

# Impact of Multi-Connectivity on Channel Capacity and Outage Probability in Wireless Networks

Lotte Weedage, Clara Stegehuis, Suzan Bayhan

Faculty of Electrical, Electronics, Mathematics and Computer Science (EEMCS), University of Twente, The Netherlands

l.weedage@utwente.nl

## 1. Introduction

*Multi-connectivity* (MC) refers to a setting in which a user is simultaneously connected to a network through multiple connections. We investigated the impact of MC on the expected channel capacity under failures as well as the outage probability: the probability that a user is disconnected from the network.

- How does multi-connectivity affect per-user throughput and outage probability of a cellular network?
- How does a multi-connected network behave under different failures (targeted, random, line-of-sight)?

In this research, we assumed that each user in this network connects to exactly  $k$  base stations (BS) that provide the highest signal-to-noise ratio (SNR).

## 2. System Model

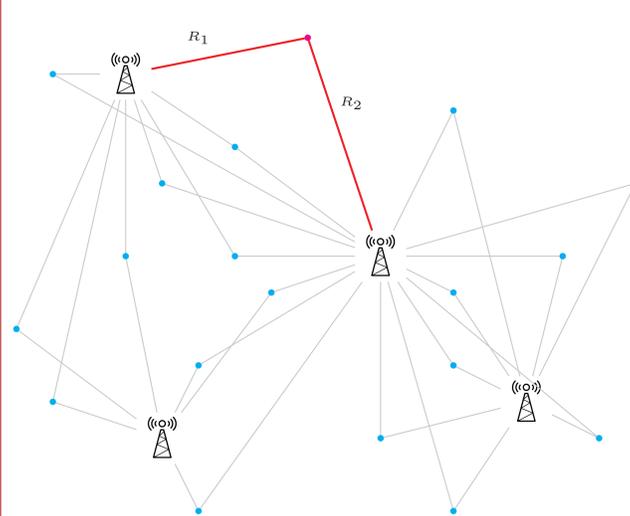


Figure 1: Example of 2-connectivity

Red user: connected to two base stations at distance  $R_1$  and  $R_2$ .

## 3. Measures

Shannon's channel capacity:

$$C_j = W \log_2(1 + SNR_j), \quad (1)$$

$$W = \frac{\overline{W}_{tot}}{\lambda_{BS} D_{BS_j}}, \quad (2)$$

$$SNR_j = \frac{p R_j^{-\alpha}}{\sigma} = \begin{cases} c R_j^{-\alpha} & R_j \geq 1, \\ c & R_j < 1, \end{cases} \quad (3)$$

for  $c = \frac{p}{\sigma}$  and where  $R_j$  is the distance to the  $j^{\text{th}}$  base station.

$$C_{sum}^k = \frac{\overline{W}_{tot}}{\lambda_{BS} D_{BS}} \sum_{j=1}^k \log_2(1 + SNR_j), \quad (4)$$

as we assume  $D_{BS}$  is independent of  $j$ .

Outage probability:  $\mathbb{P}(D_U = 0)$ .

## 4. Expected $C_{sum}^k$

**Theorem 1.** In the high SNR regime, the sum of the channel capacities,  $\mathbb{E}(C_{sum}^k)$ , approximated with:

$$\mathbb{E}(C_{sum}^k) = \frac{\overline{W}_{tot}}{\lambda_U} \frac{\alpha}{2 \ln(2)} \left( \ln(\phi) + \gamma + 1 - \left( H_k + \frac{\lambda_{BS} \pi}{k} \right) \right), \quad (5)$$

is decreasing in  $k$ .

## 5. Failure Models

### 1. Random failures

Every link fails with a probability  $p$ .

### 2. Overload failures

BSs fail with a probability proportional to their degree.

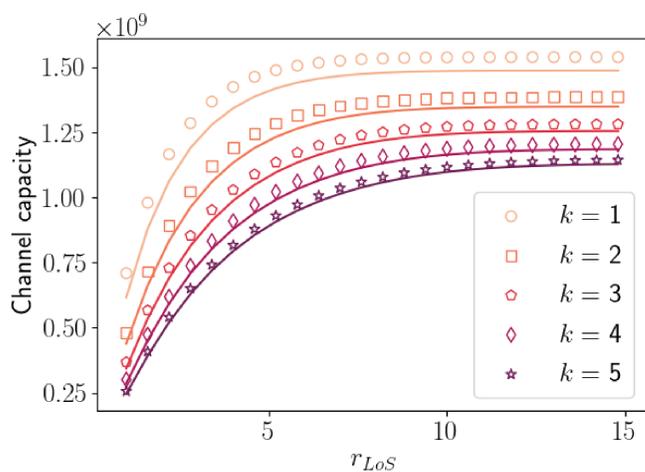
### 3. Distance failures

Links fail when the distance between the user and the BS is higher than a certain threshold.

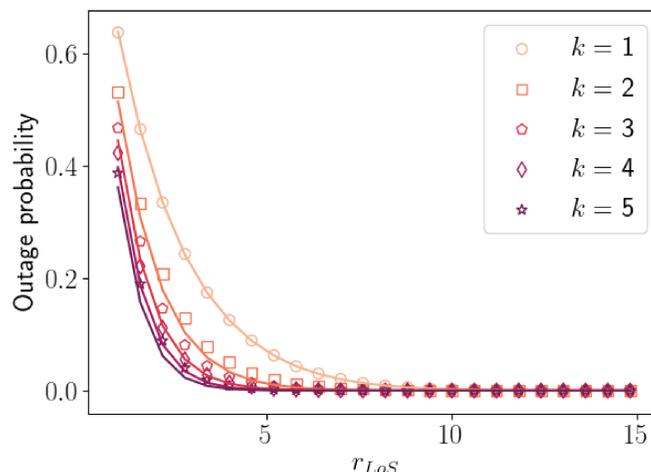
### 4. Line-of-sight failures

Links fail because they are not in the BS's line-of-sight (LoS).

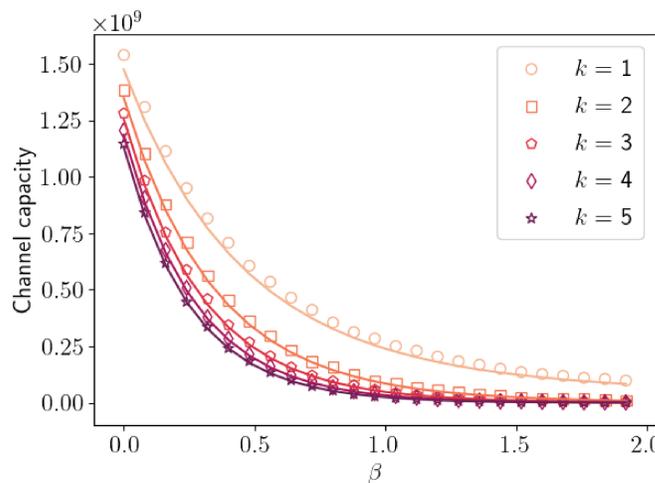
## 6. Results



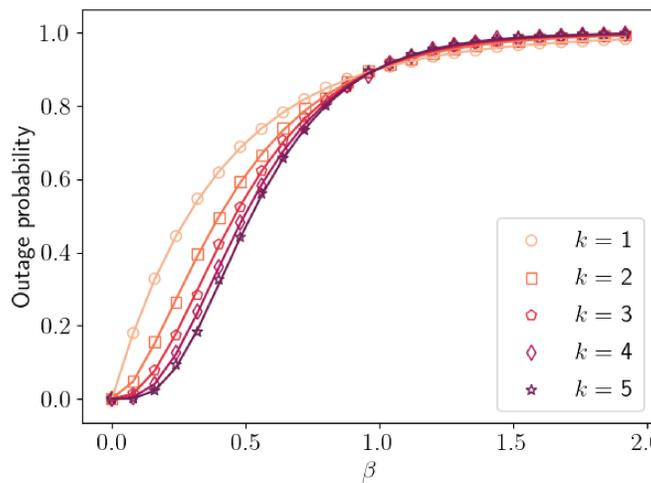
(a) Impact of  $r_{LoS}$  on  $\mathbb{E}(C_{sum}^k)$  - LoS failure



(b) Impact of  $r_{LoS}$  on outage probability - LoS failure



(c) Impact of  $\beta$  on  $\mathbb{E}(C_{sum}^k)$  - overload failure



(d) Impact of  $\beta$  on outage probability - overload failure

Figure 3: Simulated (circles) and calculated (line) expected channel capacities and outage probabilities.  $\lambda_{BS} = 10^{-2}$ ,  $\lambda_U = 0.1$ ,  $\alpha = 2$ , on a 1500x1500m area, so 225,000 users.

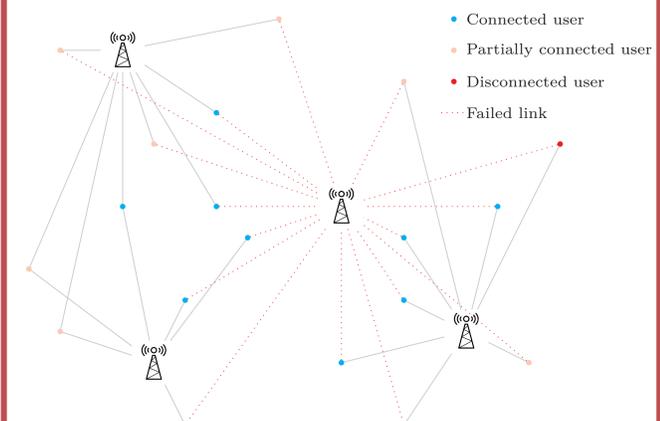


Figure 2: Example of overload failure, links fail with probability  $p = 1 - D_U^{-\beta}$ .

## 7. Conclusion

We have shown that multi-connectivity will not lead to higher per-user throughput, with the remark that there are many ways in which multi-connectivity can be used to benefit the user. Moreover, while multi-connectivity negatively affects the per-user throughput, higher degrees of multi-connectivity always increase reliability for the user, as the outage probability decreases. For future work, it is interesting to investigate different methods of dividing the channel capacity in multi-connectivity (e.g. packet-splitting or load-balancing), as this may lead to different conclusions.

## References

- [1] L. Weedage, C. Stegehuis, and S. Bayhan, *Impact of multi-connectivity on channel capacity and outage probability in wireless networks*, 2021. arXiv: 2104.09823 [cs.NI].
- [2] C. Stegehuis and L. Weedage, *Degree distributions in AB random geometric graphs*, 2021. arXiv: 2104.03711 [math.PR].