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 OpenAI 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.

```
In [1]: !pip install gymnasium #Install if necessary and missing
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        Installing collected packages: farama-notifications, gymnasium
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Successfully installed farama-notifications-0.0.4 gymnasium-0.29.1

In [2]: !pip install stable_baselines3

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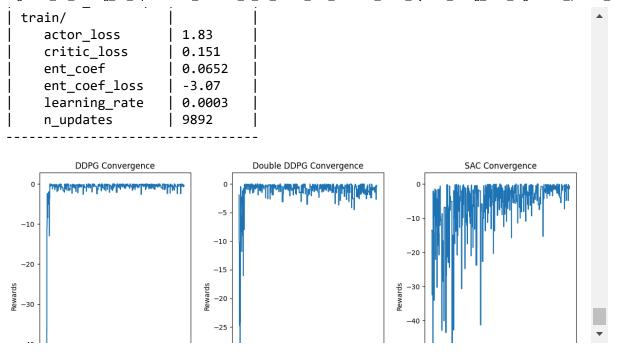
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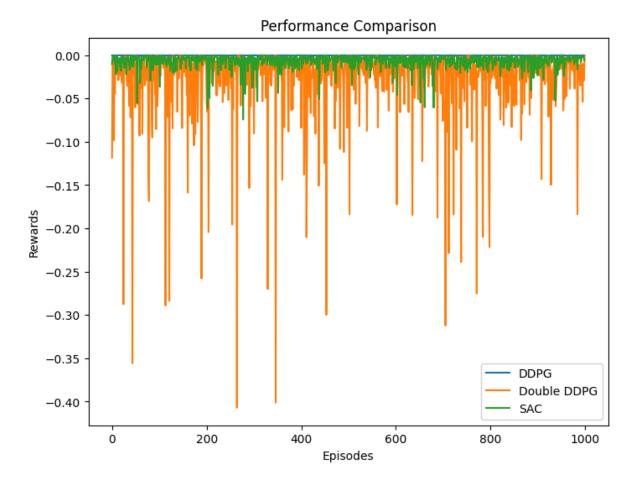
```
In [3]: #import all the neccessary libraries
        import gymnasium as gym
        import numpy as np
        import torch
        from stable_baselines3 import DDPG, SAC, TD3
        from stable_baselines3.common.noise import NormalActionNoise
        from stable_baselines3.common.vec_env import 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:
                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 and TD3
        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 Double DDPG (using TD3 as Double DDPG)
double_ddpg_logger = TrainLogger()
double_ddpg_model = TD3('MlpPolicy', env, action_noise=action_noise, verbose=1
double_ddpg_model.learn(total_timesteps=10000, callback=double_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 convergence results
plt.figure(figsize=(12, 6))
# Plot DDPG training rewards
plt.subplot(1, 3, 1)
plt.plot(ddpg_logger.rewards, label='DDPG')
plt.xlabel('Timesteps')
plt.ylabel('Rewards')
plt.title('DDPG Convergence')
plt.legend()
# Plot Double DDPG training rewards
plt.subplot(1, 3, 2)
plt.plot(double_ddpg_logger.rewards, label='Double DDPG')
plt.xlabel('Timesteps')
plt.ylabel('Rewards')
plt.title('Double DDPG Convergence')
plt.legend()
# Plot SAC training rewards
plt.subplot(1, 3, 3)
plt.plot(sac_logger.rewards, label='SAC')
plt.xlabel('Timesteps')
plt.ylabel('Rewards')
plt.title('SAC Convergence')
plt.legend()
plt.tight_layout()
plt.show()
```



Evaluating and comparing performances of the 3 Algorithms

```
In [4]: # Evaluate and compare performance
        ddpg rewards = []
        double_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 Double DDPG model
        obs, _ = unwrapped_env.reset()
        for _ in range(1000):
            action, _states = double_ddpg_model.predict(obs, deterministic=True)
            obs, reward, terminated, truncated, info = unwrapped_env.step(action)
            double_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(double_ddpg_rewards, label='Double 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