



# Downlink Packet Scheduling in LTE Cellular Network-Key Design Issues and a Survey

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# Outline

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- Abstract
- Introduction
- Overview on LTE Network
- Scheduling in LTE System
- Scheduling Strategies for LTE Downlink
- New Direction and Future Challenges
- Conclusions and Lesson Learned

# Abstract

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- LTE systems represent an important milestone towards the so called 4G cellular networks.
- This paper provides an overview on the key issues that arise in the design of a resource allocation algorithm for LTE networks.

# Introduction

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- The Radio Resource Management (RRM) block exploits a mix of advanced MAC and Physical functions.
- The design of effective resource allocation strategies becomes crucial :
  - 1. meet the system performance targets.
  - 2. satisfy user needs according to specific Quality of Service (QoS) requirements.
- The downlink shared channel is the key facets of LTE scheduling.

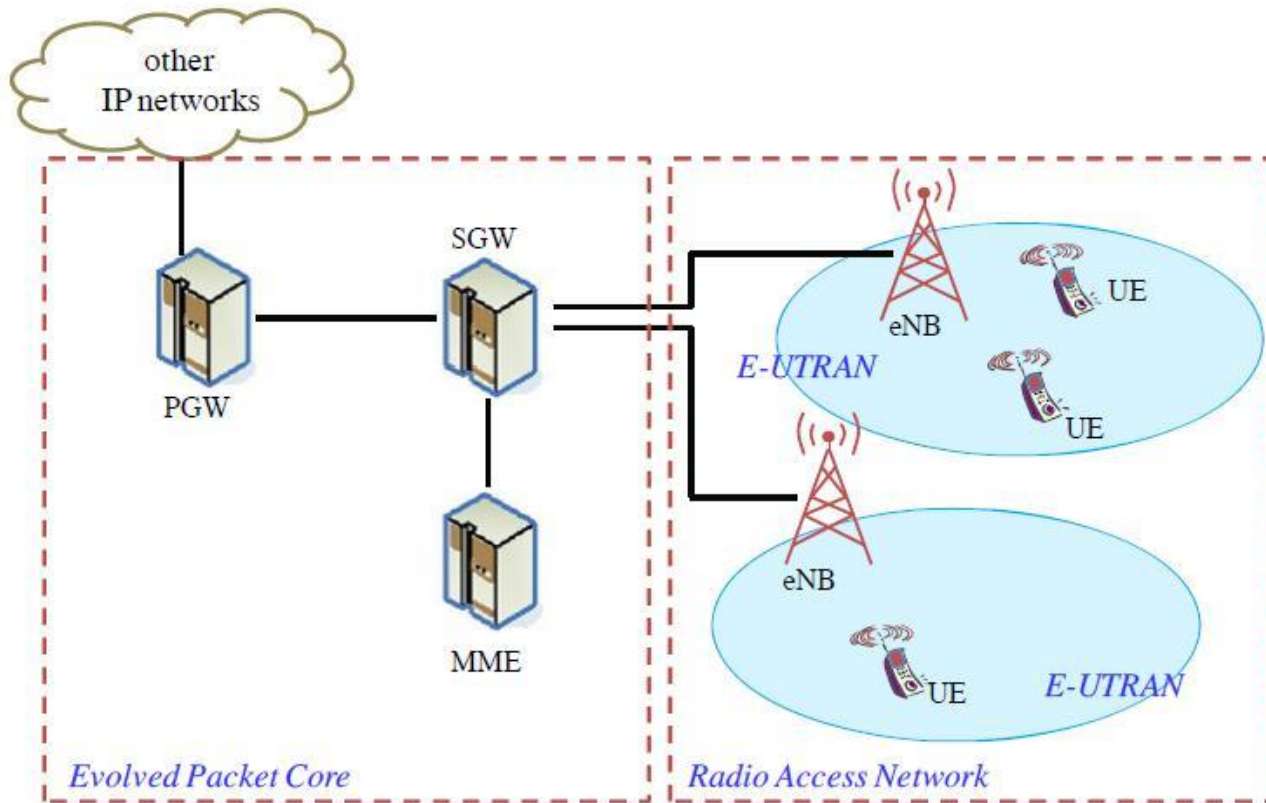
# Overview on LTE Network

## MAIN LTE PERFORMANCE TARGETS

<i>Peak Data Rate</i>	<ul style="list-style-type: none"><li>- Downlink: 100 Mbps</li><li>- Uplink: 50 Mbps</li></ul>
<i>Spectral Efficiency</i>	2 - 4 times better than 3G systems
<i>Cell-Edge Bit-Rate</i>	Increased whilst maintaining same site locations as deployed today
<i>User Plane Latency</i>	Below 5 ms for 5 MHz bandwidth or higher
<i>Mobility</i>	<ul style="list-style-type: none"><li>- Optimized for low mobility up to 15 km/h</li><li>- High performance for speed up to 120 km/h</li><li>- Maintaining connection up to 350 km/h</li></ul>
<i>Scalable Bandwidth</i>	From 1.4 to 20 MHz
<i>RRM</i>	<ul style="list-style-type: none"><li>- Enhanced support for end-to-end QoS</li><li>- Efficient transmission and operation of higher layer protocols</li></ul>
<i>Service Support</i>	<ul style="list-style-type: none"><li>- Efficient support of several services (e.g., web-browsing, FTP, video-streaming, VoIP)</li><li>- VoIP should be supported with at least a good quality as voice traffic over the UMTS network</li></ul>

# A. System Architecture and Radio Access Network

- The LTE system is based on a flat architecture.



Legend

PGW: Packet Gateway

MME: Mobility Management Entity

SGW: Service gateway

E-UTRAN: Evolved Universal Terrestrial Radio Access Network

## B. Radio Bearer Management

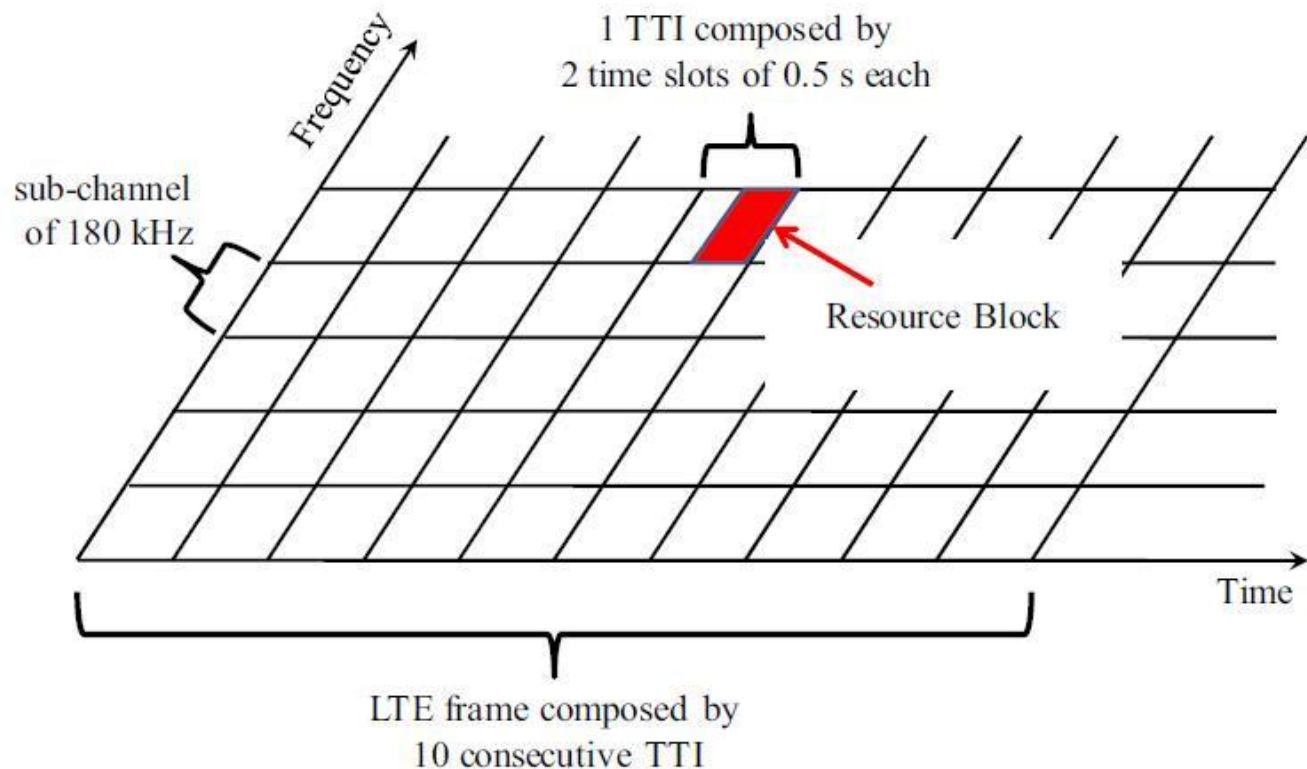
- A radio bearer is in charge of managing QoS provision on the E-UTRAN Interface.
- When an UE joins the network, a default bearer is created for basic connectivity and exchange of control messages.
- Dedicated bearers are set up every time a new specific service is issued.

STANDARDIZED QoS CLASS IDENTIFIERS FOR LTE

QCI	Resource Type	Priority	Packet Delay Budget [ms]	Packet Loss Rate	Example services
1	GBR	2	100	$10^{-2}$	Conversational voice
2	GBR	4	150	$10^{-3}$	Conversational video (live streaming)
3	GBR	5	300	$10^{-6}$	Non-Conversational video (buffered streaming)
4	GBR	3	50	$10^{-3}$	Real time gaming
5	non-GBR	1	100	$10^{-6}$	IMS signaling
6	non-GBR	7	100	$10^{-3}$	Voice, video (live streaming), interactive gaming
7	non-GBR	6	300	$10^{-6}$	Video (buffered streaming)
8	non-GBR	8	300	$10^{-6}$	TCP based (e.g., WWW, e-mail), chat, FTP, P2P file sharing
9	non-GBR	9	300	$10^{-6}$	

## C. Physical layer

- Radio spectrum access is based on the Orthogonal Freq. Division Multiplexing (OFDM) scheme.
  - Single Carrier Freq. Multiple Access (SC-FDMA) and OFDMA are used in uplink and downlink directions.





## Cont.

- LTE radio interface supports two types of frame structure
  - Frequency Division Duplex(FDD):allowing simultaneous downlink and uplink data transmissions
  - Time Division Duplex (TDD):divided into two consecutive half-frames
- The selection of the TDD frame configuration is performed by the RRM module.

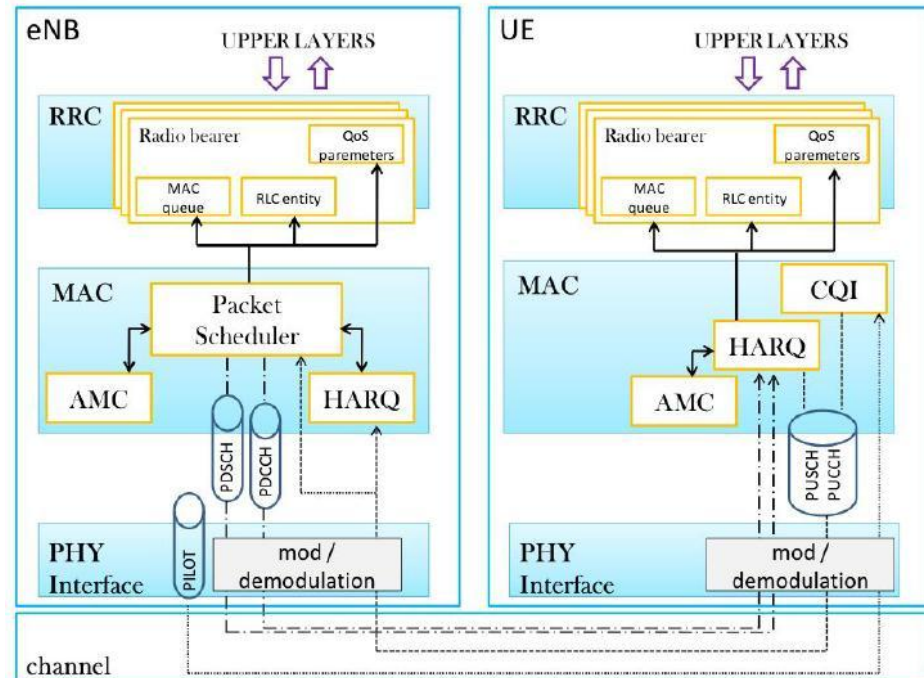
TDD FRAME CONFIGURATIONS

configuration number	sub-frame number									
	1 <sup>st</sup> half frame					2 <sup>nd</sup> half frame				
	0	1	2	3	4	5	6	7	8	9
0	D	S	U	U	U	D	S	U	U	U
1	D	S	U	U	D	D	S	U	U	D
2	D	S	U	D	D	D	S	U	D	D
3	D	S	U	U	U	D	D	D	D	D
4	D	S	U	U	D	D	D	D	D	D
5	D	S	U	D	D	D	D	D	D	D
6	D	S	U	U	U	D	S	U	U	D

D = downlink sub-frame; U = uplink sub-frame; S = Special sub-frame.

# D. Radio Resource Management

- 1. CQI reporting
  - CQI enables the estimation of the quality of the downlink channel at the eNB.
  - Each CQI is calculated as a quantized and scaled measure of the experienced Signal to Interference plus Noise Ratio (SINR).



## Legend

AMC: Adaptive Modulation and Coding

RLC: Radio Link Control

PDCCH: Physical Downlink Control Channel

PUSCH: Physical Uplink Shared Channel

CQI: Channel Quality Indicator

HARQ: Hybrid Automatic Repeat Request

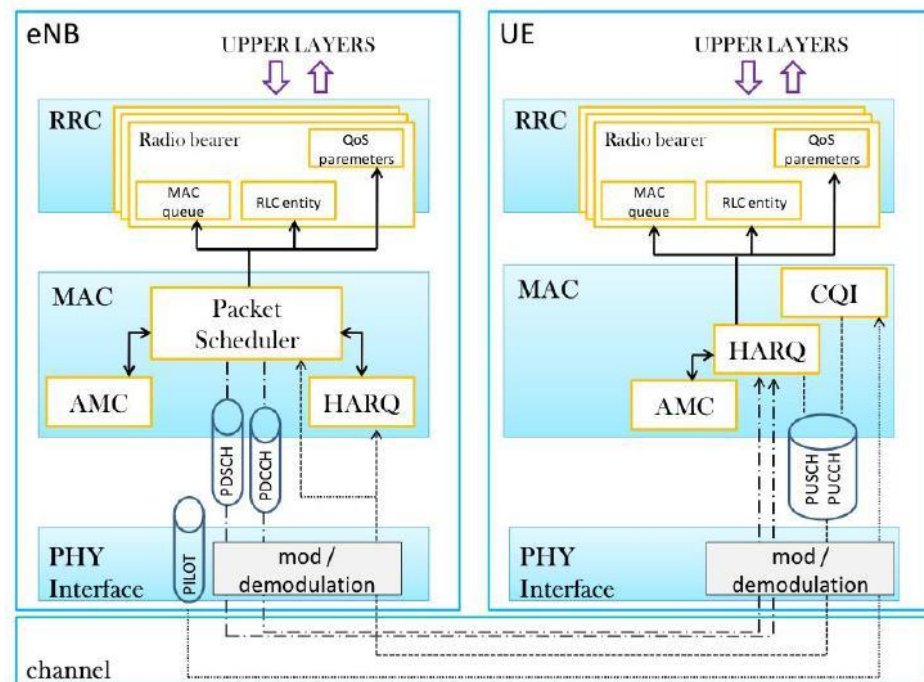
RRC: Radio Resource Control

PDSCH: Physical Downlink Shared Channel

PUCCH: Physical Uplink Control Channel

# Cont.

- 2. AMC and Power Control:
  - AMC module selects the proper Modulation and Coding Scheme (MCS) trying to maximize the supported throughput with CQI and a given target Block Error Rate (BLER).



## Legend

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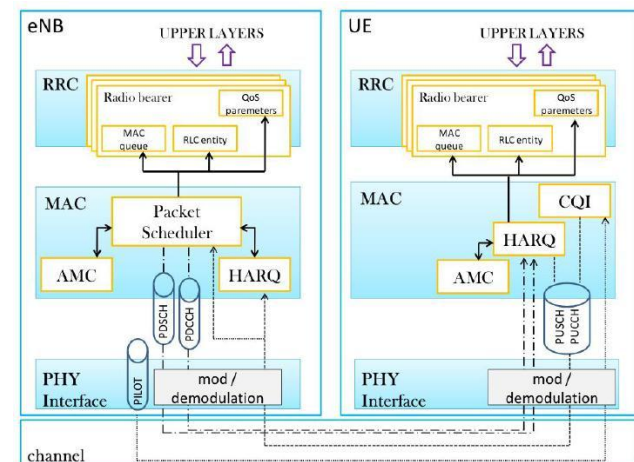
PDSCH: Physical Downlink Shared Channel

PUCCH: Physical Uplink Control Channel

# Cont.

## • 3. Physical Channels:

- Downlink data are transmitted by the eNB over the Physical Downlink Shared Channel(PDSCH).
- Physical Downlink Control Channel (PDCCH) carries assignments for downlink resources and uplink grants, including the used MCS.
- The Physical Uplink Control Channel (PUCCH) and the Physical Uplink Shared Channel (PUSCH) are defined in the uplink direction.
- Due to single carrier limitations, simultaneous transmission on both channels is not allowed.

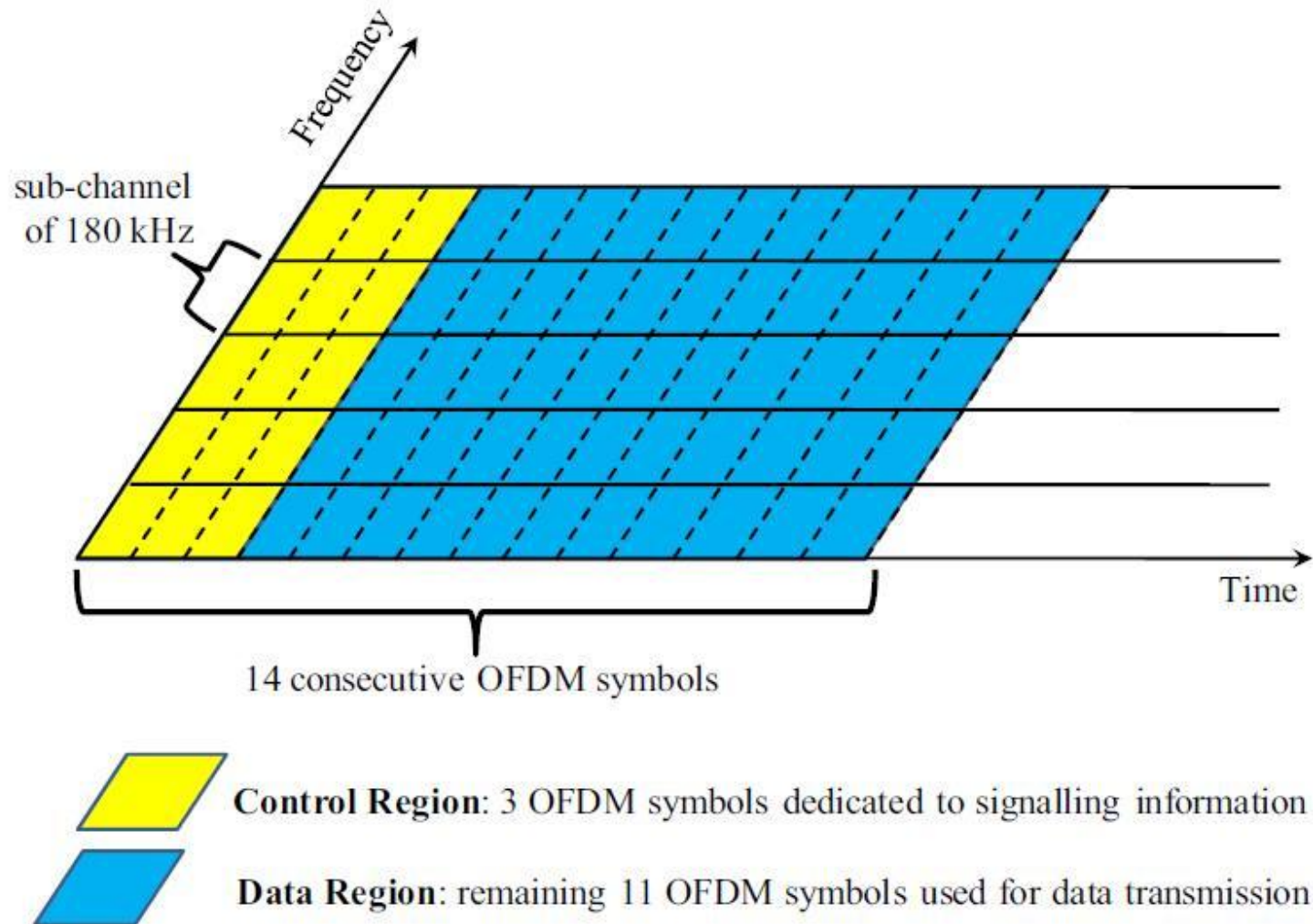


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## Cont.



- 4. HARQ(Hybrid Automatic Repeat request)
  - It is the retransmission procedure at MAC layer, based on stop-and-wait algorithm.
  - A NACK is sent over the PUCCH when a packet transmitted by the eNB is unsuccessfully decoded at the UE.
  - the eNB will perform a retransmission, sending the same copy of the lost packet.
  - the UE will try to decode the packet combining the retransmission with the original version, and will send an ACK message to the eNB upon a successfully decoding.



# Scheduling in LTE System

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- Multi-user scheduling is one of the main feature in LTE systems.
- Resource allocation for each UE is usually based on the comparison of per-RB metrics : transmission priority of each user on a specific RB

$$m_{j,k} = \max_i \{m_{i,k}\}$$

## Cont.

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- Status of transmission queues
- Channel Quality
- Resource Allocation History
- Buffer State
- Quality of Service Requirements



## A. Key design aspects

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- Complexity and Scalability
- Spectral efficiency
- Fairness
- QoS Provisioning

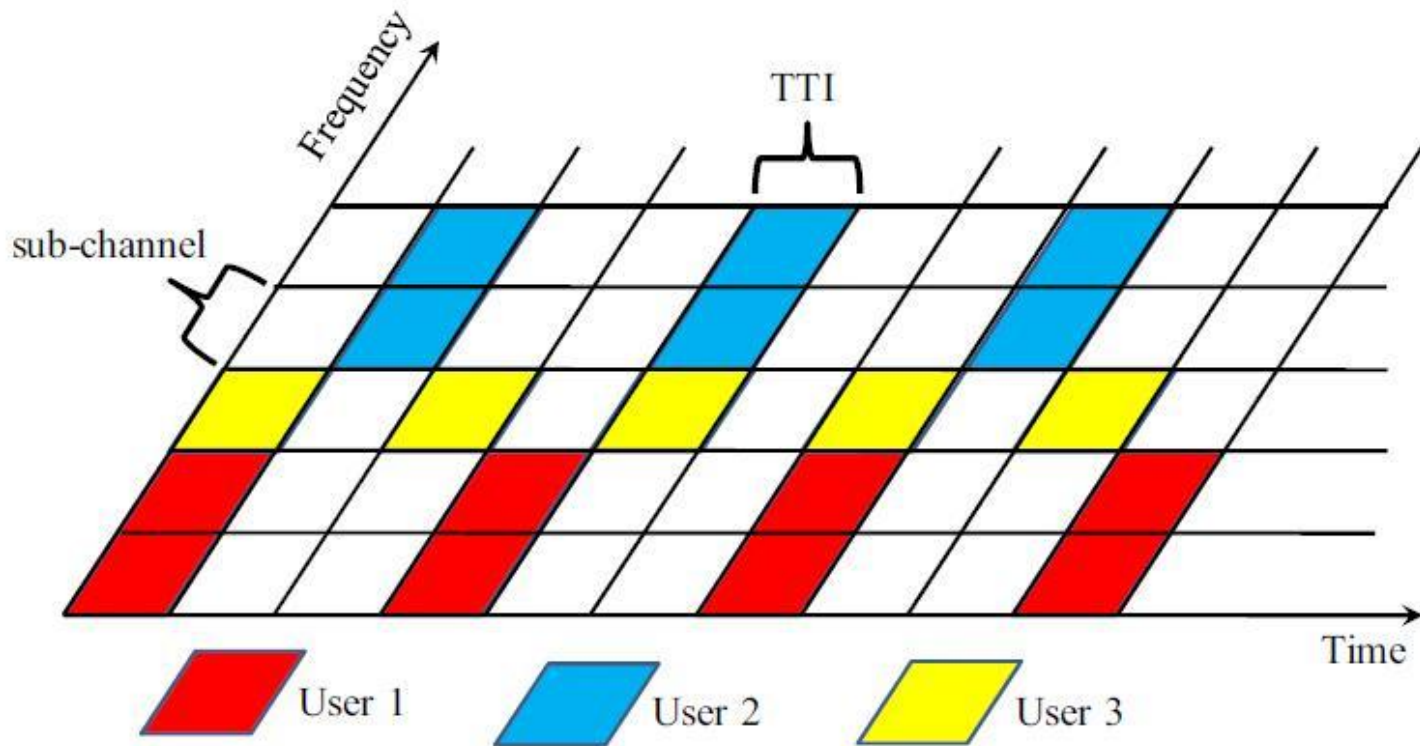
## B. Practical limitations in real LTE systems

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- Uplink Limitations
- Control overhead
- Limitation on multi-user diversity gain
- Energy Consumption: Discontinuous Reception (DRX) methods

## C. Persistent and semi-persistent scheduling

- Dynamic frequency domain strategies have the main benefit of exploiting multi-user diversity gain, but this comes at the cost of increased control overhead.



# Scheduling Strategies for LTE Downlink

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- A. Channel-unaware Strategies
- 1. First In First Out
  - $t$  : current time
  - $T_i$  : the time instant when the request was issued by the  $i$ -th user

$$m_{i,k}^{FIFO} = t - T_i$$

- very simple, but both inefficient and unfair.

# A. Channel-unaware Strategies

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- 2. Round Robin
  - $t$  : current time
  - $T_i$  : last time when the user was served

$$m_{i,k}^{FIFO} = t - T_i$$

- The concept of fairness is related to the amount of time in which the channel is occupied by users but not in terms of user throughput.

# A. Channel-unaware Strategies

- 3. Blind equal throughput

$$m_{i,k}^{BET} = 1/\overline{R^i}(t-1)$$

with

$$\overline{R^i}(t) = \beta \overline{R^i}(t-1) + (1-\beta)r^i(t)$$

where  $0 \leq \beta \leq 1$ .

NOTATIONS USED FOR SCHEDULING METRICS

Expression	Meaning
$m_{i,k}$	Generic metric of the $i$ -th user on the $k$ -th RB
$r^i(t)$	Data-rate achieved by the $i$ -th user at time $t$
$\overline{R^i}(t)$	Past average throughput achieved by the $i$ -th user until time $t$
$\overline{R_{sch}^i}(t)$	Average throughput achieved by data flow of the $i$ -th user when scheduled
$D_{HOL,i}$	Head of Line Delay, i.e., delay of the first packet to be transmitted by the $i$ -th user
$\tau_i$	Delay Threshold for the $i$ -th user
$\delta_i$	Acceptable packet loss rate for the $i$ -th user
$d^i(t)$	Wideband Expected data-rate for the $i$ -th user at time $t$
$d_k^i(t)$	Expected data-rate for the $i$ -th user at time $t$ on the $k$ -th RB
$\Gamma_k^i$	Spectral efficiency for the $i$ -th user over the $k$ -th RB

## A. Channel-unaware Strategies

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- 4. Resource preemption
  - This approach can be fruitfully exploited to handle the differentiation among QoS (high priority) and non-QoS flows

## A. Channel-unaware Strategies

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- 5. Weighted Fair Queuing
  - $m_{i,k}^{RR}$  is the RR specific metric for the i-th user

$$m_{i,k}^{WFQ} = w_i \cdot m_{i,k}^{RR}$$

- No starvation is possible because the RR metric would control that the waiting time of a given user does not indefinitely grow.



# A. Channel-unaware Strategies

- 6. Guaranteed Delay
  - require that each packet has to be received within a certain deadline to avoid packet drops.

$$m_{i,k}^{EDF} = \frac{1}{(\tau_i - D_{HOL,i})} .$$

NOTATIONS USED FOR SCHEDULING METRICS

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## A. Channel-unaware Strategies

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- 7. General considerations on channel-unaware strategies
  - We referred to them as channel-unaware schedulers , because their working rationales do not account for channel quality variations, making them unsuitable in cellular networks.

## B. Channel-aware/QoS-unaware Strategies

- 1. Maximum Throughput
  - maximizing the overall throughput by assigning each RB to the user that can achieve the maximum throughput (indeed) in the current TTI.
  - $d_t^i(t)$  : the achievable throughput expected for the i-th user at the t-th TTI over the k-th RB

$$m_{i,k}^{MT} = d_k^i(t).$$

- MT is obviously able to maximize cell throughput, but it performs unfair resource sharing since users with poor channel conditions.

## B. Channel-aware/QoS-unaware Strategies

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- 2. Proportional Fair Scheduler
  - MT : Maximum Throughput
  - BET : Blind equal throughput

$$m_{i,k}^{PF} = m_{i,k}^{MT} \cdot m_{i,k}^{BET} = d_k^i(t) / \overline{R^i}(t-1) .$$

- It find a trade-off between requirements on fairness and spectral efficiency.

## B. Channel-aware/QoS-unaware Strategies

- 3. Throughput to Average

- $d_t^i(t)$  : the achievable throughput expected for the i-th user at the t-th TTI over the k-th RB
- $d^i(t)$  : the achievable throughput expected for the i-th user at the t-th TTI over all the bandwidth.

$$m_{i,k}^{TTA} = \frac{d_k^i(t)}{d^i(t)}.$$

- It quantifies the advantage of allocating a specific RB, guaranteeing that the best RBs are allocated to each user.
- It exploits channel awareness for guaranteeing a minimum level of service to every user.

## B. Channel-aware/QoS-unaware Strategies

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- 4. Joint Time and Frequency domain schedulers
  - i. at first, a Time Domain Packet Scheduler (TDPS) selects a subset of active users in the current TTI among those connected to the eNB.
  - ii. Then, RBs are physically allocated to each user by a FDPS.
  - The computational complexity at the FDPS is reduced, due to the number of candidate users for resource allocation decreases.
  - For each phase a different policy can be selected.

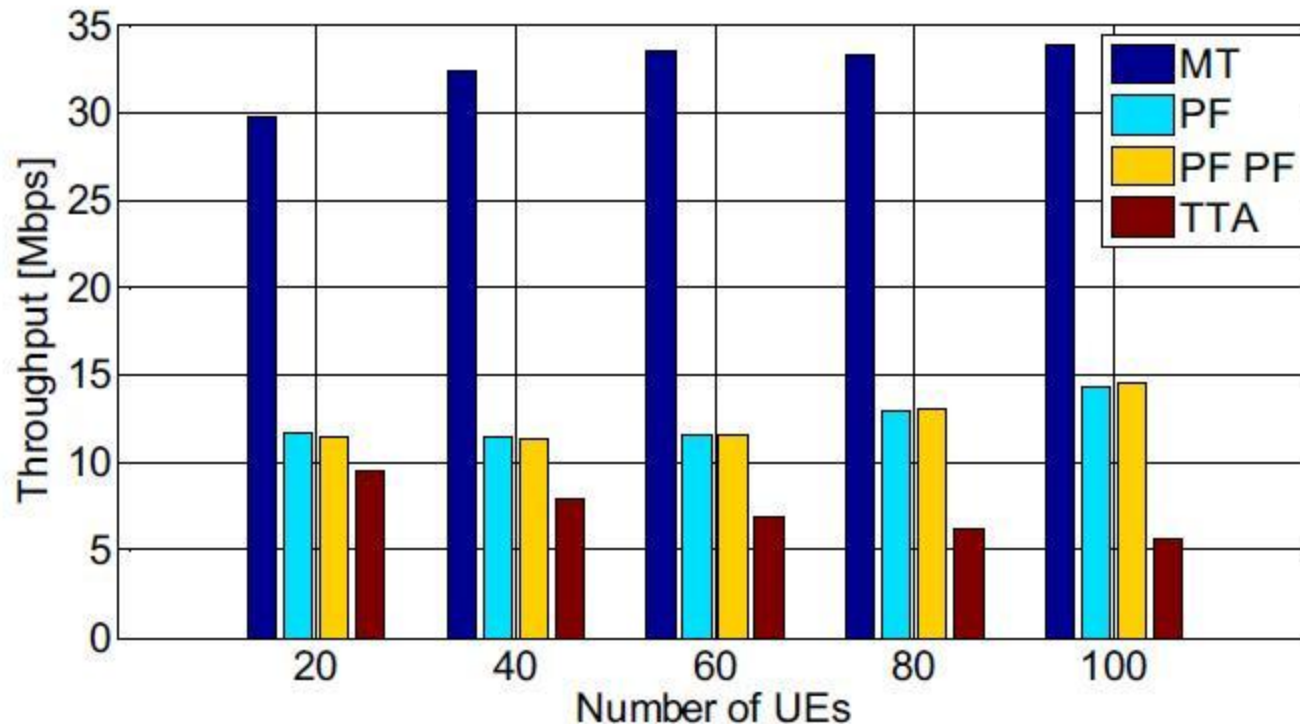
## B. Channel-aware/QoS-unaware Strategies

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- 5. Buffer-aware Schedulers
  - Buffer-Aware Traffic-Dependent (BATD) deal with the packet dropping probability due to a receiver buffer overflow.
  - BATD makes use of buffer status information reported by the user to the eNB and of traffic statistics for setting dynamic priorities associated to each MAC queue.

## B. Channel-aware/QoS-unaware Strategies

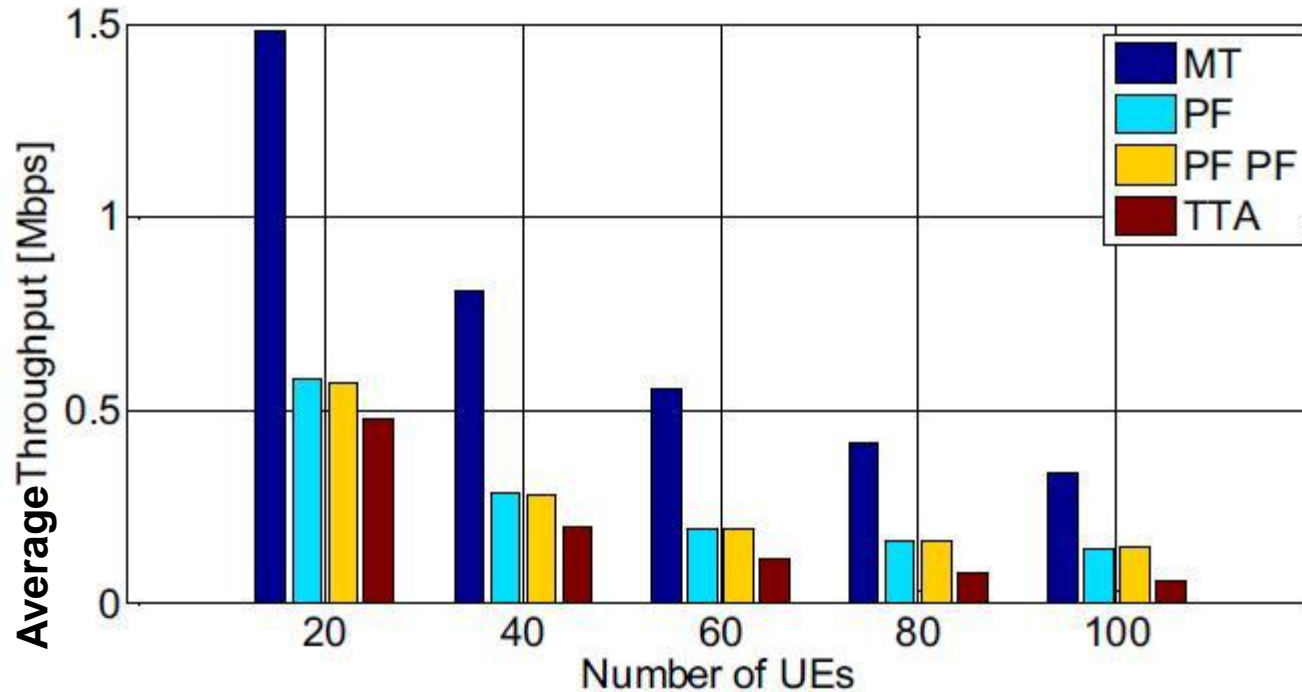
- 6. Performance evaluation of most relevant channel-aware/QoS-unaware strategies



Aggregate cell throughput for different number of users

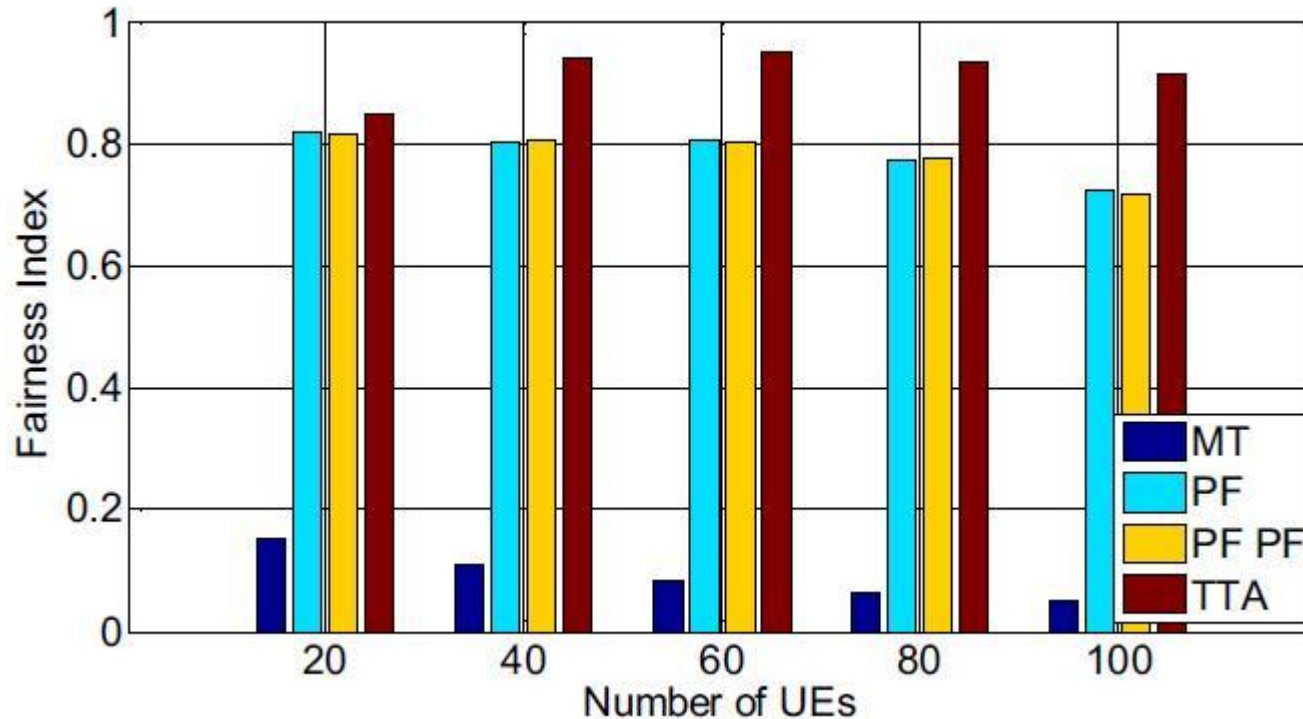


## B. Channel-aware/QoS-unaware Strategies



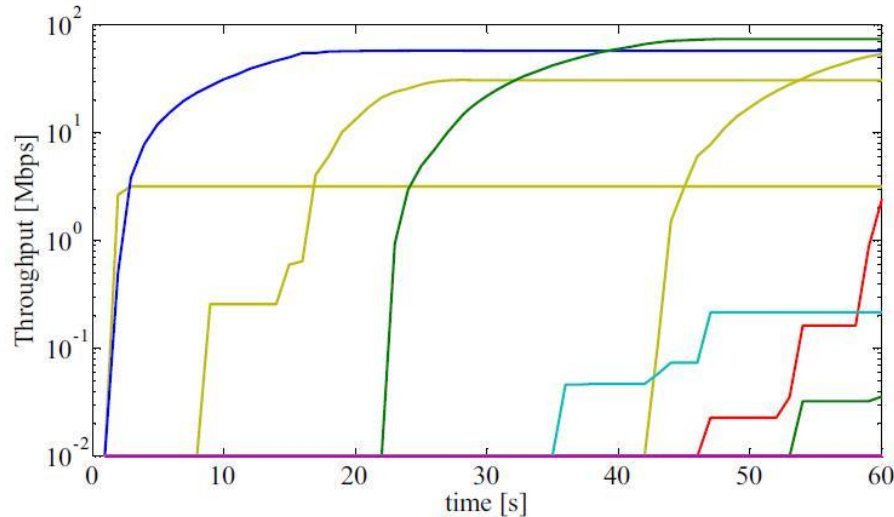
Average user throughput for different number of users

## B. Channel-aware/QoS-unaware Strategies

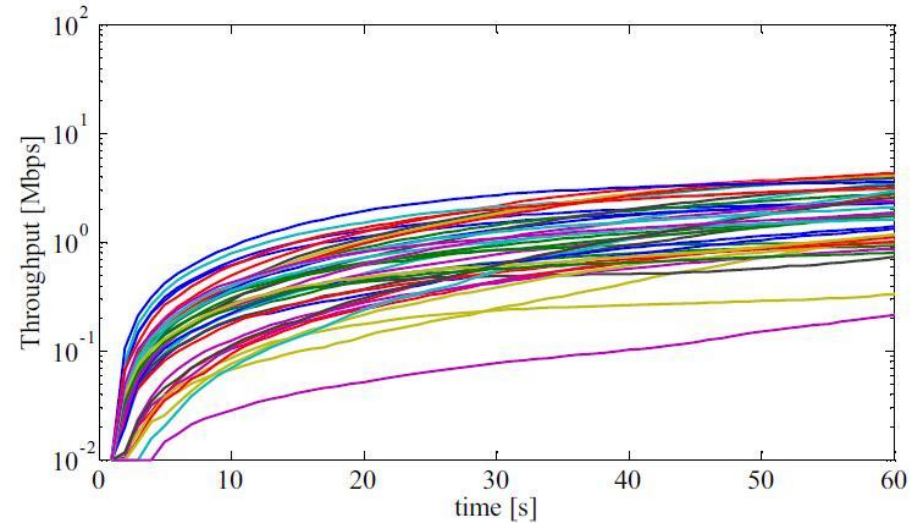


Fairness index for different number of users

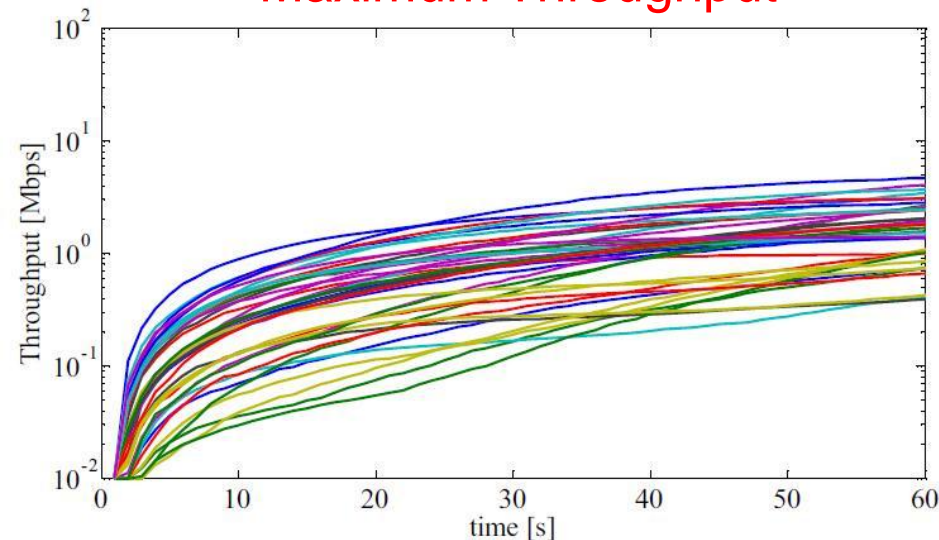
## B. Channel-aware/QoS-unaware Strategies



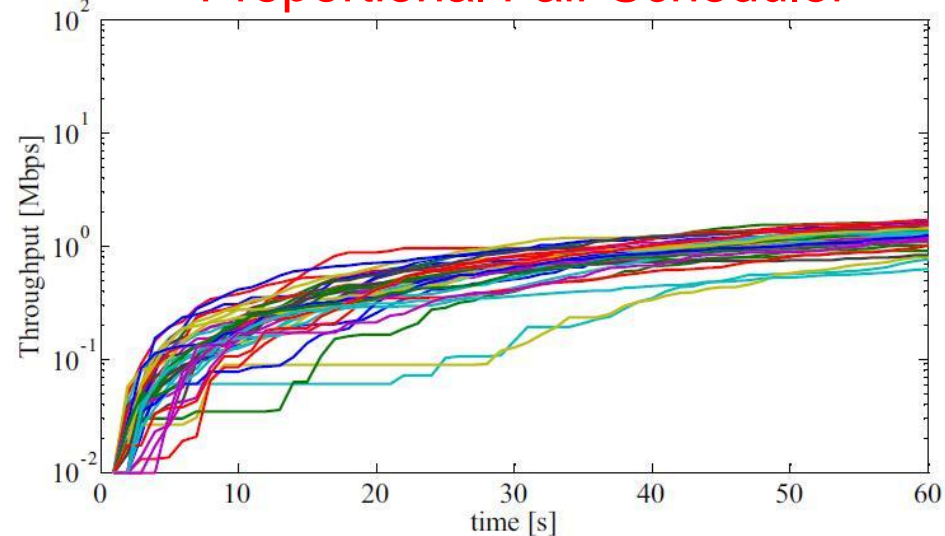
Maximum Throughput



Proportional Fair Scheduler



PF-PF



Throughput to average

## B. Channel-aware/QoS-unaware Strategies

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- 7. General considerations on channel-aware/QoS-unaware strategies
  - Channel-awareness is a fundamental concept for achieving high performance in a wireless environment.

## C. Channel-aware/QoS-aware Strategies

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- 1. Schedulers for Guaranteed Data-Rate
  - It works in both time and frequency domains
  - For the time domain, users with flows below their target bitrate form a high priority set, the rest of the users forms a lower priority set.
  - Users belonging to first and second sets are managed by using Blind equal throughput(BET) and Proportional Fair Schedule (PF ) algorithms
  - The approach use ordered lists to prioritize the most delayed flows and to meet the FDPS is QoS-unaware.

## C. Channel-aware/QoS-aware Strategies

- 2. Schedulers for Guaranteed Delay Requirements
- non real-time : Modified Largest Weight Delay First(M-LWDF)
  - $D_{HOL,i}$  : Head of Line Delay

$$m_{i,k}^{M-LWDF} = \alpha_i D_{HOL,i} \cdot m_{i,k}^{PF} = \alpha_i D_{HOL,i} \cdot \frac{d_k^i(t)}{\overline{R^i(t-1)}}$$

- M-LWDF uses information about the accumulated delay for shaping the behavior of PF, assuring a good balance among spectral efficiency, fairness, and QoS provisioning.

## C. Channel-aware/QoS-aware Strategies

- Real-time : Exponential/PF (EXP/PF)
  - $N_{rt}$  : the number of active downlink real-time flows
  - EXP/PF distinguishes between real-time and best effort flows

$$m_{i,k}^{EXP/PF} = \exp \left( \frac{\alpha_i D_{HOL,i} - \chi}{1 + \sqrt{\chi}} \right) \cdot \frac{d_k^i(t)}{\overline{R^i}(t-1)}$$

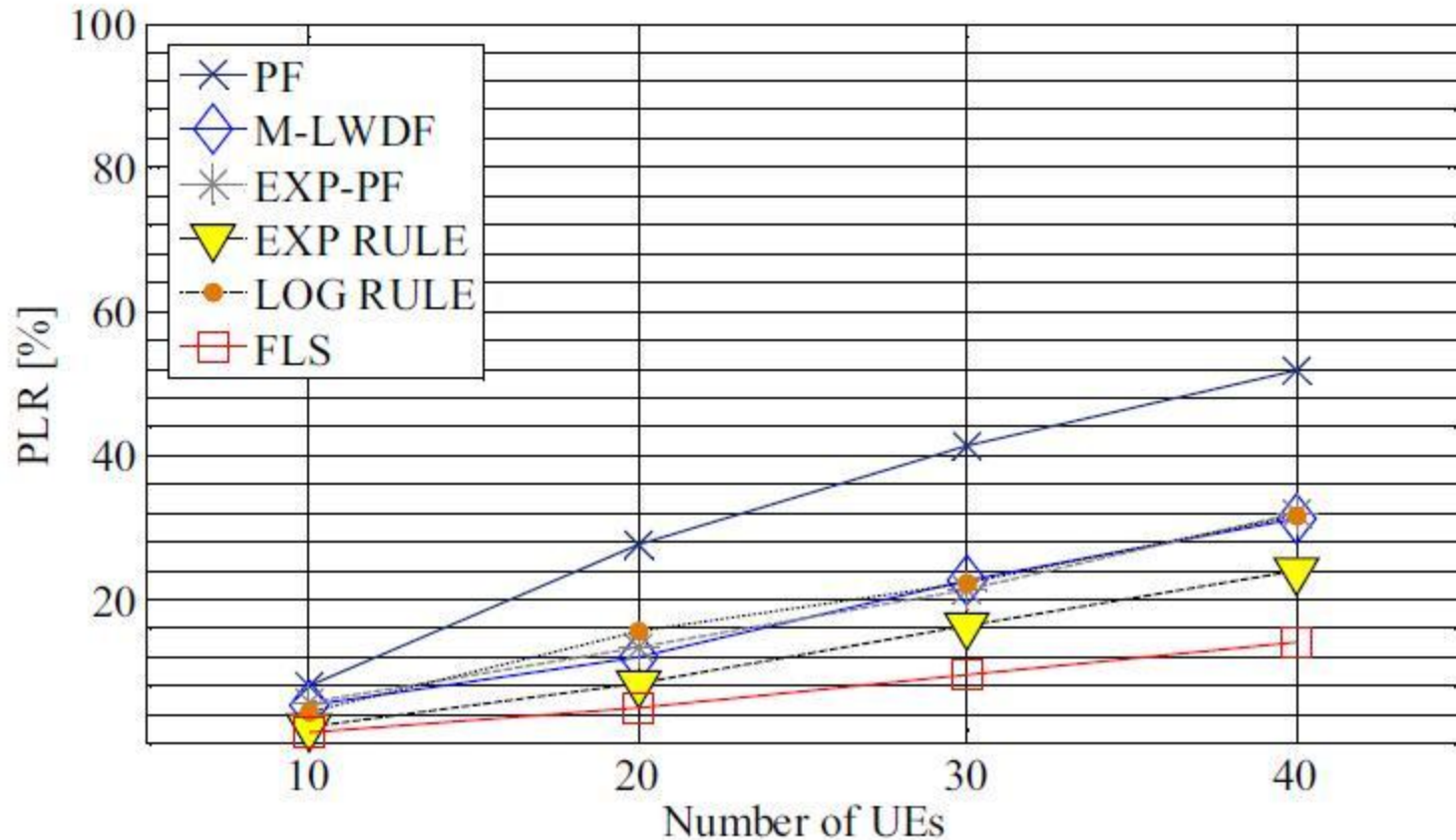
where

$$\chi = \frac{1}{N_{rt}} \sum_{i=1}^{N_{rt}} \alpha_i D_{HOL,i}$$

- They both try to guarantee good throughput and an acceptable level of fairness.

## C. Channel-aware/QoS-aware Strategies

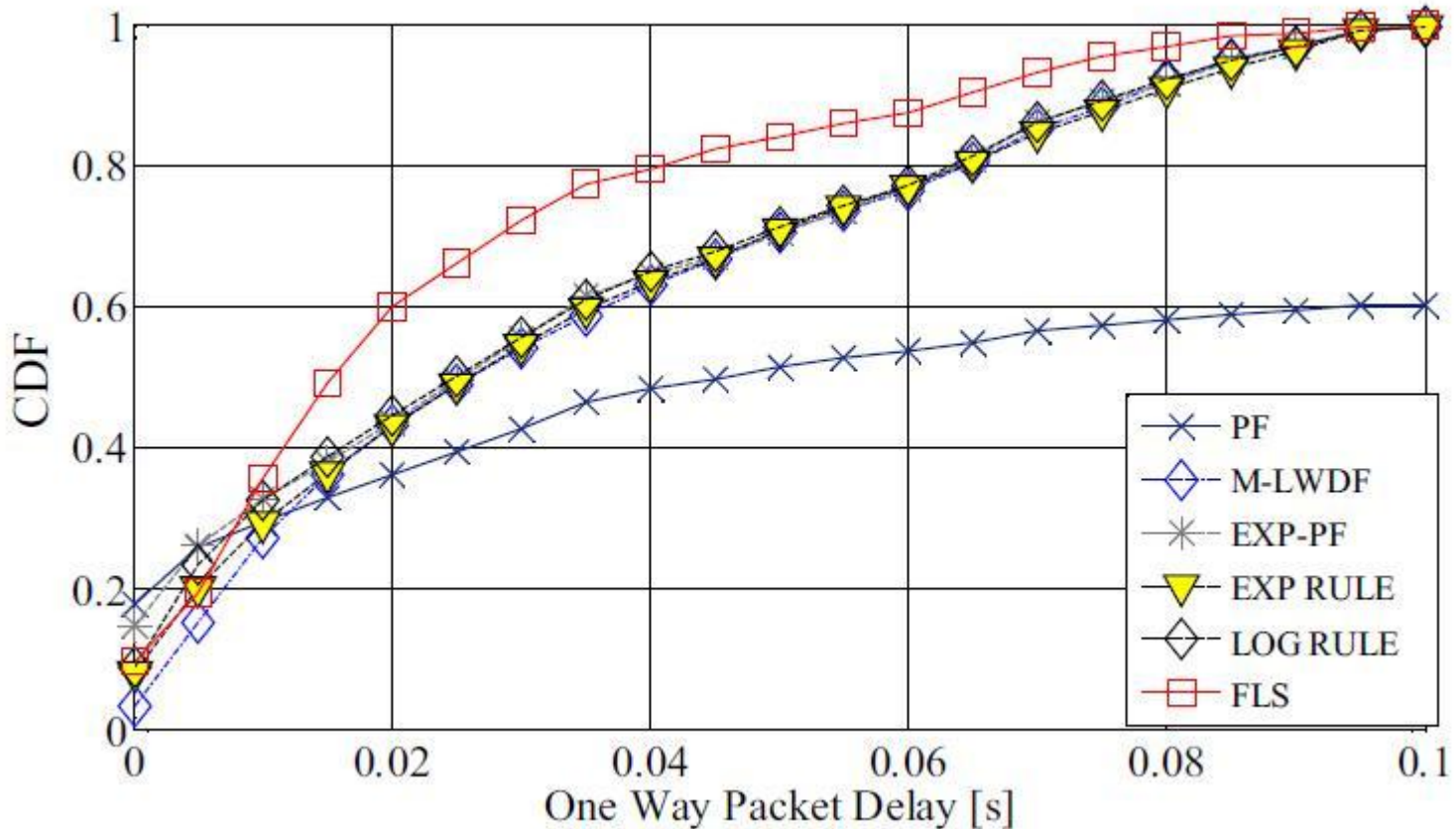
- 3. Performance evaluation of most relevant channel-aware/QoS-aware strategies



Packet Loss Rate of video flows with QoS-aware strategies



## C. Channel-aware/QoS-aware Strategies



## C. Channel-aware/QoS-aware Strategies

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- 4. General considerations on channel-aware/Qos-aware strategies
  - support of multimedia flows is very important in LTE.
  - In fact, the working rationales of many of them are based on parameter settings whose optimality might depend on the specific scenario.
  - Further, more evolved approaches risk to be too complex and to waste resources.

## D. Semi-persistent scheduling for VoIP support

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- D. Semi-persistent scheduling for VoIP support
  - the radio resources are divided in several groups of RBs, and each block is pre-configured and associated to VoIP.
  - It might be convenient to interleave persistent approaches, specific for VoIP, with dynamic ones that should perform allocation decisions for other flows.

## E. Energy-aware strategies

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- E. Energy-aware strategies
  - The modification of resource allocation policies on a TTI basis may not have strong impact on energy performance of a cellular network, unless under very low traffic load.
  - In this case, the best choice should be the maximization of the spectral efficiency.

# New Direction and Future Challenge

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- Its natural evolution, the Long Term Evolution-Advanced (LTE-A) solution, has been introduced by the 3GPP with the Release 10 for fulfilling and even surpassing IMT-A targets.
- Innovative technological solutions are standardized or foreseen for LTE-A, such as carrier aggregation, enhanced multi-antenna support, Coordinated Multi-Point (CoMP) transmission techniques, relaying, multi-user Multiple input multiple output (MIMO) communications, and Heterogeneous Networks (HetNets) deployment

# Conclusion and Lesson Learned

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- In this paper we provided an extensive survey on downlink packet allocation strategies recently proposed for LTE networks
- A main issue we found while studying literature on this topic, is the lack of a common reference scenario that can be used to compare different solutions.
- For this reason, we tried to identify a reference scenario and we used it to compare performance of the most representative solutions.