# The Multicast Capacity Region of Large Wireless Networks

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tree graph.

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#### **Status Quo**

Little is known about the  $n \times 2^n$  dimensional multicast capacity region for networks with *n* nodes.

#### **New Insights** Equivalence of wireless network and capacitated

#### Impact

# Optimal two-layer communication scheme for arbitrary multicast traffic.

#### **Next-Phase Goals**

Effects of arbitrary node placement on achievable multicast rates.

# Model

- *n* nodes *V*(*n*) placed randomly on [0, √*n*]<sup>2</sup>
   *y<sub>v</sub>*[*t*] = ∑<sub>*u*∈*V*(*n*)\{*v*} *h<sub>u,v</sub>*[*t*]*x<sub>u</sub>*[*t*] + *z<sub>v</sub>*[*t*]
  </sub>
- $h_{u,v}[t] = r_{u,v}^{-\alpha/2} \exp(\sqrt{-1}\theta_{u,v}[t])$
- Path loss exponent  $\alpha > 2$

• Full CSI at all nodes

- $\{\theta_{u,v}[t]\}_{u,v}$  i.i.d. uniform over  $[0, 2\pi)$
- Fast or slow fading  $\{\theta_{u,v}[t]\}_t$

### Main Result

- Multicast traffic matrix  $\lambda \in \mathbb{R}^{n \times 2^n}_+$
- Capacity region  $\Lambda(n) \subset \mathbb{R}^{n \times 2^n}_+$  (set of all achievable  $\lambda$ )
- Partition  $[0,\sqrt{n}]^2$  into square-grids, with spacing  $2^{-\ell}\sqrt{n}$  at level  $\ell$
- $\{V_{\ell,i}(n)\}_{i=1}^{4^\ell}$  are the nodes in squares at level  $\ell$

#### Define

$$\Lambda_{G}(n) \triangleq \left\{ \lambda \in \mathbb{R}^{n \times 2^{n}}_{+} : \sum_{u \in V_{\ell,i}(n)} \sum_{\substack{W \subset V(n):\\ W \cap V_{\ell,i}(n)^{c} \neq \emptyset}} \lambda_{u,W} + \sum_{\substack{u \in V_{\ell,i}(n)^{c}}} \sum_{\substack{W \subset V(n):\\ W \cap V_{\ell,i}(n) \neq \emptyset}} \lambda_{u,W} \le g_{\alpha}(4^{-\ell}n) \quad \forall \ell, i \right\}$$

where

$$g_{\alpha}(r) \triangleq \begin{cases} r^{2-\min\{3,\alpha\}/2} & \text{if } r \ge 1, \\ 1 & \text{else.} \end{cases}$$

**Theorem**. Under either fast or slow fading, for any  $\alpha > 2$ ,  $\varepsilon > 0$ ,

$$\Omega(n^{-\varepsilon})\Lambda_G(n) \subseteq \Lambda(n) \subseteq O(n^{\varepsilon})\Lambda_G(n)$$

with probability 1 - o(1) as  $n \to \infty$ .

# Examples

#### **Broadcast From Many Sources**

- $n^{\beta}$  sources arbitrarily chosen
- + Each source broadcasts an independent message at uniform rate  $\rho(n)$

$$\Rightarrow \quad \rho^*(n) = \Theta(n^{-\beta \pm \varepsilon})$$

#### Multicast From Many Sources

- $n^{\beta_1}$  sources, chosen randomly
- Each source multicasts to  $n^{\beta_2}$  randomly chosen destinations at uniform rate  $\rho(n)$

$$\implies \rho^*(n) = \Theta\left(\min\left\{n^{\pm\varepsilon}, n^{(1-\beta_2)\tilde{\alpha}-\beta_1\pm\varepsilon}\right\}\right)$$

where

- $\tilde{\alpha} \triangleq 2 \min\{3, \alpha\}/2.$
- $\Rightarrow~\beta_1=\beta,\,\beta_2=1$  recovers broadcast case

 $\Rightarrow \ \beta_2 = 0$  recovers unicast case

#### Multiple Classes of Localized Multicast

- *K* classes of source nodes
- $n^{\beta_{1,k}}$  sources in class k, chosen randomly
- Each source node in class *i* multicasts to  $n^{\beta_{2,k}}$  destination nodes chosen randomly within distance  $n^{\beta_{3,k}/2}$ ,  $\beta_{3,k} > \beta_{2,k}$
- Source nodes in class k generate multicast traffic at uniform rate  $\rho_k(n)$

$$\implies \rho_k^*(n) = \Theta\left(\min\left\{n^{\pm\varepsilon}, n^{(\beta_{3,k}-\beta_{2,k})\tilde{\alpha}-\max\{0,\beta_{1,k}+\beta_{3,k}-1\}\pm\varepsilon}\right\}\right)$$

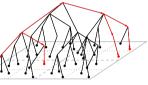
for all  $k \in \{1, \ldots K\}$ .

- $\Rightarrow \ K = 1, \beta_3 = 1 \text{ recovers second example}$
- $\Rightarrow\,$  Illustrates that the general theorem can be used to obtain closed form expressions for rather complicated settings

## **Communication Scheme**

- Two layer scheme achieving entire capacity region (in scaling sense)
- Top or routing layer: routes data over a tree graph
- Bottom or physical layer: provides tree abstraction

#### **Routing Layer**



- Construct a tree  $G = (V_G, E_G)$
- $V(n) \subset V_G$  are the leaves of G
- Intermediate nodes in G "represent" nodes in  $V_{\ell,i}(n)$
- Grid structure induces hierarchy

Messages are transmitted between u and W by routing them over G.

### Physical Layer

- The physical layer provides the tree abstraction  ${\cal G}$
- To send a message along an edge  $e \in E_G$  towards the root, the message is "distributed" over the wireless network
- To send a message along an edge  $e \in E_G$  away from the root, the message is "concentrated" over the wireless network
- This distribution/concentration is performed using cooperative communication ( $\alpha \in (2,3]$ ) or multi-hop communication ( $\alpha > 3$ )

