

### Toward Ambient Intelligence: Federated Edge Learning with Task-Oriented Sensing, Computation, and Communication Integration

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#### Introduction

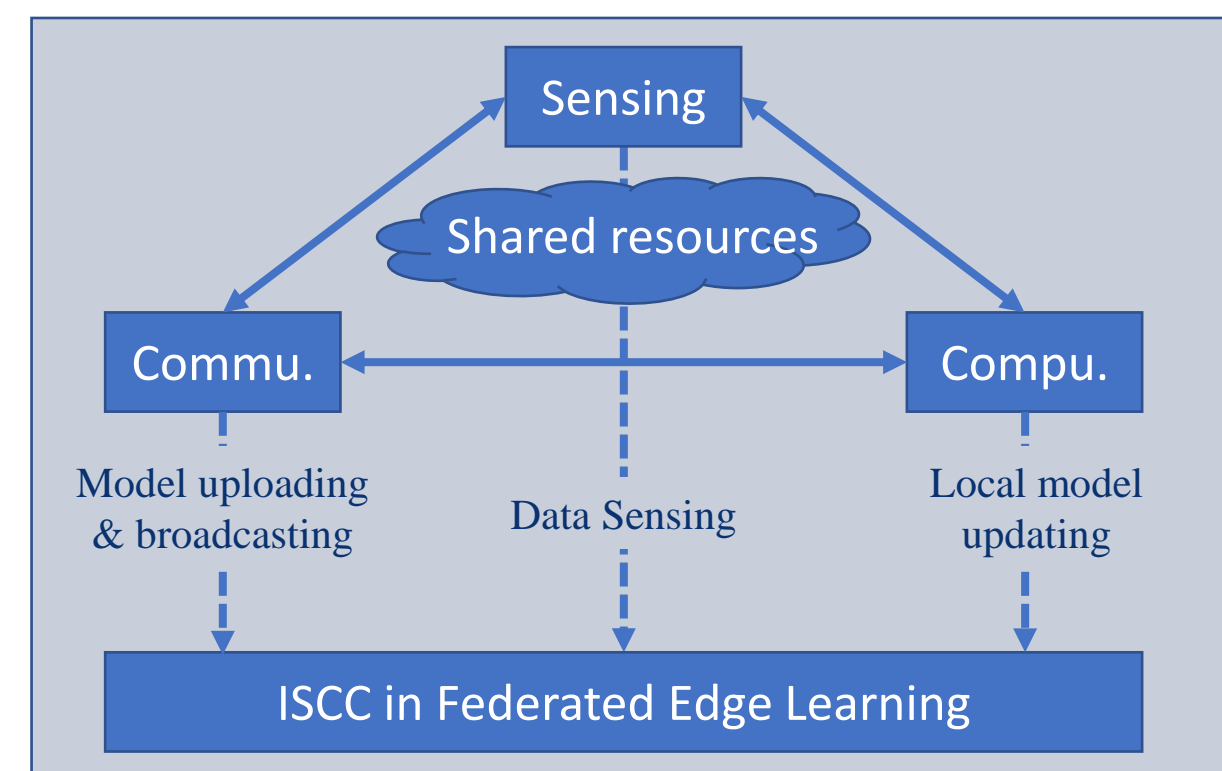
**Future next-G network:** The future next-G network will no longer serve only the single purpose of data transmission, but will need to support connected intelligence services and ubiquitous intelligence applications [1].

**Ambient intelligence:** The goal of ambient intelligence is to build physical spaces that are sensitive and responsive to the inputs triggered by humans and to provide low-latency, high-accurate, scalable, and resilient services with the help of AI technologies and contactless sensors [2].

**Federated edge learning (FEEL):** FEEL is a popular collaborative distributed learning paradigm that trains a global machine learning (ML) model over wireless networks while helping to preserve data privacy [3]. Prior works mainly focused on the communication and/or computation perspectives and assumed that the data used for training are readily available without considering the data sensing process.

**Integrated sensing, computation, and communication (SC<sup>2</sup>):** SC<sup>2</sup> are highly coupled in FEEL and thus need to be seamlessly integrated in a joint design to fully unleash the potential of FEEL.

**Two challenges:** 1) how to generate data samples with approximately the same satisfactory quality for FEEL over time by wireless sensing; 2) how to jointly allocate the SC<sup>2</sup> resources in an task-oriented manner so as to yield the best learning performance.



#### FEEL training process

For any arbitrary  $r$ , mainly five steps are executed as follows:

1. Global model broadcasting: Each ISAC device downloads the global FL model  $w^{(r)}$  from the server via the wireless broadcast channel.
2. Data sensing: Each ISAC device switches to the sensing mode, and transmits dedicated sensing signals for sensing. Then, a batch of sensing data,  $b^{(r)}$  can be attained at each ISAC device by processing its received echo signals.
3. Local model updating for  $\tau$  steps: Each device updates its model by running  $\tau$  steps of stochastic gradient descent (SGD) from  $w^{(r)}$ .
4. Local model uploading: Each ISAV device switches to communication mode and uploads its local model after  $\tau$  local updates, i.e.,  $w^{(r,\tau)}$ , to the server via the uplink wireless channel.
5. Global aggregation: Once the server receives the models from all the devices, it aggregates them to obtain a new global ML model.

#### System Model

- Sense-then-compute: This batch of data with size  $b^{(r)}$  sensed in Step 2 will be used for local computation in Step 3.
- The batch size  $b^{(r)}$  can vary adaptively over different rounds, but keep unchanged within any particular round.

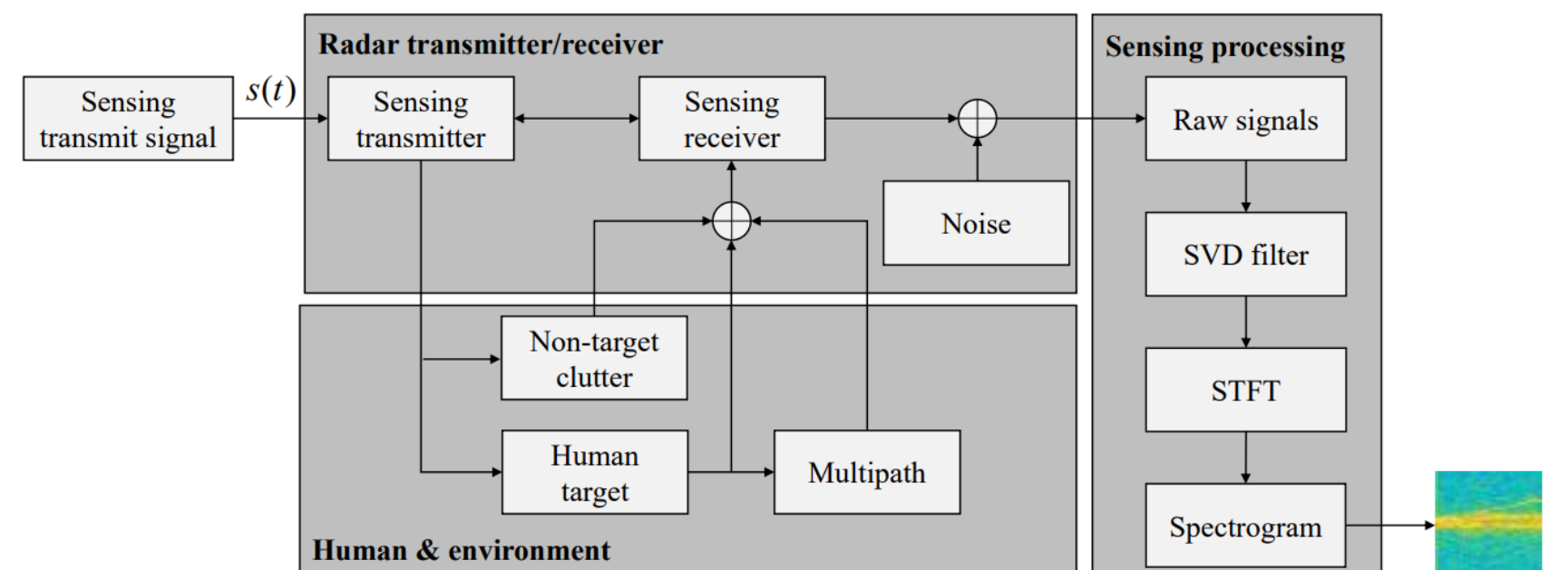
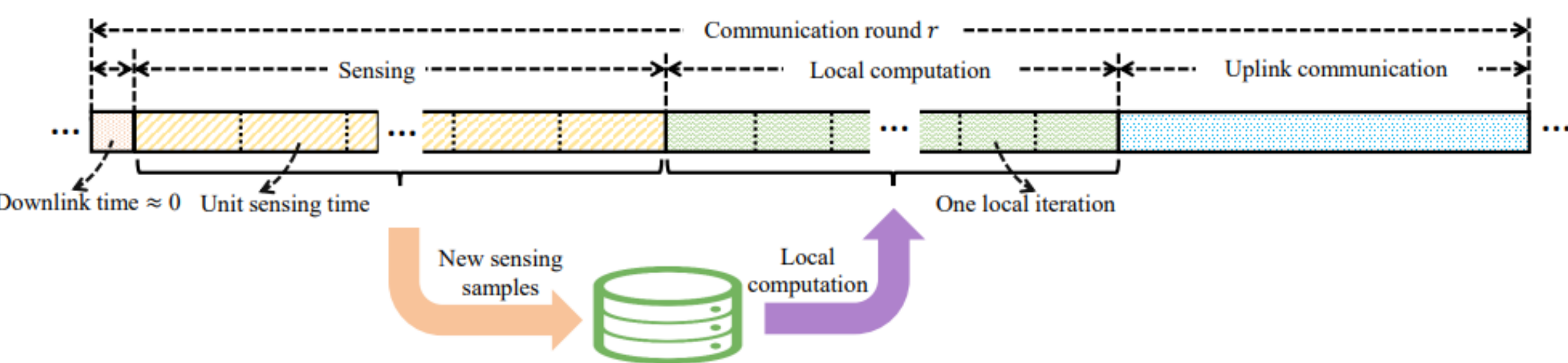
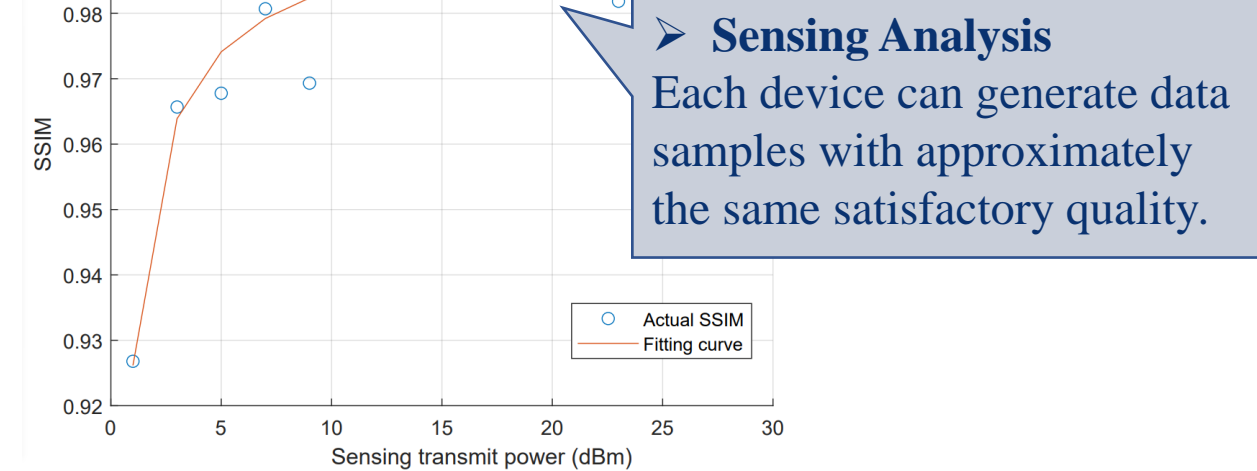
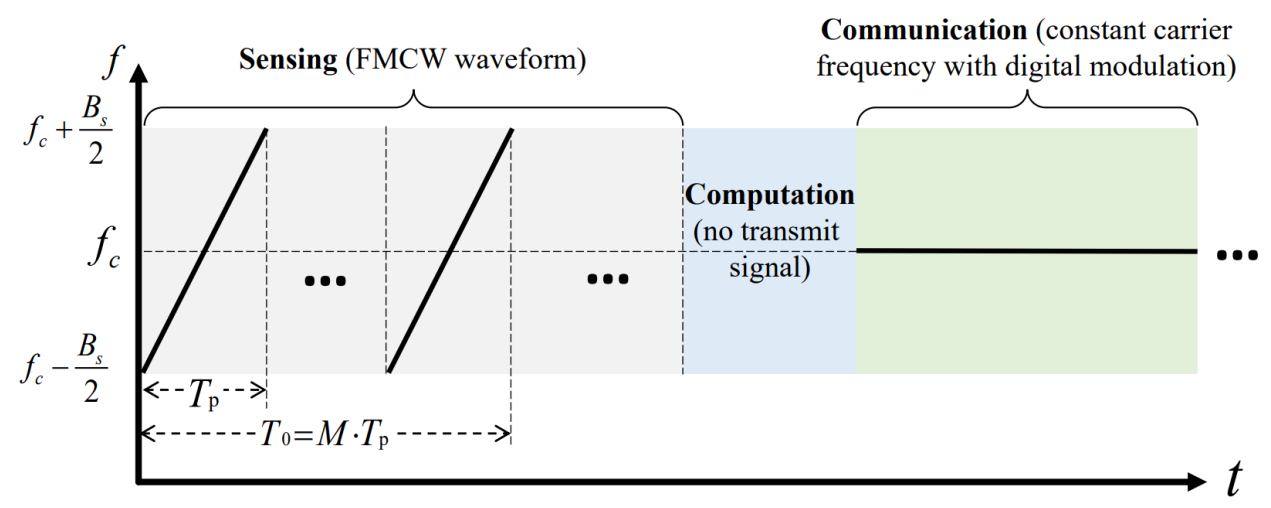
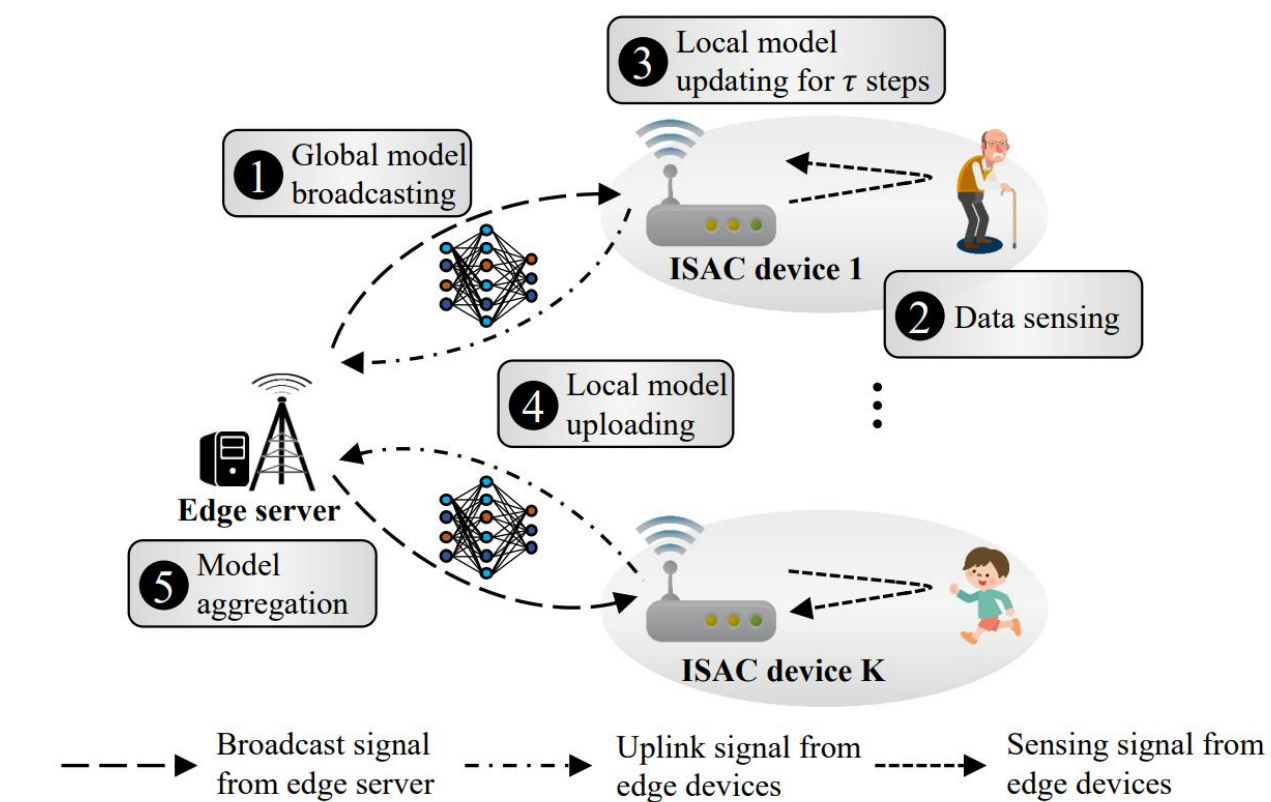
#### OUR FOCUS: Sensing quantity

#### Sensing signal model

- Dedicated radar waveform known as frequency-modulated continuous-wave consisting of multiple up-chirps is transmitted.
- We use a primitive based method [3] to model the scattering from the entire human body to the device sensing receiver.

#### Communication signal model

- Each device occupies a non-overlapping communication frequency subcarrier, and the transmission of the devices are interference-free from each other.
- The communication channels from the devices to the server are assumed to be fast Rayleigh fading channel.



#### Problem Formulation & Solution

**Target:** Optimize the sensing and communication transmit power, the communication time, and the batch sizes for each round to maximize the training speed under time, energy, and peak power constraints.

- Commu.
- Sensing
- Comput.

**Time**  
(C1) Commun. rate constraint  
 $T_{cm,k} C_k(p_{c,k}) \geq D_b, \forall k \in [K]$   
 $T_{s,k}^{(r)} = T_0 b^{(r)}$   
 $T_{cp,k}^{(r)} = \frac{\tau b^{(r)} \nu}{f_{cpu}}$

**Energy**  
 $E_{cm,k}^{(r)} = T_{cm,k} p_{c,k}$   
 $E_{s,k}^{(r)} = T_{cp,k} p_{s,k} = T_0 b^{(r)} p_{s,k}$   
 $E_{cp,k}^{(r)} = \tau \theta \nu f_{cpu}^2 b^{(r)}$

- (C2) Latency  $\sum_{r=1}^R \max_{k \in [K]} \{T_{s,k}^{(r)} + T_{cp,k}^{(r)} + T_{cm,k}\} \leq T_{max}$
- (C3) Energy  $\sum_{r=1}^R (E_{s,k}^{(r)} + E_{cp,k}^{(r)} + E_{cm,k}^{(r)}) \leq E_{max}, \forall k \in [K]$
- (C4) Peak commun. power  $0 \leq p_{c,k} \leq P_{c,k}^{max}, \forall k \in [K]$
- (C5) Peak sensing power  $P_{s,k}^{min} \leq p_{s,k} \leq P_{s,k}^{max}, \forall k \in [K]$

$$\min_{\{b^{(r)}, \{p_{c,k}\}, \{p_{s,k}\}, \{T_{cm,k}\}\}} \mathbb{E} \left[ \frac{1}{\tau R} \sum_{r=1}^R \sum_{l=1}^{\tau} \|\nabla F(\bar{w}^{(r,l)})\|^2 \right], \text{ s.t. (C1)-(C5)}$$

#### Step 1: Maximize total sensed samples

$$b_{sum}^* = \arg \max_{\{b_{sum}, \{p_{c,k}\}, \{p_{s,k}\}, \{T_{cm,k}\}\}} b_{sum}$$

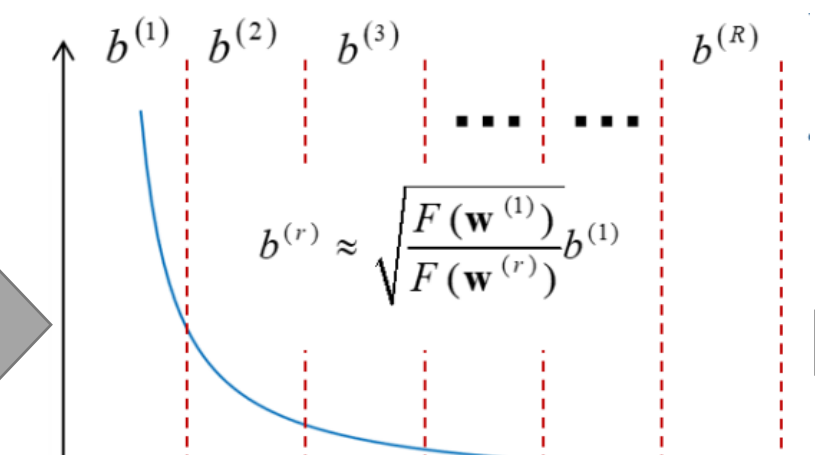
$$b_{sum} = \sum_{r=1}^R b^{(r)}$$

#### Step 2: Allocate batch size over commun. rounds given total sensed samples

$$\begin{cases} p_{s,k}^* = P_{s,k}^{min} \\ p_{c,k}^* = \arg \max_{p_{c,k}, \Phi_k(p_{c,k})} \end{cases}$$

$$\min_{\{b^{(r)}\}} \mathbb{E} \left[ \frac{1}{\tau R} \sum_{r=1}^R \sum_{l=1}^{\tau} \|\nabla F(\bar{w}^{(r,l)})\|^2 \right]$$

$$\text{ s.t. } \sum_{r=1}^R b^{(r)} = b_{sum}^*$$



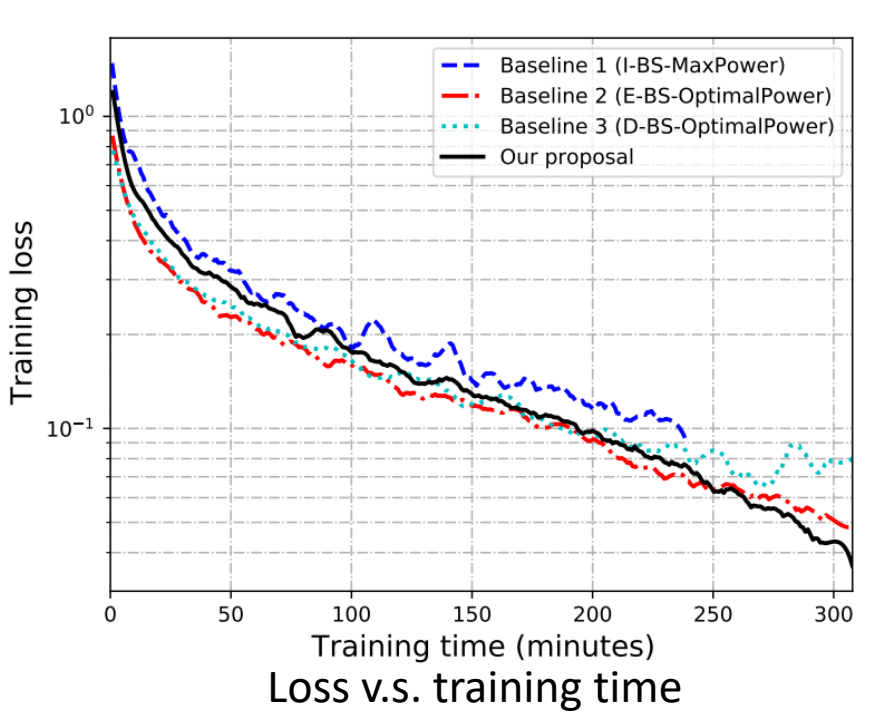
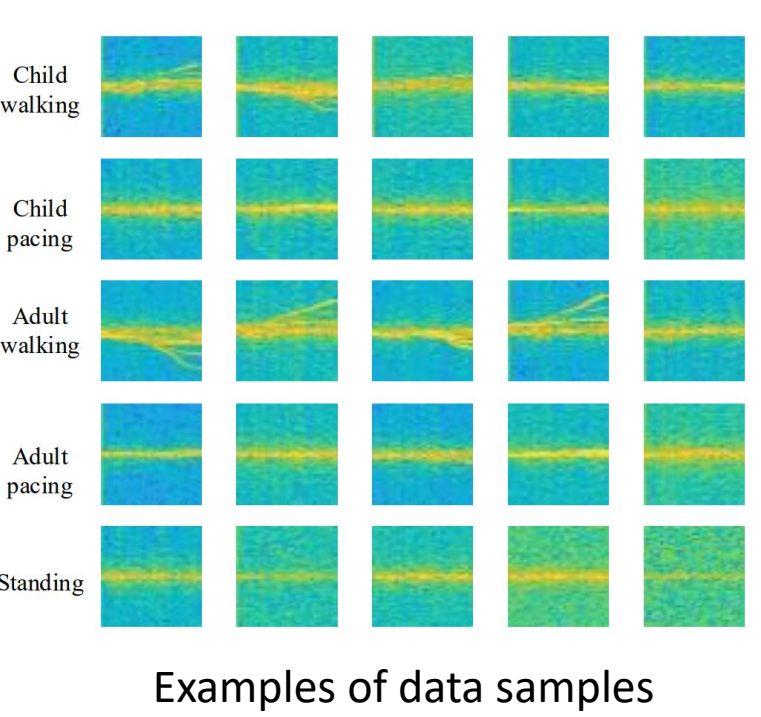
#### Sensing signal model

- Each of the value of loss function decreases approximately in an order of  $O(1/r)$  when training with SGD [4].
- It follows that the optimal batch size  $b^{(r)}$  at communication round  $r$  should decrease in an order of  $O(1/\sqrt{r})$ .

$$b^{(r)} \approx \alpha \sqrt{r} + b_0$$

$$\sum_{r=1}^R b^{(r)} = b_{sum}^* \Rightarrow b^{(r)} \approx \left[ \frac{(b_{sum} - b_0 R) \sqrt{r}}{\sum_{r=1}^R \sqrt{r}} + b_0 \right]$$

#### Simulation Results



- **Dataset:** high-fidelity human motions by wireless sensing simulator in [5]
- **Learning model:** ResNet10 (#params=4,900,677)
- **Baselines:** increasing batch size & maximum transmit power (I-BS-MaxPower); constant batch size & optimal transmit power (E-BS-OptimalPower); decreasing batch size & optimal transmit power (D-BS-OptimalPower);

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