

# DNN Assisted Sphere Decoder

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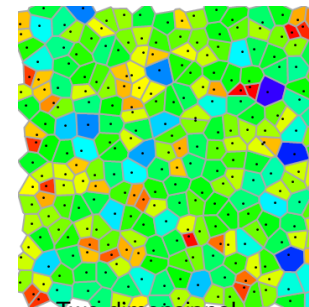
**Joint work with Aymen Askri**

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# Introduction

- Lattices have many significant applications in pure mathematics
  - Lie algebras
  - Number theory
  - Group theory
- They also arise in applied mathematics in connection with :
  - Coding theory
  - Cryptography
- A classical problem in lattices: **Counting lattice points in n-dimensional sphere**



Two-dimensional  
random lattice (16x16)

Still unsolved  
even today !

- ◆ Overview of Lattices
- ◆ Deep Neural Network to Count lattice points in a sphere
- ◆ Deep Neural Network assisted Sphere Decoder
- ◆ Conclusion

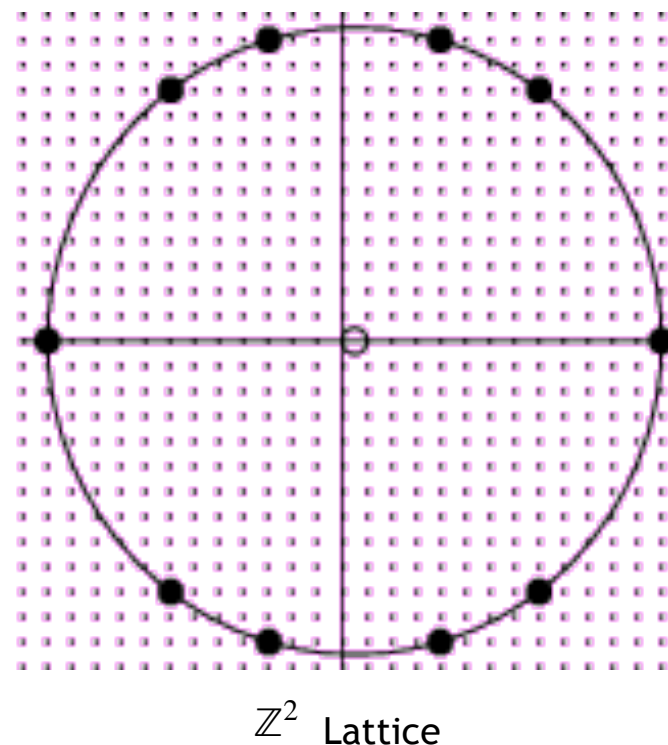
# Overview of lattices

- A lattice  $\Lambda$  in  $\mathbb{R}^n$  consists of all integral combinations of a set of linearly independent vectors  $(b_1, \dots, b_n)$  in  $\mathbb{R}^n$  called a lattice basis  $B$  :

$$\Lambda = \{z_1 b_1 + \dots + z_n b_n \mid z_1 \dots z_n \in \mathbb{Z}\}$$

- Let  $B_r$  denote the n-dimensional Euclidean ball of radius  $r$  centered at the origin.
- Counting lattice points inside  $B_r$  is an NP-Hard problem

$$N = \#\{x \in \Lambda \mid \|x\| < r\}$$

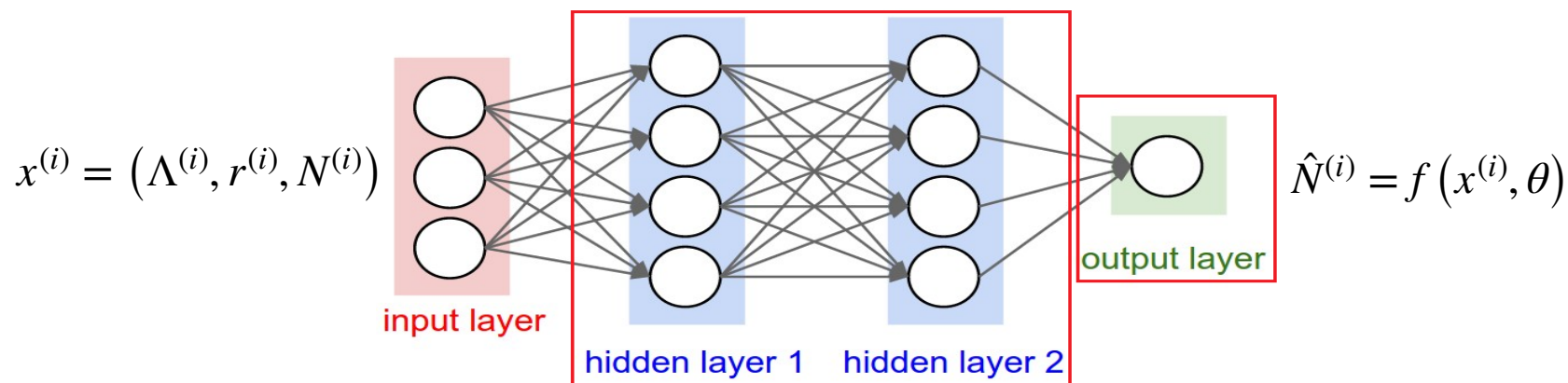


# Solutions ?

- **Some existing solutions:**
  - Sphere Decoder which uses the Depth-First tree search strategy
  - Stack decoder which uses the Best-First tree search strategy
- **Problem:** The complexity of the search tree phase increases exponentially as a function of lattice dimension.
- **Contribution:** Learn the number of lattice points in the  $n$ -dimensional sphere with fixed radius  $r$  centered at the origin using Deep Neural Networks (DNNs)

# Deep Neural Network (DNN) Architecture

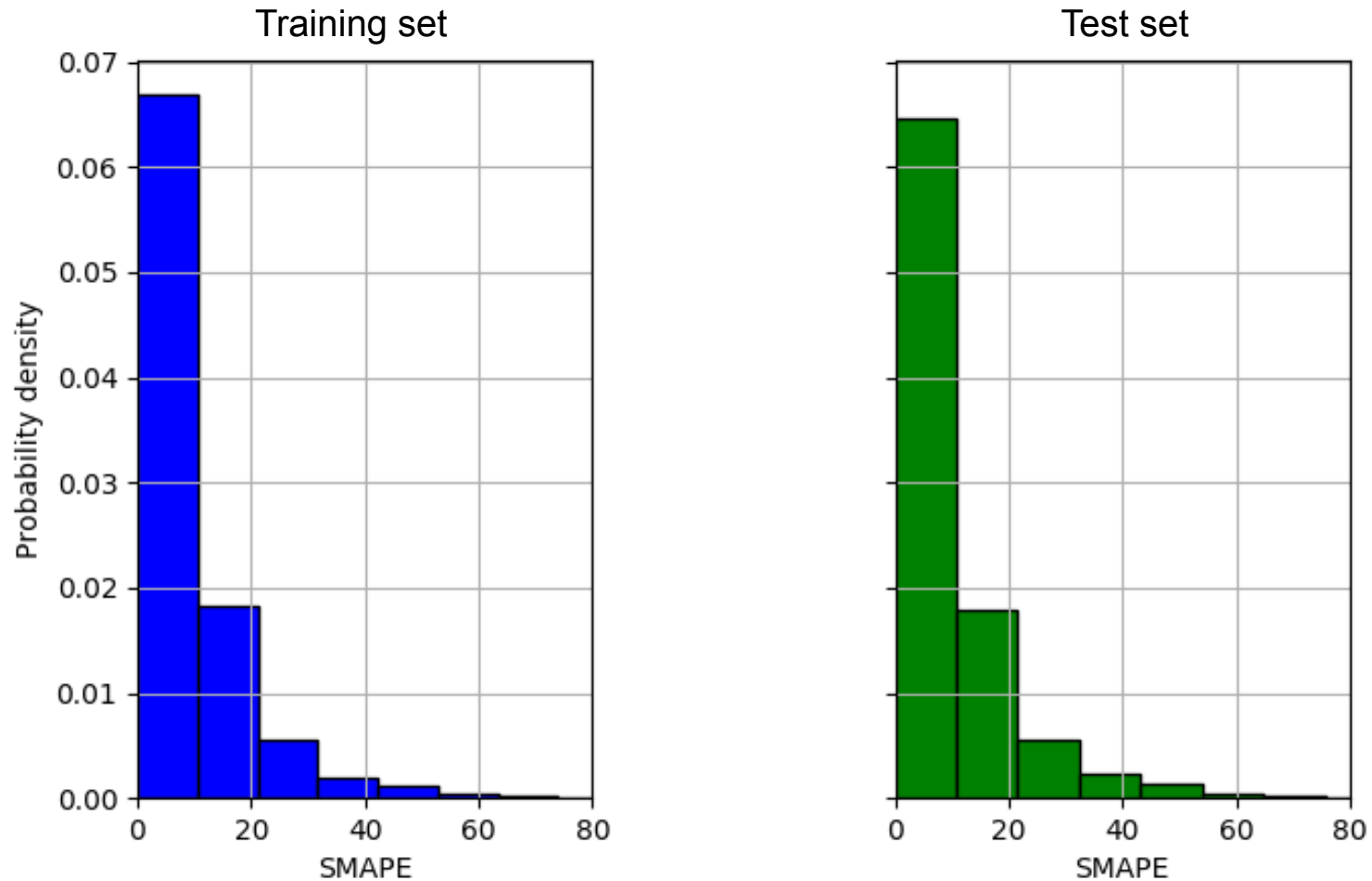
Deep Neural Network (DNN) architecture



- The designed DNN is trained with independent input vectors given as  $x^{(i)}$
- The loss is defined as the Symmetric Mean Absolute Percentage Error (SMAPE)

$$\text{SMAPE} = \frac{100\%}{S} \sum \left| \frac{N^{(i)} - \hat{N}^{(i)}}{N^{(i)} + \hat{N}^{(i)}} \right|$$

# Results for arbitrary lattices of dimension $n = 10$



- High percentage of points whose SMAPE is below 10 %.

# Results for some Known Lattices

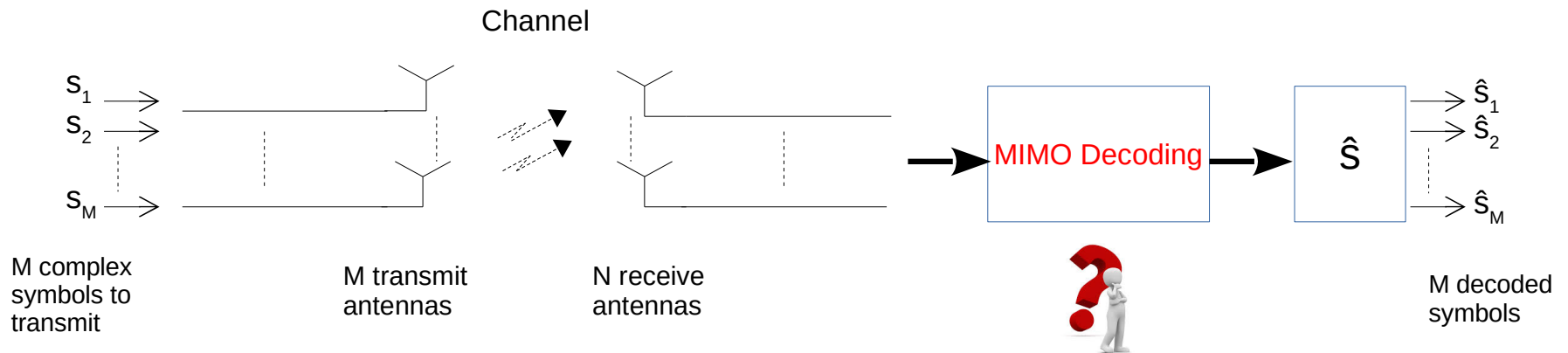
<i>Type</i>	<i>n</i>	<i>Spherical Bound</i>	<i>Gaussian Bound</i>	<i>Measured Cardinality</i>	<i>Predicted Cardinality</i>	<i>SMAPE %</i>
<i>A</i>	5	$\leq 24$	26	7	6	7.69
	6	$\leq 54$	47	9	10	5.26
	7	$\leq 140$	99	13	12	4.00
	8	—	188	41	32	12.33
	9	—	391	69	64	3.76
	10	—	758	119	125	2.46
<i>D</i>	5	16	20	7	6	7.69
	6	$\leq 37$	42	9	10	5.26
	7	$\leq 88$	88	11	11	0.00
	8	240	183	77	62	10.79
	9	—	595	103	88	7.85
	10	—	1211	133	130	1.14
<i>E</i>	8	16	77	17	12	17.24

- Reference] Annika Meyer. On the number of lattice points in a small sphere. In WCC, 2011.



# Application: MIMO Decoding

- Use of proposed DNN to count lattice points inside an arbitrary sphere to solve the Closest Vector Problem when used for MIMO decoding



$$y = H \cdot s + w$$

# MIMO decoding

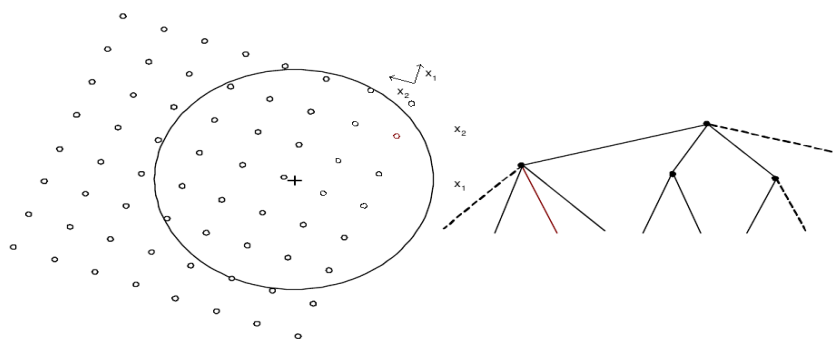
- Sub-optimal MIMO decoding schemes : low complexity but poor performance
- Optimal MIMO decoding: Maximum Likelihood (ML)

$$\hat{s}_{ML} = \arg(\min \| y - H \cdot s \|^2)$$

- Example : Sphere Decoder finds the closest lattice points  $\hat{s}_{ML}$  that lie in a sphere with some radius  $r$  centered on  $y$ .
- The complexity of the tree search phase increases exponentially function of the number of transmit and receive antennas and the constellation size.

# DNN Assisted Sphere Decoder

- Idea: Find an initial search sphere radius for the SD algorithm using DNN

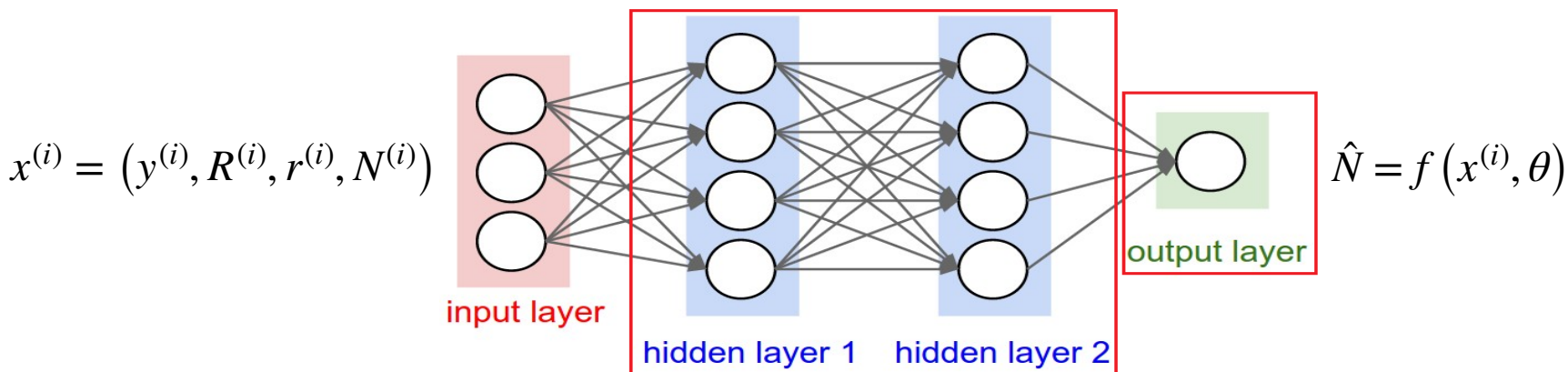


For that, DNN learns the number of lattice points in the n-dimensional sphere, where :

- The radius is  $r \leq 2n\sigma^2$ ,
- The received signal  $y$  is the center,
- The constellation is finite.

# DNN architecture

## Deep Neural Network (DNN) architecture



- The designed DNN is trained with independent input vector  $x^{(i)}$  received signal  $y$ , the generator matrix elements  $R_{ij}, 1 \leq i \leq j < n$ , the radius of the sphere  $r$ , and the measured number of lattice points  $N^{(i)}$ , create a set of training data.
- Training data is obtained via list sphere decoding implementations to obtain the exact number of lattice points  $N^{(i)}$
- The loss is defined as the mean squared error :

$$L(\theta) = \frac{1}{|S|} \sum_{i \in S} \left( N^{(i)} - f(x^{(i)}; \theta) \right)^2$$

# DNN Assisted Sphere Decoder

- We start by predicting the number of lattice points with an initial radius :

$$r^{(0)} = 2n\sigma^2 \Rightarrow N_{Predicted}^{(0)}$$

- If the predicted number is high, we update the radius by using a **dichotomic strategy**: we divide the radius by two and we recalculate the predicted number of lattice points using the DNN.

$$r^{(1)} = \frac{r^{(0)}}{\sqrt{2}} \Rightarrow N_{Predicted}^{(1)}$$

- We **repeat the procedure** until obtaining a number of lattice points equal or below a fixed threshold.

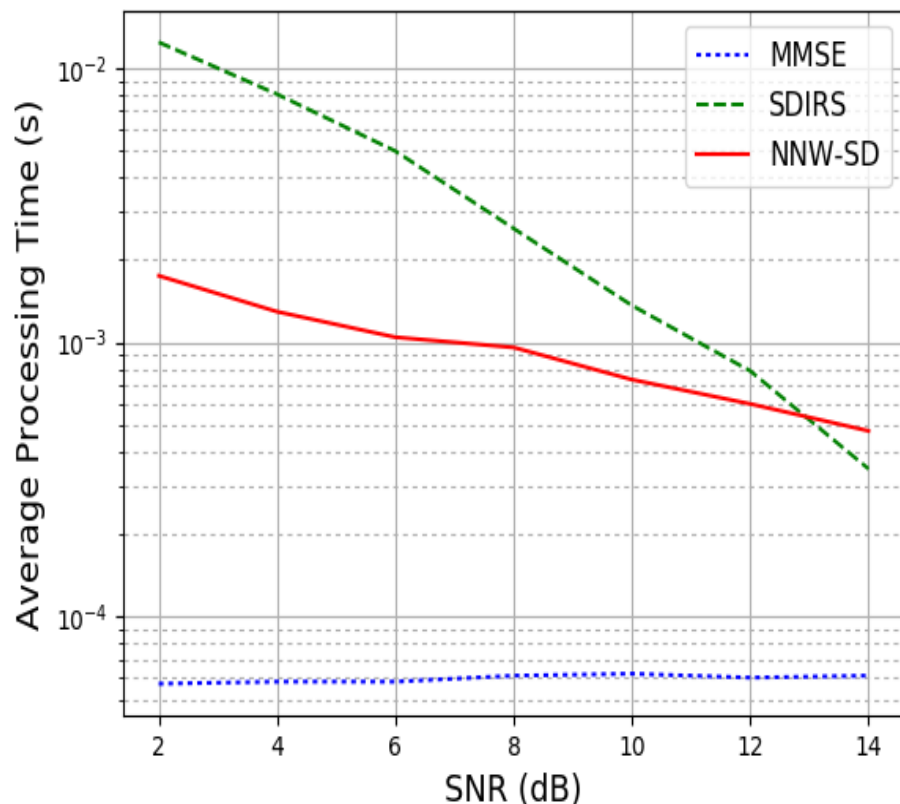
$$N_{Predicted}^{(L)} \leq N_{Threshold}$$

- SD search phase is started with a radius equal to :

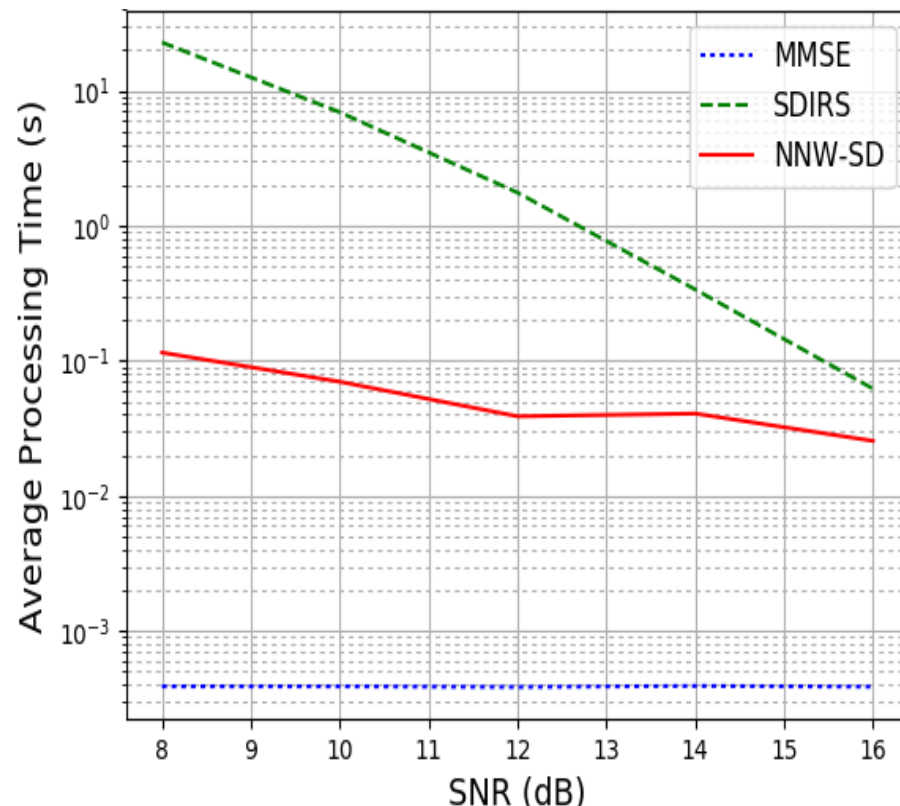
$$r = \frac{r^{(0)}}{\sqrt{2^L}}$$

# DNN assisted SD : simulations results

8 × 8 MIMO system



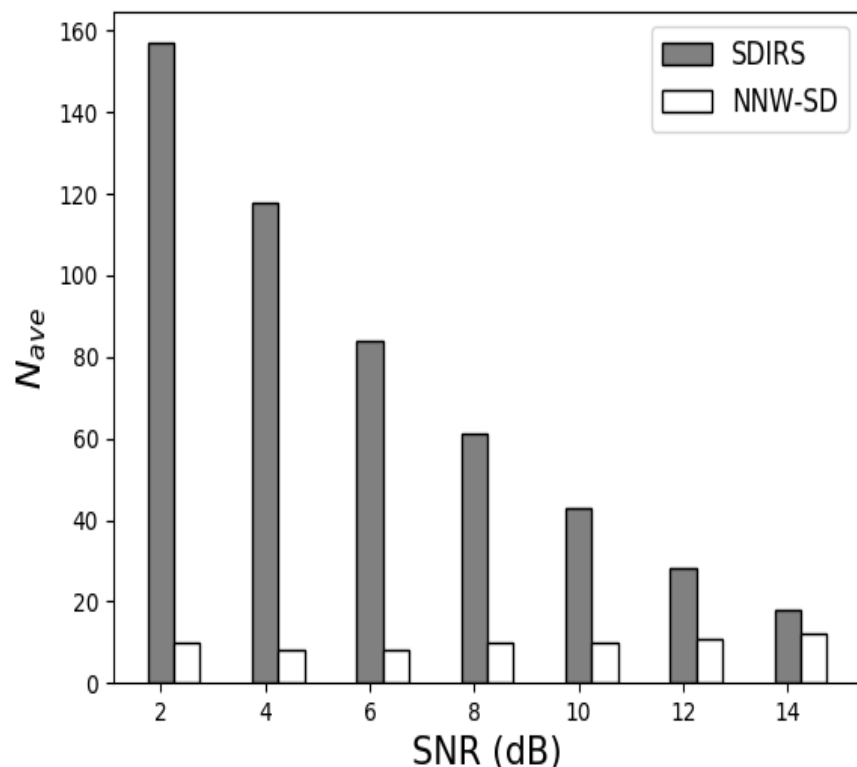
16 × 16 MIMO system



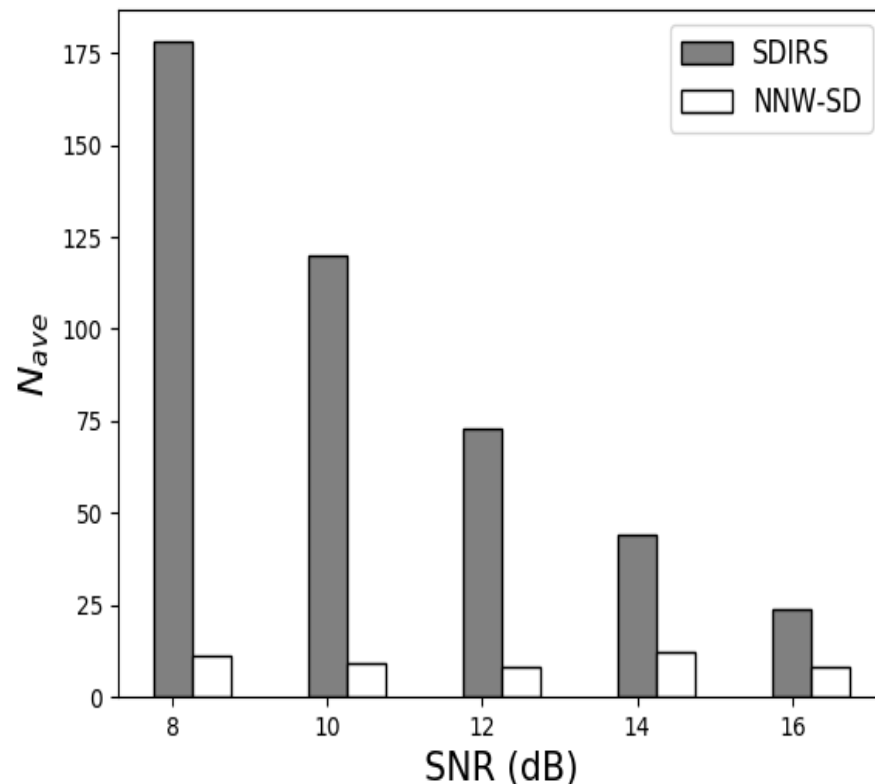
- For 16 × 16, at 12 dB SNR: Decoding time of the **DNN-SD** is **100** times that of the MMSE

# DNN assisted SD : simulations results

8 × 8 MIMO system



16 × 16 MIMO system



- The average lattice points is constant for DNN-SD
- DNN SD gives the ML solution faster by examining much fewer number of lattice points.

# Smart Sphere Decoder

- We propose to evaluate the average number of radius updates  $L$
- We analyse theoretically this average number of radius updates function of SNR using a well-known counting function of lattice points in n-dimensional sphere :

$$N_p = \text{Card} \left\{ s \in \mathbb{Z}^n \mid \left\| y - H \cdot s \right\| \leq r \right\} \approx \frac{\text{Vol} (B_r)}{\det (\Lambda)}$$

where  $\text{Vol} (B_r) = r^n \cdot V_n$ ,  $V_n$  is the volume of a sphere of a unit radius in  $\mathbb{R}^n$ , and  $\det (\Lambda)$  is the determinant of the lattice  $\Lambda$

- If we set  $r^{(0)} = 2n\sigma^2$ , and consider  $L$  radius updates  $r^{(L)} = r^{(0)} / \sqrt{2^L}$ , we can prove that :

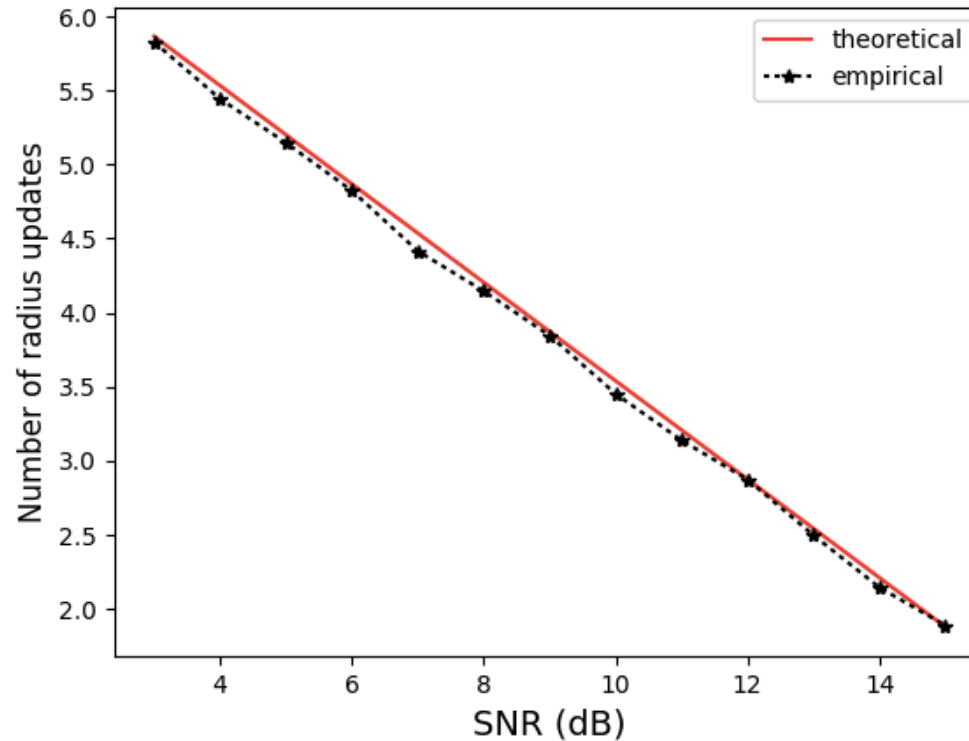
$$L = a \cdot \rho + b$$

where  $\rho$  is the SNR in dB,  $a$  and  $b$  are functions of the lattice parameters.



# Smart SD : Simulation results

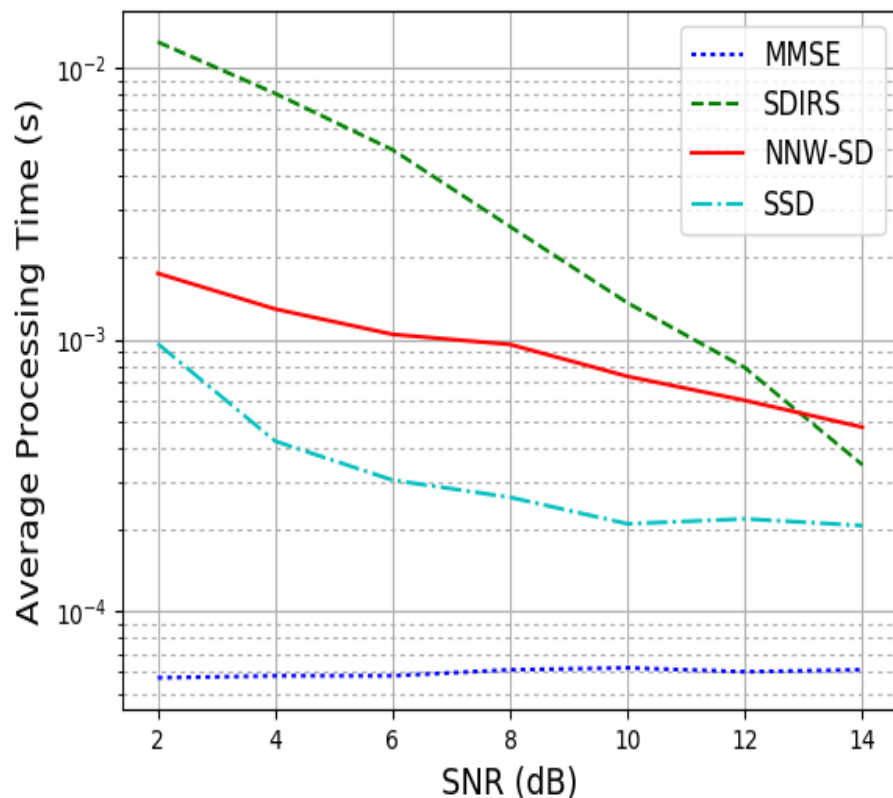
$8 \times 8$  MIMO system



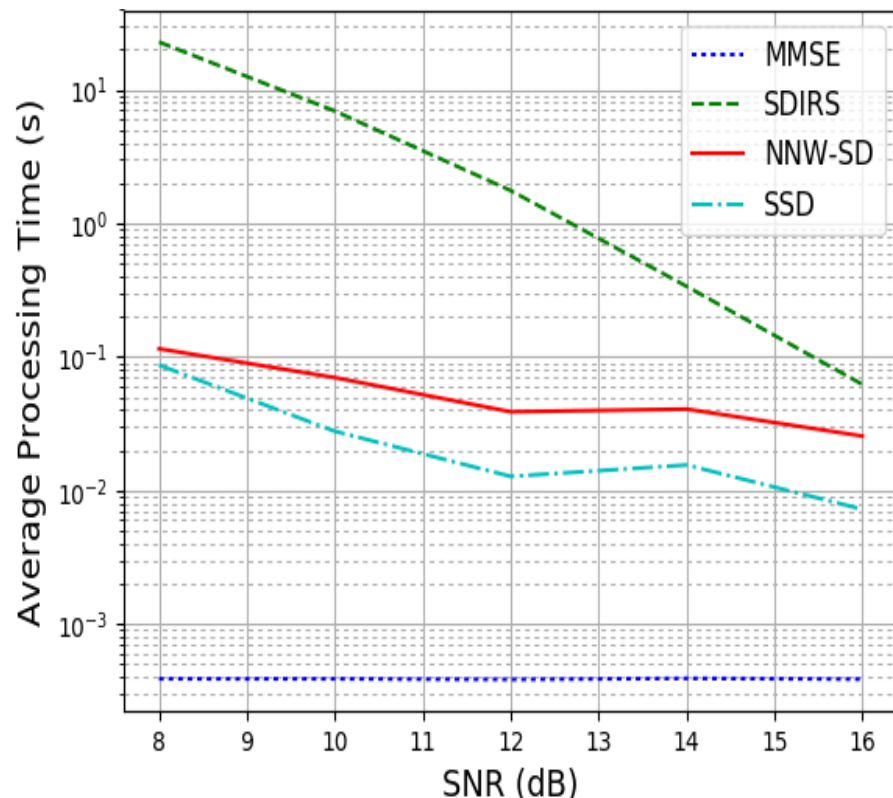
- Number of radius updates is linear function of SNR

# Smart SD : Simulation results

8 × 8 MIMO system



16 × 16 MIMO system



- For 16 × 16, at 12 dB SNR: Decoding time of the **SSD** is **33** times that of the MMSE, Decoding time of the **SD** is **4570** times that of the MMSE

# Conclusion

- We train a DNN model to predict the number of lattice points falling inside the  $n$ -dimensional sphere with an arbitrary radius.
- The proposed model can proceed with accurate approximations for arbitrary lattices compared to analytical upper bounds existing in the literature., and this is for some known lattices.
- A novel low-complexity Sphere Decoder (DNN-SD) based on DNNs is proposed, gives the ML performance with greatly lower computational complexity
- Smart sphere decoder (SSD), achieves ML performance with more significant complexity reduction

# Associated publications

- A. Askri, G. Rekaya-Ben Othman and H. Ghauch, “Counting Lattice Points in the Sphere using Deep Neural Networks”, Asilomar Conference on Signals, Systems and Computers”, USA, November 2019.
- A. Askri and G. Rekaya-Ben Othman, “DNN assisted Sphere Decoder”, IEEE ISIT, Paris, France, July 2019.
- G. Rekaya-Ben Othman and A. Askri, “DEVICES AND METHODS FOR MACHINE LEARNING ASSISTED SPHERE DECODING”, European Application July 2019, n° EP 19305886.4.

**Question Time !**

# Smart SD

(2) it starts the search hypersphere with an enhanced radius  $r_L$

$$r_L^2 = \frac{r_0^2}{2^L}$$

$$\left\{ \begin{array}{l} r_0^2 = 2n\sigma_{noise}^2 \\ L = a\rho + b \end{array} \right.$$

(2) L is the number of radius updates that is a linear function of SNR in dB ( $\rho$ ), with a, b real numbers determined theoretically

$$a = \frac{-1}{10 * \log_{10} 2} \approx 0.332$$

$$b = \frac{2}{n * \log_{10} 2} (\log_{10} V_n - E[\log_{10} \det(\Lambda)] - E[\log_{10} N_\rho]) + \frac{1}{\log_{10} 2} (\log_{10} 2n + \log_{10} \frac{P_t}{2})$$