

## **Joint Design of Probabilistic Constellation Shaping and Precoding for Multi-user VLC Systems**

Nguyen Khac Thang

m5272015

Supervisor: Professor Pham Tuan Anh

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# Introduction

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## ❑ Visible light communication (VLC)



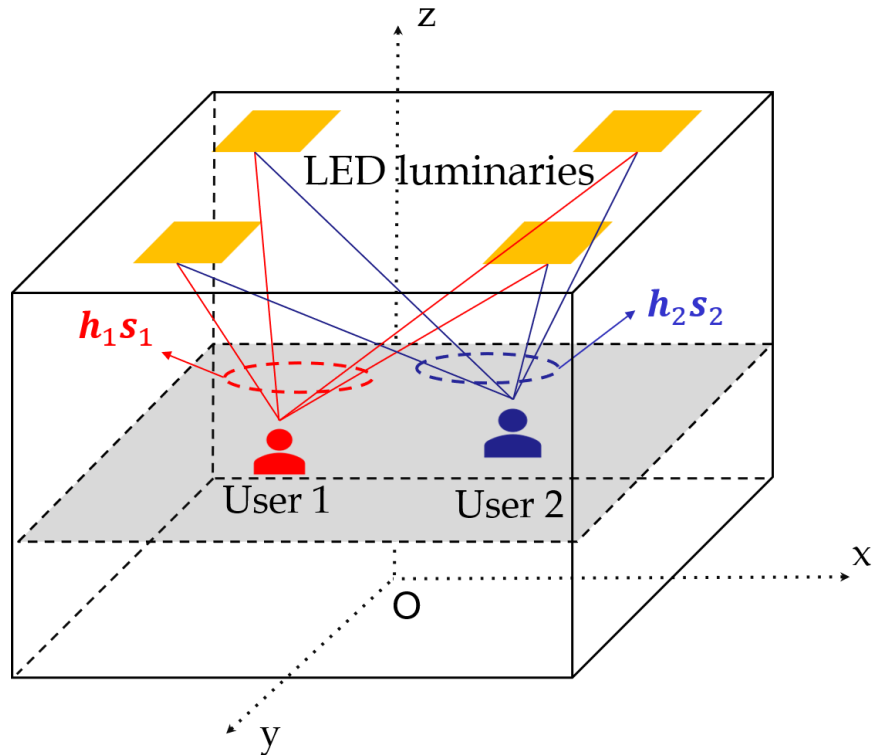
- ❖ Dual functionality
  - Illumination (primary)
  - Communication (secondary)
- ❖ Immunity to interference from other electromagnetic sources
- ❖ Environment friendly
  - Hospital
  - Airplane

**VLC network is expected to support multiple mobile users.**

# Introduction

## ❑ Multi-user VLC system (MU-VLC)

- Multiple LED luminaries
- Multiple users



$h_i$  : Channel vector of user  $i$ -th

$s_i$  : Uniform data symbol vector for user  $i$ -th

- ❖ The received signal at  $i$ -th user:

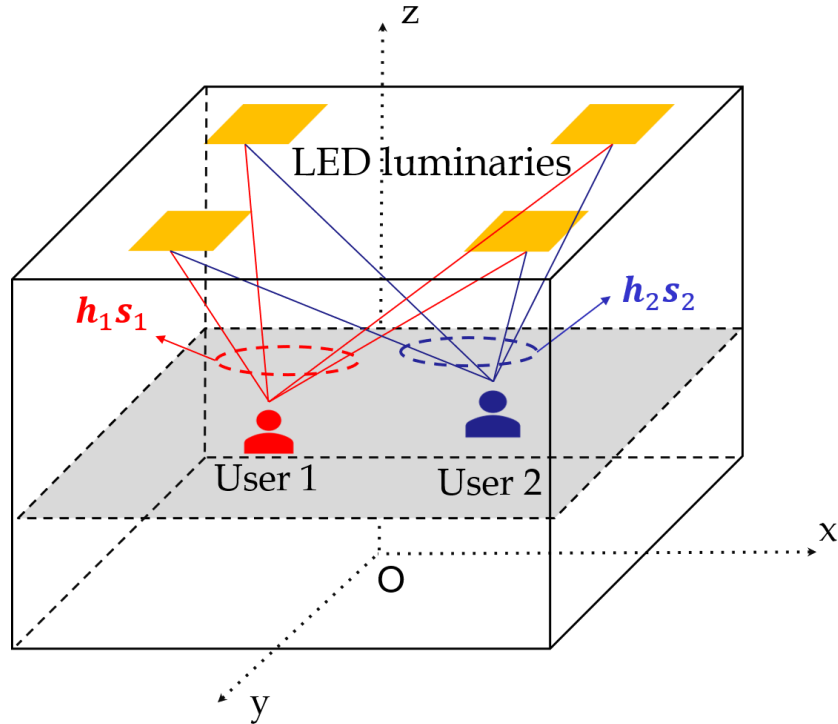
$$y_i = h_i s_i + h_i \sum_{j=1, j \neq i}^K s_j + n_i$$

The equation is annotated with arrows: a blue arrow points from  $h_i s_i$  to the text "Target signal"; a red arrow points from the summation term  $\sum_{j=1, j \neq i}^K s_j$  to the text "Multi-user interference (MUI)"; and a black arrow points from  $n_i$  to the text "Noise".

- ❖ The existence of MUI is based on the observation that the transmit signals for different users are superimposed in multi-user transmissions
- ❖ MUI is the most challenging issue in the MU-VLC systems

# Introduction

## Multi-user VLC system (MU-VLC)



❖ The received signal at  $i$ -th user:

$$y_i = h_i s_i + h_i \sum_{j=1, j \neq i}^K s_j + n_i$$

Target signal      Multi-user interference (MUI)      Noise

❖ The average received SNR at  $i$ -th user:

$$\gamma_i = \frac{|h_i w_i|^2}{|h_i \sum_{j=1, j \neq i}^K w_j|^2 + \sigma_i^2}$$

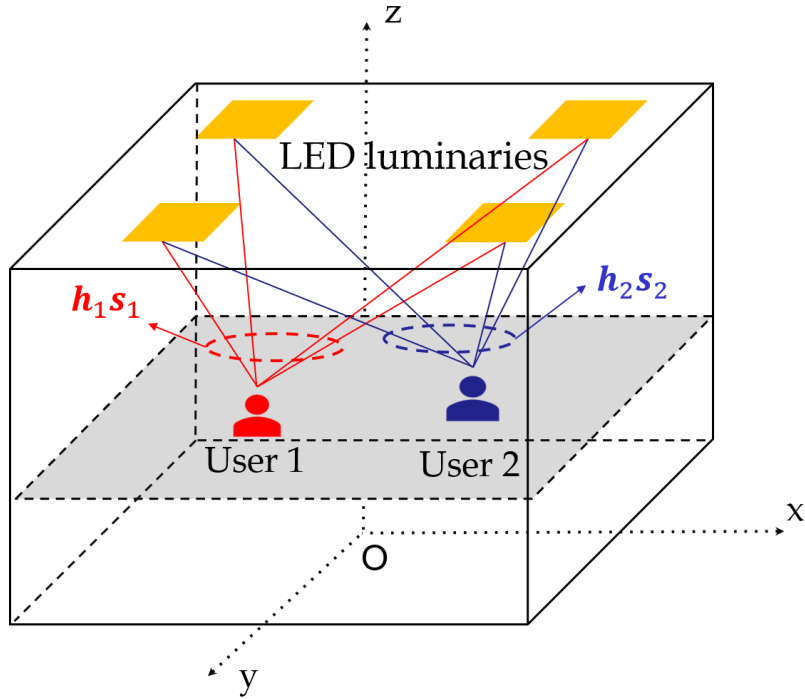
➔ MUI is the performance-limiting factor that degrades the received signal quality

Decrease users' achievable rate

Increase power consumption to guarantee QoS

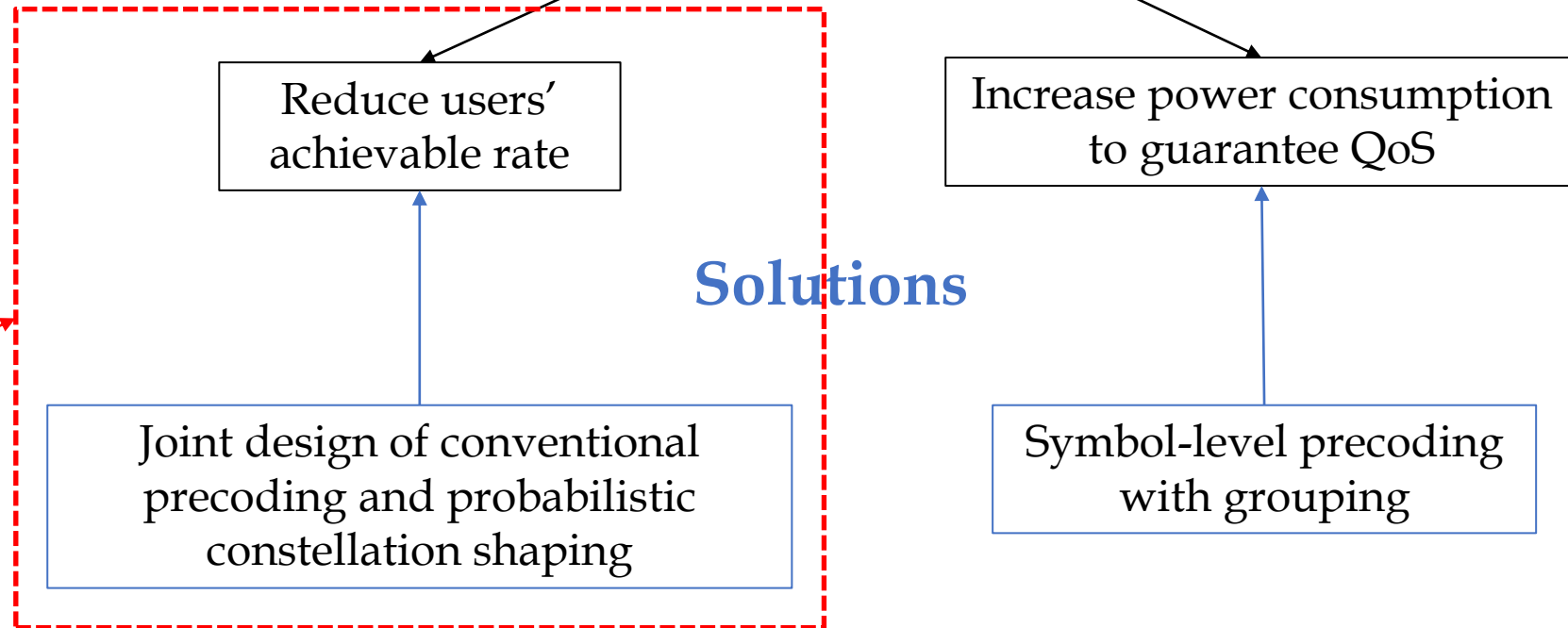
# Introduction

## Original contributions



Seminar's topic

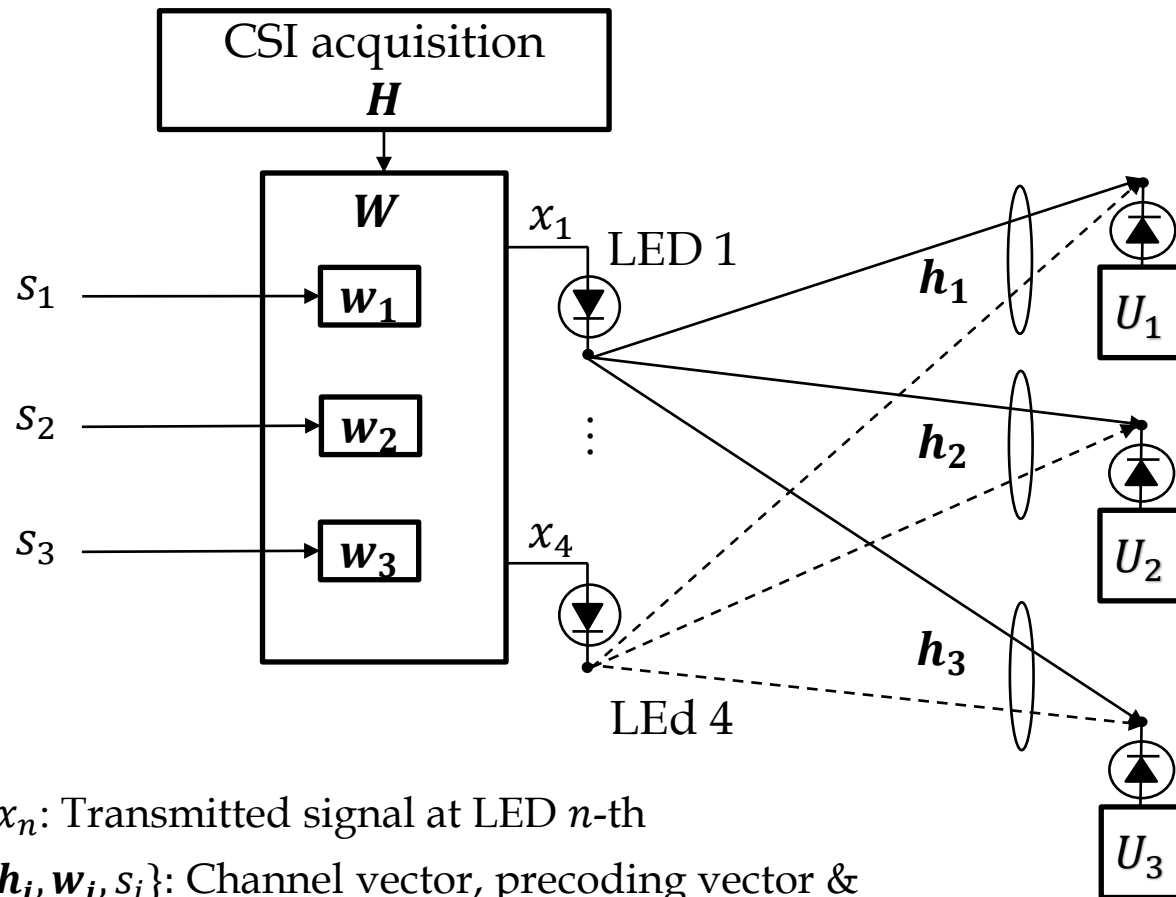
❖ MUI is the performance-limiting factor that degrades the received signal quality



# Introduction

## ❑ Conventional precoding

- Linearly encoding  $s_i$  by a vector  $\mathbf{w}_i$  to reduce the effect of **multi-user interference (MUI)** in the multi-user transmission



$x_n$ : Transmitted signal at LED  $n$ -th

$\{\mathbf{h}_i, \mathbf{w}_i, s_i\}$ : Channel vector, precoding vector & **uniform** data symbol for  $i$ -th user

## ❑ Received signal at the $i$ -th user

$$y_i = \underbrace{\mathbf{h}_i \mathbf{w}_i s_i}_{\text{Target signal}} + \underbrace{\mathbf{h}_i \sum_{j=1, j \neq i}^K \mathbf{w}_j s_j}_{\text{MUI}} + \underbrace{n_i}_{\text{Noise}}$$

**Problem:** With a large number of users  $K$   
 → A noisy channel with MUI

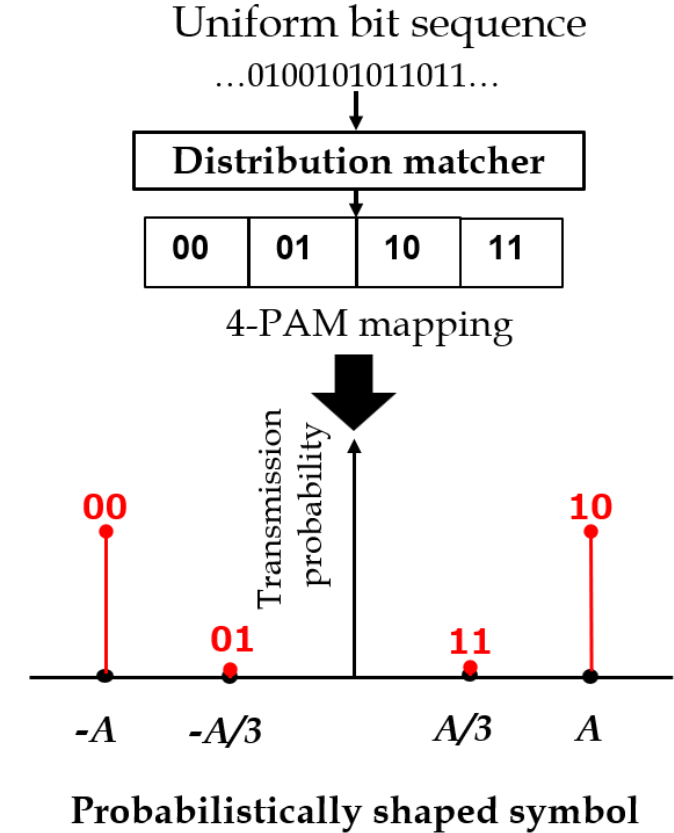
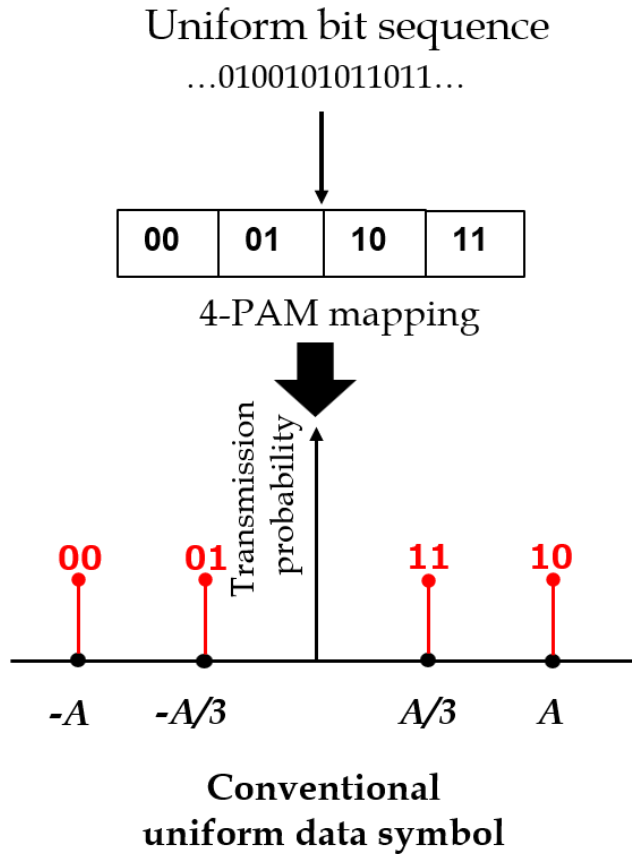
Precoding is not effective

Uniform data symbols are susceptible to noise

Reduce users' achievable rates

# Introduction

## □ Probabilistic constellation shaping (PCS)



- PCS is an approach to improve the achievable rate by **designing the symbol transmission probability**
- PCS can be deployed along with precoding design to exploit both the diversity and shaping gain to improve the users' achievable rates



# Introduction

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Precoding  
technique

Probabilistic  
constellation  
shaping

**Goal:** An optimal joint design solution for precoding and probabilistic constellation shaping for the multi-user VLC system

- Reduce multi-user interference effect
- Improve the sum-rate performance

**Challenges:**

- Fairly complex (both theoretical and practical) problem with multiple variables
- Fast algorithm that is suitable for a practical, dynamic environment
- Most recent (in 2022) studies solve the problem with single-user cases [1,2]

**Current Solution:**

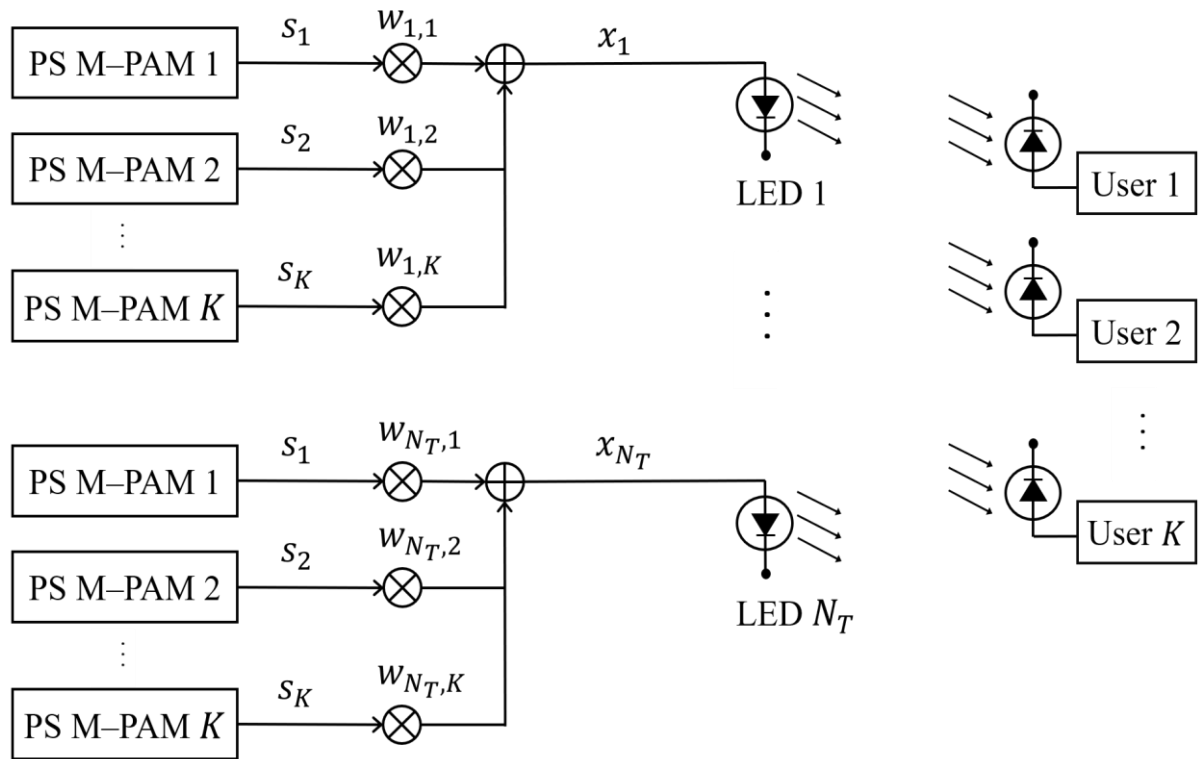
- **Propose a near-global optimal solution** based on a metaheuristic algorithm. The algorithm is still computationally complex: [gives the theoretical limits](#) but is not applicable to practical design
- **Propose a local optimal solution** with low complexity that is suitable for practical deployment

[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.

[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.

# System model

## □ MU-MISO VLC system with precoding and PCS



- $\mathbf{s} = [s_1 \ s_2 \ \cdots \ s_K]$ : 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  $k$ .  

$$k \in \{1, 2, \dots, K\}, m_k \in \{1, 2, \dots, M\}$$
- $\mathbf{w}_k = [w_{k,1} \ w_{k,2} \ \cdots \ w_{k,N_T}]$  is the precoding vector for user  $k$ .
- $x_n$ : Transmitted signal at LED  $n$ -th

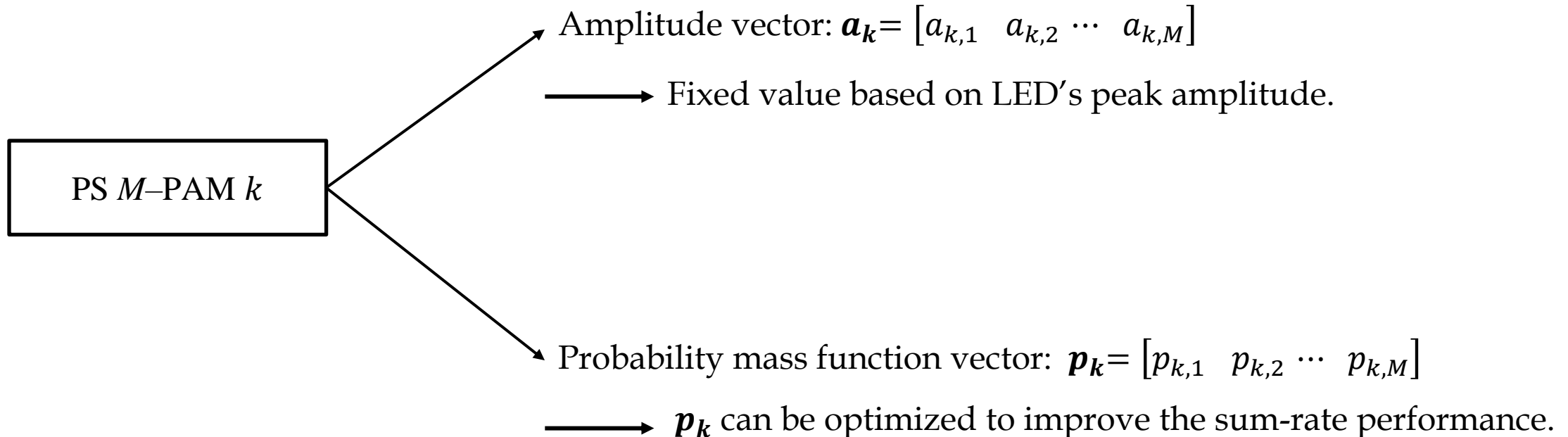
# System model

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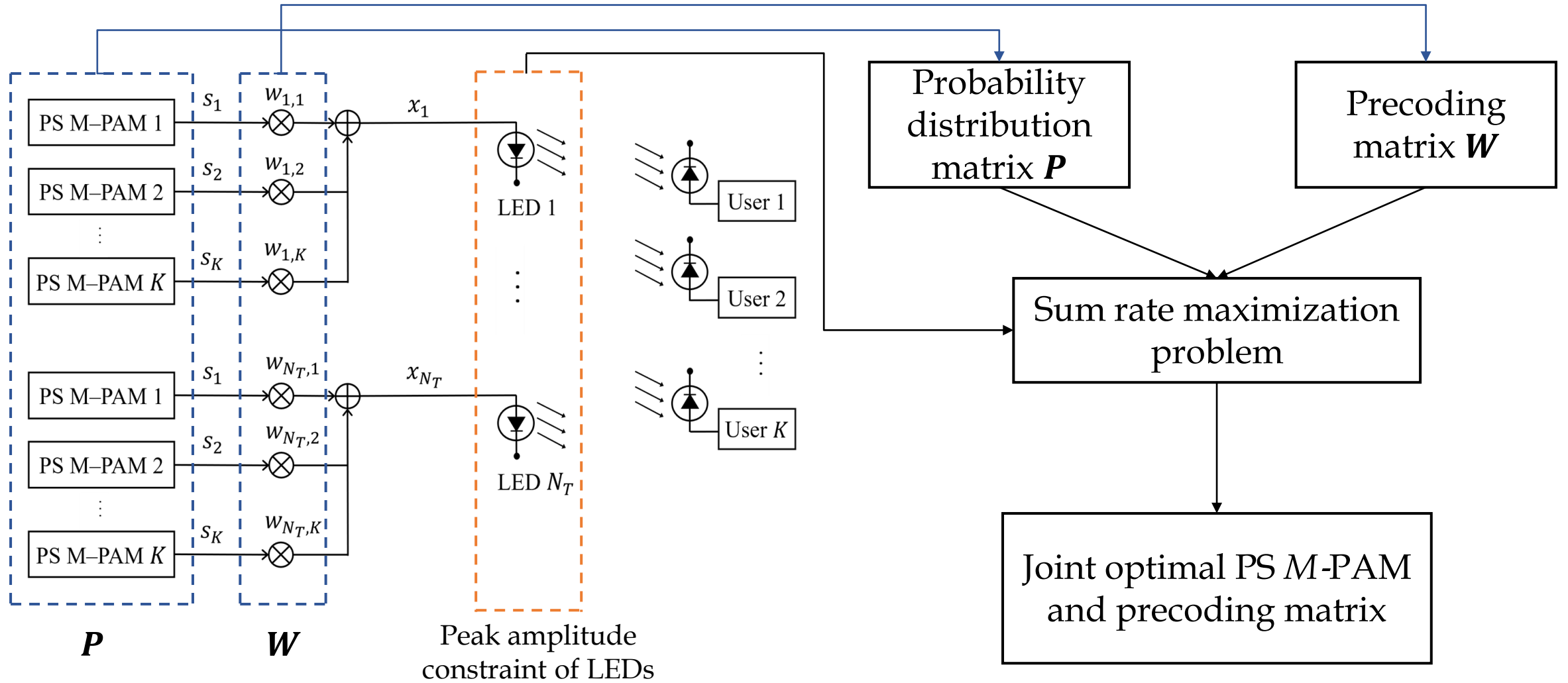
## □ Probabilistic shaping $M$ -PAM $k$

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  $p_{k,m_k}$ .



# Problem formulation



# Problem formulation

## □ Problem formulation

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

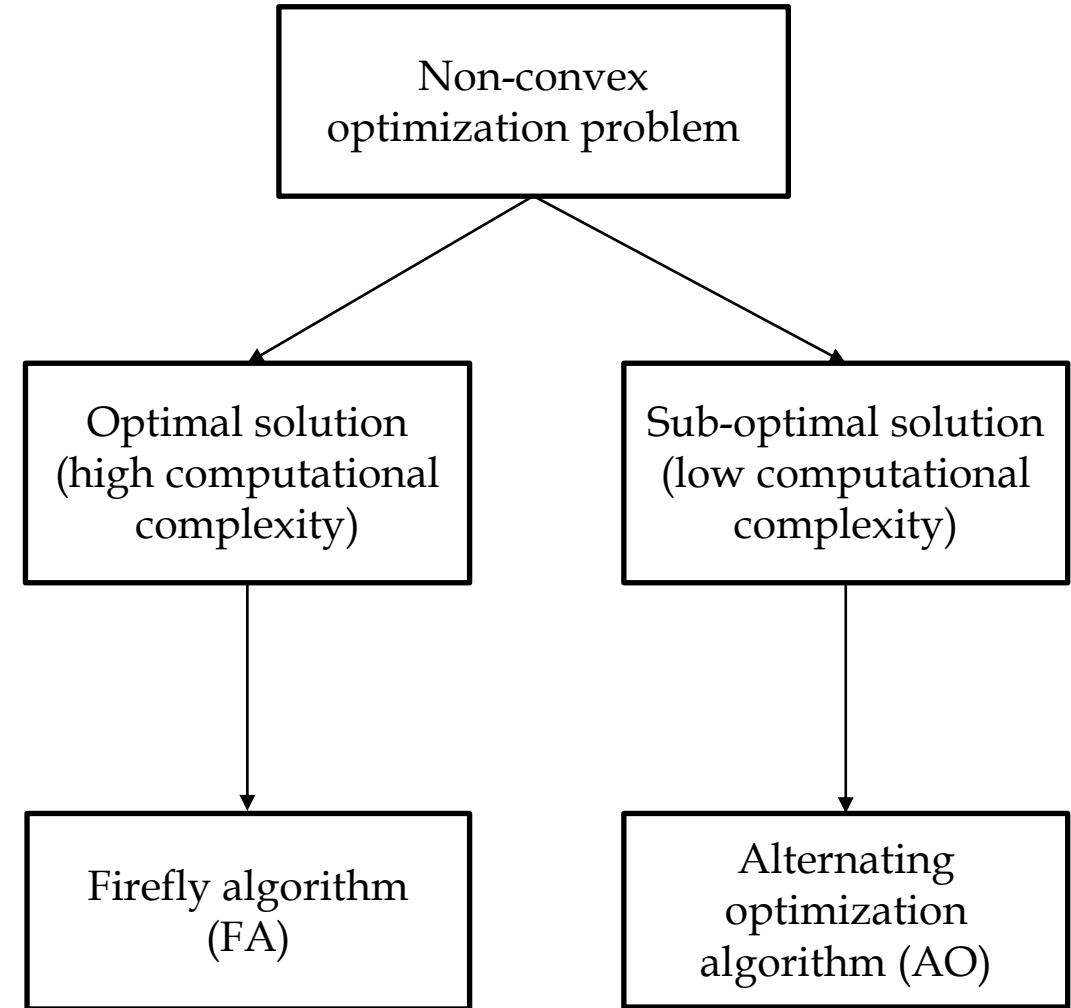
subject to

$$\left. \begin{array}{l} \|\mathbf{W}\|_{n,:} \leq 1, \\ 0 \leq \mathbf{P} \leq 1, \\ \mathbf{P} \times \mathbf{1}_M = \mathbf{1}_K, \end{array} \right\} \begin{array}{l} \longrightarrow \text{Peak amplitude constraint} \\ \longrightarrow \text{Constraint for symbol distribution matrix} \end{array}$$

## □ Optimization variables

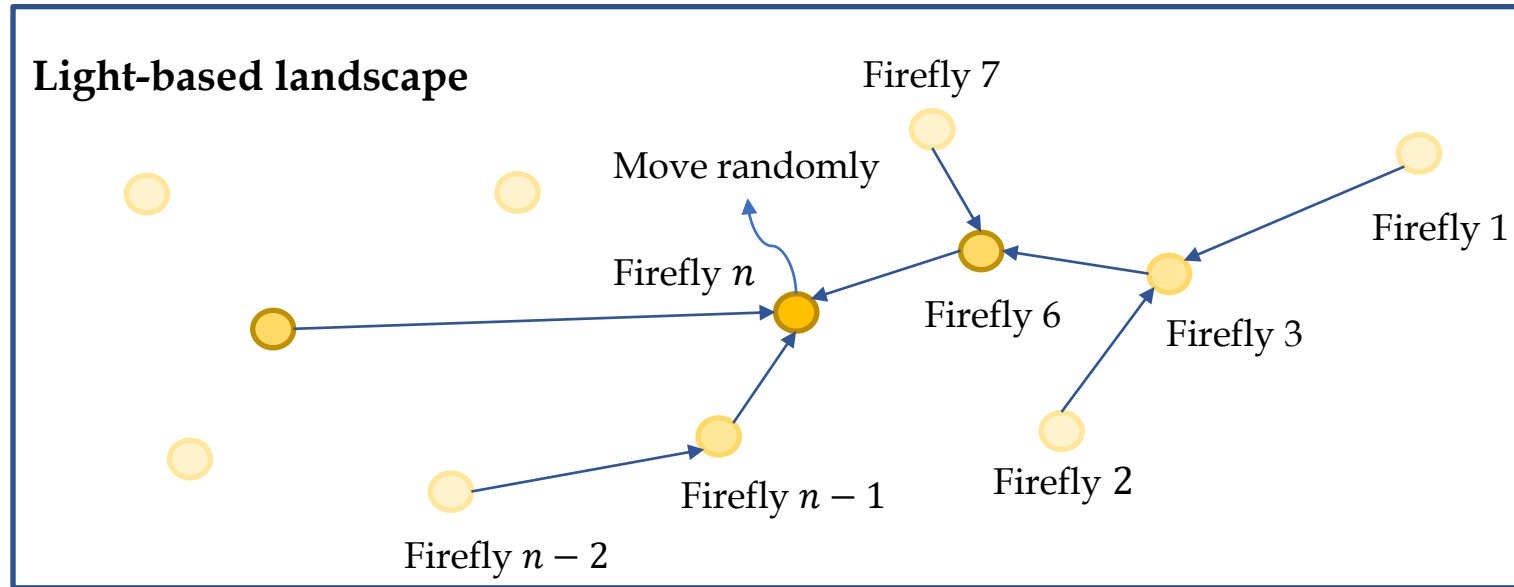
- $\mathbf{P} = [\mathbf{p}_1 \ \mathbf{p}_2 \ \cdots \ \mathbf{p}_K]$ : PMF matrix of  $K$  PS  $M$ -PAM constellation
- $\mathbf{W} = [\mathbf{w}_1 \ \mathbf{w}_2 \ \cdots \ \mathbf{w}_K]$ : precoding matrix

➡ Non-convex problem with multiple variables



# Solution-FA

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



- The objective landscape maps to a light-based landscape
- Each firefly represents a solution, the brightness of a firefly is a value of the objective function
- Fireflies swarm into the brighter points/regions, the brightest firefly moves randomly to explore the new region
- After sufficient time, all fireflies swarm into the brightest points/regions.

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

# Solution-AO

□ Low complexity solution by applying Zero-forcing (ZF) precoding (**removing all MUI**)

$$\begin{aligned} \mathbb{P}3 : \text{maximize}_{\mathbf{P}, \mathbf{W}} \quad & \sum_{k=1}^K R_k(\mathbf{P}, \mathbf{W}) & \longrightarrow & \text{Sum rate maximization} \\ \text{subject to} \quad & \mathbf{h}_k^T \mathbf{w}_i = 0, \quad \forall i \neq k, & \longrightarrow & \text{ZF constraint} \\ & \|\mathbf{W}\|_{n,:} \leq 1, & \longrightarrow & \text{Peak amplitude constraint} \\ & \mathbf{0}_{K \times M} < \mathbf{P} < \mathbf{1}_{K \times M}, & \longrightarrow & \text{Constraint for symbol} \\ & \mathbf{P} \times \mathbf{1}_{M \times 1} = \mathbf{1}_{K \times 1}, & & \text{distribution matrix} \end{aligned} \quad \left. \vphantom{\begin{aligned} \mathbb{P}3 : \text{maximize}_{\mathbf{P}, \mathbf{W}} \quad & \sum_{k=1}^K R_k(\mathbf{P}, \mathbf{W}) \\ \text{subject to} \quad & \mathbf{h}_k^T \mathbf{w}_i = 0, \quad \forall i \neq k, \\ & \|\mathbf{W}\|_{n,:} \leq 1, \\ & \mathbf{0}_{K \times M} < \mathbf{P} < \mathbf{1}_{K \times M}, \\ & \mathbf{P} \times \mathbf{1}_{M \times 1} = \mathbf{1}_{K \times 1}, \end{aligned}} \right\} \text{Non-convex problem with multiple variables}$$

➔ **Solution:** Alternating optimization (AO) approach

- An iterative procedure where, in each iteration, one variable is optimized given the other is fixed

➔ The original **non-convex problem** with multiple variables is decomposed into **two one-variable convex problems**

- This process is repeated until a convergence criterion is met

# Results and discussions

## □ Scenario and system parameters

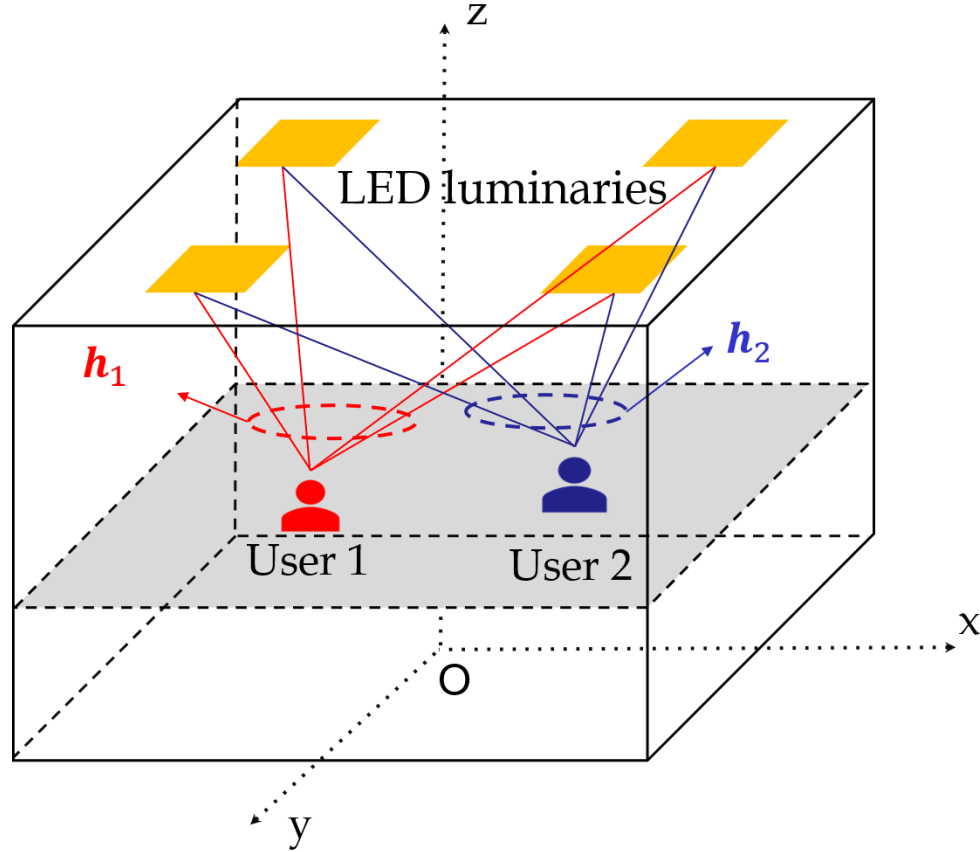


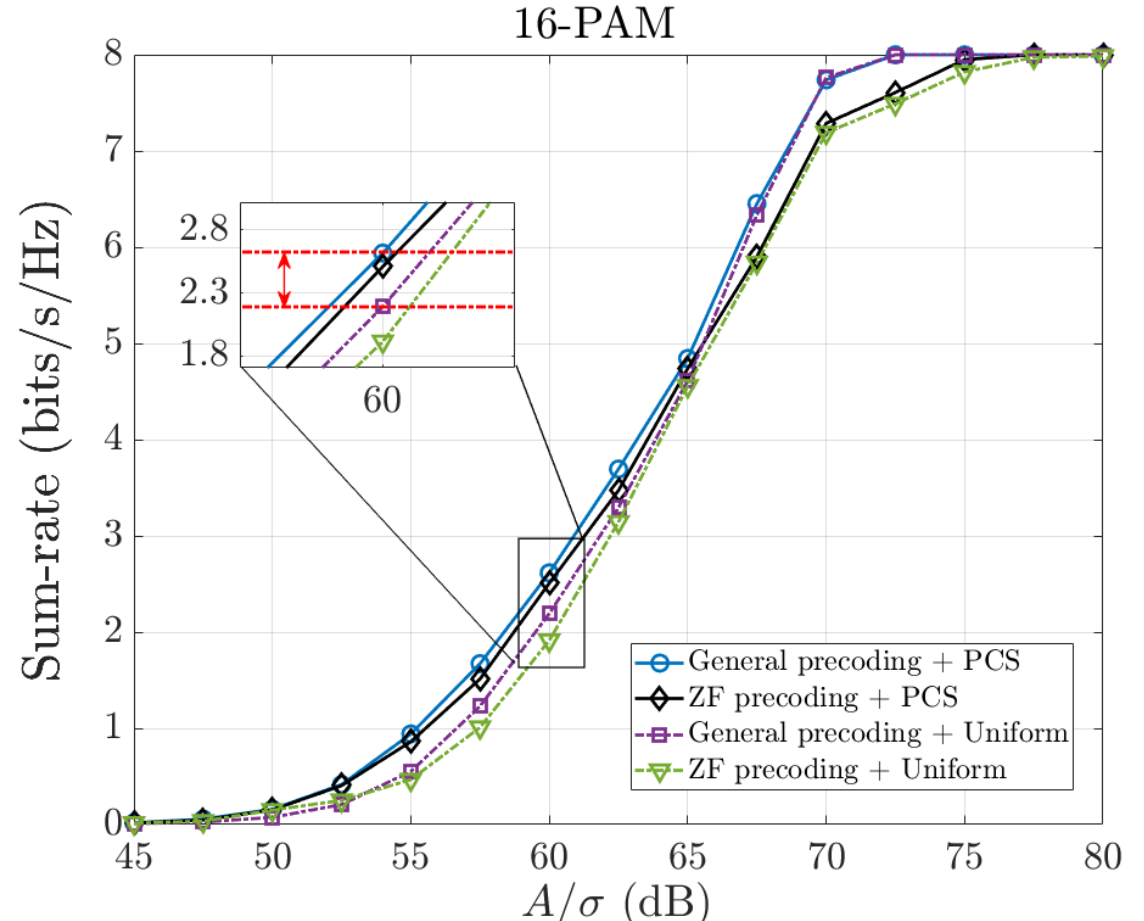
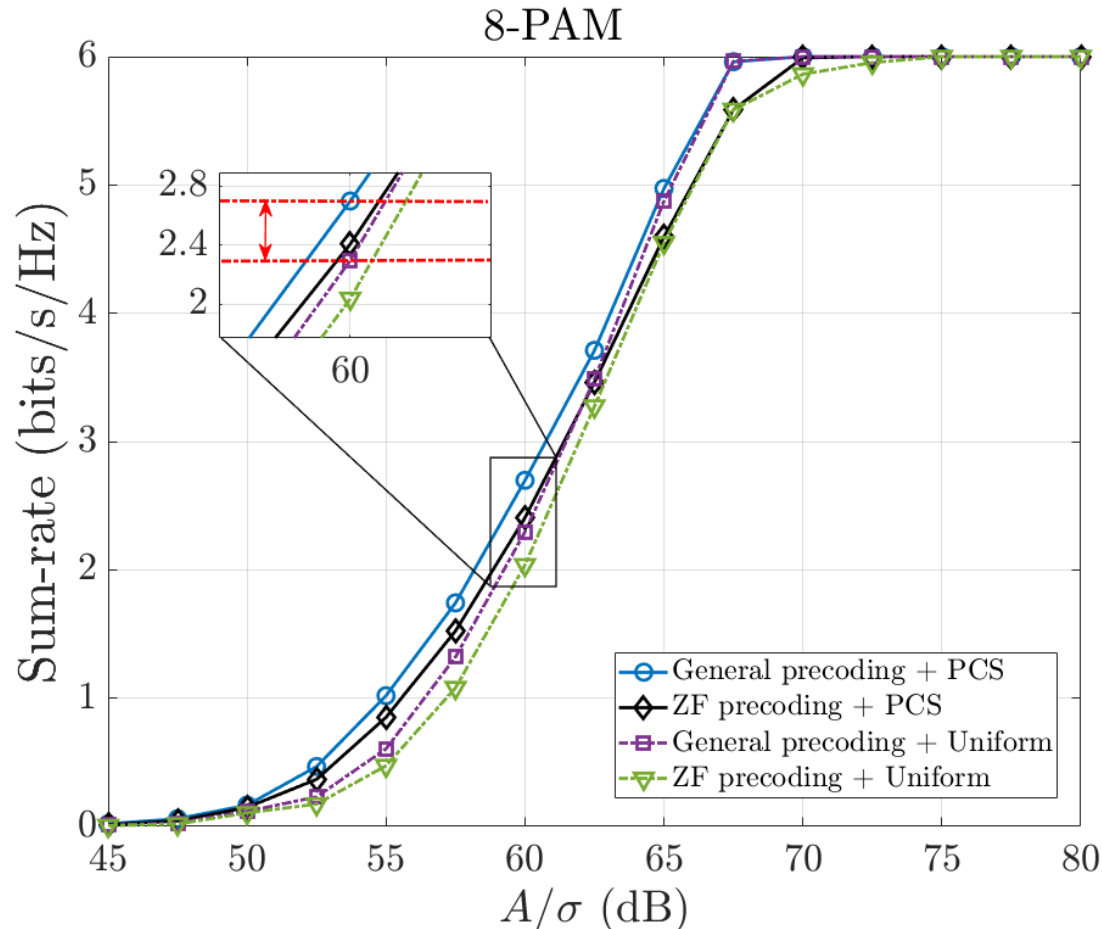
Table 1: System Parameters

<b>Room and LED configurations</b>	
Room dimension (Length $\times$ Width $\times$ Height)	5 (m) $\times$ 5 (m) $\times$ 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, $\phi$	120° (LED Lambertian order is 1)
LED conversion factor, $\eta$	0.44 W/A
<b>Receiver photodetectors</b>	
Active area, $A_r$	1 cm <sup>2</sup>
Responsivity, $\gamma$	0.54 A/W
Field of view (FOV), $\Psi$	60°
Optical filter gain, $T_s(\psi)$	1
Refractive index of the concentrator, $\kappa$	1.5
Noise variance, $\sigma^2$	1
<b>Other parameters</b>	
Ambient light photocurrent, $\chi_{\text{amp}}$	10.93 A/(m <sup>2</sup> · Sr)
Preamplifier noise current density, $i_{\text{amp}}$	5 pA/Hz <sup>-1/2</sup>



# Results and discussions

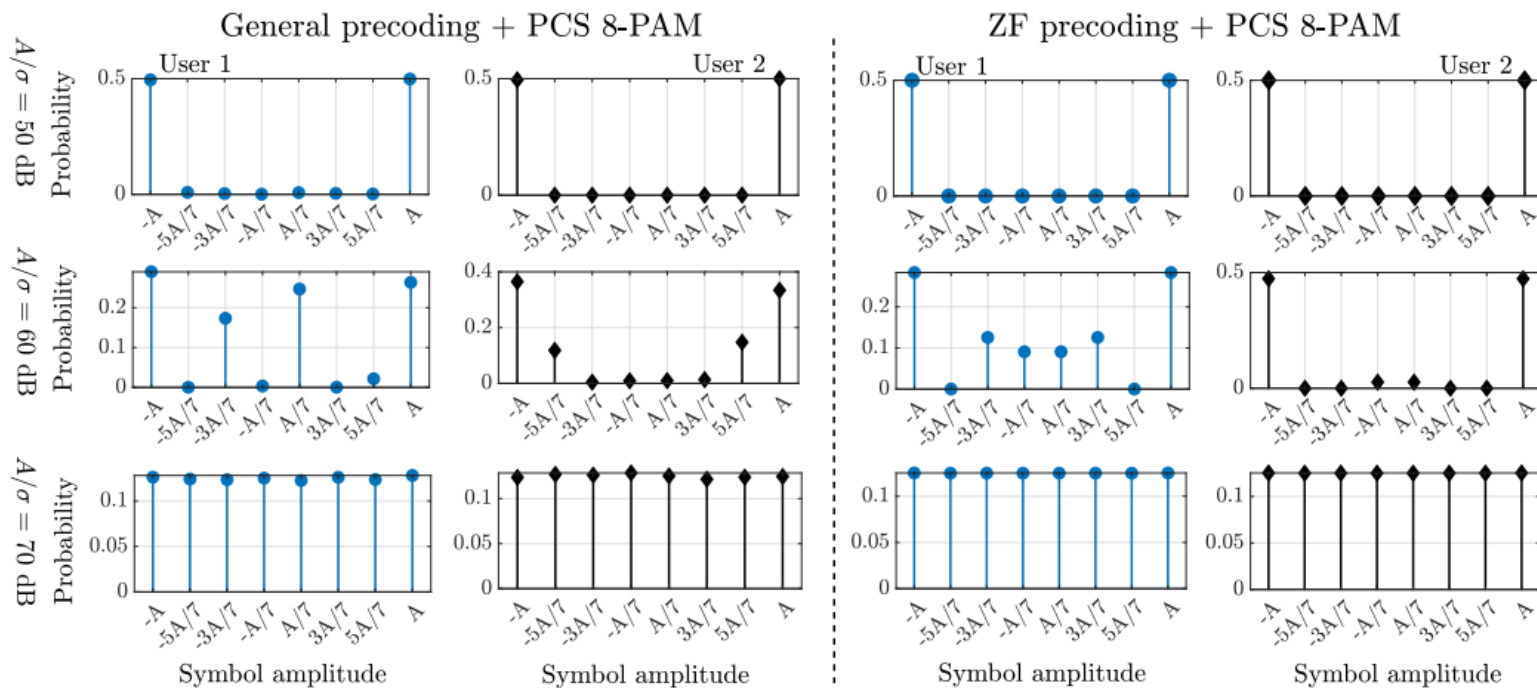
□ Sum rate versus the ratio of maximum signal amplitude ( $A$ ) and noise variation ( $\sigma$ )



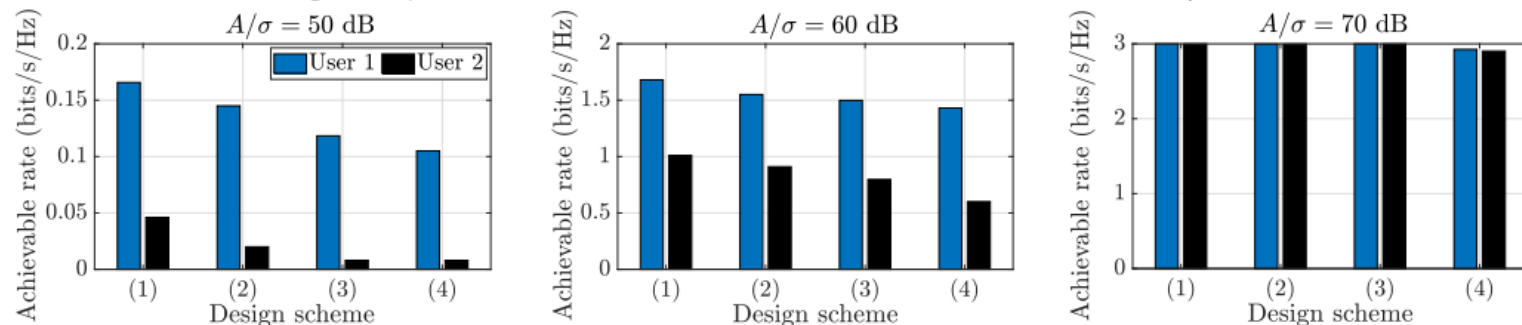
➔ The joint design achieves **17.5%** and **19.2%** higher sum-rate for 8-PAM and 16-PAM

# Results and discussions

## □ Optimal users' symbol distribution



(a) Optimal symbol distributions of PCS 8-PAM with different schemes and  $A/\sigma$  values.



(b) User's achievable rate with different  $A/\sigma$  values and schemes:

(1): General precoding + PCS 8-PAM, (2): ZF precoding + PCS 8-PAM  
 (3): General precoding + Uniform 8-PAM, (4): ZF precoding + Uniform 8-PAM.



Thank you for listening!

Q & A

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