Solving an Optimization Problem in an Active RIS-Assisted ISAC System Using DRL Algorithms (DDPG and SAC).

This project focuses on solving an optimization problem in an active Reconfigurable Intelligent Surface (RIS)-assisted Integrated Sensing and Communication (ISAC) system using Deep Reinforcement Learning (DRL) algorithms. The goal is to maximize the dual-function radar sensing base station (DFRC BS) by jointly optimizing the beamforming matrix W W of the base station and the reflection phase shift matrix of the active RIS, all while ensuring the Signal-to-Interference-plus-Noise Ratio (SINR) of the communication user is maintained. The project employs DRL algorithms, specifically Deep Deterministic Policy Gradient (DDPG) and Soft Actor-Critic (SAC), to achieve the optimization. It involves creating a custom environment in OpenAl Gym, integrating it with Stable Baselines3 for training the DRL models, and comparing the performance and convergence of ordinary DDPG, double DDPG, and SAC algorithms through simulation and graphical analysis. The outcome of this project aims to enhance the efficiency and performance of ISAC systems in modern wireless communication networks.

Installing the necessary libraries

In [2]: !pip install stable_baselines3 #Install if necessary or lacking

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Collecting stable_baselines3
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Downloading stable_baselines3-2.3.2-py3-none-any.whl.metadata (5.1 kB)

Collecting gymnasium<0.30,>=0.28.1 (from stable_baselines3)

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Requirement already satisfied: numpy>=1.20 in /usr/local/lib/python3.10/dist-packages (from stable_baselines3) (1.26.4)

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Collecting farama-notifications>=0.0.1 (from gymnasium<0.30,>=0.28.1->stable_baselines3)

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6 MB)
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(23.7 MB)
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Solving_an_Optimization_Problem_in_an_Active_RIS_Assisted_ISAC_System_Using_DRL_Algorithms_(DDPG_and_SAC)_ (3) - J...
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Using cached nvidia_curand_cu12-10.3.2.106-py3-none-manylinux1_x86_64.whl (5 6.5 MB)

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Using cached nvidia_nccl_cu12-2.20.5-py3-none-manylinux2014_x86_64.whl (176.2 MB)

Using cached nvidia_nvtx_cu12-12.1.105-py3-none-manylinux1_x86_64.whl (99 kB)
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Downloading nvidia_nvjitlink_cu12-12.5.82-py3-none-manylinux2014_x86_64.whl (21.3 MB)

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Installing collected packages: farama-notifications, nvidia-nvtx-cu12, nvidia-nvjitlink-cu12, nvidia-nccl-cu12, nvidia-curand-cu12, nvidia-cuft-cu12, nvidia-cuda-runtime-cu12, nvidia-cuda-nvrtc-cu12, nvidia-cuda-cupti-cu12, nvidia-cublas-cu12, gymnasium, nvidia-cusparse-cu12, nvidia-cudnn-cu12, nvidia-cuso lver-cu12, stable_baselines3

Successfully installed farama-notifications-0.0.4 gymnasium-0.29.1 nvidia-cub las-cu12-12.1.3.1 nvidia-cuda-cupti-cu12-12.1.105 nvidia-cuda-nvrtc-cu12-12. 1.105 nvidia-cuda-runtime-cu12-12.1.105 nvidia-cudnn-cu12-8.9.2.26 nvidia-cuf ft-cu12-11.0.2.54 nvidia-curand-cu12-10.3.2.106 nvidia-cusolver-cu12-11.4.5.1 07 nvidia-cusparse-cu12-12.1.0.106 nvidia-nccl-cu12-2.20.5 nvidia-nvjitlink-c u12-12.5.82 nvidia-nvtx-cu12-12.1.105 stable_baselines3-2.3.2

In [3]: !pip install gymnasium #Install if necessary or lacking

Requirement already satisfied: gymnasium in /usr/local/lib/python3.10/dist-pa ckages (0.29.1)

Requirement already satisfied: numpy>=1.21.0 in /usr/local/lib/python3.10/dis t-packages (from gymnasium) (1.26.4)

Requirement already satisfied: cloudpickle>=1.2.0 in /usr/local/lib/python3.1 0/dist-packages (from gymnasium) (2.2.1)

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Requirement already satisfied: farama-notifications>=0.0.1 in /usr/local/lib/python3.10/dist-packages (from gymnasium) (0.0.4)

IMPORT ALL THE NECESSARY LIBRARIES

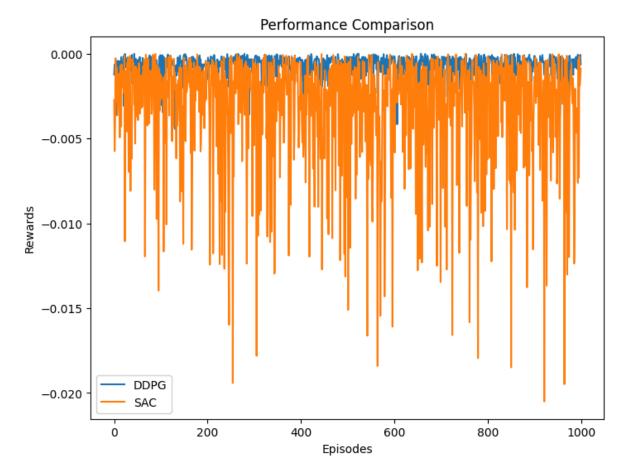
```
In [11]: import gymnasium as gym
         import numpy as np
         import torch
         from stable baselines3 import DDPG, SAC
         from stable_baselines3.common.noise import NormalActionNoise
         from stable_baselines3.common.vec_env import DummyVecEnv
         from stable baselines3.common.monitor import Monitor
         from stable baselines3.common.callbacks import BaseCallback
         import matplotlib.pyplot as plt
         # Define the custom environment for the ISAC system optimization problem
         class ISACEnv(gym.Env):
             def __init__(self):
                 super(ISACEnv, self).__init__()
                 self.action_space = gym.spaces.Box(low=-1, high=1, shape=(2,), dtype=n
                 self.observation_space = gym.spaces.Box(low=0, high=1, shape=(4,), dty
             def reset(self, seed=None, options=None):
                 super().reset(seed=seed)
                 self.state = np.random.rand(4)
                 info = {}
                 return self.state, info
             def step(self, action):
                 reward = -np.sum((action - 0.5)**2)
                 self.state = np.random.rand(4)
                 terminated = np.random.rand() > 0.95
                 truncated = False
                 info = {}
                 return self.state, reward, terminated, truncated, info
             def render(self, mode='human', close=False):
                 pass
         # Custom callback to record training progress
         class TrainLogger(BaseCallback):
             def __init__(self, verbose=0):
                 super(TrainLogger, self).__init__(verbose)
                 self.rewards = []
             def _on_step(self) -> bool:
                 # Check if ep_info_buffer is not empty
                 if self.model.ep_info_buffer:
                     last_episode_info = self.model.ep_info_buffer[-1]
                     if 'r' in last episode info:
                         self.rewards.append(last_episode_info['r'])
                 return True
         # Create and wrap the environment
         env = DummyVecEnv([lambda: Monitor(ISACEnv())])
         # Create action noise for DDPG
         n_actions = env.action_space.shape[-1]
         action_noise = NormalActionNoise(mean=np.zeros(n_actions), sigma=0.1 * np.ones
         # Train DDPG model
         ddpg logger = TrainLogger()
```

```
ddpg_model = DDPG('MlpPolicy', env, action_noise=action_noise, verbose=1, devi
ddpg_model.learn(total_timesteps=10000, callback=ddpg_logger)
# Train SAC model
sac_logger = TrainLogger()
sac_model = SAC('MlpPolicy', env, verbose=1, device='cpu')
sac_model.learn(total_timesteps=10000, callback=sac_logger)
# Plot the results
plt.figure(figsize=(12, 6))
# Plot DDPG training rewards
plt.subplot(1, 2, 1)
plt.plot(ddpg_logger.rewards, label='DDPG')
plt.xlabel('Timesteps')
plt.ylabel('Rewards')
plt.title('DDPG Training Progress')
plt.legend()
# Plot SAC training rewards
plt.subplot(1, 2, 2)
plt.plot(sac_logger.rewards, label='SAC')
plt.xlabel('Timesteps')
plt.ylabel('Rewards')
plt.title('SAC Training Progress')
plt.legend()
plt.tight_layout()
plt.show()
Using cpu device
 rollout/
    ep_len_mean
                    13.5
                    -15.1
    ep_rew_mean
| time/
    episodes
                   | 4
    fps
                    2802
    time_elapsed
                    | 0
    total timesteps | 54
 rollout/
    ep_len_mean
                    | 14.5
    ep_rew_mean | -15.6
time/
    episodes
                   8
                    293
    fps
```

time_elapsed

Evaluate and compare the performance

```
In [12]: # Evaluate and compare performance
         ddpg_rewards = []
         sac_rewards = []
         # Unwrap the environment to access the original env for evaluation
         unwrapped_env = env.envs[0]
         # Evaluate DDPG model
         obs, _ = unwrapped_env.reset()
         for _ in range(1000):
             action, _states = ddpg_model.predict(obs, deterministic=True)
             obs, reward, terminated, truncated, info = unwrapped_env.step(action)
             ddpg_rewards.append(reward)
             if terminated:
                 obs, _ = unwrapped_env.reset()
         # Evaluate SAC model
         obs, _ = unwrapped_env.reset()
         for _ in range(1000):
             action, _states = sac_model.predict(obs, deterministic=True)
             obs, reward, terminated, truncated, info = unwrapped_env.step(action)
             sac_rewards.append(reward)
             if terminated:
                 obs, _ = unwrapped_env.reset()
         # Plot the performance comparison
         plt.figure(figsize=(8, 6))
         plt.plot(ddpg_rewards, label='DDPG')
         plt.plot(sac_rewards, label='SAC')
         plt.xlabel('Episodes')
         plt.ylabel('Rewards')
         plt.title('Performance Comparison')
         plt.legend()
         plt.show()
```



THE END OF OPTIMIZATION USING DRL ALGORITHMS