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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Solving_an_Optimization_Problem_in_an_Active_RIS_Assisted_ISAC_System_Using_DRL_Algorithms_(DDPG_and_SAC)_ - Jup...

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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/dist-packages (from gymnasium) (1.26.4)

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```
In [5]: #Import all the neccessary libraries
        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
        # Define the custom environment for the ISAC system optimization problem
        class ISACEnv(gym.Env):
            def __init__(self):
                super(ISACEnv, self).__init__()
                # This section Define action and observation space
                # The action space could include beamforming and phase shift parameter:
                self.action_space = gym.spaces.Box(low=-1, high=1, shape=(2,), dtype=n
                # The observation space could include SINR values and other relevant s
                self.observation_space = gym.spaces.Box(low=0, high=1, shape=(4,), dty
            def reset(self, seed=None, options=None):
                # Reset the state of the environment to an initial state
                super().reset(seed=seed)
                self.state = np.random.rand(4)
                info = {} # Additional reset info, can be empty
                return self.state, info
            def step(self, action):
                # Implement the step logic to update the environment state based on the
                # Here we use a dummy reward function for illustration purposes
                reward = -np.sum((action - 0.5)**2)
                self.state = np.random.rand(4)
                terminated = np.random.rand() > 0.95 # Randomly determine if the epise
                truncated = False # For simplicity, assume episodes are never truncate
                info = {}
                return self.state, reward, terminated, truncated, info
            def render(self, mode='human', close=False):
                # Implement the render logic
                pass
        # 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_model = DDPG('MlpPolicy', env, action_noise=action_noise, verbose=1, devi
        ddpg_model.learn(total_timesteps=10000)
        # Train SAC model
        sac_model = SAC('MlpPolicy', env, verbose=1, device='cpu')
        sac_model.learn(total_timesteps=10000)
        # Compare the performance of the models
        ddpg_rewards = []
```

```
sac_rewards = []
# Unwrap the environment to access the original env for evaluation
unwrapped env = env.envs[0]
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()
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 results
import matplotlib.pyplot as plt
plt.plot(ddpg_rewards, label='DDPG')
plt.plot(sac_rewards, label='SAC')
plt.xlabel('Episodes')
plt.ylabel('Rewards')
plt.legend()
plt.show()
    -0.01
 Rewards
    -0.02
    -0.03
                 DDPG
                 SAC
                        200
                                    400
                                                600
                                                           800
                                                                       1000
                                       Episodes
```

In []: