



Improving Performance Robustness of a Cognitive Radio Engine

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Agenda

- Introduction
- Problem Formulation
 - Multi-Armed Bandit
 - Exploration vs Exploitation
- Robust Training Algorithm
 - Stationary Environment
 - Results
 - Non-Stationary Environment
 - Forgetfulness factor
 - Robust Training Algorithm
 - Results
- Robust Training in Meta Level
- Summary & Conclusions

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Introduction

- Cognitive Radio Engines
- Link Adaptation
- Providing Predictable Performance
- Challenges





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Multi-Armed Bandit



μ_1



μ_2



μ_3

Bandit "arms"

(unknown reward)

- Pull arms sequentially so as to maximize the total expected reward
- There are K number of slot machines (possible communication methods)
- R_y is a random variable that represents the returned reward by using each communication method

Problem Formulation

- Belief states $R_y(n)$

$$\pi(n) = [\pi_1(n), \pi_2(n), \dots, \pi_y(n)]^T$$

$$(\bar{\mu}_y(n), \bar{\sigma}_y^2(n), n') , (\overline{\text{PSR}}_{\mu_y}(n), \overline{\text{PSR}}_{\sigma_y^2}(n), m')$$

- In the MAB problem we are looking for a policy that maximizes the expected return $V(s)$:

$$V(s) = E_{\pi} \sum_{n=1}^N \gamma^n R^n$$

Where N is the maximum number of operations, E_y is the expectation operator over the belief state π , and γ is a discount factor $0 < \gamma < 1$

Exploration vs Exploitation

- A central concern of studies of *adaptive processes* is the relation between the exploration of *new possibilities* and the exploitation of *old certainties*.
 - **Exploration** includes things captured by terms such as search, variation, risk taking, experimentation, play, flexibility, discovery, innovation.
 - **Exploitation** includes such things as refinement, choice, production, efficiency, selection, implementation, execution.
- The crucial tradeoff the CE faces at each trial is:
 1. "exploitation"
 2. "exploration"



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Robust Training

- Training Packets
- The PSR's CI of a communication method is estimated by approximating Beta dist. using a normal dist. With a mean $\hat{\theta} = \frac{\alpha}{m'}$ and variance $\sigma^2 = \frac{\hat{\theta}(1-\hat{\theta})}{m'}$, where $m' = \alpha + \beta$

$$\hat{\theta}_y - z_{\alpha/2} \sigma < \theta_y < \hat{\theta}_y + z_{\alpha/2} \sigma$$

- Estimating upper and lower bounds of each communication method's throughput by using belief state of each method for $n' < 30$ and $n' > 30$

$$\bar{\mu}_y(n) - t_{\delta/2, n'-1} \frac{\hat{\sigma}_y}{\sqrt{n'}} < R_y < \bar{\mu}_y(n) + t_{\delta/2, n'-1} \frac{\hat{\sigma}_y}{\sqrt{n'}}$$

$$\bar{\mu}_y(n) - z_{\delta/2} \frac{\hat{\sigma}_y}{\sqrt{n'}} < R_y < \bar{\mu}_y(n) + z_{\delta/2} \frac{\hat{\sigma}_y}{\sqrt{n'}}$$

Robust Training

- Classifying all communication methods to:
 1. Offsetting methods
 2. Ineligible methods
 3. Training methods

- Offsetting methods

$$\min_{Throughput} < R_{ly}(n) \quad \text{AND} \quad \min_{PSR} < \theta_{ly}(n)$$

- Ineligible methods

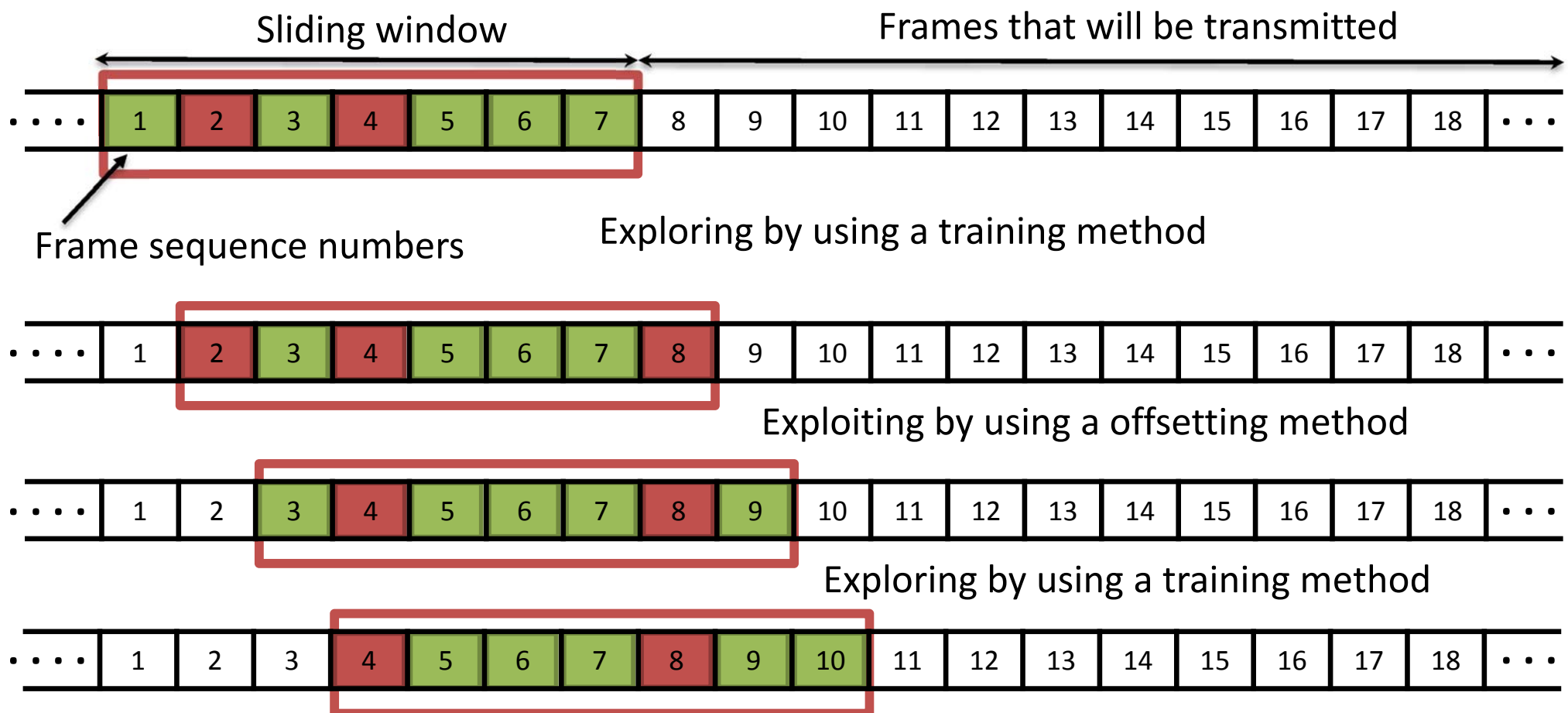
$$R_{uy}(n) < \min_{Throughput} \quad \text{OR} \quad \theta_{uy}(n) < \min_{PSR}$$

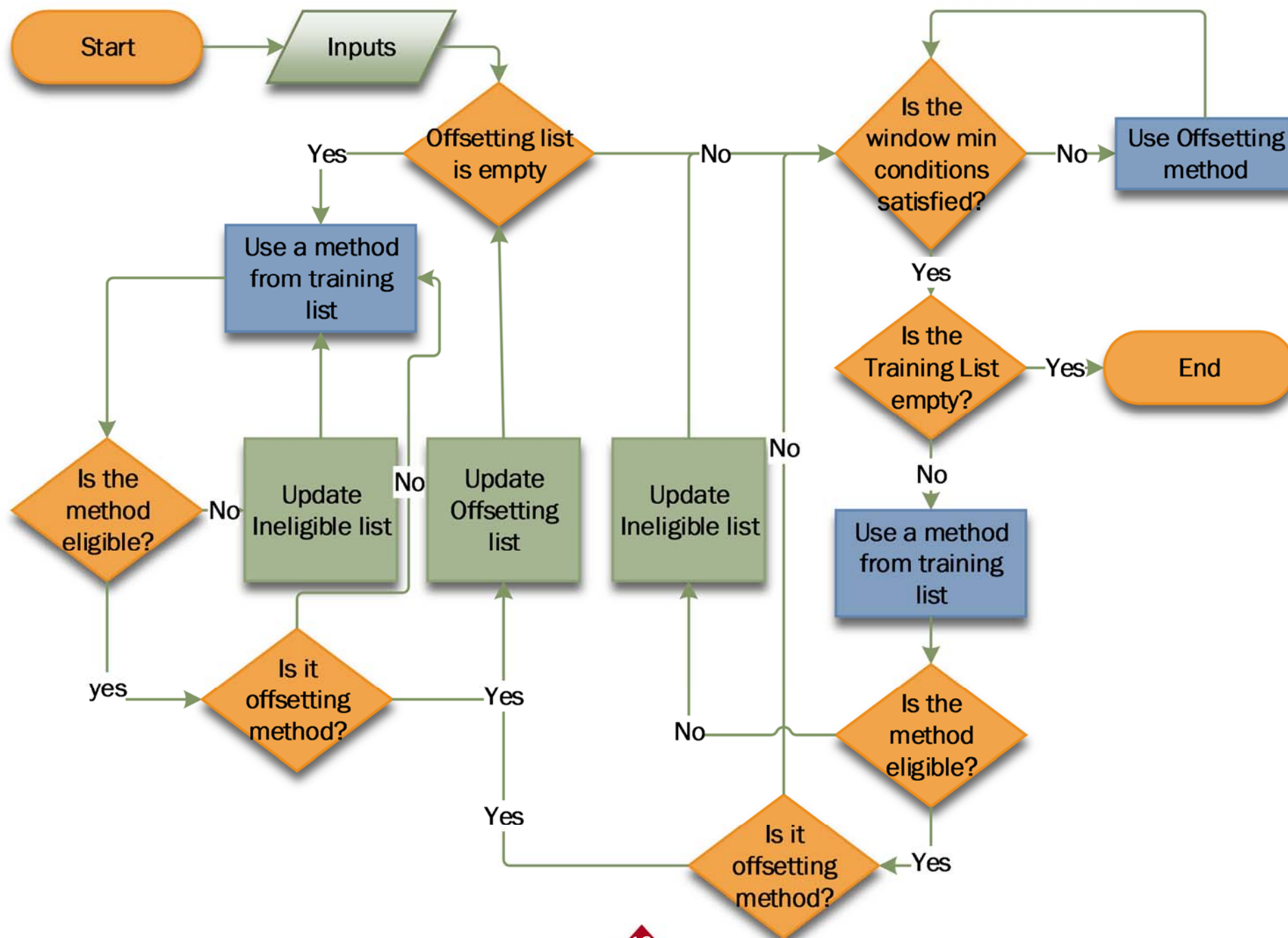
- Training methods

$$R_{ly}(n) < \min_{Throughput} < R_{uy}(n) \quad \text{AND} \quad \theta_{ly}(n) < \min_{PSR} < \theta_{uy}(n)$$

Robust Training

(Minimum required PSR) $\theta_{min} = 0.5$

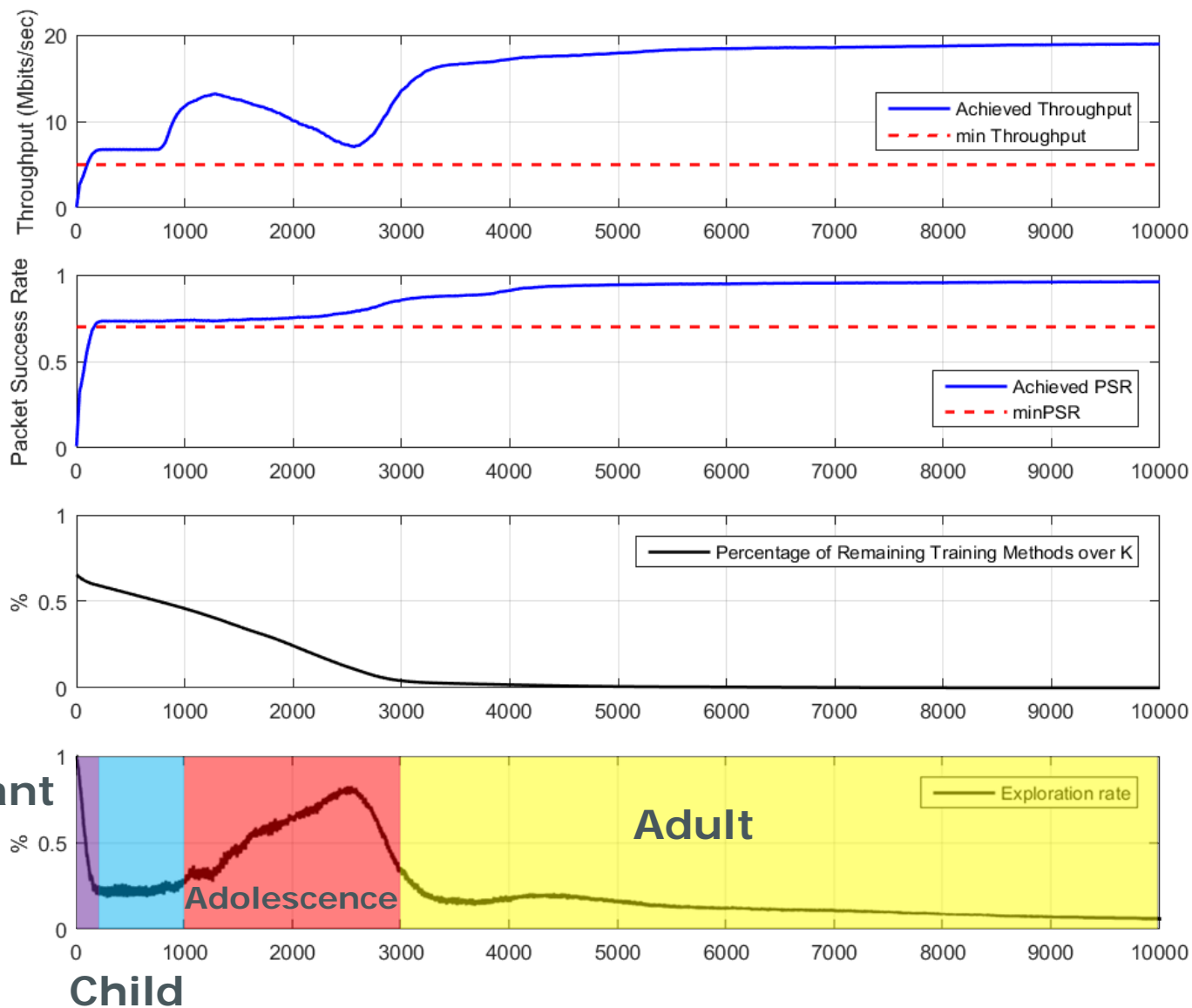




Experimental Results

- Each communication method is defined by a combination of modulation type, coding and antenna techniques:
 - Modulations: QPSK, 8PSK, 16, 32, 64, 128, and 256 QAM
 - Error correction rates: 1, 7/8, 3/4, 2/3, 1/2, 1/4, 1/6, and 1/8
 - Antenna techniques: VBLAST, STBC, and MRC
 - We consider an SNR in the range of 0-50 and the log of the Eigen spread in the range of 0-12 by step size of 0.5
 - There are 5 channels available with different SNR and bandwidth (either 1.25 or 2.5 MHZ)
 - $\theta_{min} = 0.65$ and $R_{min} = 5(Mbits/sec)$

Experimental Results





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Non-Stationary Condition

- Estimated channel conditions change rapidly
- The obtained knowledge by CE about the performance of communication methods will no longer be valid
- This happens because the obtained knowledge is the average of n trials, therefore to overcome the previous knowledge, the RoTA needs to try $m \gg n$ trials to wipe out the outdated knowledge
- RoTA will not provide the expected performance
- RoTA needs a many iterations to transfer its information to the new channel conditions

Forgetfulness Factor

- To decrease the weight of old information we suggest to use exponentially-weighted average method
- To estimate the mean and variance of communication methods' performances we use following equations

$$\bar{\mu}_y(n) = \bar{\mu}_y(n-1) + \lambda[R_y(n) - \bar{\mu}_y(n-1)]$$

$$\hat{\sigma}_y^2(n) = (1 - \lambda)(\hat{\sigma}_y^2(n-1) + \lambda \left(R_y(n) - \bar{\mu}_y(n-1) \right)^2)$$

Where $0 < \lambda < 1$, can be either constant, or a function of time, $\lambda = \lambda_y(t) = \frac{1}{n}$, as n reaches ∞ , by the law of large numbers $\bar{\mu}_y(n)$ converges to the actual mean.

- In the case of constant λ

$$\bar{\mu}_y(n) = (1 - \lambda)\bar{\mu}_y(0) + \sum_{i=1}^n \lambda(1 - \lambda)^{n-i} R_y(n)$$

Since the λ parameter decays the old observations, we call it **forgetfulness factor**

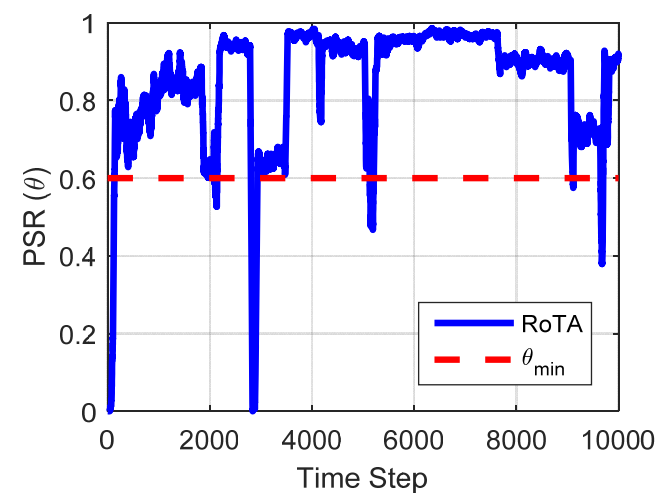
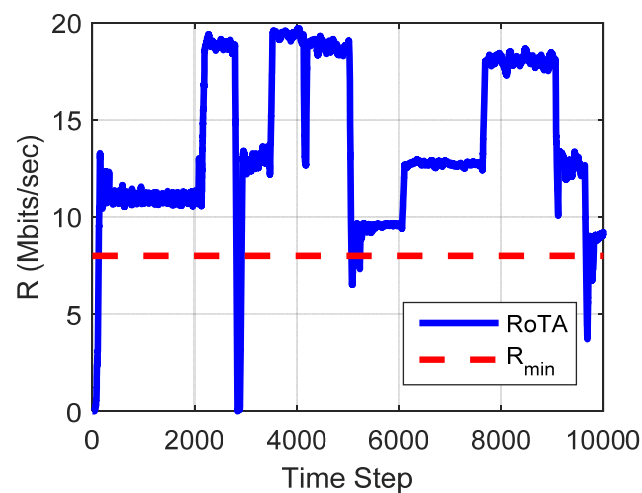
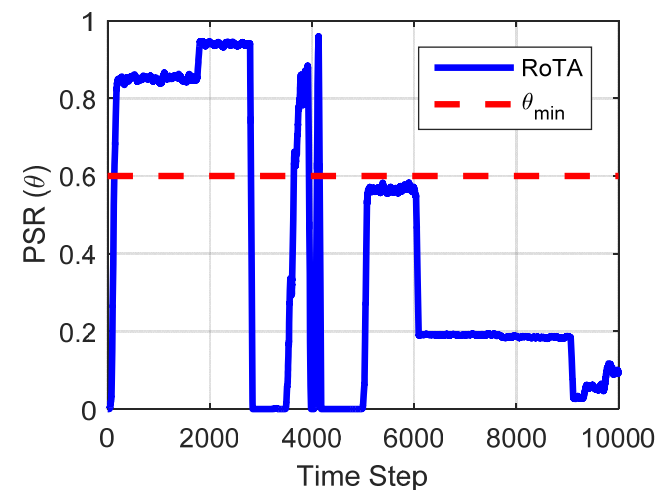
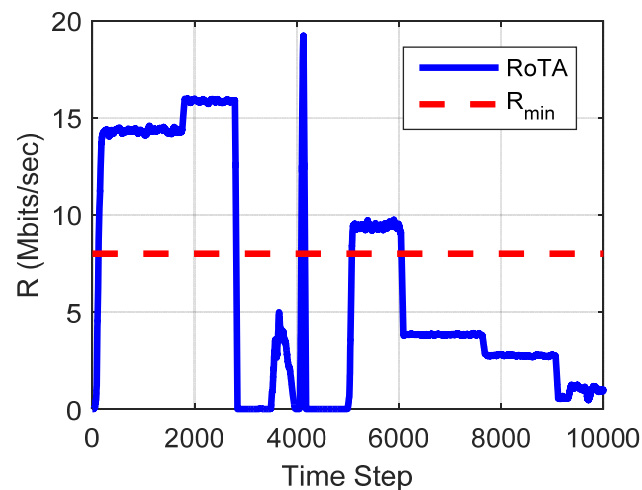
Experimental Results

Time Step	1758
	2790
	3472
	4133
	5029
	6039
	7632
	9066
	9638

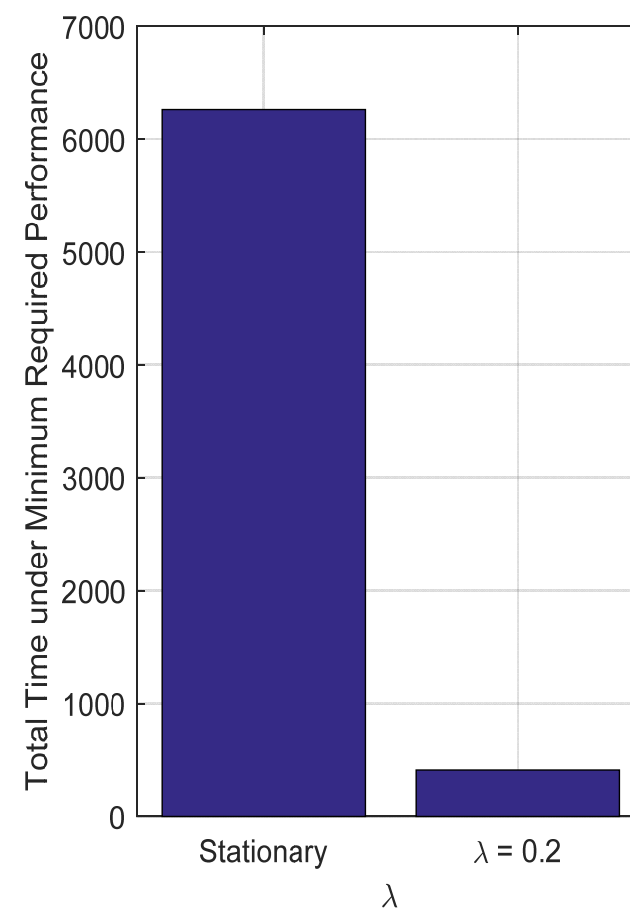
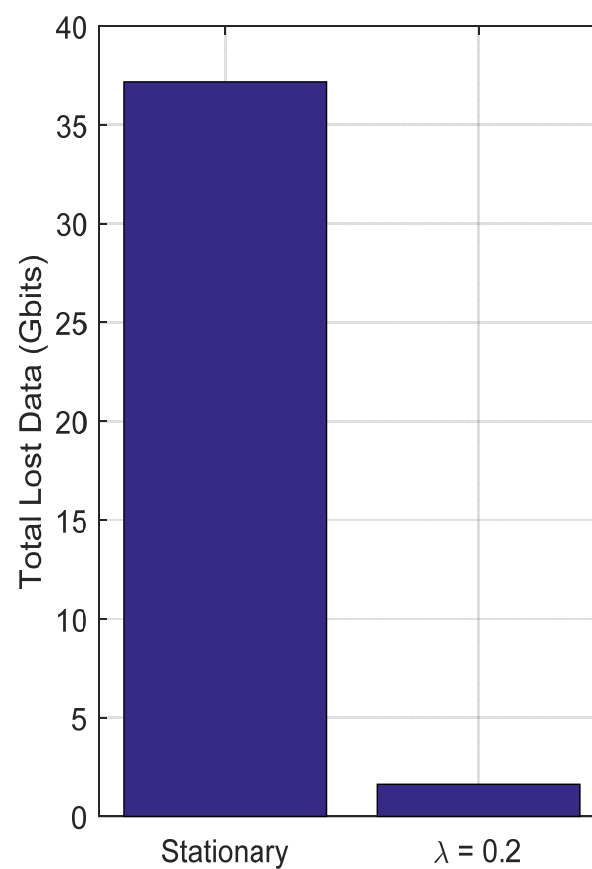
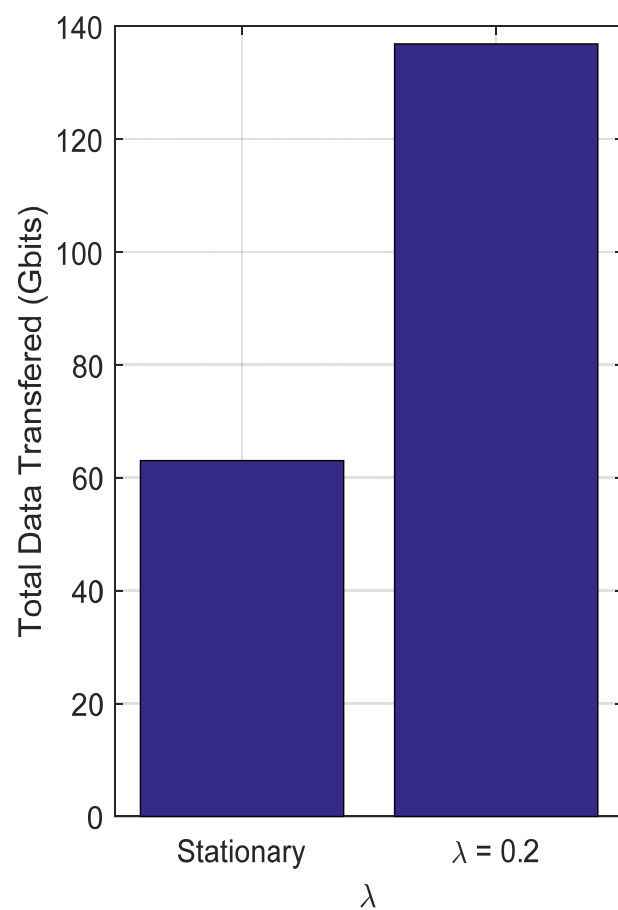
$$\theta_{min} = 0.6$$

$$R_{min} = 8(Mbits/sec)$$

$$\lambda = 0.2$$

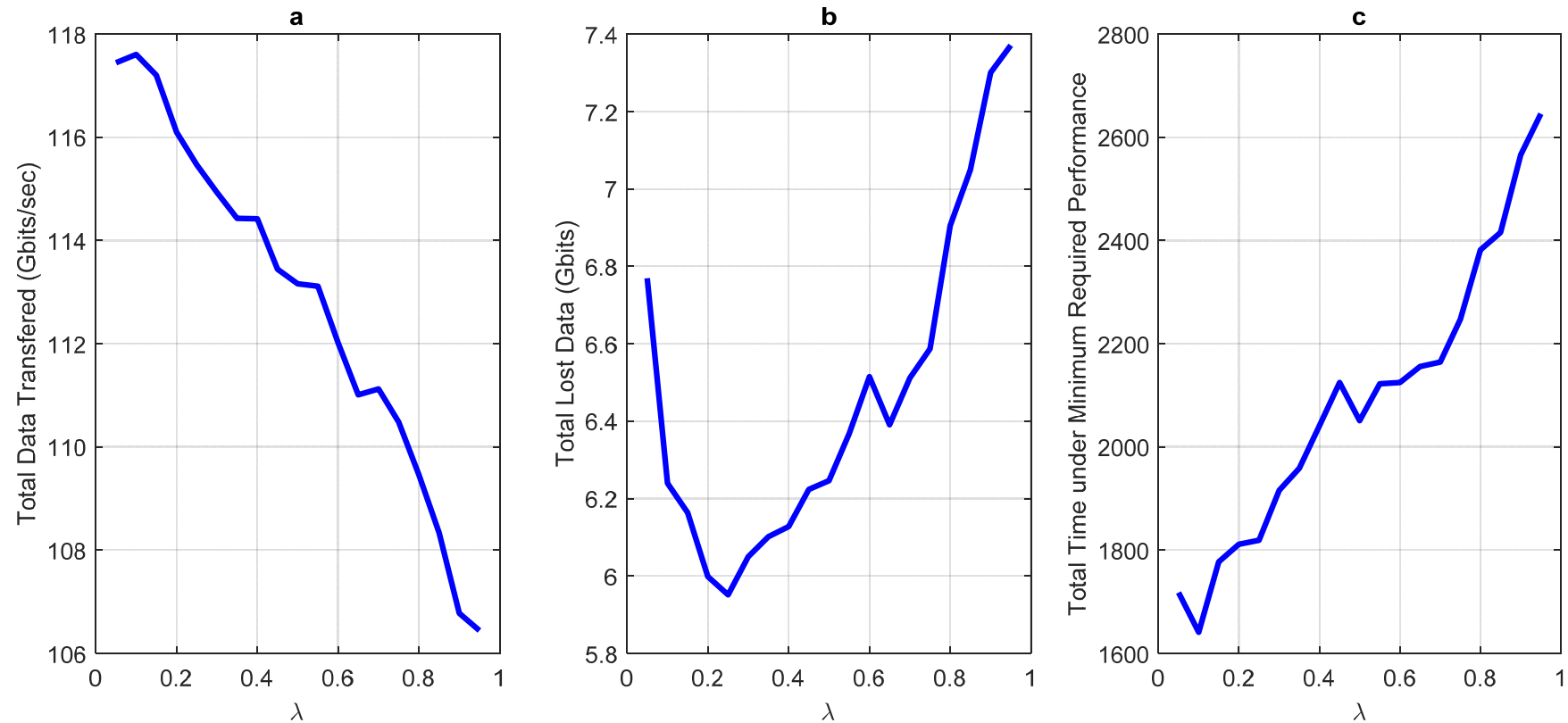


Experimental Results



Experimental Results

- Comparing the effect of different values of λ

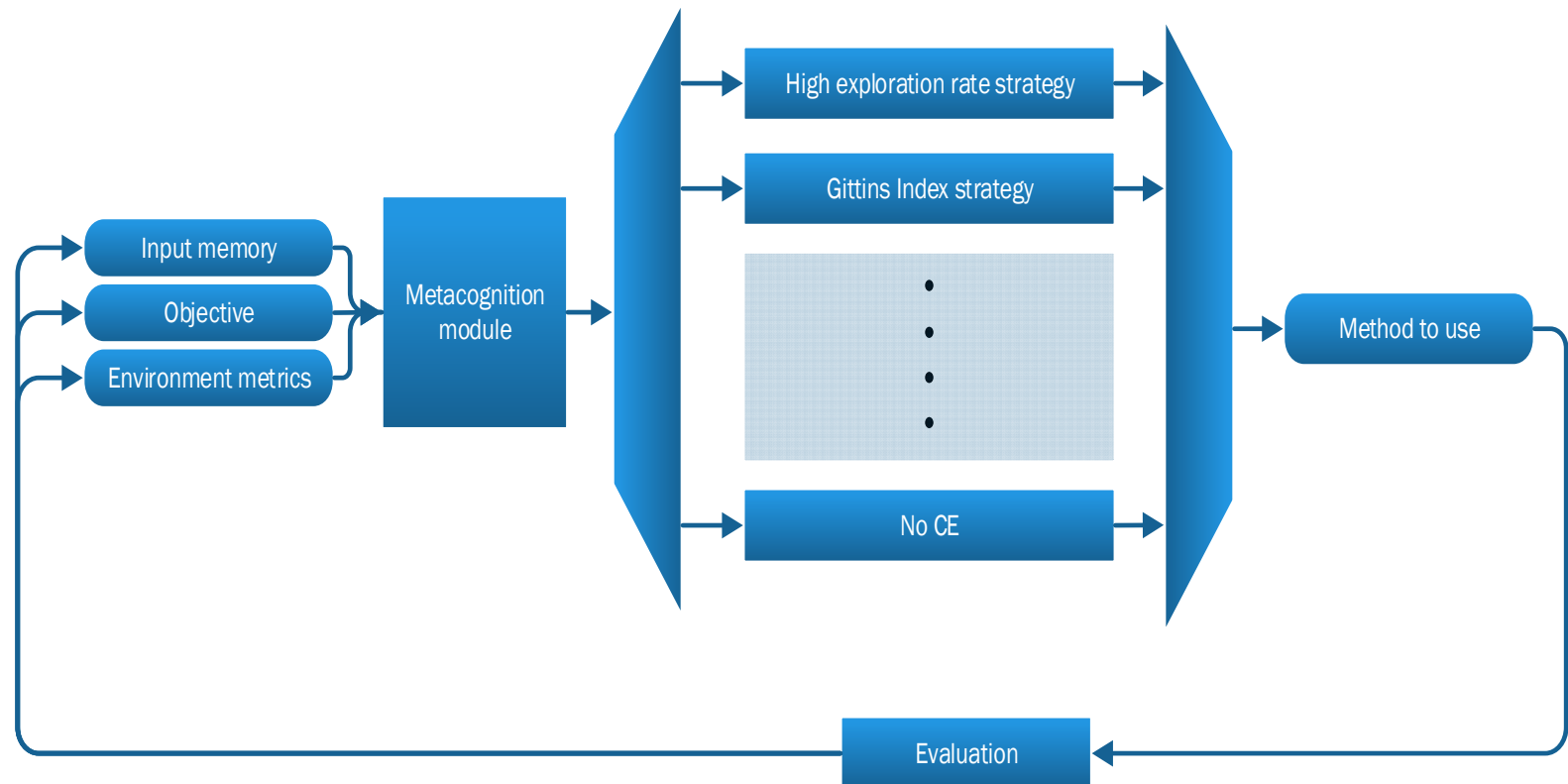




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Robust Training in Meta Level

- Governing individual CE algorithms to operate in various learning stages
- Controlling computation cost of individual CEs





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Summary & Conclusions

- Robust Training Algorithm (RoTA) to guarantee the minimum performance
- Forgetfulness factor to tune the RoTA for various non-stationary environments
- Metacognitive Engine framework to control the complexity of learning algorithms and minimum level of performance



Thank You

Q&A