor using (4) is

$$E[(N \cdot W_n)^H \cdot N \cdot W_n] = W_n^H \cdot E[N^H \cdot N] W_n \quad (5)$$

$$= N_0 \|W_n\|^2 \quad (6)$$

We know that zero forcing is given by

$$W_{ZF} = (H^*H)H \quad (7)$$

Comparing (6) with (7) demonstrates why adding an interference cancelation step improves the performance. Using the combination of canceling and nulling in a ZF-DFE structure enhances the noise by a factor of  $\|Wn\|^2$ . Vector  $W_n$  is orthogonal to  $N - n$  rows of the channel matrix  $H$ . On the other hand, using a pure interference nulling method like ZF, the corresponding vector that detects the  $n$ th symbol, the  $n^{th}$  column of the pseudo-inverse, is orthogonal to  $N - 1$  rows of the channel matrix  $H$ . Using the Cauchy-Schwartz inequality, it can be shown that the norm of a vector is larger if it has to be orthogonal to a greater number of rows. Therefore, the enhancing factor for the case of nulling alone, ZF, is more than that of the canceling and nulling, ZF-DFE. For the first vector,  $n = 1$ , the two cases are identical.

#### 4.2 Minimum Mean Square Error Nulling (MMSE-Interference nulling)

Another approach for interference nulling is MMSE. Let us assume that the trans-mitted vector is a zero-mean random vector that is uncorrelated to the noise. Considering the received vector  $r$  in  $r = C \cdot H + N$

as a noisy observation of the input  $C$ , the linear least-mean-squares estimator of  $C$  is

$$M = H^H \cdot \left( \frac{I^N}{\gamma} + H \cdot H^H \right)^{-1} \quad (8)$$

Note that in the  $n$ th stage of the algorithm, the effects of  $c_1, c_2, \dots, c_{n-1}$  have been canceled. Therefore, similar to the ZF nulling, to calculate  $c_n$ , first we should replace the rows  $1, 2, \dots, n - 1$  of  $H$  by zero. Let us denote the resulting matrix by  $Z$  as we did in the ZF case. Now, to find the best estimate of the  $n$ th symbol, that is  $\hat{c}_n$ , we replace  $H$  with  $Z$  in (9) to calculate the best linear MMSE estimator at stage  $n$  as

$$M = Z^H \cdot \left( \frac{I^N}{\gamma} + Z \cdot Z^H \right)^{-1} \quad (9)$$

Then, the  $n$ th column of  $M$ , denoted by  $M_n$  is utilized as the MMSE nulling vector for the  $n^{th}$  symbol. In other words, the decoded symbol  $\hat{c}_n$  is the closest constellation point to  $r_n \cdot M_n$

#### 4.3.Zero Forcing with SIC

OSIC is basically based on subtraction of interference of already detected elements of  $s$  from the receiver vector  $r$  which results in a modified receiver vector with a few interferers. In other words, SIC is based on the subtraction of interference of already detected elements  $s$  from the received vector  $x$  which results in a modified receiver vector with a few interferers. When Successive Interference Cancellation (SIC) is applied, the order in which the components of  $s$  are detected is important to the overall performance of the system. To determine a good detection order, the covariance matrix of the estimation error  $s - s_{est}$  is used.

We know that the covariance matrix is given by

$$Q = E[\epsilon \cdot \epsilon^H] = \sigma_n^2 (H^H H)^{-1} \quad (10)$$

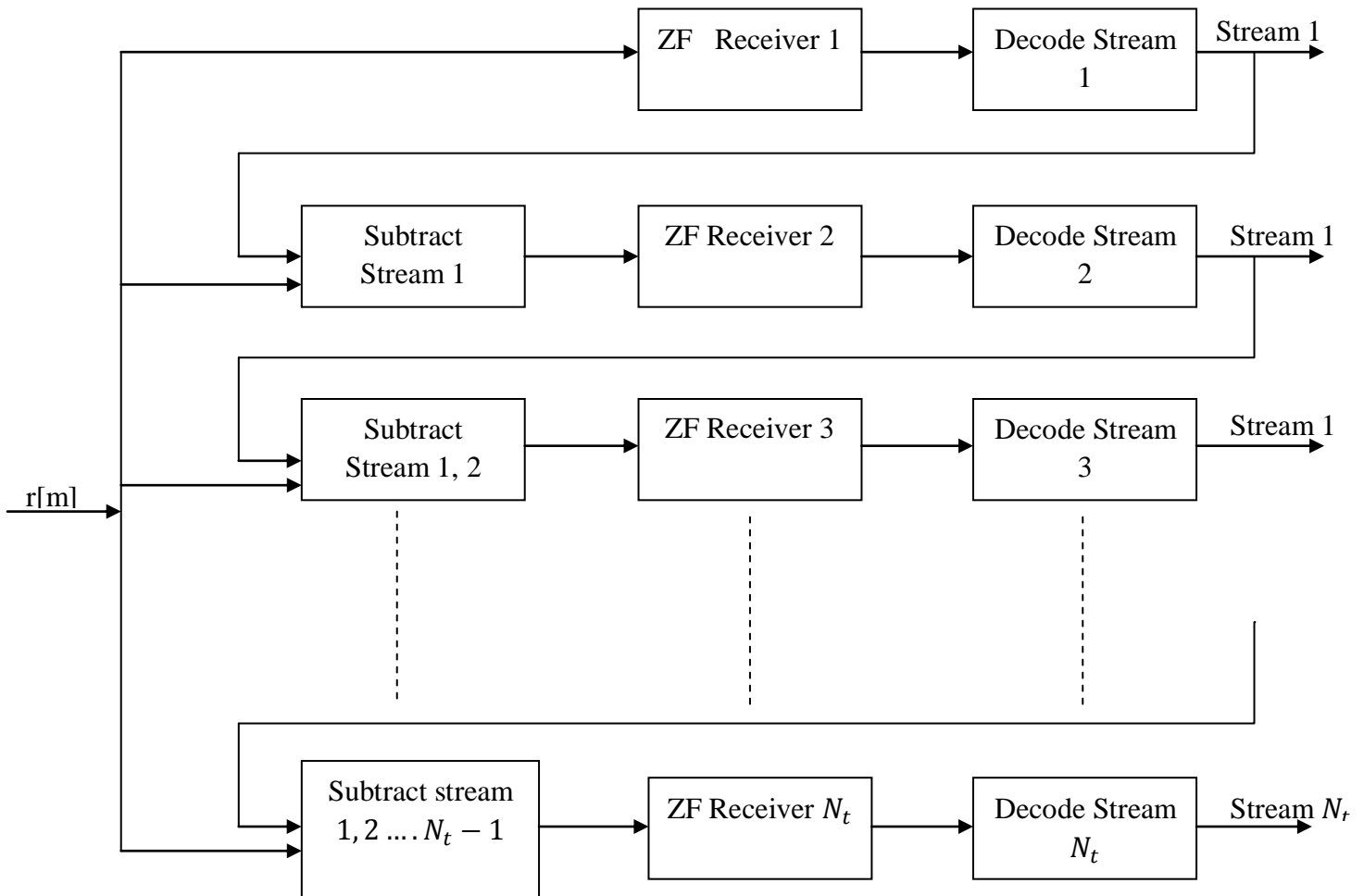
$$Q = E[(s - s_{est})(s - s_{est})^H] = \sigma_n^2 (H^H H)^{-1} \equiv \sigma_n^2 P \quad (11)$$

Where  $P = H^+ (H^+)^H$

Let  $(s_{est})_p$  be the  $p^{th}$  entry of  $s_{est}$ , then the “best” is the one for which  $P_{pp}$  (i.e., the  $p$ -th diagonal element of  $P$ ) is the smallest. Because this is estimate with the smallest error variance. From the  $eq^n$  (11) it becomes clear that  $P_{pp}$  is equal to the squared length of row  $p$  of  $H^+$ . Hence, finding the minimum squared length row of  $H^+$  is equivalent.

Summarizing, the decoding algorithm consist of three parts:

- Ordering
- Interference Nulling
- Interference Cancellation



**Figure.1** SIC Zero Forcing Detector

We use the first Zero-Forcing detector to detect the data stream  $s_1(m)$  decode it and then subtract this decoded stream from the received vector. Assuming the first stream is successfully decoded, and then the second Zero-Forcing detector only needs to deal with  $s_3 \dots \dots s_{N_t}$  as interference, since  $s_1$  has been correctly subtracted off. Thus, the second Zero-Forcing detector projects onto a subspace which is orthogonal to  $h_3 \dots \dots h_{N_t}$ . This process is continued until the last Zero-Forcing detector does not have to deal with any interference from the other data streams. We assume subtraction is successful in all preceding stages. This SIC (Successive Interference Cancellation) Zero-Forcing detector architecture is illustrated in Figure.1 so we can see here with respect to ZF, the ZF with OSIC algorithm introduces extra complexity.

#### 4.4 The Minimum Mean Square Error

The MMSE suppresses both the interference and noise components, whereas ZF receiver removes only the interference components. This implies that the mean square error between the transmitted symbols and the estimate of the receiver is minimized. Hence MMSE is superior to ZF in the presence of noise. At low SNR, MMSE becomes matched filter and at high SNR, MMSE becomes Zero Forcing (ZF). For MMSE-BLAST, the nulling vector for the  $i^{th}$  layer is

$$w^i = \left( H_i H_i^* + \frac{1}{SNR} I \right)^{-1} h_i, \quad i = 1, 2, \dots, N \quad (12)$$

Where  $H_i = C^{M \times i}$  consists of the first  $i$  columns of  $H$ . Denote  $h_i$  the  $i$ -th column of  $H$

Therefore

$$W_{MMSE} = \left( H^* H + \frac{1}{SNR} I \right)^{-1} H^* \quad (13)$$

Where

$H \in C^{M \times N}$  is the Rayleigh fading channel with independent, identically distributed (i.i.d.)

$(H^*)$  is the complex conjugate of  $H$

$N$  transmit antennas and  $M$  receiver antennas

We assume that the number of receive antennas is no less than the number of transmit antennas  $M \geq N$

SNR is Signal to Noise Ratio

MMSE at a high SNR

$$W_{MMSE} = \left( H^* H + \frac{1}{SNR} I \right)^{-1} H^* \approx (H^H H)^{-1} H^H \quad (14)$$

At a high SNR MMSE becomes Zero Forcing

Hence MMSE receiver approaches the ZF receiver and therefore realizes  $(N-M+1)$ th order diversity for each data stream.

#### 4.5 Minimum Mean Square Error (MMSE) with SIC

In order to do OSIC with MMSE, then the algorithm resulting as follows

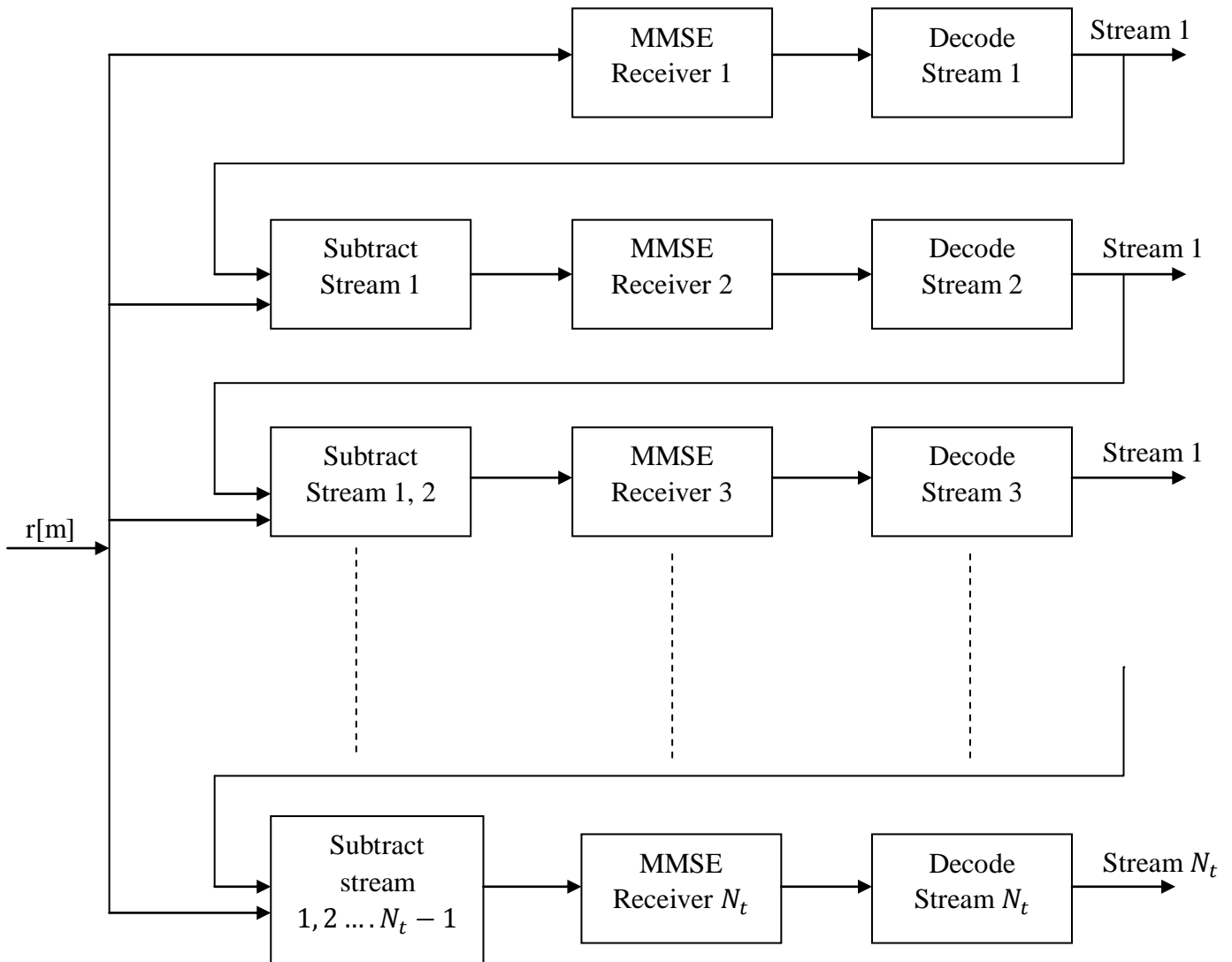
Covariance matrix can be written as

$$Q = E[(s - s_{est})(s - s_{est})^H] = \sigma_n^2 (\alpha I + H^H H)^{-1} \equiv \sigma_n^2 P \quad (15)$$

Note that P is somewhat different from the case where ZF is used as estimation technique

Covariance matrix of the estimation error  $(s - s_{est})$  will be used to determine good ordering for detection.

MMSE-SIC: a bank of linear MMSE receivers, each estimating one of the parallel data streams, with streams successively cancelled from the received vector at each stage. MMSE with OSIC is explained with block diagram explained in figure.2



**Figure.2** SIC MMSE detector

## 5. Simulation and Result

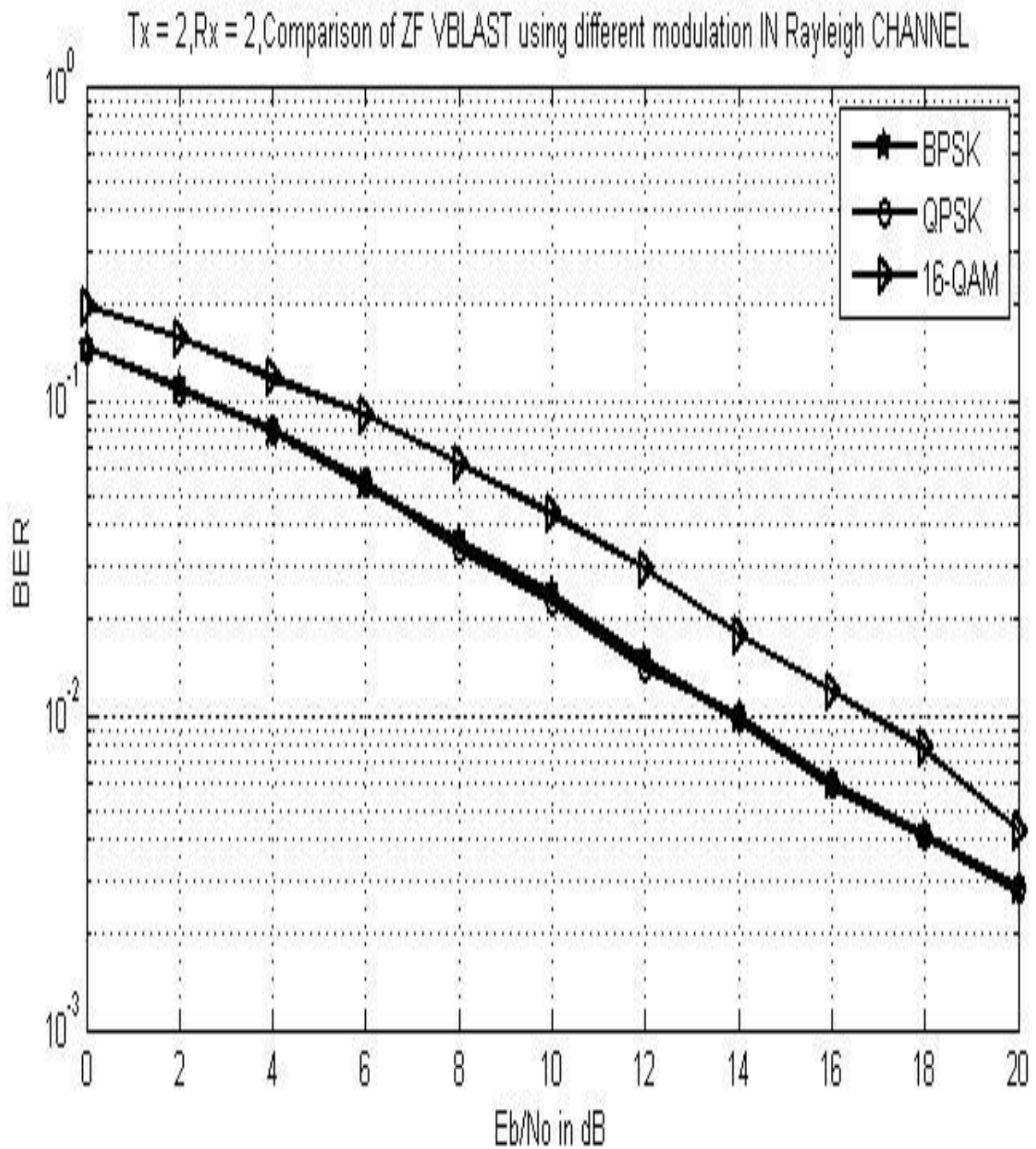


Figure.3 Comparison of ZF-BLAST using different modulations in Rayleigh Channel



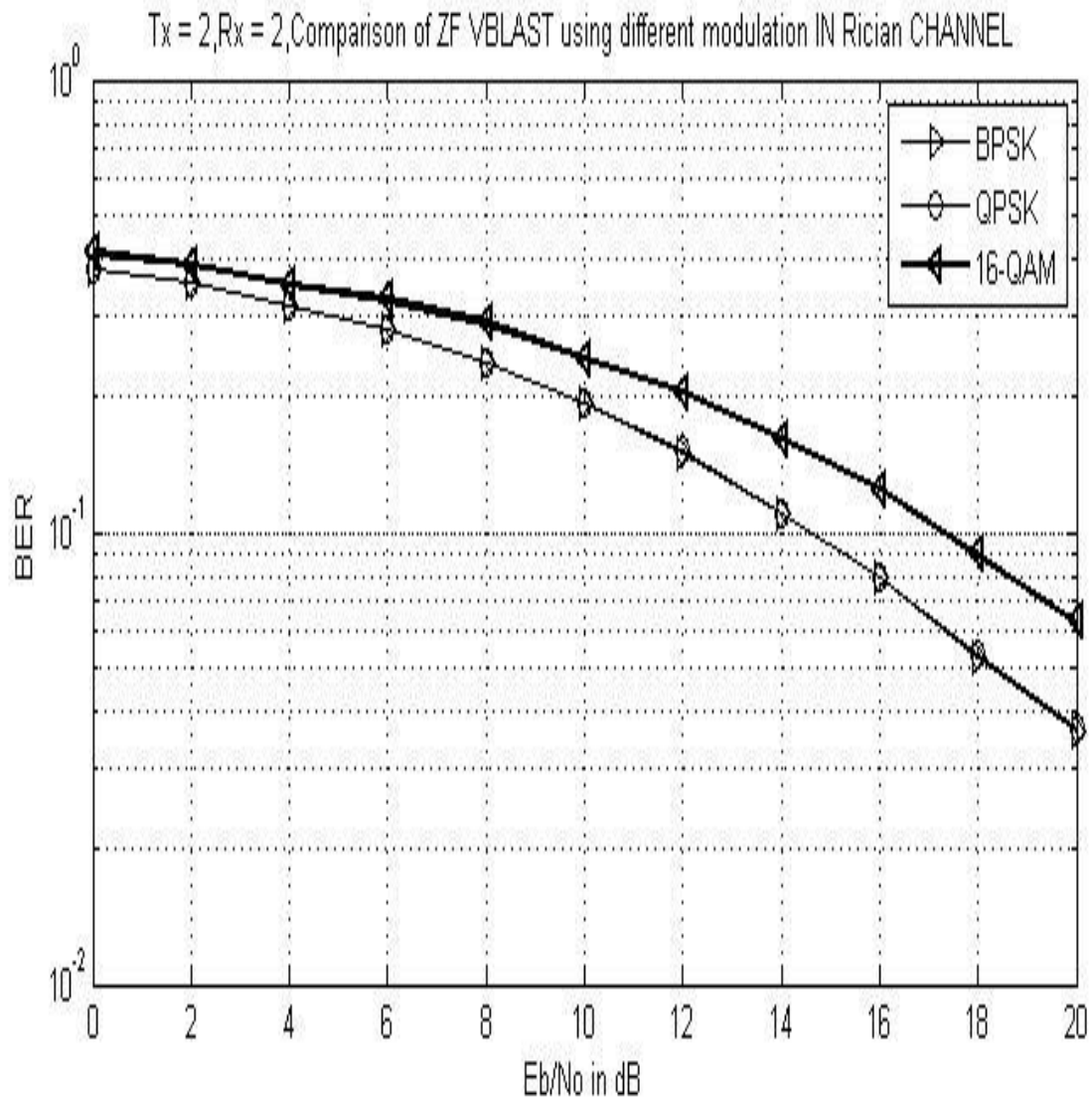


Figure.4 Comparison of ZF-BLAST using different modulations in Rician Channel

In Figure3, we have observed that BPSK and QPSK have almost the same results and 16 QAM has the worst result than BPSK and QPSK. At BER 0.001, there is approximately 3 dB difference between the BPSK and 16 QAM modulations in ZF in Rayleigh Channel.

In Figure4, we have observed that BPSK and QPSK have almost the same results and 16 QAM has the worst result than BPSK and QPSK. At BER 0.01, there is approximately 3 dB difference between the BPSK and 16 QAM modulations in ZF in Rician Channel.



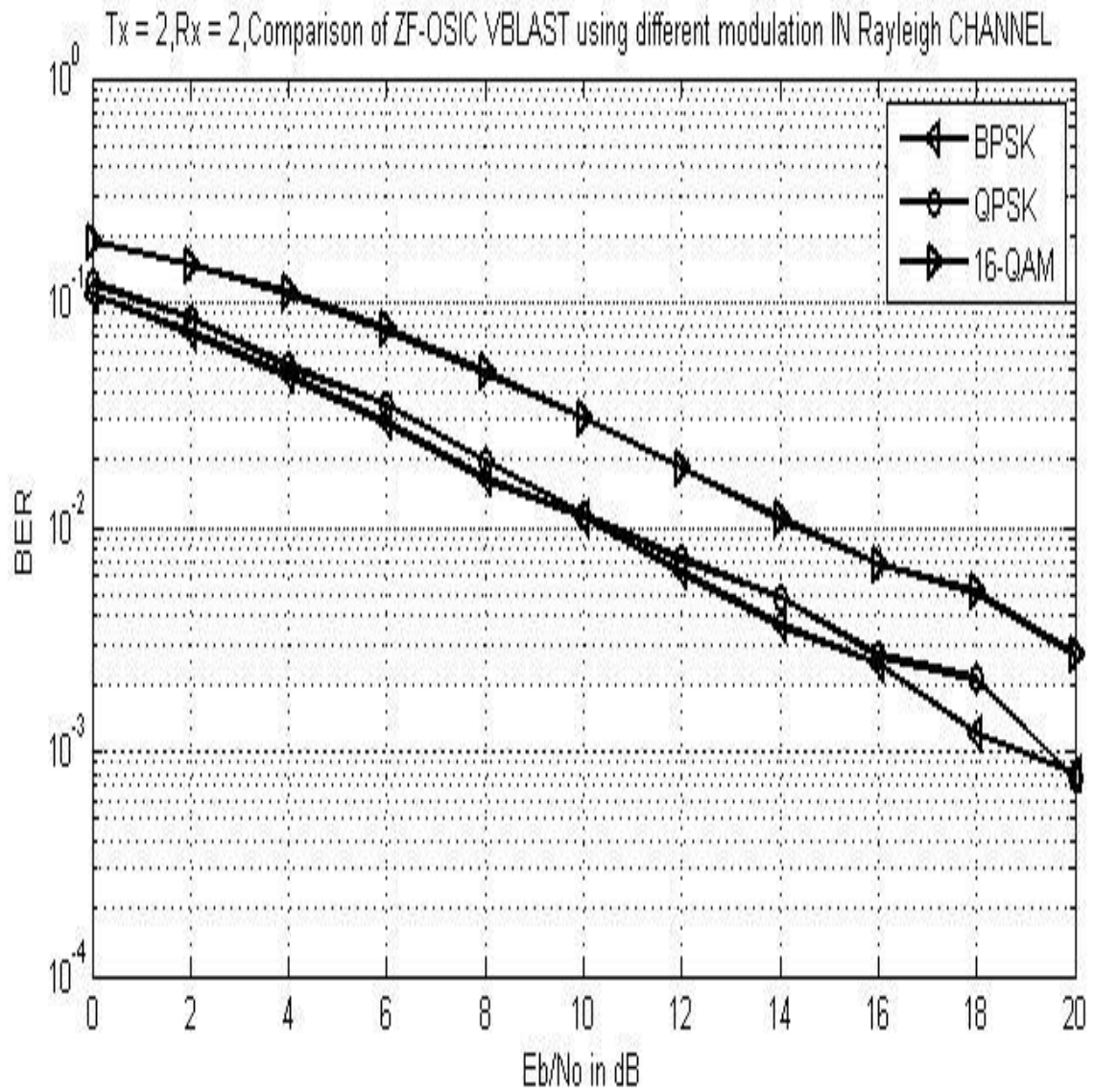


Figure5.Comparison of ZF-OSIC-BLAST using different modulations in Rayleigh Channel

In Figure5, we have observed that BPSK and QPSK have almost the same results and 16 QAM has the worst result than BPSK and QPSK. At BER 0.001, there is approximately 4 dB difference between the BPSK and 16 QAM modulations in ZF-OSIC in Rayleigh Channel.

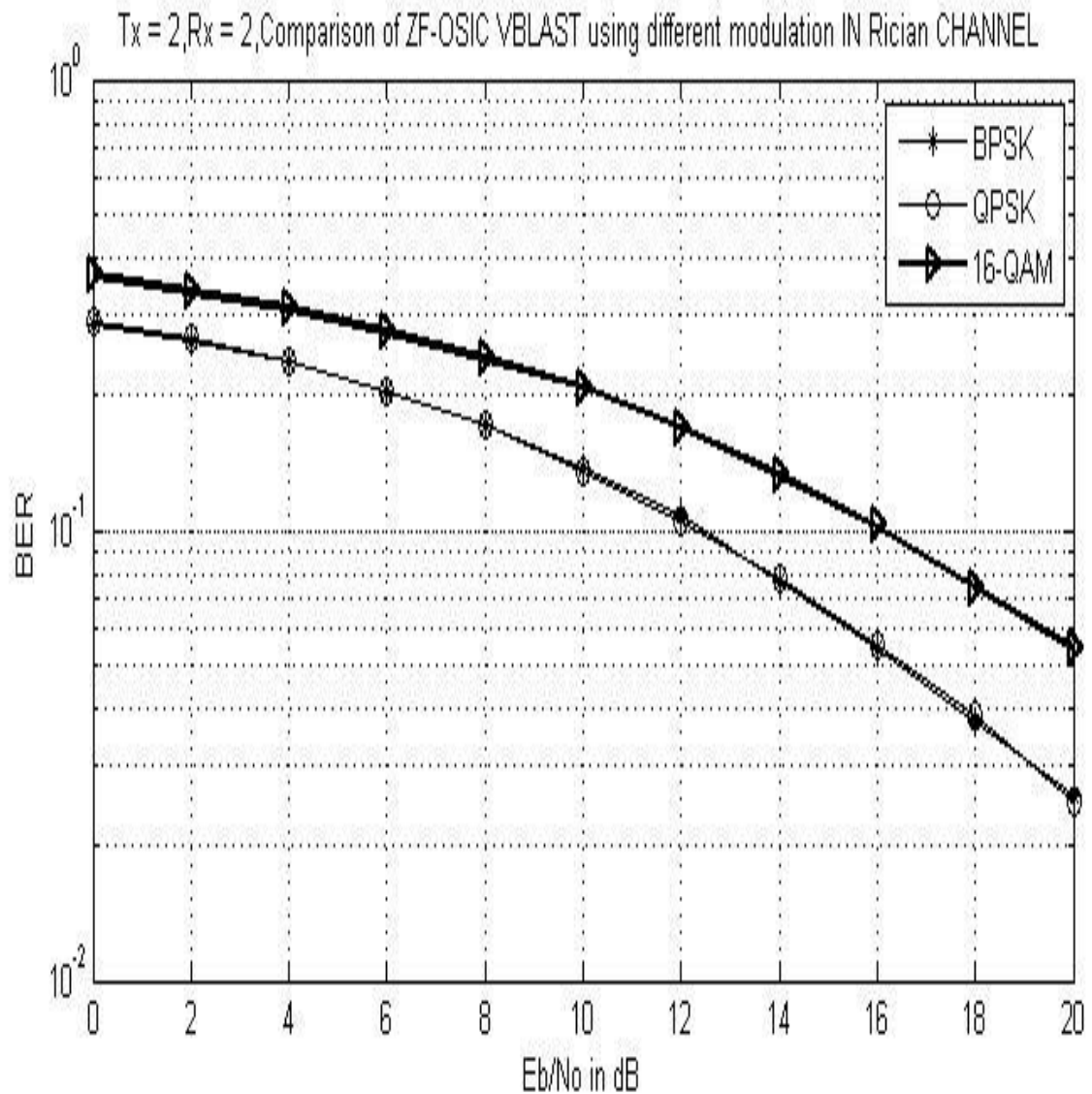


Figure6.Comparison of ZF-OSIC-BLAST using different modulations in Rician Channel

In Figure6, we have observed that BPSK and QPSK have almost the same results and 16 QAM has the worst result than BPSK and QPSK. At BER 0.01, there is approximately 4 dB difference between the BPSK and 16 QAM modulations in ZF-OSIC in Rician Channel.

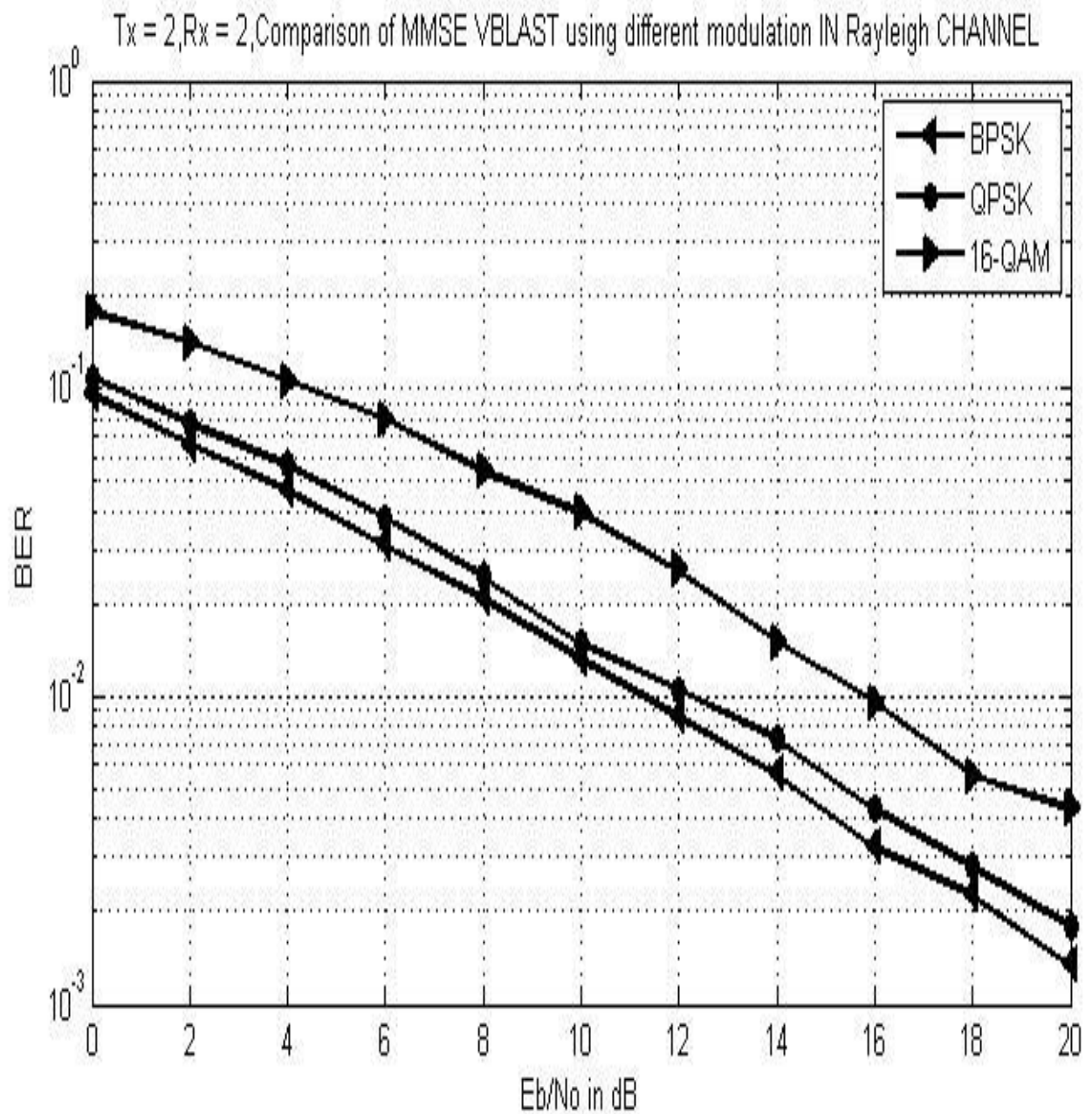


Figure7.Comparison of MMSE-BLAST using different modulations in Rayleigh Channel

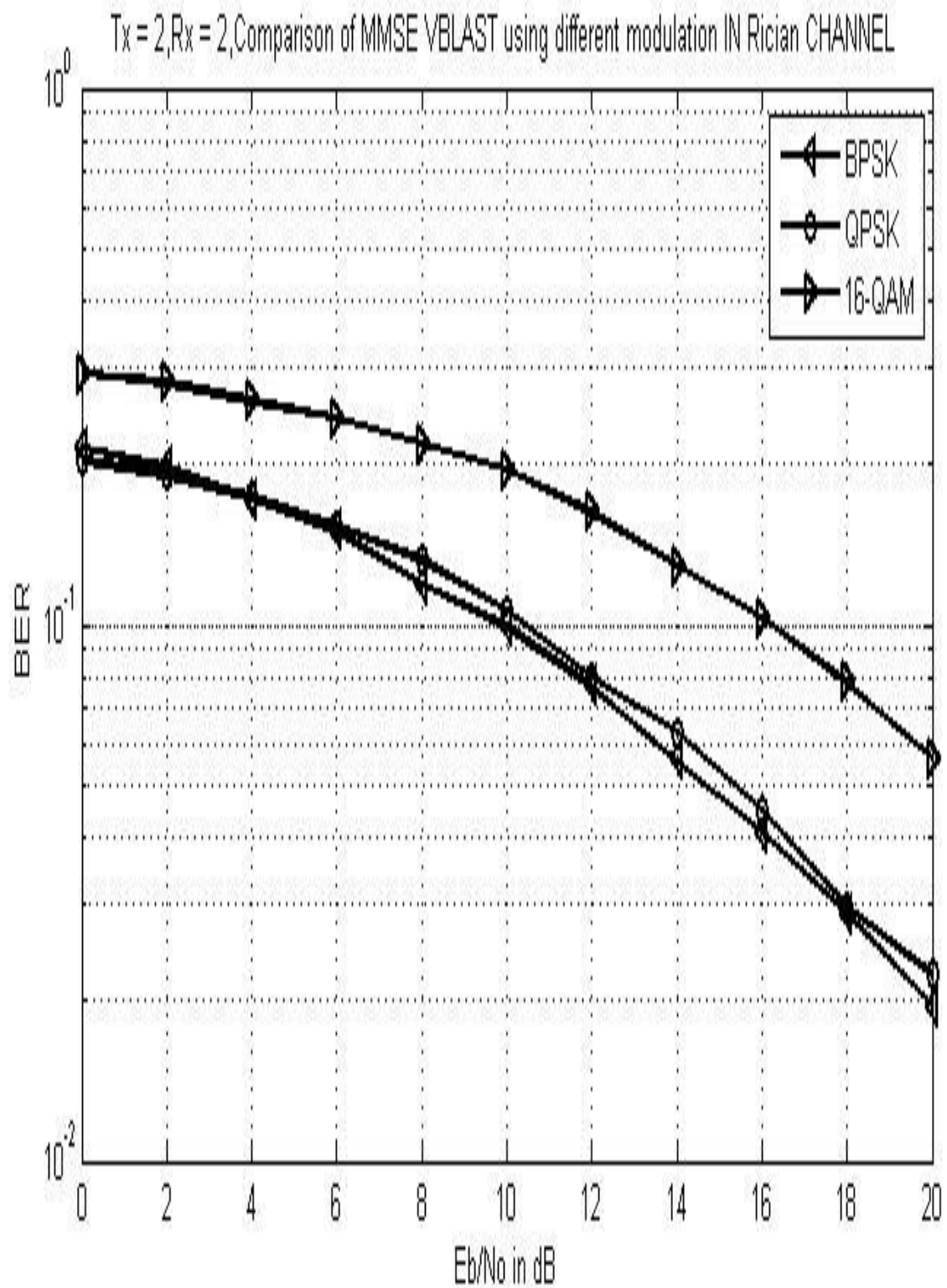




Figure8.Comparison of MMSE-BLAST using different modulations in Rician Channel

In Figure7, we have observed that BPSK and QPSK have almost the same results and 16 QAM has the worst result than BPSK and QPSK. At BER 0.001, there is approximately 5 dB difference between the BPSK and 16 QAM modulations in MMSE in Rayleigh Channel.

In Figure8, we have observed that BPSK and QPSK have almost the same results and 16 QAM has the worst result than BPSK and QPSK. At BER 0.01, there is approximately 6 dB difference between the BPSK and 16 QAM modulations in MMSE in Rician Channel.

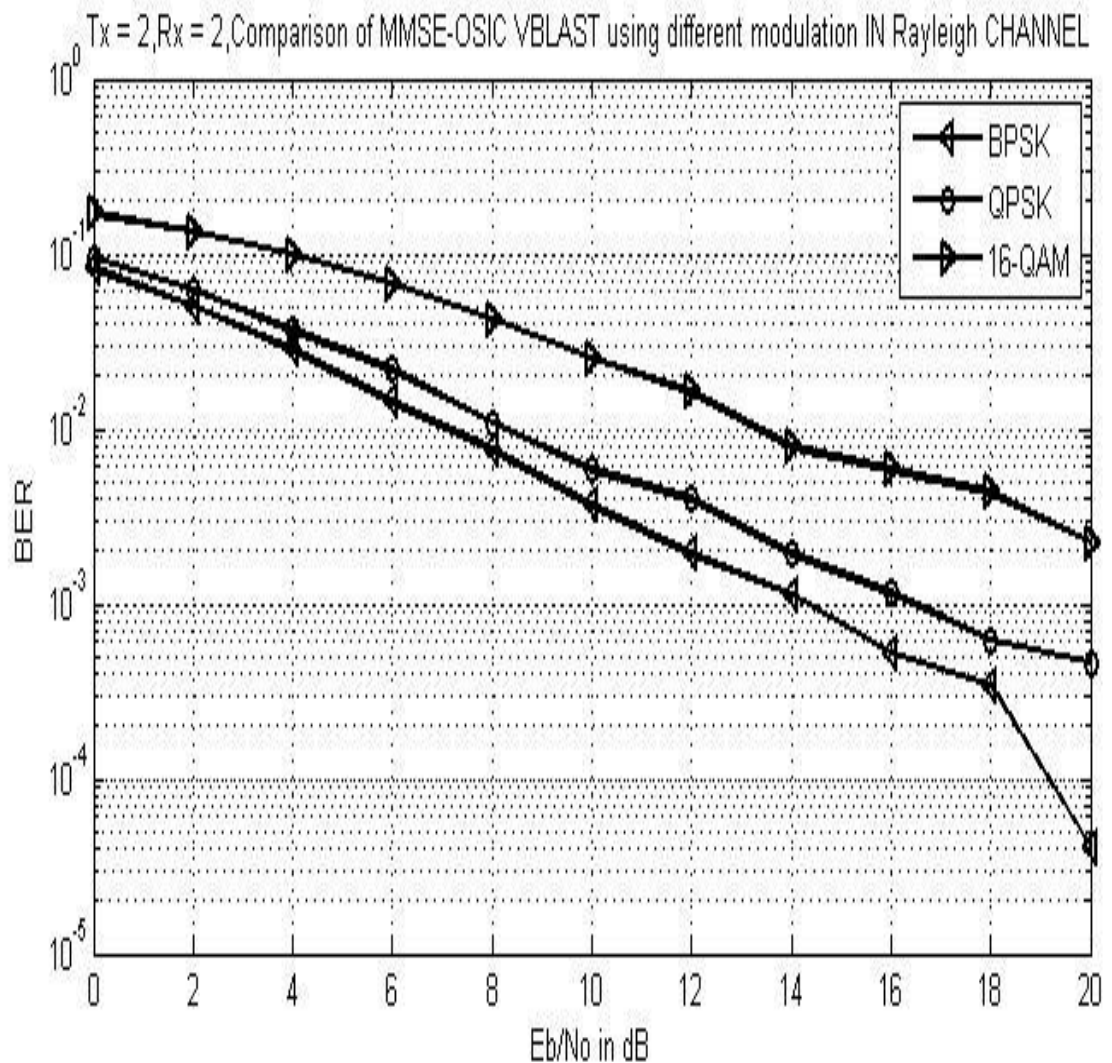


Figure9.Comparison of MMSE-OSIC-BLAST using different modulations in Rayleigh Channel

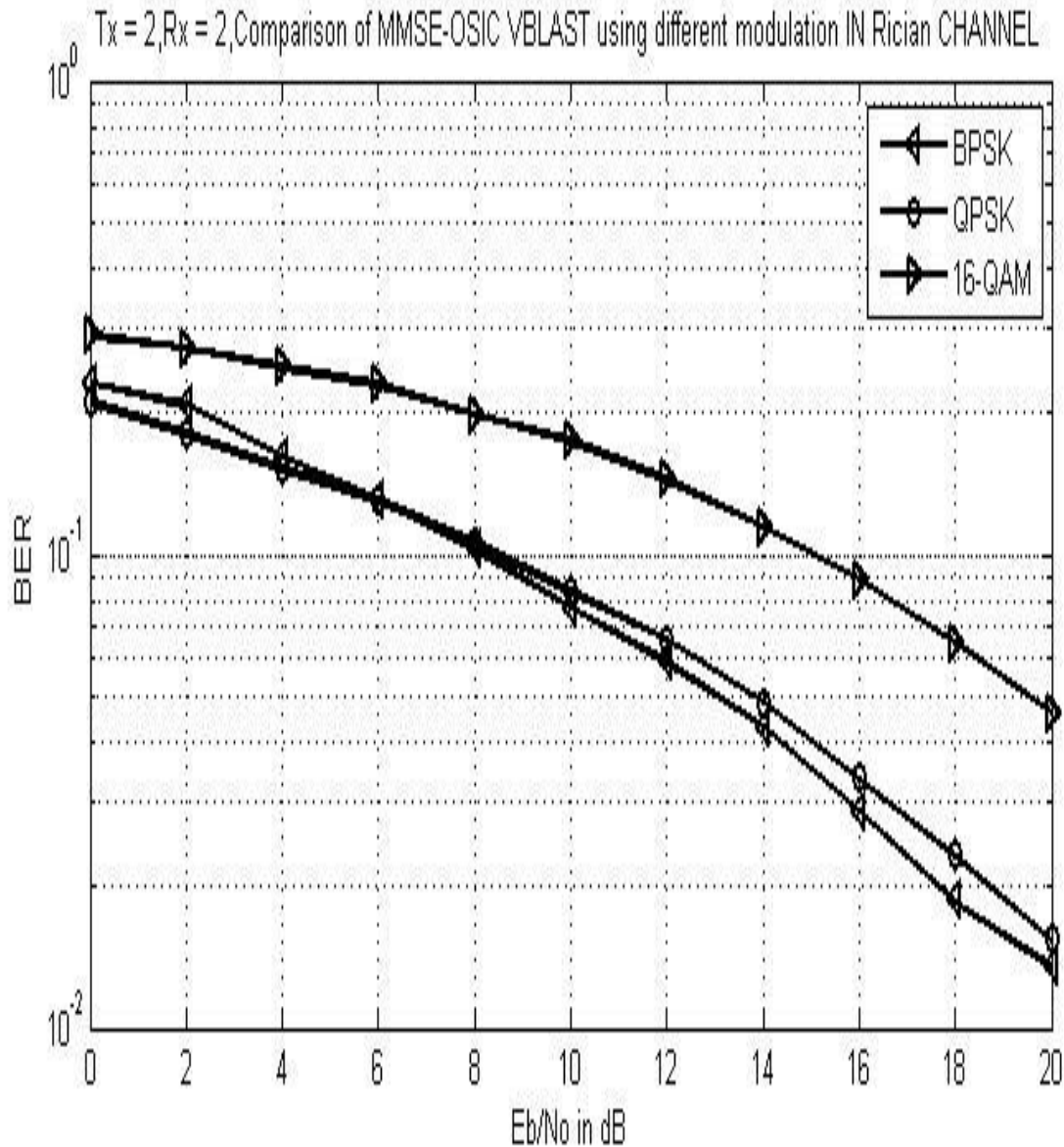


Figure10.Comparison of MMSE-OSIC-BLAST using different modulations in Rician Channel

In Figure9, we have observed that BPSK and QPSK have almost the same results and 16 QAM has the worst result than BPSK and QPSK. At BER 0.001, there is approximately 7 dB difference between the BPSK and 16 QAM modulations in MMSE-OSIC in Rayleigh Channel.

In Figure10, we have observed that BPSK and QPSK have almost the same results and 16 QAM has the worst result than BPSK and QPSK. At BER 0.01, there is approximately 8 dB difference between the

BPSK and 16 QAM modulations in MMSE-OSIC in Ricean Channel.

## 6. Conclusions

Finally we conclude that by introducing the OSIC schemes the performance of BLAST architecture with these detectors like Zero Forcing (ZF), Minimum Mean Square Error (MMSE) has been improved. We have also observed that OSIC schemes improve the independent coded BLAST system by combating the error propagation; Furthermore we observed that BPSK and QPSK modulation techniques give the almost same results in BLAST architecture with these detection techniques in both Ricean and Rayleigh fading channel and 16-QAM modulation technique gives the worst results. When the SNR gets higher, the post detection of SNR is mainly affected by channel matrix  $H$ . By comparing the MMSE-OSIC and ZF-OSIC, at  $BER=0.001$  using BPSK modulation there is an approximately 3 dB difference between these two detectors in Rayleigh channel and at  $BER=0.01$  there is an approximately 4 dB difference between these two detectors in Ricean Channel. By comparing the MMSE-OSIC and ZF-OSIC, at  $BER=0.001$  using QPSK there is an approximately 2 dB difference in Rayleigh channel and at  $BER=0.01$  there is an approximately 4 dB difference between these two detectors in Ricean Channel. By comparing the MMSE-OSIC and ZF-OSIC, at  $BER=0.001$  using 16 QAM there is an approximately 1.3 dB difference in Rayleigh channel and at  $BER=0.01$  there is an approximately 1.3 dB difference between these two detectors in Ricean Channel.

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### Biography



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