

A Note on Bursty MAC

Venkat Chandar and Aslan Tchamkerten

April 2015

In this note we establish a capacity result for the multiple access extension of the point-to-point model described in [1]. The corollary [1, p.1217] states that the point-to-point asynchronous capacity of a channel is given by

$$C(\alpha) = \max_{X:D(Y||Y_*) \geq \alpha} I(X;Y).$$

This expression characterizes the largest rate, defined in the limit of large codeword length n , that can be accommodated when the level of asynchronism is $A_n = 2^{\alpha n}$. Without loss of generality

$$\alpha \leq \alpha_o$$

where

$$\alpha_o = \max_x D(Y_x||Y_*)$$

represents the synchronization threshold above which reliable communication is impossible even for a single user [2].

Consider the simple MAC extension of the point-to-point setting proposed in [3, Remark 3, Section III]. Fix the asynchronism exponent

$$\alpha \in [0, \alpha_o].$$

Suppose there are

$$U = 2^{vn(1-o(1))} \quad (n \rightarrow \infty) \quad (1)$$

transmitters who communicate to a common receiver. Here v denotes the *occupation* parameter of the channel and through this note we assume that

$$0 \leq v \leq \alpha.$$

The reason for this is that even though there are exponentially many users, in this regime the number of user-collisions can still be neglected. As a consequence, the multi-user setup reduces to the single user setup since interference can be entirely ignored.

The messages arrival times $\{\nu_1, \nu_2, \dots, \nu_U\}$ at the transmitters are jointly independent and uniformly distributed over

$$\{1, \dots, A_n\}$$

with

$$A_n = 2^{\alpha n}$$

as before. Communication takes place as in the point-to-point case, each user uses the same codebook, and transmissions start at the times $\{\nu_1, \nu_2, \dots, \nu_U\}$. Whenever a user tries to access the channel while it is occupied, the channel outputs random symbols, independent of the input (collision model).

The receiver decodes according to U stopping times/decoding functions

$$(\tau_1, \phi_1), (\tau_1 + \tau_2, \phi_2) \dots, (\tau_1 + \tau_2 + \dots + \tau_U, \phi_U)$$

to output U message estimates

$$\hat{m}_i = \phi_i(Y_1^{\tau_1 + \dots + \tau_i}) \quad i = 1, \dots, U.$$

A rate tuple $\{R_1, R_2, \dots, R_U\}$ is achievable if the receiver can recover all except perhaps a vanishing fraction of the sent messages. In other words if

$$|\{m_1, m_2, \dots, m_U\} \cap \{\hat{m}_1, \hat{m}_2, \dots, \hat{m}_U\}| = (1 - o(1))U$$

with probability $1 - o(1)$.

Theorem 1 (Anonymous senders). *Fix the asynchronism exponent $0 \leq \alpha \leq \alpha_o$ and the occupancy exponent $0 \leq v \leq \alpha$. Then the MAC capacity region is given by the hypercube*

$$R_i \leq C(\alpha, v) \stackrel{\text{def}}{=} \max_{X:D(Y||Y_*) \geq \alpha - v} I(X;Y) \quad i = 1, 2, \dots, U$$

Proof: For the achievability the proof essentially reduces to the point-to-point setup. Let the number of users be

$$U = \frac{1}{n^2} 2^{vn}.$$

The coding scheme is based on a random common codebook among users and sequential typicality as in [1, Proof of Theorem 1]. The only difference is that now the receiver reiterates U times the sequential typicality decoding procedure. Analysis is essentially straightforward and reveals that the

$$D(Y||Y_*) \geq \alpha - v$$

constraint refers to the probability of false-alarm with U users. Compared to the single user case, exponentially many users in fact decreases the per-user probability of false-alarm since the pure noise period is decreased from $2^{\alpha n}$ to $2^{\alpha n - \nu(n - o(1))}$. The converse argument follows [1, Proof of Theorem 1]. ■

In the previous setup, the receiver is not required to identify the transmitters, only the messages. If user identity is required then capacity is given by:

Theorem 2 (Senders with identity). *Fix the asynchronism exponent $0 \leq \alpha \leq \alpha_o$ and the occupancy exponent $0 \leq v \leq \alpha$. Then the MAC capacity region is given by the hypercube*

$$R_i \leq \frac{1}{1+v} C(\alpha, v) \quad i = 1, 2, \dots, U.$$

To see this simply note if users communicate at message rate nR bits, the actual transmitted information is $nR/n(1+v)$ [3, Remark 3, Section III].

REFERENCES

- [1] V. Chandar, A. Tchamkerten, and D. Tse, "Asynchronous capacity per unit cost," *Information Theory, IEEE Transactions on*, vol. 59, no. 3, pp. 1213–1226, 2013.
- [2] A. Tchamkerten, V. Chandar, and G. Wornell, "Communication under strong asynchronism," *Information Theory, IEEE Transactions on*, vol. 55, no. 10, pp. 4508–4528, 2009.
- [3] A. Tchamkerten, V. Chandar, and G. Caire, "Energy and sampling constrained asynchronous communication," *Information Theory, IEEE Transactions on*, vol. 60, no. 12, pp. 7686–7697, Dec 2014.