

Joint Probabilistic Shaping and Precoding Design for MU-MISO VLC Systems

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Contents

❖ Introduction

❖ System model

❖ Firefly algorithm

❖ Results and discussions

Introduction

❑ Visible light communication (VLC)

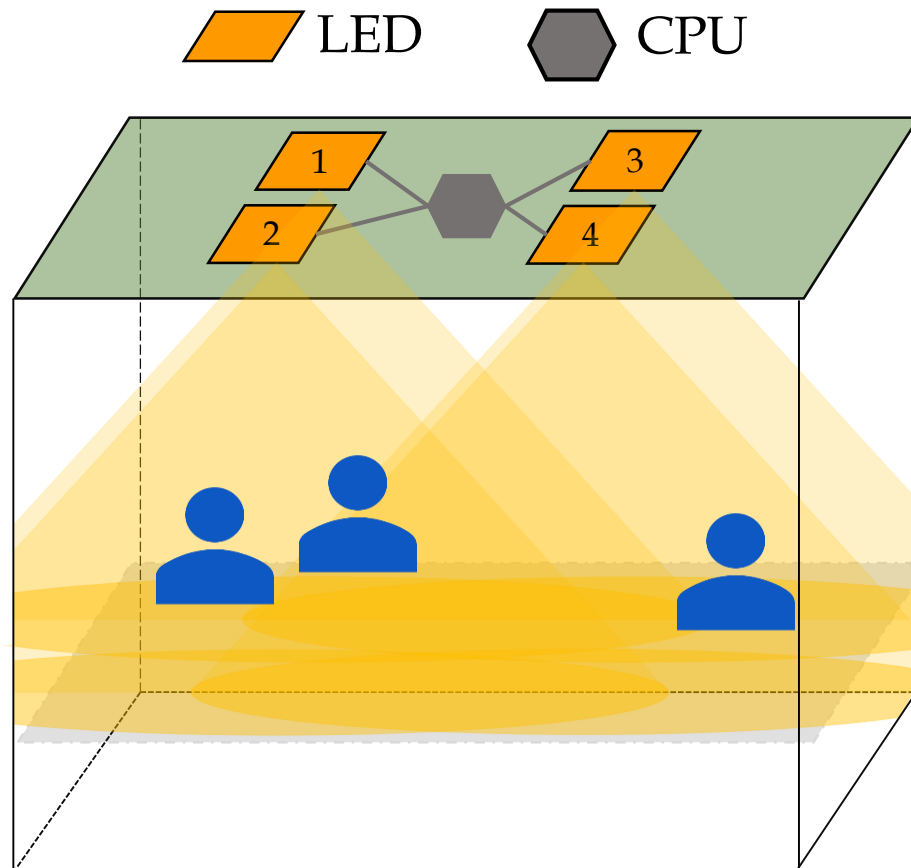


- ❖ Dual functionality
 - Illumination (primary)
 - Communication (secondary)
- ❖ Immunity to interference from other electromagnetic sources
- ❖ Environment friendly
 - Hospital
 - Airplane

VLC network is expected to support multiple mobile users

Introduction

❑ Multi-user Multiple Input Single Output VLC system (MU-MISO VLC)



- N_T LEDs simultaneously serve K users
- Each user is equipped with a single-photodiode (PD) receiver

A multi-user multiple input single output (MU-MISO) VLC broadcast system

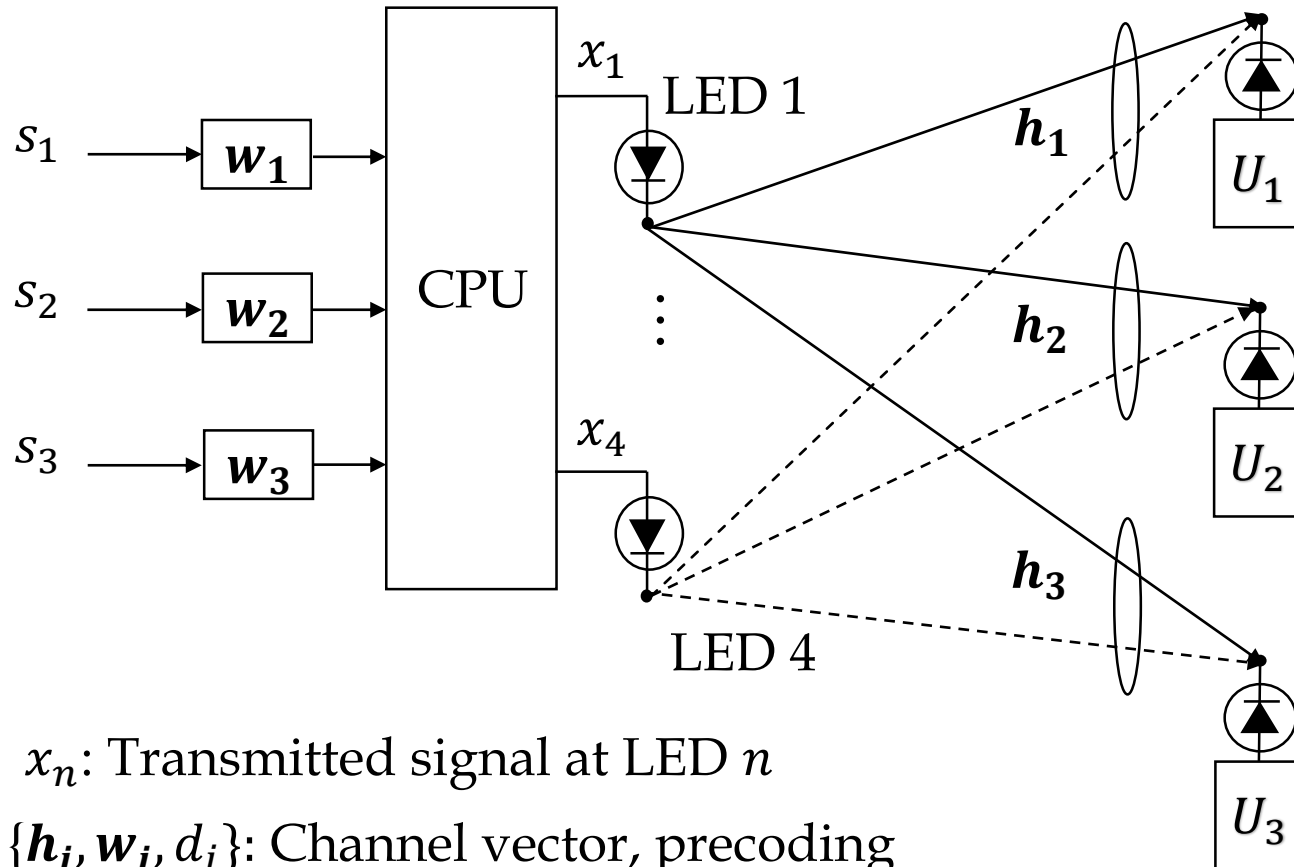
Drawbacks:

- Multi-user interference (MUI)
- Optical power constraint (peak and average)

Introduction

□ Precoding design

Linearly encoding s_i by a vector \mathbf{w}_i to reduce the effect of multi-user interference at received signal



x_n : Transmitted signal at LED n

$\{\mathbf{h}_i, \mathbf{w}_i, d_i\}$: Channel vector, precoding vector & data signal for i -th user

□ Received signal at the i -th user

$$y_i = \mathbf{h}_i \mathbf{w}_i s_i + \mathbf{h}_i \sum_{j=1, j \neq i}^K \mathbf{w}_j s_j + n_i$$

Multi-user interference (MUI)

□ By generate precoding vector \mathbf{w} based on the channel state information, MUI can be eliminated

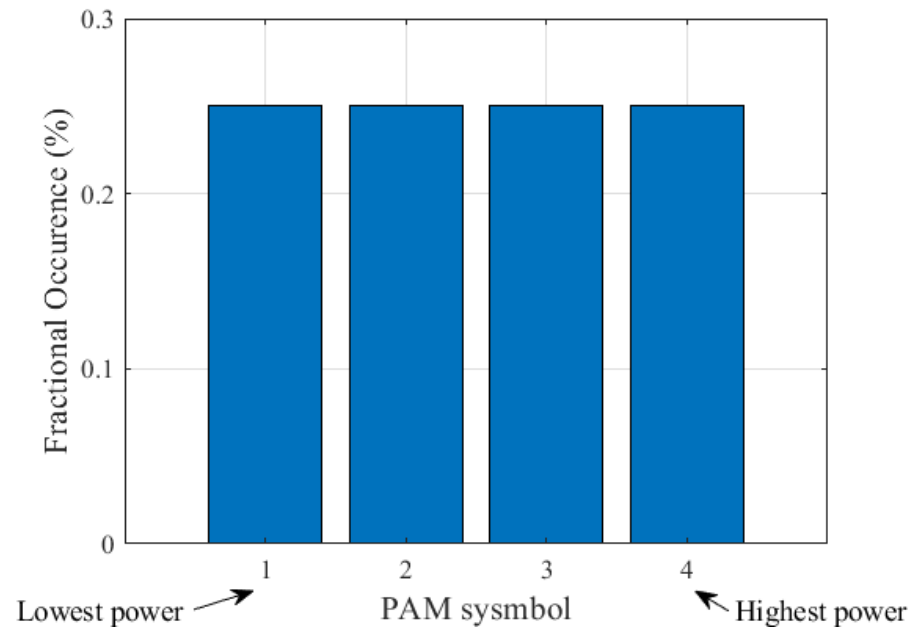
Introduction

PCS is an approach to enhance the sum rate under power constraints

□ Probabilistic constellation shaping (PCS)

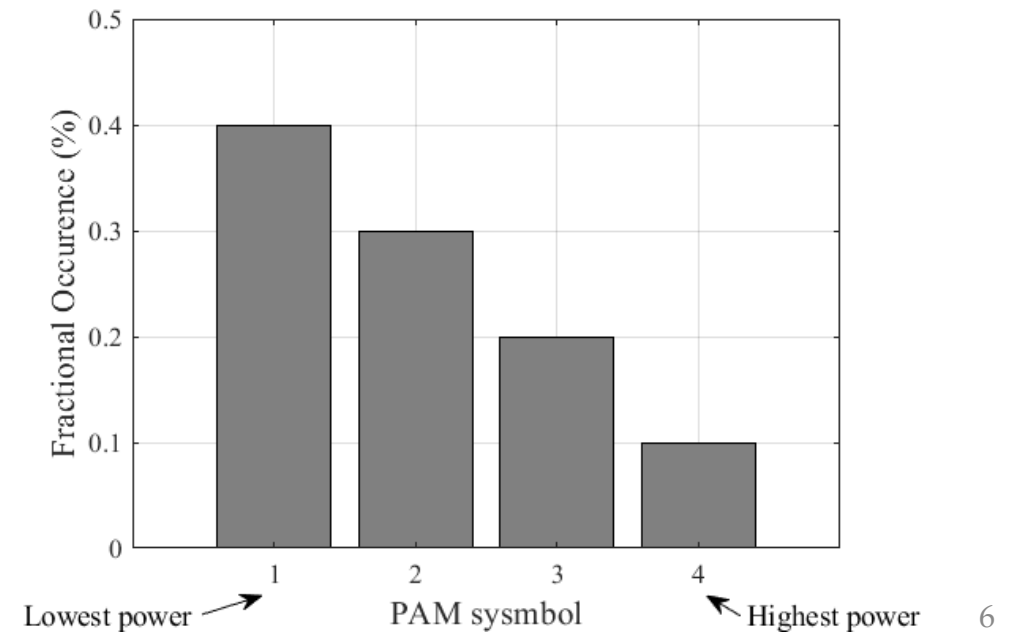
Standard transmission

- Each symbol transmitted with equal probability



Shaped transmission

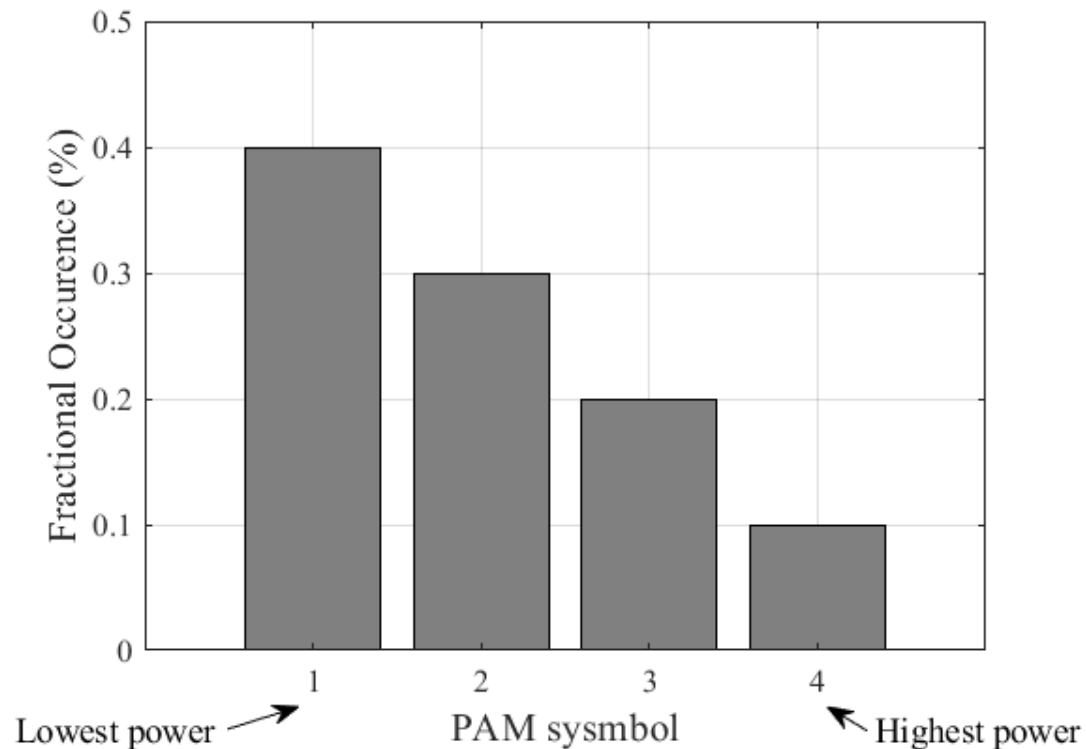
- Each symbol transmitted with different probability
- Higher power symbols transmitted less frequently



Introduction

□ Probabilistic constellation shaping (PCS)

- Each symbol transmitted with different probability
- Higher power symbols transmitted less frequently



- ✓ Average power decreases
- ✓ Reduce non-linear effects in LEDs



Improve the system's sum rate under the power constraints

Introduction

Reference	Main Contributions
[1] - 2022	Propose joint design of probabilistic M-PAM shaping and precoding to optimize the channel capacity of the MISO-VLC system with one user
[2] - 2022	Propose a novel adaptive coded spatial modulation scheme with probabilistic M-PAM shaping to improve the spectral efficiency of the MISO-VLC system with one user



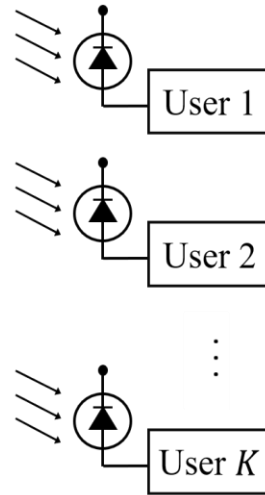
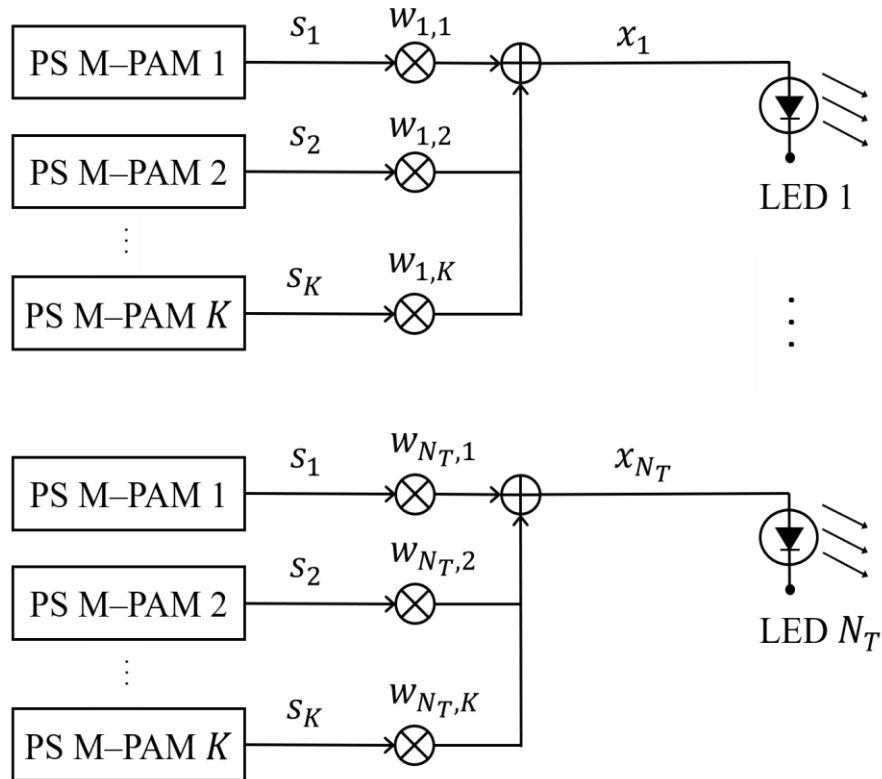
Our work is propose a joint design of precoding and probabilistic constellation shaping to enhance the sum-rate performance of the multi-user VLC system

[1] F. Yang and Y. Dong, "Joint Probabilistic Shaping and Beamforming Scheme for MISO VLC Systems," in IEEE Wireless Communications Letters, vol. 11, no. 3, pp. 508-512, March 2022, doi: 10.1109/LWC.2021.3134268.

[2] A. Kafizov, A. Elzanaty and M. -S. Alouini, "Probabilistic Shaping-Based Spatial Modulation for Spectral-Efficient VLC," in IEEE Transactions on Wireless Communications, vol. 21, no. 10, pp. 8259-8275, Oct. 2022, doi: 10.1109/TWC.2022.3164991.

System model

□ MU-MISO VLC system with PCS



- $\mathbf{s} = [s_1 \ s_2 \ \dots \ s_K]$: vector of data symbols for K users
- $s_k \sim \{s_{k,m_k}\}$: data symbol for user k , drawn from the PS M-PAM k

$$k \in \{1, 2, \dots, K\}, m_k \in \{1, 2, \dots, M\}$$

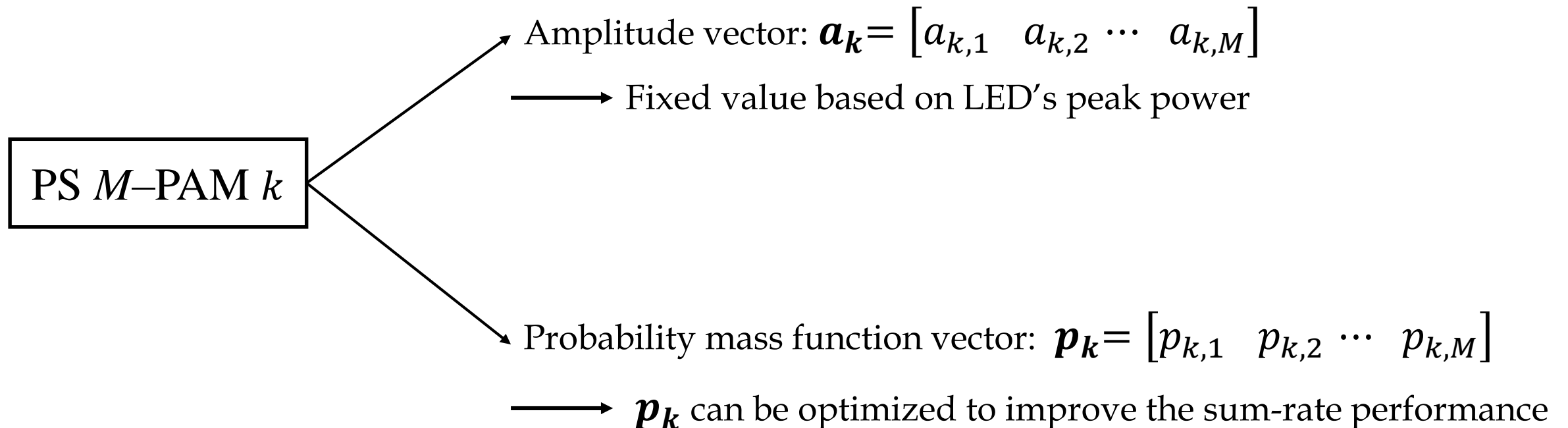
- $\mathbf{w}_k = [w_{k,1} \ w_{k,2} \ \dots \ w_{k,N_T}]$ is the precoding vector for user k -th

System model

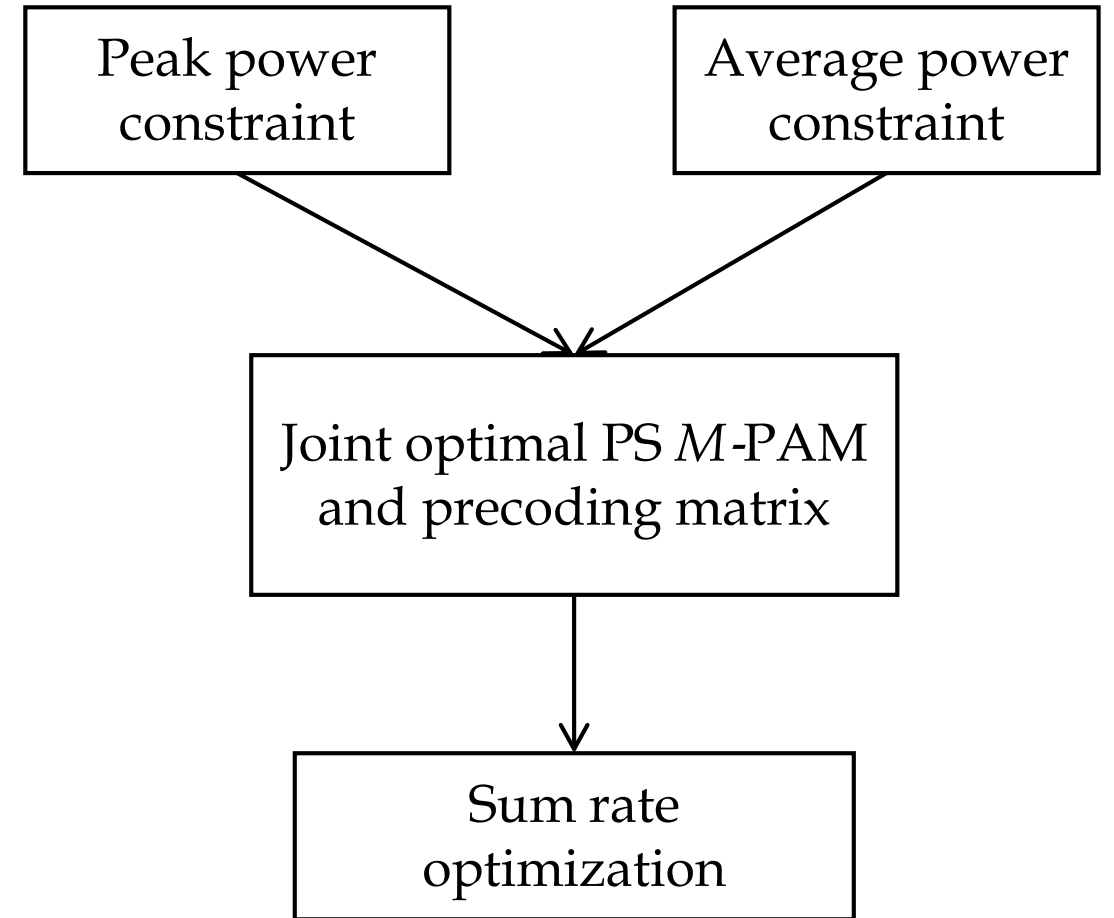
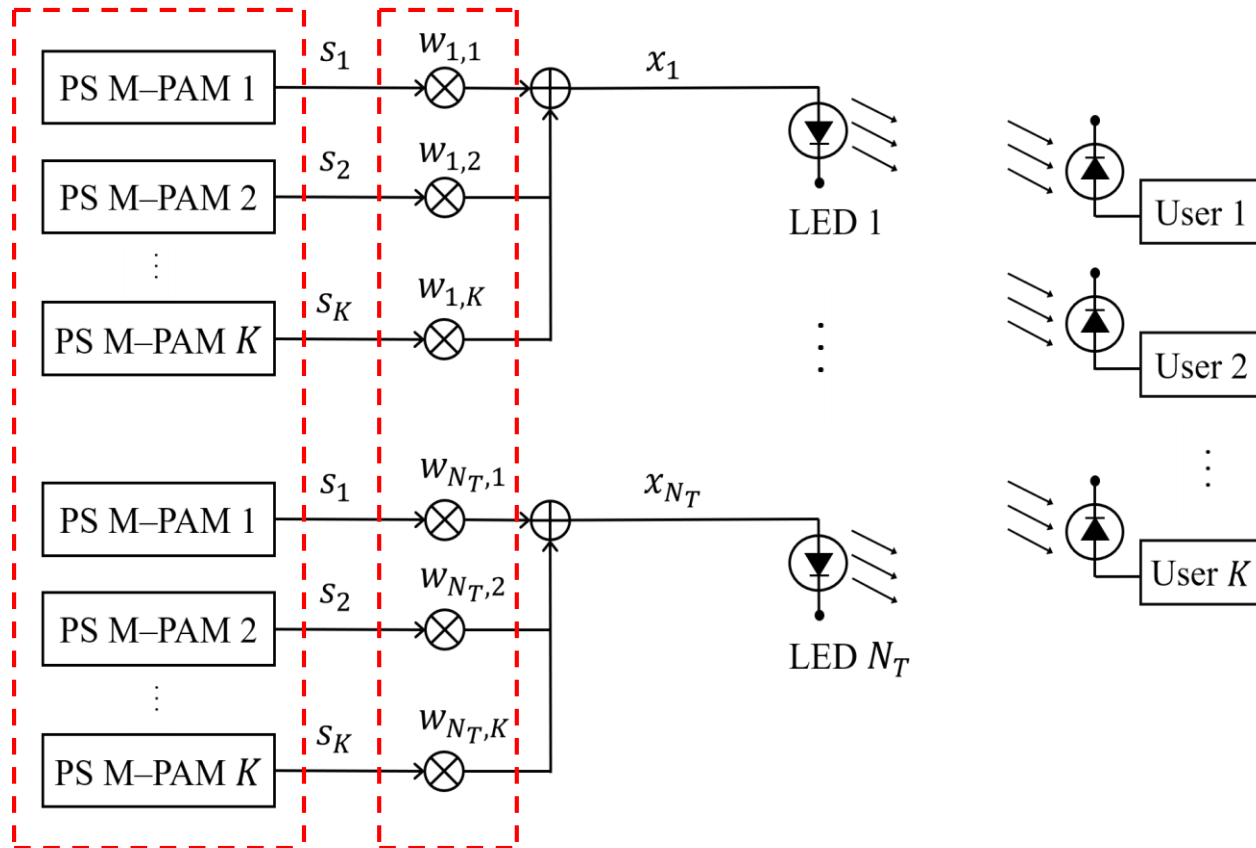
□ Probabilistic shaping M -PAM k

With $k \in \{1, 2, \dots, K\}, m_k \in \{1, 2, \dots, M\}$,

$s_k \sim \{s_{k,m_k}\}$: s_k is a data symbol drawn from the PS M -PAM k with an amplitude a_{k,m_k} and the corresponding probability p_{k,m_k} .



System model



System model

□ Problem formulation

$$\mathbb{P1} : \underset{\mathbf{P}, \mathbf{W}}{\text{maximize}} \sum_{k=1}^K R_k(\mathbf{P}, \mathbf{W}) \longrightarrow \text{Sum rate maximization}$$

subject to

$$\sum_{k=1}^K \mathbf{a}_k^T \mathbf{p}_k \mathbf{1}_{N_T \times 1}^T \mathbf{w}_k \leq \varepsilon, \longrightarrow \text{Average power constraint}$$

$$\|[\mathbf{W}]_{n,:}\|_1 \leq 1, \forall n \in \{1, 2, \dots, N_T\}, \longrightarrow \text{Peak power constraint}$$

$$\mathbf{0}_{K \times M} \leq \mathbf{P} \leq \mathbf{1}_{K \times M},$$

$$\mathbf{P} \times \mathbf{1}_{M \times 1} = \mathbf{1}_{K \times 1},$$

- $0 < \alpha = \frac{\varepsilon}{N_T A} \leq 1$ is power ratio
- $\mathbf{P} = [\mathbf{p}_1 \ \mathbf{p}_2 \ \dots \ \mathbf{p}_K]$: PMF matrix of K PS M -PAM constellation
- $\mathbf{W} = [\mathbf{w}_1 \ \mathbf{w}_2 \ \dots \ \mathbf{w}_K]$: precoding matrix

➡ Non-convex problem with multiple variables

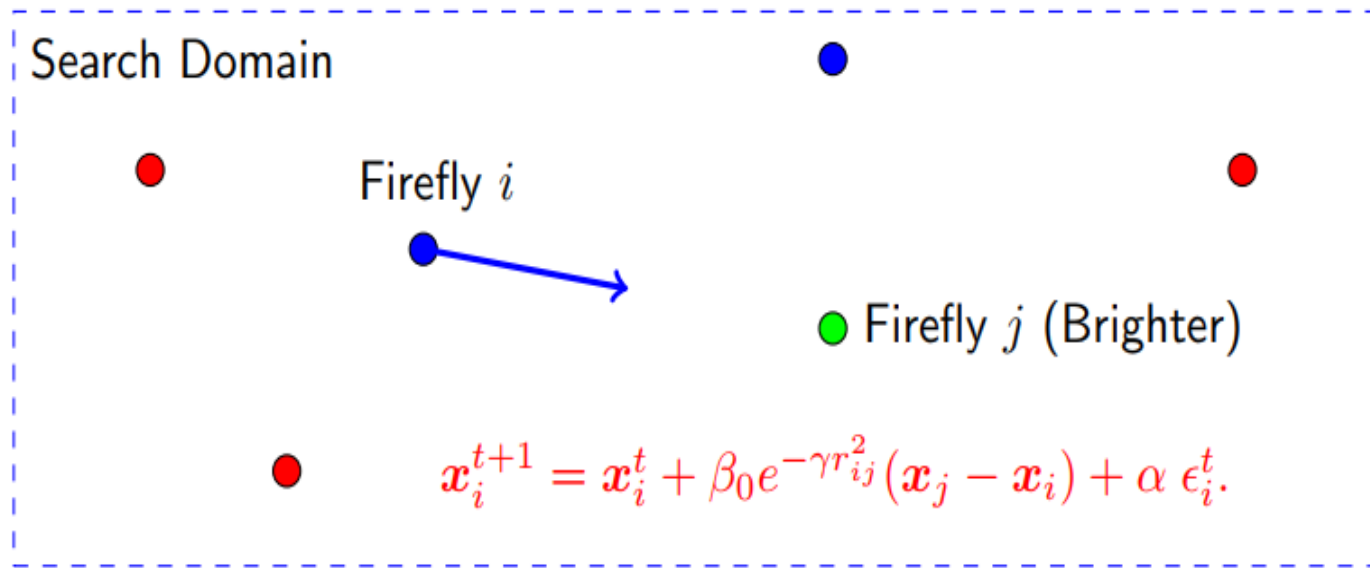
Firefly algorithm

- ❖ The firefly algorithm (FA) was developed by Prof. Xin-She Yang in 2008
- ❖ It is a Nature-Inspired Optimization Algorithms (metaheuristic algorithm)

Firefly Behaviors and Idealization (Yang, 2008)

- Fireflies are unisex so that one firefly will be attracted to other fireflies regardless of their sex
- The attractiveness is proportional to the brightness and they both decrease as their distance increases.
- For any two flashing fireflies, the less brighter one will move towards the brighter one.
- If no brighter firefly can be seen, a firefly will move randomly.

Firefly algorithm



- ❑ The **objective landscape** maps to a **light-based landscape** and fireflies swarm into the **brightest points/regions**.
- ❑ For a maximization problem, the brightness can simply be proportional to the value of the objective function.

- \mathbf{x}_i^t is the solution vector (or position of firefly i) in the search space at iteration t
- β_0 is the attractiveness at zero distance (i.e., $r_{ij} = 0$)
- γ is the absorption coefficient
- ϵ_i^t is the random vector drawn from a normal distribution
- α is the scaled factor

Firefly algorithm - Algorithmic Equation of FA

❖ Attractiveness

The attractiveness β of a firefly is given by:

$$\beta = \beta_0 e^{-\gamma r^2}$$

where β_0 is the attractiveness at zero distance ($r = 0$).

❖ Distance

The distance between any two fireflies i and j at \mathbf{x}_i and \mathbf{x}_j at t -th generation, respectively, is the Cartesian distance:

$$r_{ij} = \|\mathbf{x}_i^{(t)} - \mathbf{x}_j^{(t)}\|$$

❖ Movement of the firefly i with less brighter to brighter one j (update new solution)

$$\mathbf{x}_i = \mathbf{x}_i + \beta_0 e^{-\gamma r_{ij}^2} \left(\mathbf{x}_j^{(t)} - \mathbf{x}_i^{(t)} \right) + \alpha^{(t)} \epsilon^{(t)}$$

 It tends to be a global optimizer but can be potentially more computationally expensive

Firefly algorithm - Algorithmic Equation of FA

□ Problem reformulation: adopt penalty method

Original problem	Reformulated problem
<p> $\mathbb{P}1$: maximize $\sum_{k=1}^K R_k(\mathbf{P}, \mathbf{W})$ subject to $\sum_{k=1}^K \mathbf{a}_k^T \mathbf{p}_k \mathbf{1}_{N_T \times 1}^T \mathbf{w}_k \leq \mathcal{E},$ $\ [\mathbf{W}]_{n,:}\ _1 \leq 1, \forall n \in \{1, 2, \dots, N_T\},$ $\mathbf{0}_{K \times M} \leq \mathbf{P} \leq \mathbf{1}_{K \times M},$ $\mathbf{P} \times \mathbf{1}_{M \times 1} = \mathbf{1}_{K \times 1},$ </p>	<p> $\mathbb{P}2$: maximize $\sum_{k=1}^K R_k(\mathbf{P}, \mathbf{W}) - P(\mathbf{P}, \mathbf{W}),$ where $P(\mathbf{P}, \mathbf{W})$ is the penalty term given as $P(\mathbf{P}, \mathbf{W}) = \lambda_1 \max \left(0, \sum_{k=1}^K \mathbf{a}_k^T \mathbf{p}_k \mathbf{1}_{N_T \times 1}^T \mathbf{w}_k - \mathcal{E} \right)^2$ $+ \lambda_2 \sum_{n=1}^{N_t} \max \left(0, \ [\mathbf{W}]_{n,:}\ _1 - 1 \right)^2$ $+ \lambda_3 \sum_{k=1}^K \sum_{m=1}^M \min(0, p_{k,m})^2 + \lambda_3 \sum_{k=1}^K \sum_{m=1}^M \max(0, p_{k,m} - 1)^2$ $+ \lambda_4 \sum_{k=1}^K \max \left(0, \ [\mathbf{P}]_{k,:}\ _1 - 1 \right)^2$ where λ_j are penalty constants. </p>

Firefly algorithm

The **objective landscape** maps to a **light-based landscape** and fireflies swarm into the brightest points/regions.

Algorithm 1 Firefly algorithm

- 1: Generate N populations $\{(\mathbf{W}_1, \mathbf{P}_1), \dots, (\mathbf{W}_N, \mathbf{P}_N)\}$ randomly.
 - 2: Evaluate the light intensities of N population $I(\mathbf{W}_i, \mathbf{P}_i) \forall i \in [1, N]$.
 - 3: Rank the fireflies in descending order of light intensities $I(\mathbf{W}_i, \mathbf{P}_i)$.
 - 4: Define the current best solution: $I^* := I(W^*, P^*)$.
 - 5: **for** $t = 1 : T$ **do**
 - 6: **for** $m = 1 : N$ **do**
 - 7: **for** $n = 1 : N$ **do**
 - 8: **if** $I(\mathbf{W}_n, \mathbf{P}_n) > I(\mathbf{W}_m, \mathbf{P}_m)$ **then**
 - 9: 1. Move firefly m toward firefly n
 - 10: 2. Update the light intensity of firefly m with new $(\mathbf{W}_m, \mathbf{P}_m)$
 - 11: **end if**
 - 12: **end for**
 - 13: **end for**
 - 14: Rank the fireflies in descending order of $I(\mathbf{W}_i, \mathbf{P}_i)$.
 - 15: Update the current best solution $I^* := I(W^*, P^*)$
 - 16: **end for**
 - 17: **return** (W^*, P^*) .
-

The light intensity of the firefly i , $(\mathbf{W}_i, \mathbf{P}_i)$ is given as

$$I(\mathbf{W}_i, \mathbf{P}_i) = \sum_{k=1}^K R_k(\mathbf{W}_i, \mathbf{P}_i) - P(\mathbf{W}_i, \mathbf{P}_i).$$

For any fireflies m and n amongst the population in the generation t . If $I(\mathbf{W}_n^{(t)}, \mathbf{P}_n^{(t)}) > I(\mathbf{W}_m^{(t)}, \mathbf{P}_m^{(t)})$, the firefly m will move toward the firefly n as

$$\mathbf{W}_m^{(t)} = \mathbf{W}_m^{(t)} + \beta_0 \exp\left(-\gamma \left(r_{\mathbf{W},mn}^{(t)}\right)^2\right) \left(\mathbf{W}_n^{(t)} - \mathbf{W}_m^{(t)}\right) + \alpha^{(t)} \mathbf{V}_1,$$

$$\mathbf{P}_m^{(t)} = \mathbf{P}_m^{(t)} + \beta_0 \exp\left(-\gamma \left(r_{\mathbf{P},mn}^{(t)}\right)^2\right) \left(\mathbf{P}_n^{(t)} - \mathbf{P}_m^{(t)}\right) + \alpha^{(t)} \mathbf{V}_2,$$

where $r_{\mathbf{W},mn}^{(t)} = \|\mathbf{W}_n^{(t)} - \mathbf{W}_m^{(t)}\|$ and $r_{\mathbf{P},mn}^{(t)} = \|\mathbf{P}_n - \mathbf{P}_m\|$ are the Cartesian distances, $V_1 \in \mathbb{R}^{N_T \times K}$, $V_2 \in \mathbb{R}^{K \times M}$ are random matrixes whose elements are drawn from a normal distribution.

Firefly algorithm

□ Scenario and system parameters

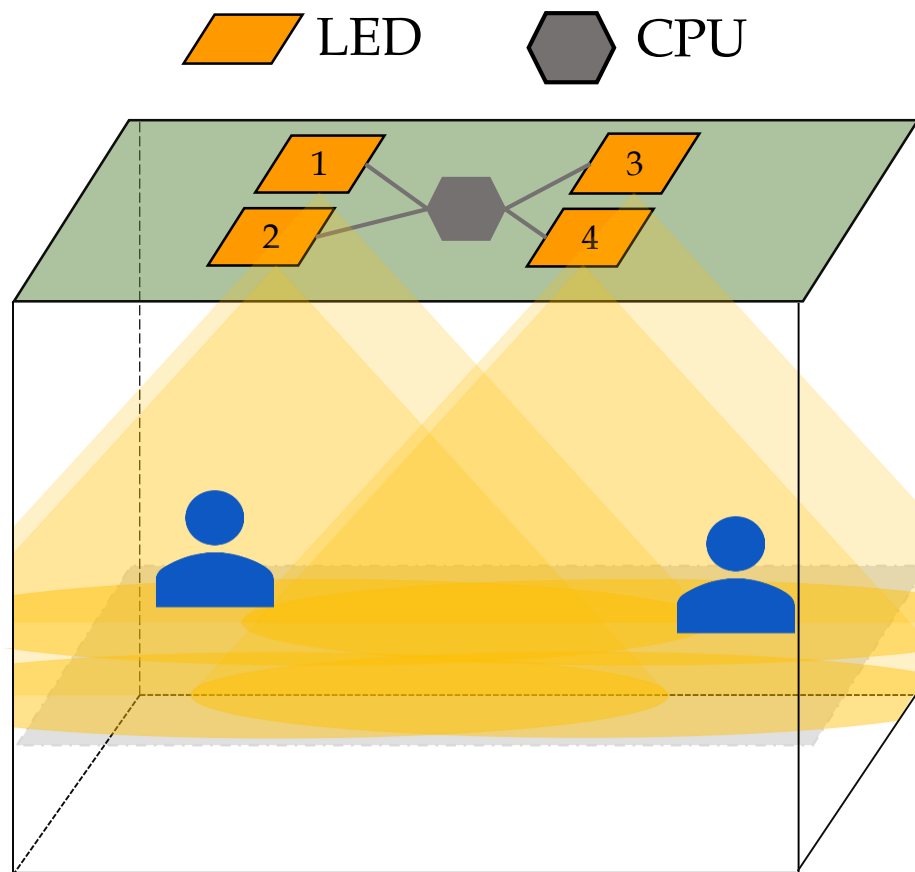
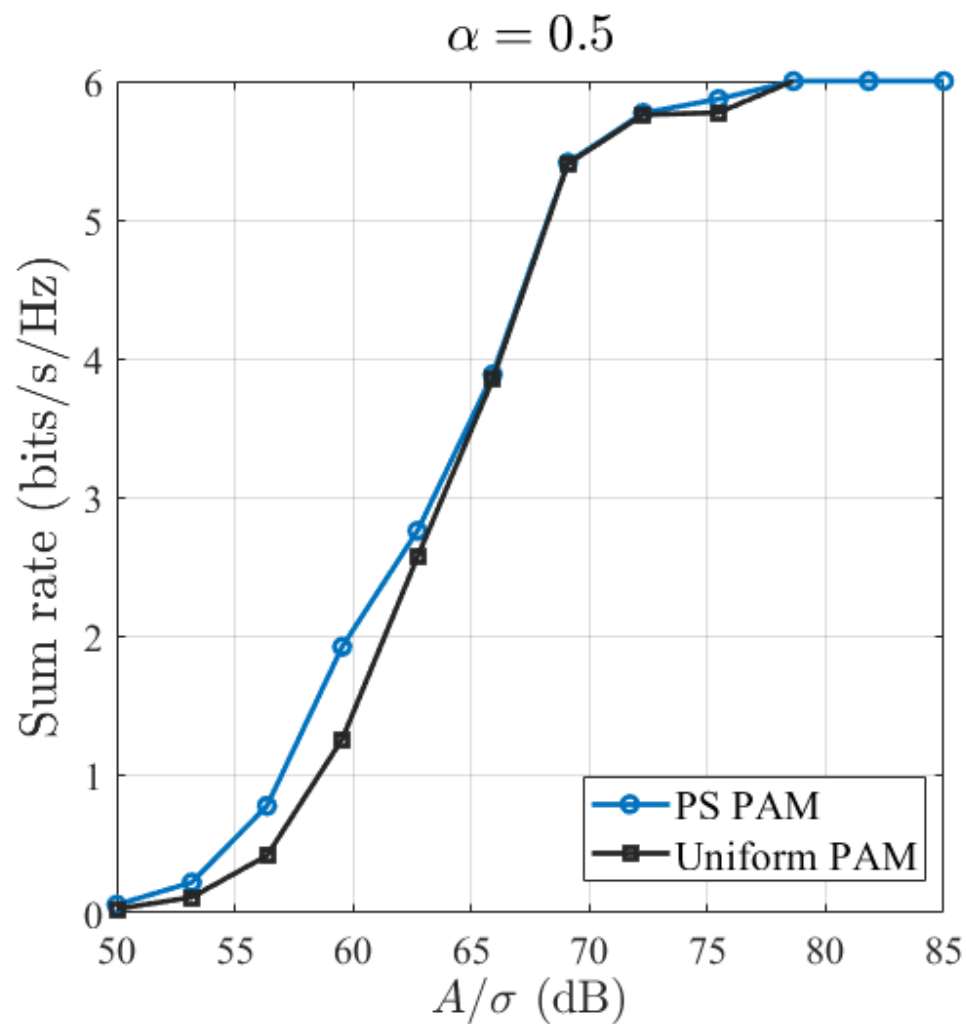
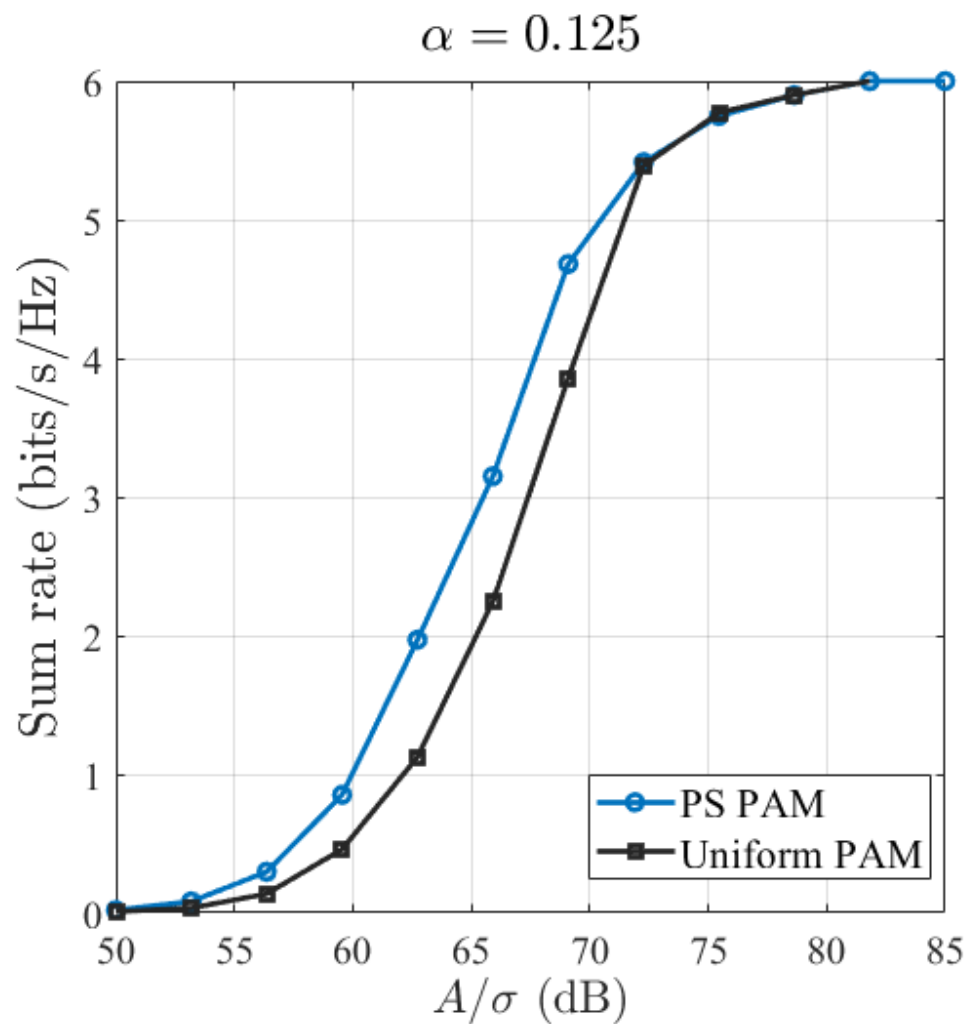


Table 1: System Parameters

Room and LED configurations	
Room dimension (Length × Width × Height)	5 (m) × 5 (m) × 3 (m)
LED positions	luminary 1 : $(-\sqrt{2}, -\sqrt{2}, 3)$, luminary 2 : $(\sqrt{2}, -\sqrt{2}, 3)$ luminary 3 : $(\sqrt{2}, \sqrt{2}, 3)$, luminary 4 : $(-\sqrt{2}, \sqrt{2}, 3)$
LED bandwidth, B	20 MHz
LED beam angle, ϕ	120° (LED Lambertian order is 1)
LED conversion factor, η	0.44 W/A
Receiver photodetectors	
Active area, A_r	1 cm ²
Responsivity, γ	0.54 A/W
Field of view (FOV), Ψ	60°
Optical filter gain, $T_s(\psi)$	1
Refractive index of the concentrator, κ	1.5
Noise variance, σ^2	1
Other parameters	
Ambient light photocurrent, χ_{amp}	10.93 A/(m ² · Sr)
Preamplifier noise current density, i_{amp}	5 pA/Hz ^{-1/2}

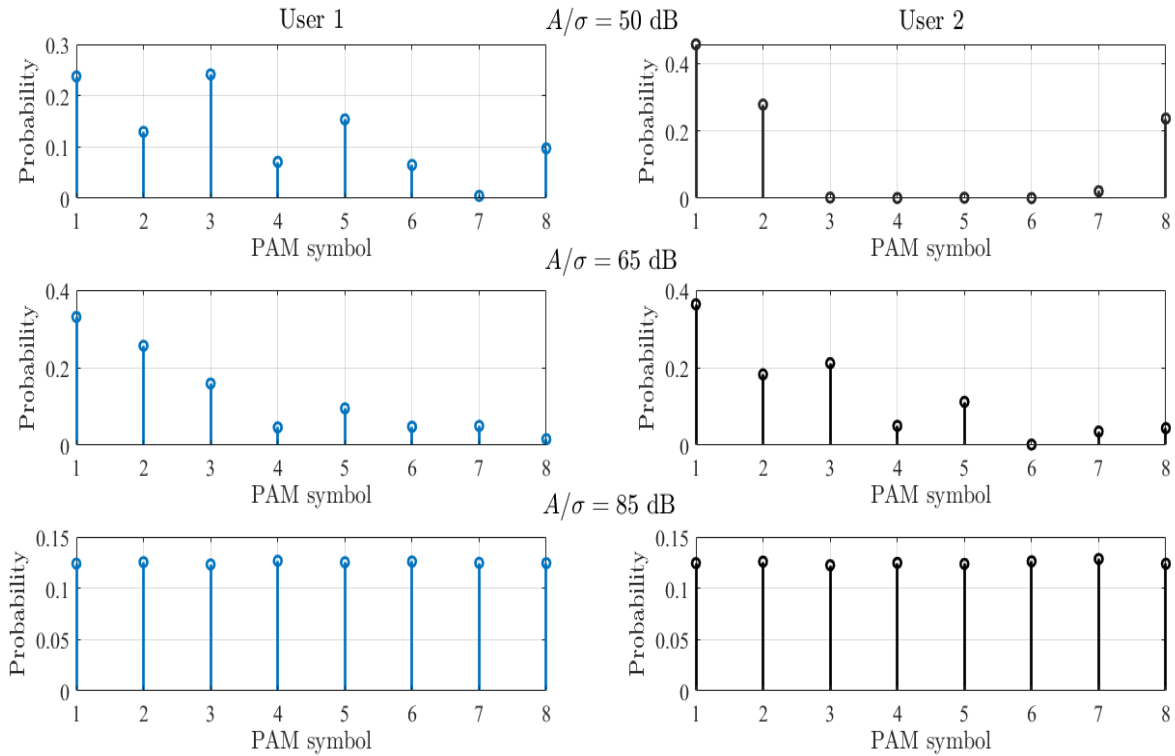
Results

- Sum rate versus peak amplitude

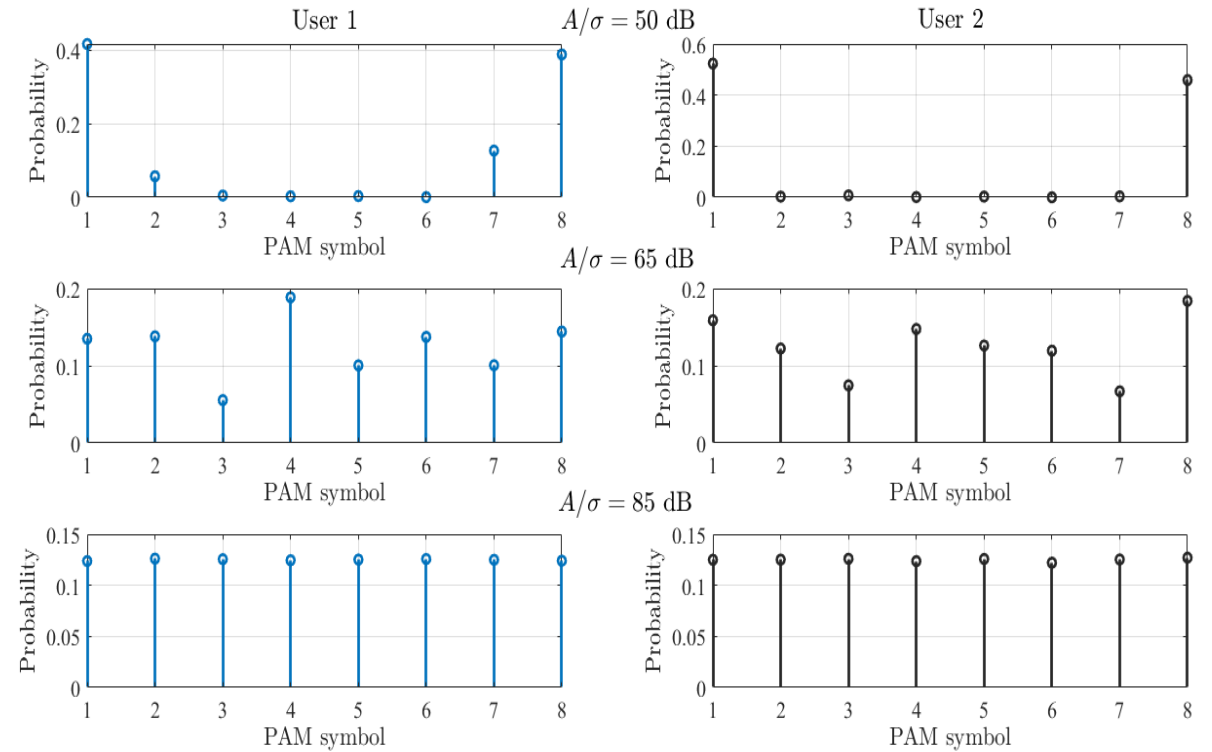


Results

- Optimal PS - 8PAM



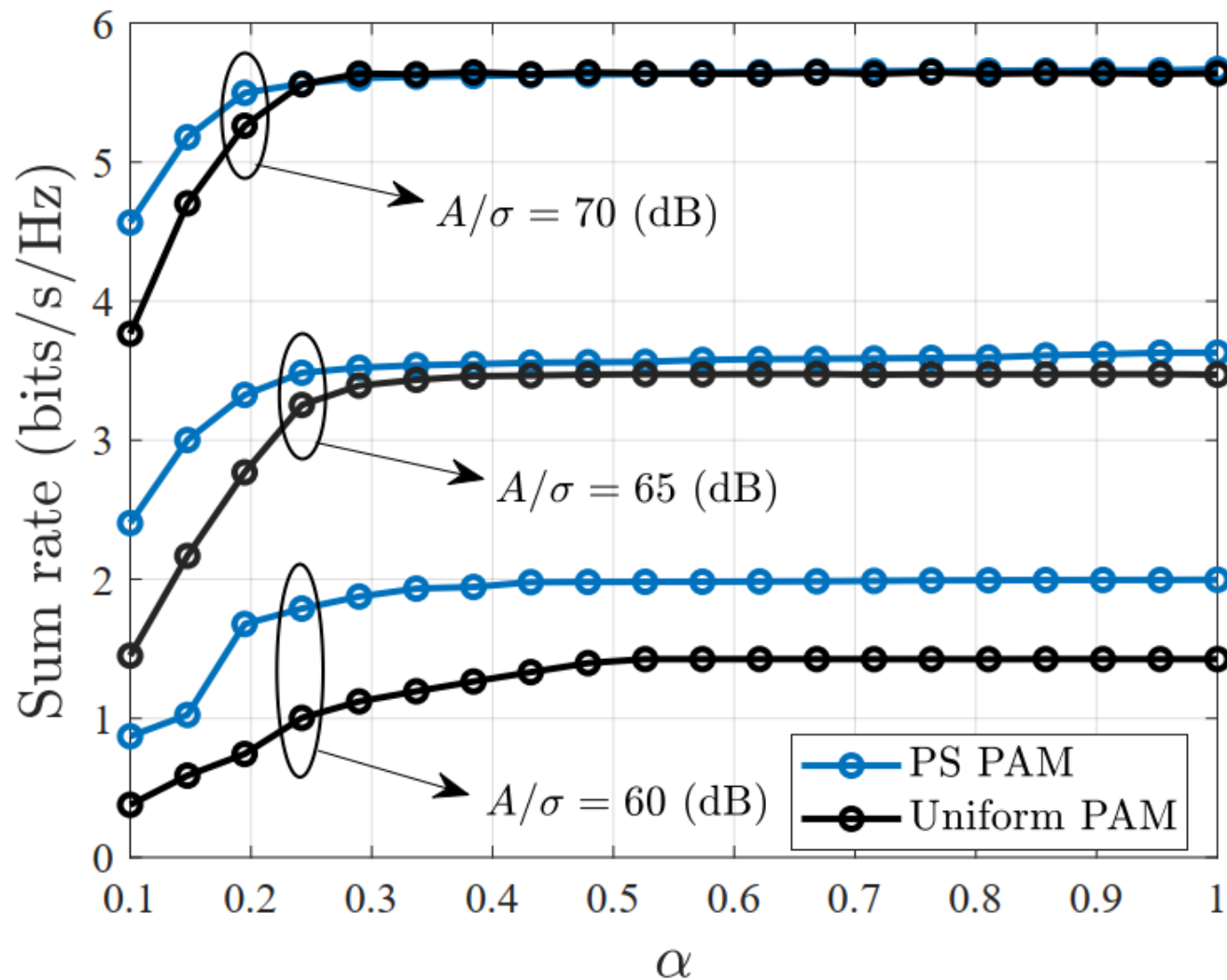
(a) $\alpha = 0.125$



(a) $\alpha = 0.5$

Results

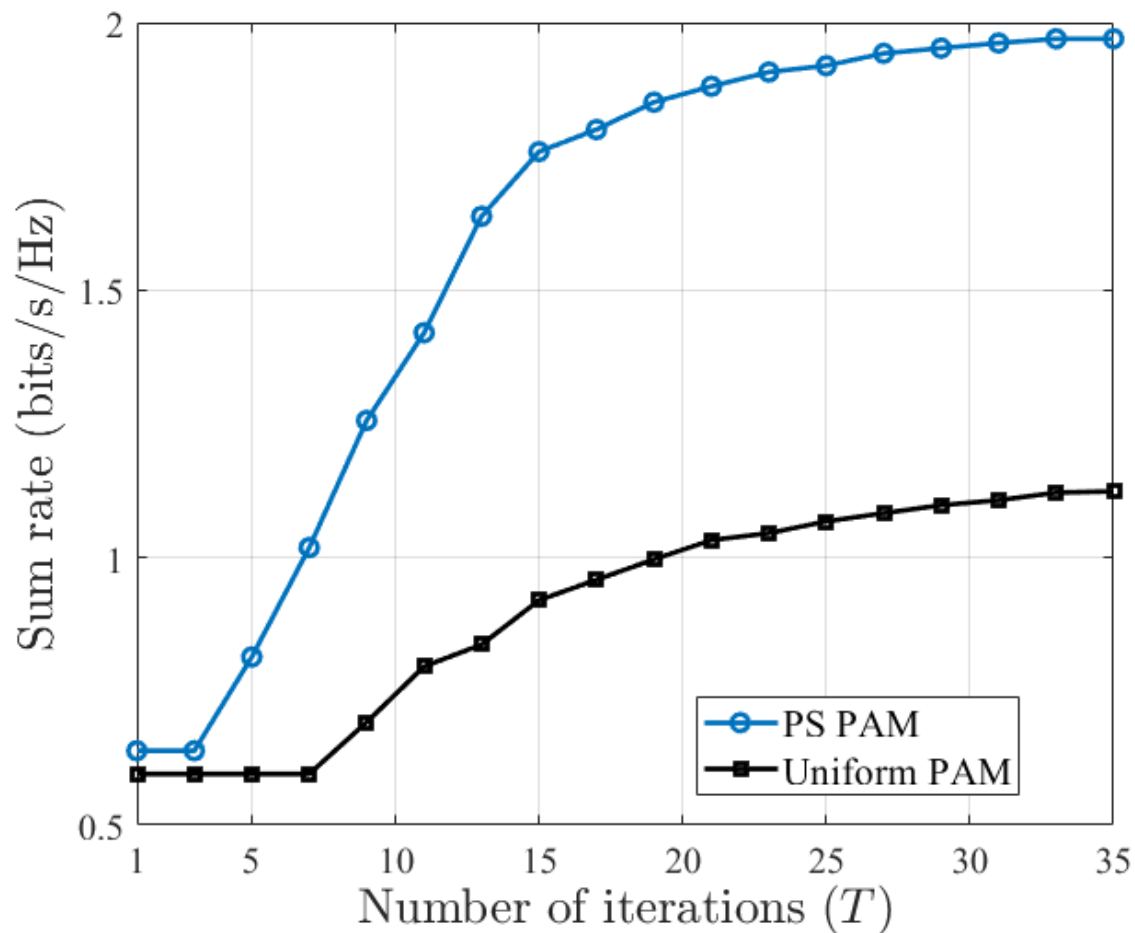
- Sum rate versus power ratio α



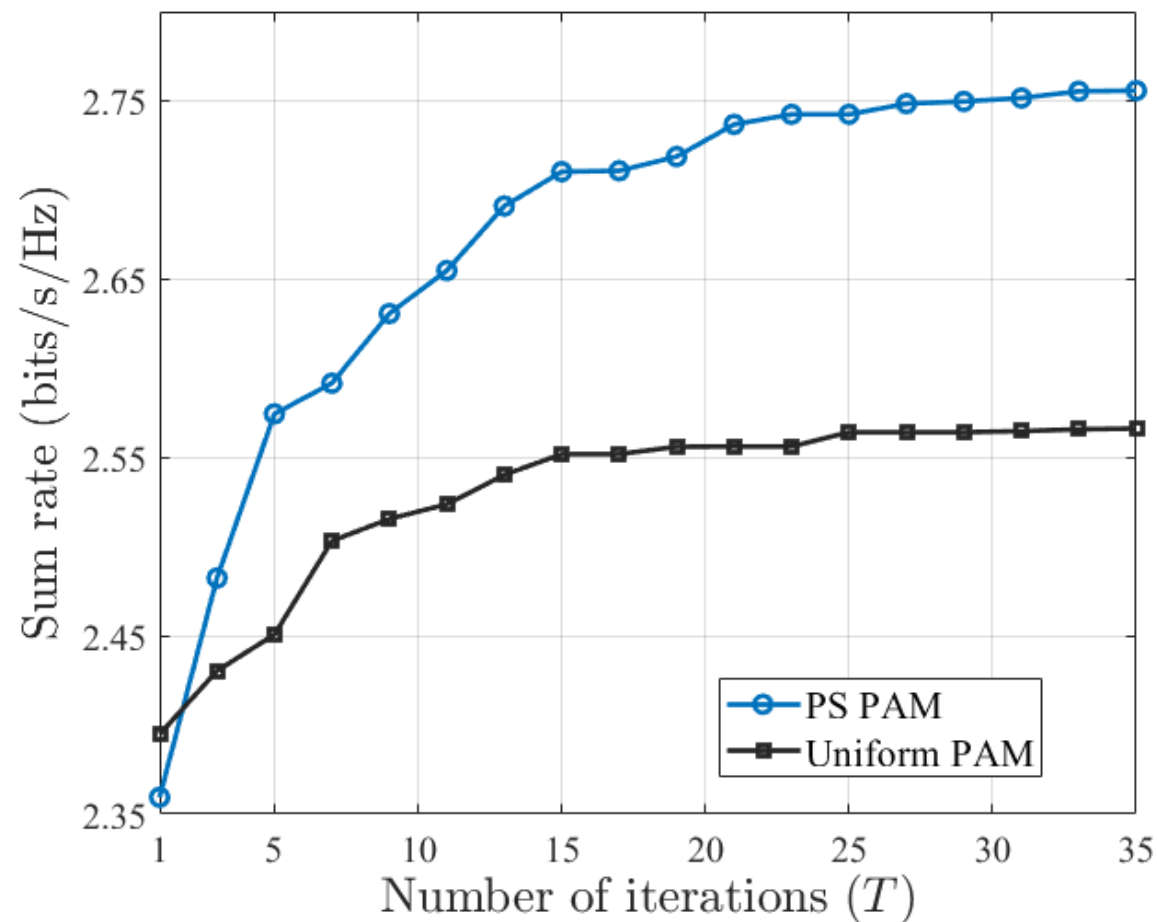
Results

- Convergence of FA algorithm

$\alpha = 0.125$



$\alpha = 0.5$



$A/\sigma = 62$ dB

Unsolved problem

General precoding + PS PAM design	ZF precoding + PS PAM design
<p data-bbox="91 508 708 562">Alternative optimization:</p> <p data-bbox="91 605 1123 751">Decouple joint design problem into two sub problem with each variable</p> <ol data-bbox="91 891 1225 1133" style="list-style-type: none"><li data-bbox="91 891 1225 1036">1. Sub-problem with P is non-convex:<ul data-bbox="91 986 1174 1036" style="list-style-type: none"><li data-bbox="91 986 1174 1036">• Solve by Convex-Concave Procedure (CCP)<li data-bbox="91 1079 1225 1133">2. Sub-problem with W is non-convex: unsolved	<p data-bbox="1266 508 1888 562">Alternative optimization:</p> <p data-bbox="1266 605 2298 751">Decouple joint design problem into two sub problem with each variable</p> <ol data-bbox="1266 891 2400 1133" style="list-style-type: none"><li data-bbox="1266 891 2400 1036">1. Sub-problem with P is convex:<ul data-bbox="1266 986 2068 1036" style="list-style-type: none"><li data-bbox="1266 986 2068 1036">• Solve by Convex Optimization<li data-bbox="1266 1079 2400 1133">2. Sub-problem with W is non-convex: unsolved

Thank you for listening!

Q & A