Separable Least-Mean Squares Beamforming

Kenneth B. dos A. Benício

Department of Teleinformatics Engineering
Federal University of Ceará

UNIVERSIDADE FEDERAL DO CEARÁ

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Outline

Problem Statement

Objectives

1. Recover a desired source signal by employing a large antenna array following an Uniform Rectangular Array (URA).
2. Use spatial filter (beamforming) and optimize it according to the Mean square error (MSE) criterion.
3. Solve the problem of slow convergence presented at LMS and NLMS algorithms.

How to do so?

1. Exploit URA separability to reduce the convergence time of the problem.
2. Implementing a beamforming filter of the form $\mathbf{w} = \mathbf{w}_v \otimes \mathbf{w}_h$, with $\mathbf{w}_h \in \mathbb{C}^{N_h}$ and $\mathbf{w}_v \in \mathbb{C}^{N_v}$ and $N = N_h N_v$.

System Model I

- The received signal model follows a geometric channel

$$\boldsymbol{x}[k] = \sum_{r=1}^{R} \boldsymbol{a}(p_r, q_r)s_r[k] + \boldsymbol{b}[k] = \boldsymbol{A}\boldsymbol{s}[k] + \boldsymbol{b}[k], \tag{1}$$

- The vector $\boldsymbol{a}(p_r, q_r)$ represents an Uniform Rectangular Array (URA)

$$\boldsymbol{a}(p_r, q_r) = \boldsymbol{a}_v(q_r) \otimes \boldsymbol{a}_h(p_r) \tag{2}$$

System Model II

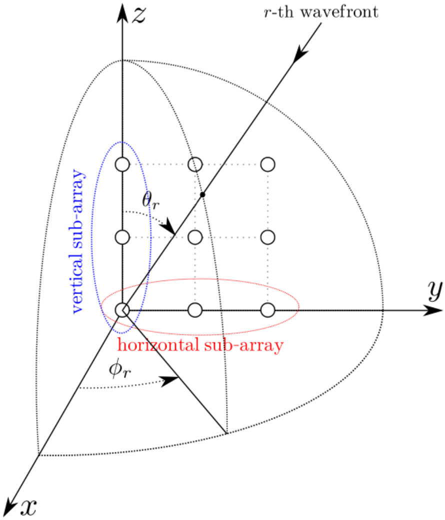

Figure Unifor Rectangular Array (URA) with 3×3 elements from [1].

Beamforming Methods I

- Filter Problem

$$\mathbb{E}\{(s_d[k] - \boldsymbol{w}^{\mathrm{H}}\boldsymbol{x}[k])^2\} = 0 \tag{3}$$

- Classic Wiener Filter

$$\boldsymbol{w}_{\mathrm{opt}} = \boldsymbol{R}_x^{-1}\boldsymbol{p}_{xs}, \tag{4}$$

- NLMS Adaptative Filter

$$y[k] = \boldsymbol{w}^{\mathrm{H}}\boldsymbol{x}[k], \tag{5}$$

$$\boldsymbol{w}[k+1] = \boldsymbol{w}[k] + \frac{\mu}{\gamma + \boldsymbol{x}^{\mathrm{T}}[k]\boldsymbol{x}[k]}\boldsymbol{x}[k]e^*[k] \tag{6}$$

- Tensor Filters

$$y[k] = (\boldsymbol{w}_v \otimes \boldsymbol{w}_h)^{\mathrm{H}}\boldsymbol{x}[k] \tag{7}$$

Beamforming Methods II

Algorithm 1 Tensor LMS algorithm

Require: Step parameter μ, sample size K

$k \leftarrow 1$
Initialize $\mathbf{w}_h[k]$ and $\mathbf{w}_v[k]$ as $[1, 0, \ldots, 0]^\mathsf{T}$
for $k = 1 : K$ **do** ▷ Note we use MATLAB's notation
    $\mathbf{u}_h[k] \leftarrow \mathbf{X}[k]\mathbf{w}_v^*[k]$
    $\mathbf{u}_v[k] \leftarrow \mathbf{X}[k]^\mathsf{T}\mathbf{w}_h^*[k]$
    $e[k] \leftarrow s_d[k] - (\mathbf{w}_v[k] \otimes \mathbf{w}_h[k])^\mathsf{H}\mathbf{x}[k]$
    $\tilde{\mu}[k] \leftarrow \frac{\mu}{\|\mathbf{u}_h[k]\|_2^2 + \|\mathbf{u}_v[k]\|_2^2}$
    $\mathbf{w}_h[k+1] \leftarrow \mathbf{w}_h[k] + \tilde{\mu}[k]\mathbf{u}_h[k]e^*[k]$
    $\mathbf{w}_v[k+1] \leftarrow \mathbf{w}_v[k] + \tilde{\mu}[k]\mathbf{u}_v[k]e^*[k]$
    Check convergence
end for
return $\mathbf{w}_v[k+1] \otimes \mathbf{w}_h[k+1]$

Figure TLMS algorithm from [1].

Beamforming Methods III

Algorithm 2 Alternating Tensor LMS algorithm

Require: Step parameter μ, sample parameters K, K_h, K_v

```
k ← 1
K_b ← ⌊K / (K_h + K_v)⌋
Initialize w_h[k] and w_v[k] as [1, 0, ..., 0]^T
for k = 1 : K_h + K_v : K_b(K_h + K_v) do
    for k_h = k : k + K_h − 1 do
        u_h[k_h] ← X[k_h] w_v^*[k_h]
        e[k_h] ← s_d[k_h] − (w_v[k_h] ⊗ w_h[k_h])^H x[k_h]
        μ̃_h[k_h] ← μ / ||u_h[k_h]||_2^2
        w_h[k_h + 1] ← w_h[k_h] + μ̃_h[k_h] u_h[k_h] e^*[k_h]
    end for
    for k_v = k + K_h : k + K_h + K_v − 1 do
        u_v[k_v] ← X[k_v]^T w_h[k_v]^*
        e[k_v] ← s_d[k_v] − (w_v[k_v] ⊗ w_h[k_h + 1])^H x[k_v]
        μ̃_v[k_v] ← μ / ||u_v[k_v]||_2^2
        w_v[k_v + 1] ← w_v[k_v] + μ̃_v[k_v] u_v[k_v] e^*[k_v]
    end for
    Check convergence
end for
return w_v[k_v + 1] ⊗ w_h[k_h + 1]
```

Figure ATLMS algorithm from [1].

Beamforming Methods IV

Convergence and Computational Complexity

- The convergence for TLMS in MSE is

$$0 < \mu < \frac{2}{||\boldsymbol{u}_h[k]||_2^2 + ||\boldsymbol{u}_v[k]||_2^2} \tag{8}$$

- The convergence for ATLMS in MSE is

$$0 < \mu < \frac{2}{||\boldsymbol{u}_i[k]||_2^2}, i \in \{h, v\}, \tag{9}$$

- TLMS and ATLMS has a computational complexity of $O(N_h + N_v)$ and NLMS of $O(N)$. Since all the methods are linear in complexity the most important aspect that we must observe is the convergence rate.

Simulation Scenario

Parameters

- It was considered an URA of 4×4 antennas with $R = 4$ multipaths and QPSK information signals.
- The SNR was defined as $\text{SNR} = 1/\sigma_b^2$.
- We set as figure of merit the sample Mean Square Error (MSE) defined and calculated over $K = 10000$ samples

$$\text{MSE}(\boldsymbol{w}) = \frac{1}{K} \sum_{k=1}^{K} \left|\left| s_d[k] - \boldsymbol{w}^{\text{H}} \boldsymbol{x}[k] \right|\right|^2 , \tag{10}$$

NLMS MSE Curve

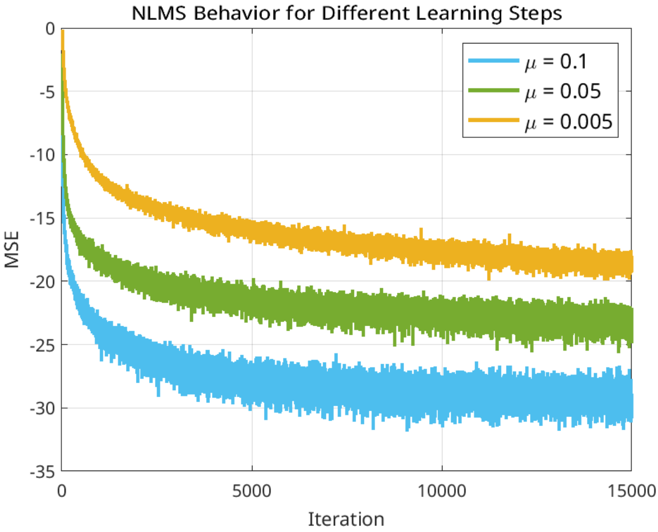

Figure Monter Carlo Experiment with 2500 runs for NLMS algorithm.

TLMS MSE Curve

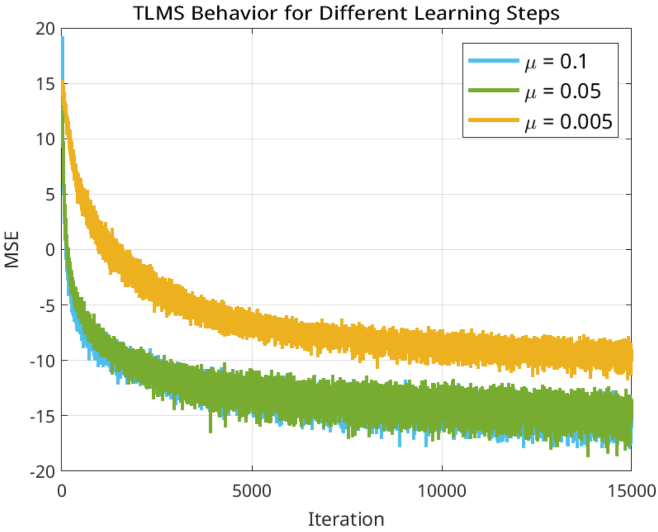

Figure Monter Carlo Experiment with 2500 runs for LMS algorithm.

ATLMS MSE Curve

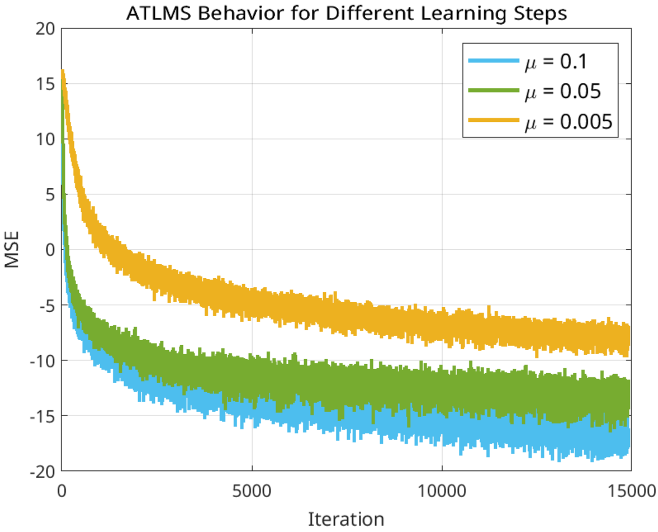

Figure Monter Carlo Experiment with 2500 runs for LMS algorithm.

ATLMS: Different sampling intervals

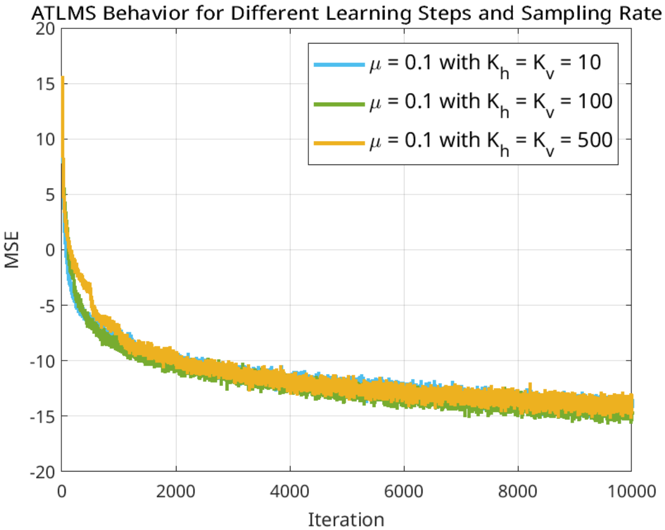

Figure Monter Carlo Experiment with 2500 runs for the ATLMS with different sampling intervals.

Processing Time: TLMS vs. ATLMS

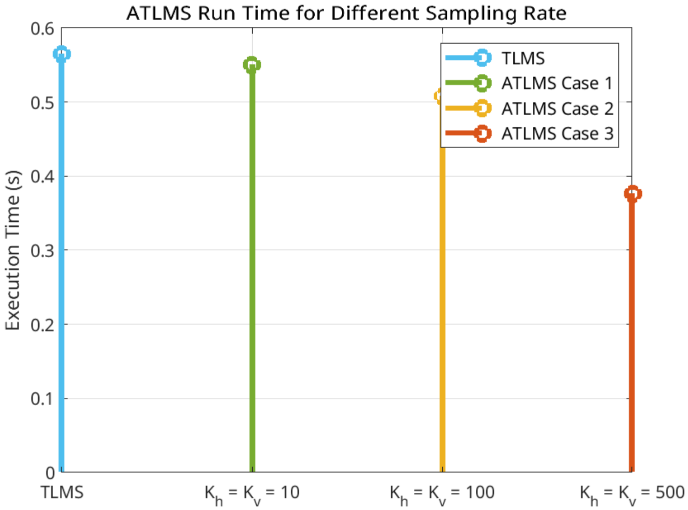

Figure Run time process for ATLMS with different sampling intervals.

Conclusion I

- TLMS and ATLMS algorithms converges faster than the traditional approachs using NLMS.
- TLMS and ATLMS converges to almost the same end, however ATLMS has a greater misadjustment error at the end.
- ATLMS can be slightly faster than the TLMS.

References

[1] L. N. Ribeiro, B. Sokal, A. L. de Almeida, and J. C. M. Mota, "Separable least-mean squares beamforming,"

Thank you for your presence!