

# Differential Evolution Algorithm Aided MBER Beamforming Receiver for Quadrature Amplitude Modulation Systems

Jiankang Zhang<sup>†‡</sup>, Sheng Chen<sup>†</sup>, Xiaomin Mu<sup>‡</sup> and Lajos Hanzo<sup>†</sup>

<sup>†</sup> Communications, Signal Processing and Control Group  
Electronics and Computer Science  
Faculty of Physical and Applied Science  
University of Southampton, Southampton SO17 1BJ, UK  
E-mails: {jz09v,sqc,lh}@ecs.soton.ac.uk

<sup>‡</sup> School of Information Engineering  
Zhengzhou University, Zhengzhou, China  
E-mail: iexmmu@zzu.edu.cn

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# Outline

- 1 Introduction
  - Motivations
- 2 Problem Formulation
  - System Description
  - MBER Beamforming
  - DE Aided Solution
- 3 Numerical Results
  - Experimental Settings
  - Simulation Results
- 4 Conclusions
  - Concluding Remarks

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# Background

- Many wireless communication system designs manifests as challenging global optimisation problems
  - Attaining **global** or near global **optimal solutions** at **affordable** computational **costs** are critical
- State-of-the-art minimum bit error rate beamforming receiver is such a design for
  - Multi-antenna wireless systems employing high throughput quadrature amplitude modulation
- We have successful record in applications of **computational intelligence** methods, such as
  - genetic algorithms, ant colony / particle swarm optimisation, differential evolution algorithm

# DE Algorithm

- Key metrics in assessing a global optimisation method
  - **Capability**: high success rate to attain global solutions in challenging problems
  - **Complexity**: fast convergence speed and reasonably low computational costs
  - **Simplicity**: few algorithmic parameters need tuning and easy of programming
- Differential evolution algorithm measures well by these metrics
  - High success rate, reasonably fast convergence speed, and not too many tuning parameters
- This is what motivates us to develop DE algorithm aided MBER beamforming receiver
  - This work is pure application DE algorithm

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# System Model

- SDMA with  $L$ -element receive antenna array to support  $M$  QAM users, where receive signal vector  $\mathbf{x}(k) = [x_1(k) \ x_2(k) \ \cdots \ x_L(k)]^T$

$$\mathbf{x}(k) = \mathbf{P}\mathbf{b}(k) + \mathbf{n}(k) = \bar{\mathbf{x}}(k) + \mathbf{n}(k)$$

- Complex-valued AWGN vector  $\mathbf{n}(k) = [n_1(k) \ n_2(k) \ \cdots \ n_L(k)]^T$  with covariance matrix  $E[\mathbf{n}(k)\mathbf{n}^H(k)] = 2\sigma_n^2\mathbf{I}_L$
- Channel matrix  $\mathbf{P} = [A_1\mathbf{s}_1 \ A_2\mathbf{s}_2 \ \cdots \ A_M\mathbf{s}_M] = [\mathbf{p}_1 \ \mathbf{p}_2 \ \cdots \ \mathbf{p}_M]$  with  $i$ th channel coefficient  $A_i$  and steering vector for user  $i$

$$\mathbf{s}_i = \left[ e^{j\omega_c t_1(\theta_i)} \ e^{j\omega_c t_2(\theta_i)} \ \cdots \ e^{j\omega_c t_L(\theta_i)} \right]^T$$

$t_l(\theta_i)$ : relative time delay at array element  $l$  for user  $i$ ,  $\theta_i$ : direction of arrival for user  $i$ ,  $\omega_c = 2\pi f_c$ : angular carrier frequency

- Transmitted symbol vector of  $M$  users  $\mathbf{b}(k) = [b_1(k) \ \cdots \ b_M(k)]^T$

# Beamforming Receiver

- Assume **user 1** is desired user, beamformer output

$$y(k) = \mathbf{w}^H \mathbf{x}(k) = \bar{y}(k) + e(k) = c_1 b_1(k) + \sum_{i=2}^M c_i b_i(k) + e(k)$$

$c_1 b_1(k)$ : **desired signal**, summation term: **residual interfering signal**,  $e(k)$ : zero-mean **Gaussian** with  $E[|e(k)|^2] = 2\sigma_n^2 \mathbf{w}^H \mathbf{w}$

- Weight vector  $\mathbf{w} = [w_1 \ w_2 \ \cdots \ w_L]^T$ ,  $c_1$  must be real and positive
- 16-QAM modulation, 4 bits per complex-valued symbol:

$$b_i(k) = b_{R_i}(k) + j b_{I_i}(k) \in \{\pm 1 \pm j, \pm 1 \pm 3j, \pm 3 \pm j, \pm 3 \pm 3j\}$$

- Two bits per in-phase / quadrature symbol mapping:

$$\mathbf{11}, \mathbf{10}, \mathbf{00}, \mathbf{01} \leftrightarrow -\mathbf{3}, -\mathbf{1}, +\mathbf{1}, +\mathbf{3}$$

Notice the class 1 (**C1**) bit and the class 2 (**C2**) bit



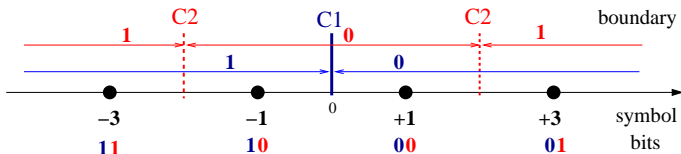
# Detection of Bits

- $y(k) = y_R(k) + jy_I(k)$  used to detect four bits of  $b_1(k)$
- Decision for in-phase C1 bit is given by

$$\begin{cases} \text{C1 bit} = 0, & \text{if } y_R(k) > 0 \\ \text{C1 bit} = 1, & \text{if } y_R(k) \leq 0 \end{cases}$$

and decision for in-phase C2 bit is given by

$$\begin{cases} \text{C2 bit} = 0, & \text{if } -2C_1 < y_R(k) < 2C_1 \\ \text{C2 bit} = 1, & \text{if } y_R(k) \leq -2C_1 \text{ or } y_R(k) \geq 2C_1 \end{cases}$$



- Decisions for quadrature C1 and C2 bits are given similarly based on  $y_I(k)$

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# Bit Error Rate

- BER of 16-QAM beamformer with weight vector  $\mathbf{w}$  is defined by

$$P_E(\mathbf{w}) = \frac{1}{4} \left( P_{E_R, C1}(\mathbf{w}) + P_{E_I, C1}(\mathbf{w}) + P_{E_R, C2}(\mathbf{w}) + P_{E_I, C2}(\mathbf{w}) \right)$$

- Let  $N_b = 16^M$ , and  $\mathbf{b}^{(q)}$ ,  $1 \leq q \leq N_b$ , be legitimate equiprobable sequences of  $\mathbf{b}(k) \Rightarrow$  Set of system vector states:

$$\bar{\mathbf{x}}(k) \in \mathbb{X} \triangleq \{ \bar{\mathbf{x}}^{(q)} = \mathbf{P}\mathbf{b}^{(q)}, 1 \leq q \leq N_b \}$$

Set of beamformer scalar states

$$\bar{y}(k) \in \mathbb{Y} \triangleq \{ \bar{y}^{(q)} = \mathbf{w}^H \bar{\mathbf{x}}^{(q)}, 1 \leq q \leq N_b \} = \mathbb{Y}_R + j\mathbb{Y}_I$$

Conditional subsets, each having  $N_{sb} = N_b/4$  points:

$$\begin{cases} \mathbb{Y}_R^{(\pm 1)} \triangleq \{ \bar{y}_R^{(q)} \in \mathbb{Y}_R : b_{R_1}(k) = \pm 1 \} \\ \mathbb{Y}_R^{(\pm 3)} \triangleq \{ \bar{y}_R^{(q)} \in \mathbb{Y}_R : b_{R_1}(k) = \pm 3 \} \end{cases}$$

# C1 Bit Error Rate

- In-phase C1 bit error probability

$$P_{E_R, C1}(\mathbf{w}) = \frac{1}{2N_{sb}} \sum_{\bar{y}_R^{(q)} \in \mathbb{Y}_R^{(+)}} Q\left(g_{R, C1}^{(q)}(\mathbf{w})\right)$$

$$\mathbb{Y}_R^{(+)} = \mathbb{Y}_R^{(+1)} \cup \mathbb{Y}_R^{(+3)}, \quad Q(u) = \frac{1}{\sqrt{2\pi}} \int_u^\infty e^{-\frac{v^2}{2}} dv,$$

$$g_{R, C1}^{(q)}(\mathbf{w}) = \frac{\text{sgn}(\Re[b_1^{(q)}])\bar{y}_R^{(q)}}{\sigma_n \sqrt{\mathbf{w}^H \mathbf{w}}} = \frac{\text{sgn}(b_{R1}^{(q)})\Re[\mathbf{w}^H \bar{\mathbf{x}}^{(q)}]}{\sigma_n \sqrt{\mathbf{w}^H \mathbf{w}}}$$

- Quadrature C1 bit error probability

$$P_{E_I, C1}(\mathbf{w}) = \frac{1}{2N_{sb}} \sum_{\bar{y}_I^{(q)} \in \mathbb{Y}_I^{(+)}} Q\left(g_{I, C1}^{(q)}(\mathbf{w})\right)$$

$$\mathbb{Y}_I^{(+)} = \mathbb{Y}_I^{(+1)} \cup \mathbb{Y}_I^{(+3)} \text{ and}$$

$$g_{I, C1}^{(q)}(\mathbf{w}) = \frac{\text{sgn}(\Im[b_1^{(q)}])\bar{y}_I^{(q)}}{\sigma_n \sqrt{\mathbf{w}^H \mathbf{w}}} = \frac{\text{sgn}(b_{I1}^{(q)})\Im[\mathbf{w}^H \bar{\mathbf{x}}^{(q)}]}{\sigma_n \sqrt{\mathbf{w}^H \mathbf{w}}}$$

# C2 Bit Error Rate

- In-phase C2 bit error probability  $P_{E_R, C2}(\mathbf{w})$

$$P_{E_R, C2}(\mathbf{w}) = \frac{1}{2N_{sb} \sum_{\bar{y}_R^{(q)} \in \mathbb{Y}_R^{(+1)}}} \left( Q(g_{R, C2}^{(q, a)}(\mathbf{w})) + Q(g_{R, C2}^{(q, b)}(\mathbf{w})) \right) + \frac{1}{2N_{sb} \sum_{\bar{y}_R^{(q)} \in \mathbb{Y}_R^{(+3)}}} \left( Q(g_{R, C2}^{(q, c)}(\mathbf{w})) - Q(g_{R, C2}^{(q, a)}(\mathbf{w})) \right)$$

$$g_{R, C2}^{(q, a)}(\mathbf{w}) = \frac{2c_1 + \text{sgn}(b_{R_1}^{(q)}) \bar{y}_R^{(q)}}{\sigma_n \sqrt{\mathbf{w}^H \mathbf{w}}}, \quad g_{R, C2}^{(q, b)}(\mathbf{w}) = \frac{2c_1 - \text{sgn}(b_{R_1}^{(q)}) \bar{y}_R^{(q)}}{\sigma_n \sqrt{\mathbf{w}^H \mathbf{w}}}, \quad g_{R, C2}^{(q, c)}(\mathbf{w}) = \frac{\text{sgn}(b_{R_1}^{(q)}) \bar{y}_R^{(q)} - 2c_1}{\sigma_n \sqrt{\mathbf{w}^H \mathbf{w}}}$$

- Quadrature C2 bit error probability  $P_{E_I, C2}(\mathbf{w})$

$$P_{E_I, C2}(\mathbf{w}) = \frac{1}{2N_{sb} \sum_{\bar{y}_I^{(q)} \in \mathbb{Y}_I^{(+1)}}} \left( Q(g_{I, C2}^{(q, a)}(\mathbf{w})) + Q(g_{I, C2}^{(q, b)}(\mathbf{w})) \right) + \frac{1}{2N_{sb} \sum_{\bar{y}_I^{(q)} \in \mathbb{Y}_I^{(+3)}}} \left( Q(g_{I, C2}^{(q, c)}(\mathbf{w})) - Q(g_{I, C2}^{(q, a)}(\mathbf{w})) \right)$$

$$g_{I, C2}^{(q, a)}(\mathbf{w}) = \frac{2c_1 + \text{sgn}(b_{I_1}^{(q)}) \bar{y}_I^{(q)}}{\sigma_n \sqrt{\mathbf{w}^H \mathbf{w}}}, \quad g_{I, C2}^{(q, b)}(\mathbf{w}) = \frac{2c_1 - \text{sgn}(b_{I_1}^{(q)}) \bar{y}_I^{(q)}}{\sigma_n \sqrt{\mathbf{w}^H \mathbf{w}}}, \quad g_{I, C2}^{(q, c)}(\mathbf{w}) = \frac{\text{sgn}(b_{I_1}^{(q)}) \bar{y}_I^{(q)} - 2c_1}{\sigma_n \sqrt{\mathbf{w}^H \mathbf{w}}}$$

# MBER Solution

- MBER beamformer solution is defined as

$$\mathbf{w}_{\text{MBER}} = \arg \min_{\mathbf{w}} P_E(\mathbf{w})$$

- MBER beamformer design may be obtained based on a gradient-descent numerical optimisation
  - 1 Gradient of  $P_E(\mathbf{w})$  requires extensive computation
  - 2 Slow convergence and local minima problem
- We use DE algorithm to solve this optimisation
  - DE is characterised by initialisation, mutation, re-combination and selection operations invoked for exploring the search space in an iterative procedure, until some termination criteria are met

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# DE Algorithm

- ① **Initialisation**: Randomly generate initial population (generation  $g = 1$ ) of **population size**  $P_s$  within search space

$$\hat{\mathbf{w}}_{g,p_s} = [\hat{w}_{g,p_s,1} \hat{w}_{g,p_s,2} \cdots \hat{w}_{g,p_s,L}]^T, 1 \leq p_s \leq P_s$$

- ② **Mutation**: Create mutant vector by combining three different, randomly chosen vectors

$$\hat{\mathbf{v}}_{g,i} = \hat{\mathbf{w}}_{g,r_1} + \gamma (\hat{\mathbf{w}}_{g,r_2} - \hat{\mathbf{w}}_{g,r_3}), 1 \leq i \leq P_s$$

- $\gamma \in (0, 1]$ : **scaling factor**

- ③ **Crossover**: Adopt uniform crossover to generate trial vector

$$\hat{u}_{g,i,l} = \begin{cases} \hat{v}_{g,i,l}, & \text{rand}_l(0, 1) \leq C_r \text{ or } l = l_{rand}, \\ \hat{w}_{g,i,l}, & \text{otherwise,} \end{cases} \quad 1 \leq i \leq P_s$$

- $C_r \in [0, 1]$ : **crossover probability**
- $\text{rand}_l(0, 1)$ : uniform random number in  $[0, 1)$
- $l_{rand}$ : uniform random integer in  $\{1, 2, \dots, L\}$



## DE Algorithm (continue)

- ④ **Selection**: determine target vector  $\hat{\mathbf{w}}_{g,p_s}$  or trial vector  $\hat{\mathbf{u}}_{g,p_s}$  survives to next generation

$$\hat{\mathbf{w}}_{g+1,p_s} = \begin{cases} \hat{\mathbf{u}}_{g,p_s}, & P_E(\hat{\mathbf{u}}_{g,p_s}) \leq P_E(\hat{\mathbf{w}}_{g,p_s}), \\ \hat{\mathbf{w}}_{g,p_s}, & \text{otherwise,} \end{cases} \quad 1 \leq p_s \leq P_s$$

based on cost function values

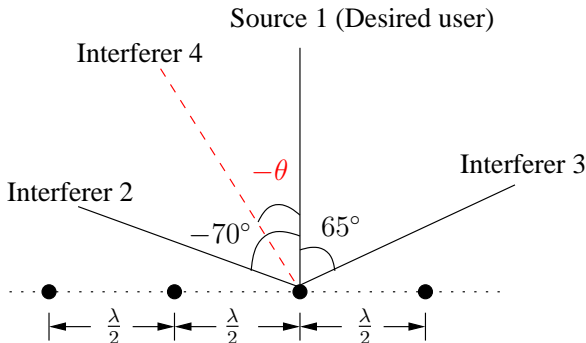
- ⑤ **Termination**: optimisation terminated when any of the following two stopping criteria are satisfied
- Pre-defined maximum affordable number of generations  $G_{\max}$  has been exhausted
  - $\Delta g_{\max}$  generations have been explored without a trial vector being accepted

Basic DE algorithm, with key algorithmic parameters **population size**  $P_s$ , **scaling factor**  $\gamma$ , and **crossover probability**  $C_r$

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# Simulation Systems



- Full-rank:** four-element antenna array supporting four users
  - Minimum **angular separation** with desired user  $\theta < 65^\circ$
  - $E_b/N_0$ : average bit energy over channel noise power
  - All channel taps  $A_i$  are identical
- Rank-deficient:** three-element array supporting four users

# Benchmarks for Comparison

- Two beamforming receiver designs are used as benchmarks
  - 1 Conventional minimum mean square error (MMSE) solution that minimises MSE metric  $E[|b_1(k) - y(k)|^2]$

$$\mathbf{w}_{\text{MMSE}} = \left( \mathbf{P}\mathbf{P}^H + \frac{2\sigma_n^2}{\sigma_b^2} \mathbf{I}_L \right)^{-1} \mathbf{p}_1$$

- $2\sigma_n^2$ : channel noise power,  $\sigma_b^2$ : average symbol power
- 2 Our previous minimum symbol error rate (MSER) solution that minimises symbol error rate

$$\text{SER}(\mathbf{w}) = \text{Prob}\{\hat{b}_1(k) \neq b_1(k)\}$$

$\hat{b}_1(k)$ : detected symbol for  $b_1(k)$

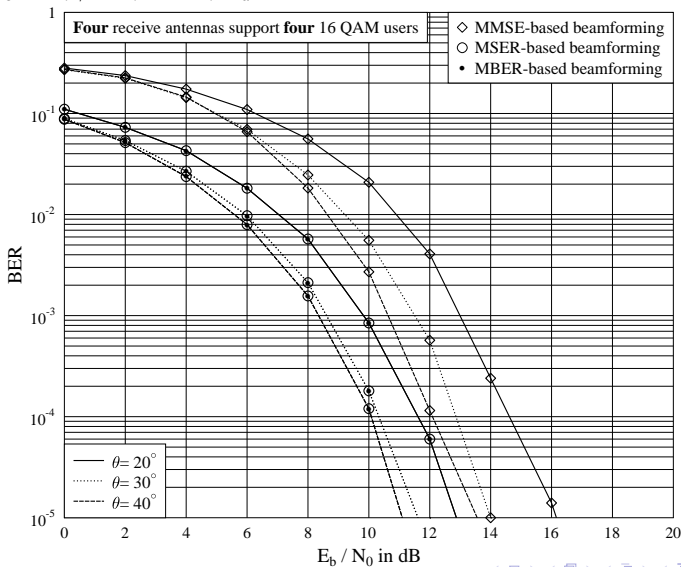
- Same DE algorithm used to obtain MSER solution

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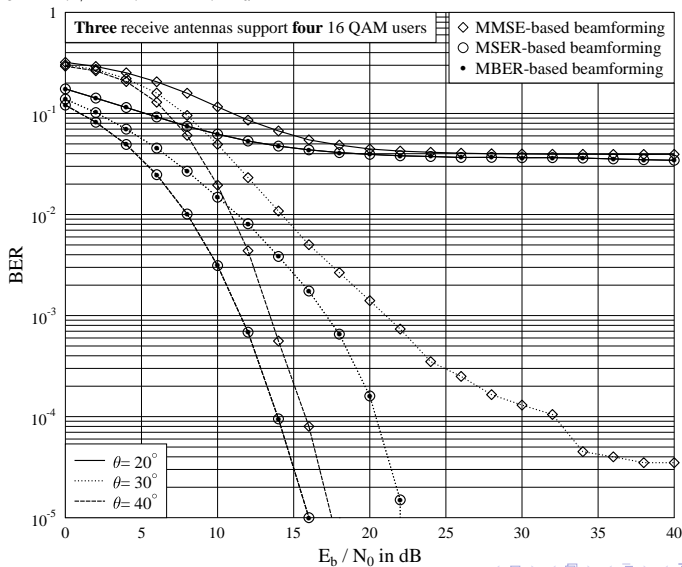
# Bit Error Rate (full-rank)

●  $P_S = 100$ ,  $\gamma = 0.4$ ,  $C_r = 0.4$ ,  $G_{\max} = 200$



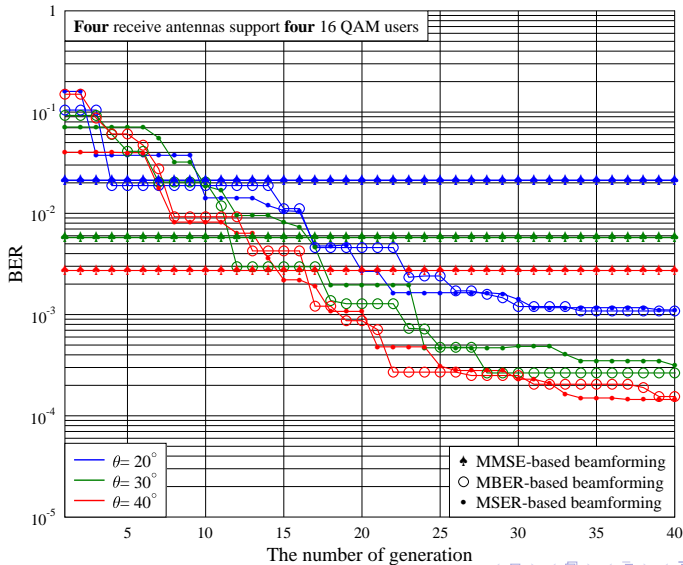
# Bit Error Rate (rank-deficient)

●  $P_s = 100$ ,  $\gamma = 0.4$ ,  $C_r = 0.4$ ,  $G_{\max} = 200$



# Convergence (full-rank)

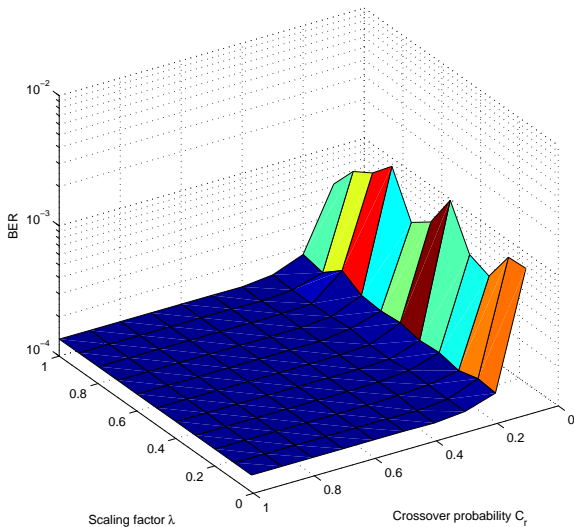
●  $P_s = 100$ ,  $\gamma = 0.4$ ,  $C_r = 0.4$ ,  $E_b/n_0 = 10$  dB





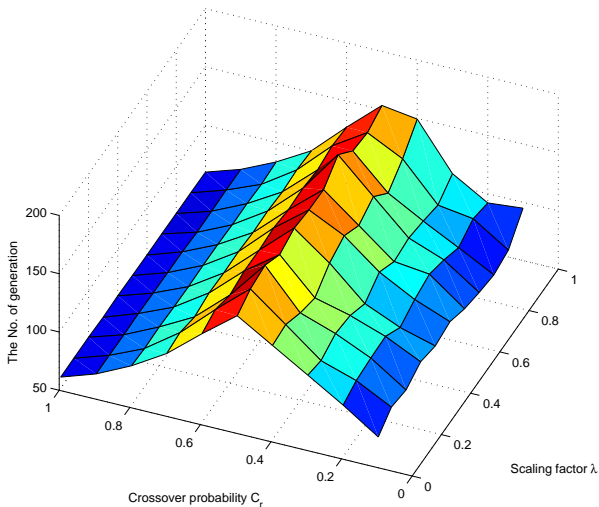
# BER Sensitivity

- DE algorithm aided MBER:  $P_S = 100$ ,  $E_b/n_0 = 10$  dB



# Convergence Sensitivity

- DE algorithm aided MBER:  $P_S = 100$ ,  $E_b/n_0 = 10$  dB



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# Summary

- We have proposed an DE algorithm aided MBER beamforming receiver for multi-user SDMA based QAM systems
  - ① Derive explicitly BER expression
  - ② Apply DE algorithm to both MBER and MSER designs
- Both MBER and MSER solutions significantly outperform MMSE design, in full-rank as well as rank-deficient scenarios
- Future work will compare GA, ACO, PSA and DE algorithm in benchmark communication system designs