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Reinforcement Learning Algorithms for a Reconfigurable Intelligent Surfaces Optimization Problem

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Problem Statement Results

 $P_r =$ Power Received

 P_t = Power Transmitted

 $G_t, G_r, G =$ Antenna Gain (Simplified)

 $N, M =$ Maximum rows, columns of the RIS grid

- $dx, dy =$ Size of cell: Distance between cells in the x/y directions
- $r_{n,m}^t, r_{n,m}^r = \text{Distance from cell (n, m) to receiver}/\text{transmitter}$
	- $\lambda =$ Fixed Wavelength
- $F_{n,m}^{combine} =$ Accounts for the effect of normalized power radiation

 $\Gamma_{n,m}=A*e^{j\phi}$

Both algorithms only run a few million steps before leveling off at a reward of around 30.

Method of Approach References

$$
vard = 10 \cdot \frac{P_r}{P_{r_{max}}} - 5
$$

Conclusion

Abstract

- For a signal sent to a RIS surface reflects off its various cells, traveling a different distance to each one.
- The signal then experiences a phase shift and "bounces" off in the direction of the receiver.
- Signals that reach the receiver with the same phase shift are amplified.

Reconfigurable Intelligent Surfaces (RIS) are used as low cost solutions to enhance wireless communication signals [1]-[2]. They consist of a 2D array of cells capable of adjusting the phase shifts of incident signals in real time to amplify signal strength to a receiver. However, determining the optimal phase shift for each cell is challenging due to the numerous possibilities of large arrays [3]. This poster explores the use of online Reinforcement Learning (RL) algorithms to optimize these RIS coefficients for maximizing the output of the wireless communication system.

Background

We attempt to maximize the power received as given by this equation:

Theorem 1: The received signal power in RIS-assisted wireless communications is as follows $_{[4]}$

$$
P_r = P_t \frac{G_t G_r G d_x d_y \lambda^2}{64\pi^3}
$$

$$
\times \left| \sum_{m=1-\frac{M}{2}}^{\frac{M}{2}} \sum_{n=1-\frac{N}{2}}^{\frac{N}{2}} \frac{\sqrt{F_{n,m}^{combine}} \Gamma_{n,m}}{r_{n,m}^t r_{n,m}^r} e^{\frac{-j2\pi (r_{n,m}^t + r_{n,m}^r)}{\lambda}} \right|^2
$$

Where A is constant and ϕ can be adjusted

Challenges

- Calculating reward for different distances to allow the environment to be expandable for different distances – Normalize the reward function based on a theoretical maximum strength
- \bullet To avoid catastrophic forgetting $-$ reduce rate of learning (0.0001)
- Difficult variables to calculate Made simplifications such as lambda, G values.

where we have:

$$
P_{r_{max}} = \hbox{Theoretical Maximum Power Receiver}
$$

$$
P_{r_{max}} = P_t \frac{G_t G_r G d_x d_y \lambda^2}{64 \pi^3} \times \left(\sum_{m=1-\frac{M}{2}}^{\frac{M}{2}} \sum_{n=1-\frac{N}{2}}^{\frac{M}{2}} \frac{\sqrt{F_{n,1}^{c_0}}}{r_{n,1}^t} \right.
$$

$$
G_t, G_r, G, \lambda, F_{n,m}^{combine}, A \text{ are held constant.}
$$

Therefore, our environment's reward varies from -5 to 5. We run PPO and A2C algorithms with this equation, for 10 step episodes before each reset. 10 step episodes results in an inflation of the returned reward–this implies maximum and minimum function of -50 to 50.

We use a 4x4 grid to model the cells in our surface. Our algorithm will then set a continuous action space for each of the cells.

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Our reward function is thus defined as:

 $_{reu}$

In our environment,

By modeling RIS as arrays of adjustable phase shift coefficients for each cell, we create an optimization problem for the maximum received signal strength. To solve for the optimal coefficients, we employ the RL algorithms Proximal Policy Optimization (PPO) and Advantage Actor-Critic (A2C).

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Running trials of PPO and A2C algorithms shows that both PPO and A2C converges at a maximum of 30, which is only 80% of the maximum reward value which can be returned.

Their failure to maximize the function implies current limitations of these deep learning algorithms to find alternative paths for optimization.