# Agora: real-time massive MIMO baseband processing in software

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### Moile network evolution: A decade per G



## Why: dedicated, specialized, distributed equipment

Hard to program & replace, expensive (\$10<sup>9</sup>)



## Solution: cloudify

Only radio parts stay on cell towers

#### Moving necessary computation to data centers



## Existing vRAN solutions: most intensive computations (lower PHY) remain distributed

5G functional split options



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## Existing vRAN solutions: intensive computations in CU rely on hardware acceleration

5G functional split options



### Can lower PHY also be centralized?



## Challenge: high performance requirements of 5G NR

- Low end-to-end latency
  - < 1 ms for URLLC, < 4 ms for eMBB
- High data rate
  - > 3 Gbps with 100 MHz bandwidth (sub-6 GHz)

### 5G's secret sauce: massive MIMO

• A lot of RRU antennas, a lot of computing



### Challenge: massive MIMO is data-intensive



# Challenge: massive MIMO baseband processing is compute-intensive

- Each **block** consists of many identical, independent **tasks**
- Expensive tasks: LDPC decoding, matrix inverse



## Agora: real-time massive MIMO baseband processing on a many-core server

- Split option 8 is feasible for 64 RRU antennas and 16 UEs using only 26 CPU cores
- Achieves high data rate and low latency to meet 5G NR requirements



## Key design principle: earliest frame first

### • Design choice: always favor data parallelism over pipeline parallelism



Data parallelism Exists between identical, independent tasks

#### Pipeline parallelism Exists between dependent blocks from different frames/symbols



#### Each block takes longer time to process







# Data-parallel design gives shorter frame processing time



Pipeline-parallel design



Data-parallel design



## Prior work favors pipeline parallelism

• Pipeline parallelism was necessary due to hardware architecture constraints



BigStation [SIGCOMM'13]

12x9 MIMO on distributed servers each with 4 cores

Atomix [NSDI'15]



802.11a Wi-Fi on DSP

Challenge: achieve high CPU utilization while mapping data processing blocks to cores

• Solution: lock-free queue-based manager-worker threading model



## Apply earliest frame first principle in the threading model

### • **Design choice:** enforce priority for the processing order of blocks

- Use sperate task queues for different blocks; statically assign priorities to queues
- Workers drain queues with higher priorities first



## Experiment setup with emulated RRU

• Stress testing: 20 MHz bandwidth, 64-QAM, 1/3 LDPC code rate



# Software-based massive MIMO can be real-time with low latency

• Agora's frame processing latency of 64x16 MIMO is close to frame length



### Agora achieves short tail latencies

• Meet 5G's latency requirement for eMBB, i.e., 4 ms



## Server configurations are crucial for short tail latencies

Process priority of Agora	Median latency (ms)	Increase	99.9 <sup>th</sup> latency (ms)	Increase
Real-time process	1.19	-	1.29	-
Normal process	1.16	0.98x	4.78	3.71x

Context switches are harmful

## Experiment setup with real RRU and UEs

• 5 MHz bandwidth, 64-QAM, 1/3 LDPC code rate, indoor LoS



RRU and UEs are from Skylark Wireless



## Agora works with real RRU and UEs

• Block error rate meets 5G target with up to 64 RRU antennas and 8 UEs



## Interesting things we learned

- ZF precoding is not really expensive as believed
  - 6 % of total CPU time for 64x16 MIMO
- LDPC decoding is a good candidate for accelerators
  - 37 % of total CPU time for 64x16 MIMO
- Inter-core communication overhead needs improvement for further scaling up massive MIMO
  - 34 % of total CPU time for 64x16 MIMO

## Summary

- The first publicly known software realization of real-time massive MIMO baseband processing
- Up to 20 MHz, 64 x 16 MIMO with only 26 cores
- Meets low latency and high data rate required by 3GPP 5G NR eMBB
- Open-source at <a href="https://github.com/jianding17/Agora">https://github.com/jianding17/Agora</a>