

# Connectivity and Quickest Opportunity Detection in Cognitive Radio Systems

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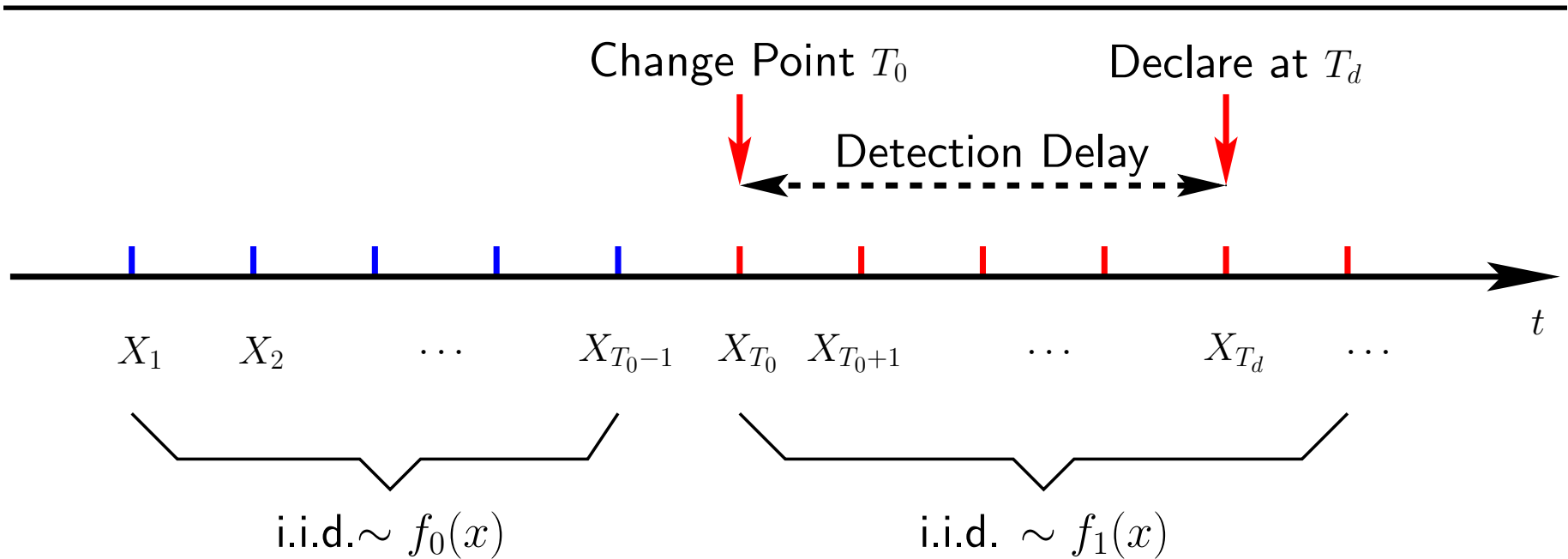
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*Joint work with J. Ye, W. Ren, and A. Swami.*

*Supported by NSF and ARL-CTA.*

# Quickest Detection of Spectrum Opportunity

## Quickest Change Detection

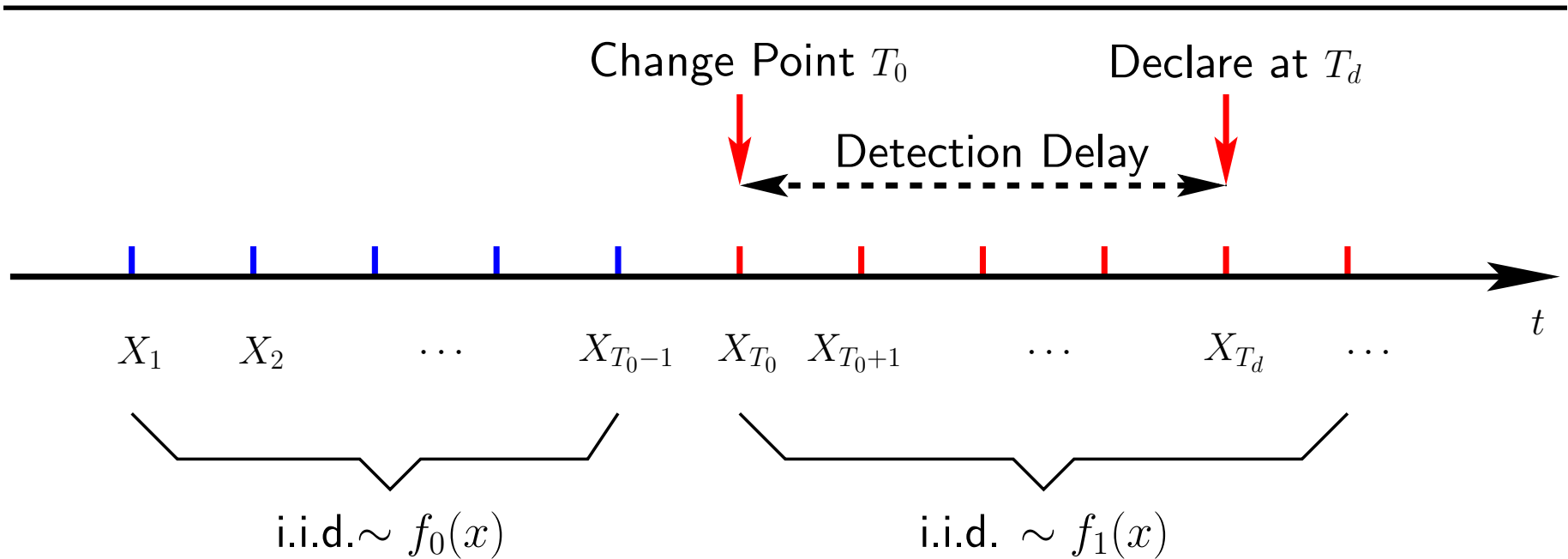


► Quickest Detection:  $\min \underbrace{\mathbb{E}[(T_d - T_0)^+]}$  subject to  $\underbrace{\Pr[T_d < T_0] \leq \zeta}$

Detection Delay                      Reliability Constraint

► Tradeoff: Detection delay vs. detection reliability.

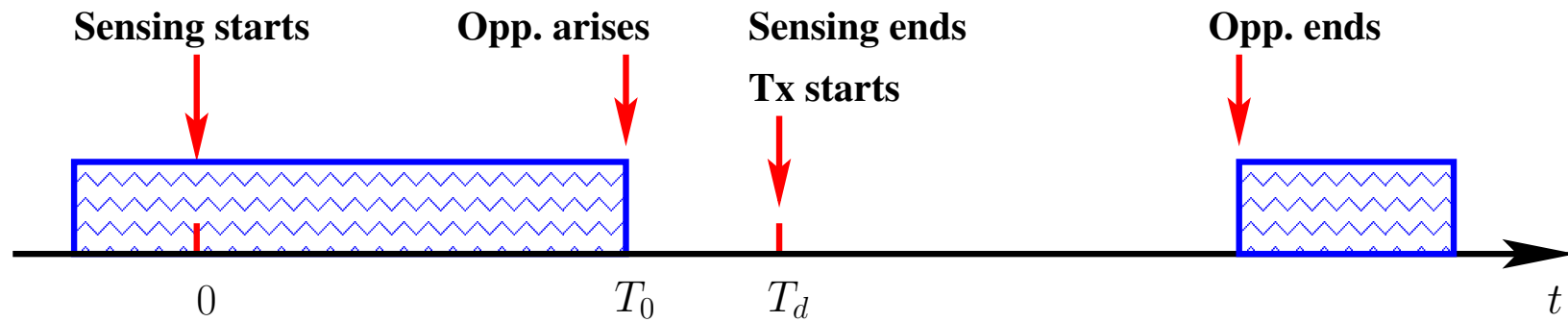
## Quickest Change Detection



► **Quickest Detection:**  $\min \underbrace{\mathbb{E}[(T_d - T_0)^+]}_{\text{Detection Delay}}$  subject to  $\underbrace{\Pr[T_d < T_0] \leq \zeta}_{\text{Reliability Constraint}}$

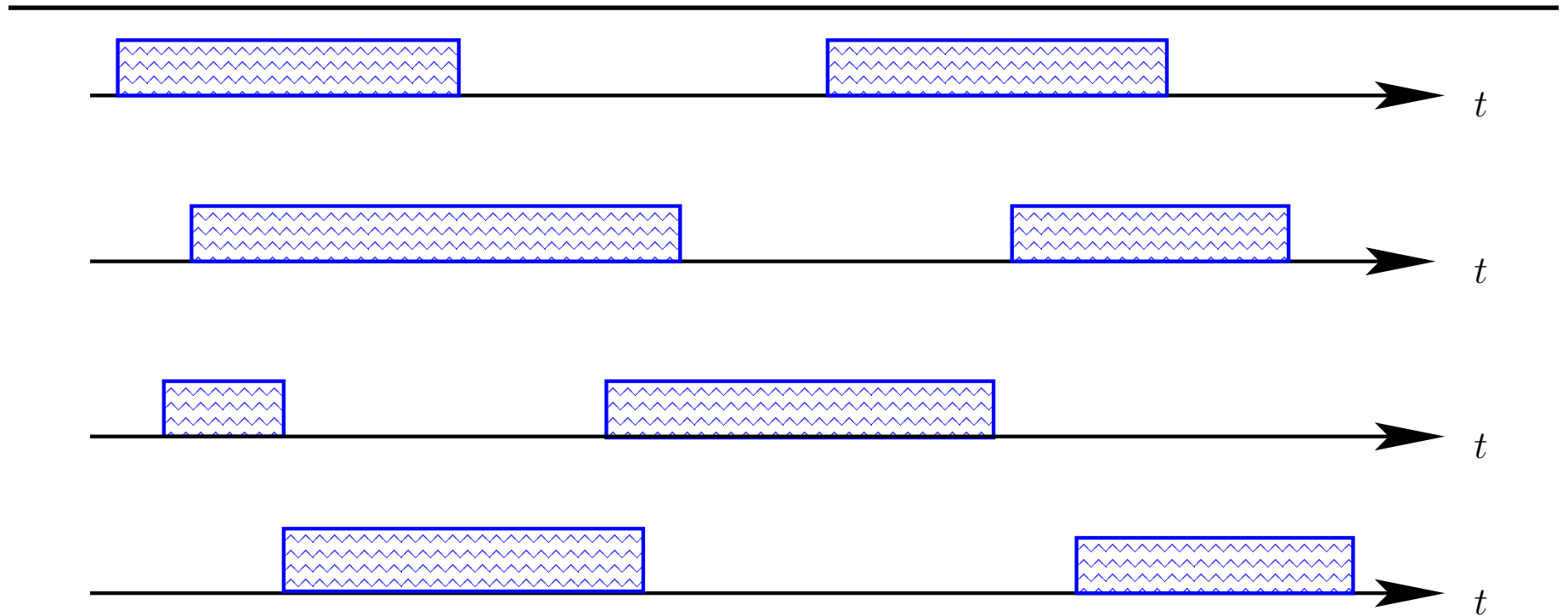
- Bayesian: Shiryaev'61, Borovkov'98, Tartakovsky&Veeravalli'05.
- Minimax: CUSUM (Page'54, Lorden'71).

## Application in Cognitive Radio



- Measurements:**  $\{X_1, X_2, \dots, X_{T_0-1}\}$  are i.i.d with distribution  $f_0(x)$ ;  
 $\{X_{T_0}, X_{T_0+1}, \dots\}$  are i.i.d with distribution  $f_1(x)$ .
- Stopping Time:** At time  $t = T_d$ , the user declares an opportunity.
- Quickest Detection:**  $\min \underbrace{\mathbb{E}[(T_d - T_0)^+]_{\text{Detection Delay}}}$  subject to  $\underbrace{\Pr[T_d < T_0] \leq \zeta}_{\text{Interference Constraint}}$

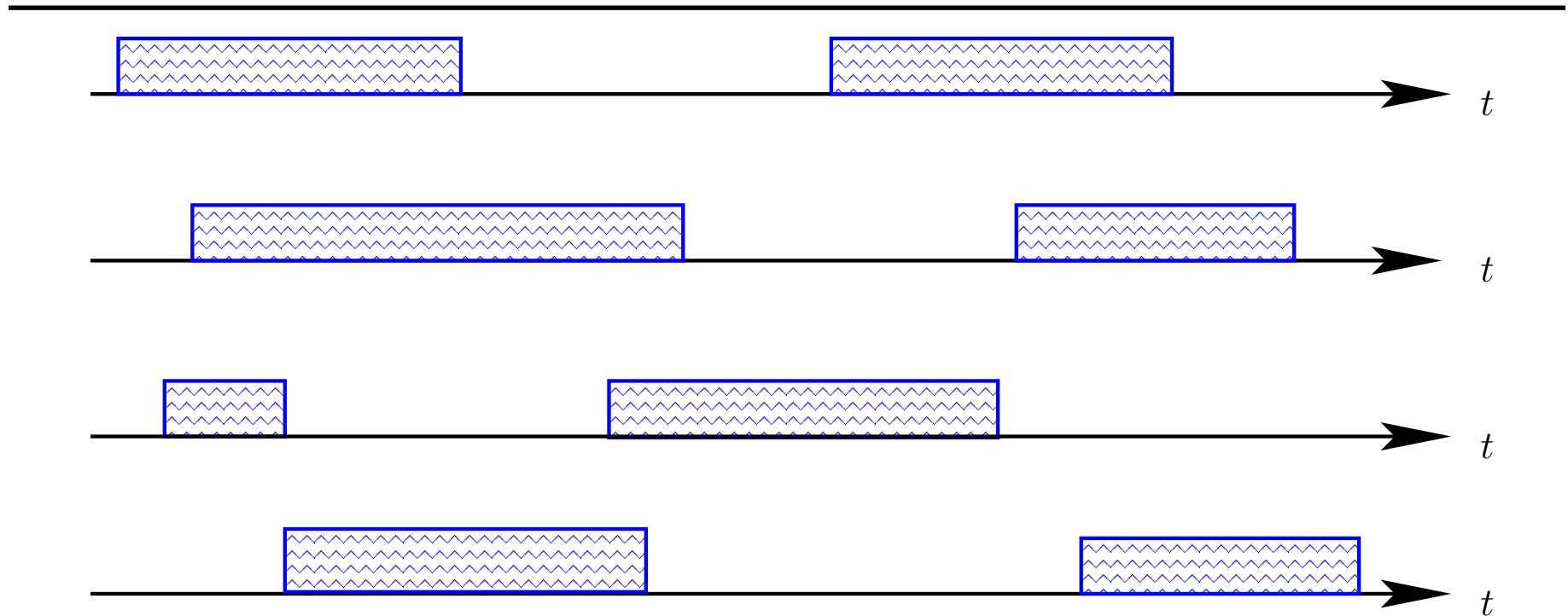
## Quickest Detection in Multiple On-Off Processes



► Two Fundamental Differences:

- Channel occupancy is an **on-off process with multiple change points**.
- There are **multiple** channels available.

## Quickest Detection in Multiple On-Off Processes



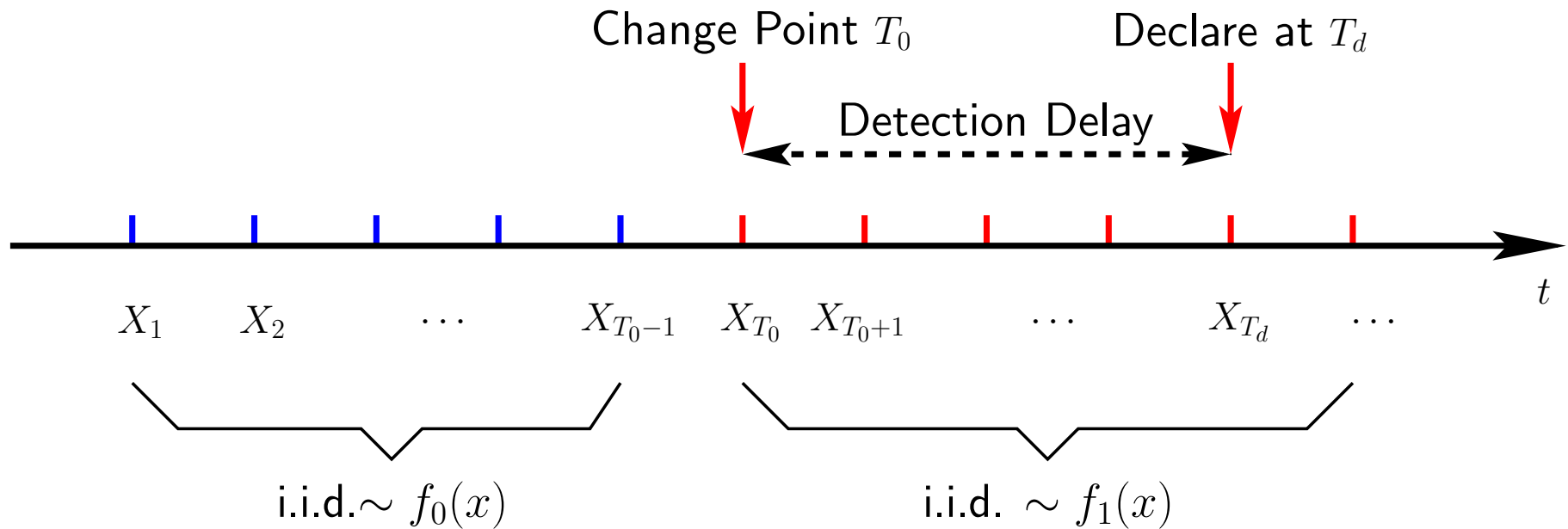
- ▶ Quickest Detection of Idle Periods in Multiple On-Off Processes:
  - Continue, switch, or declare?
- ▶ Tradeoffs:
  - Whether to declare: delay vs. reliability.
  - Whether to switch: loss of data vs. avoiding bad realizations.

# Outline

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- ▶ Quickest change detection in a single stochastic process
  - Shiriyayev's algorithm
  
- ▶ Quickest detection in multiple on-off processes
  - A decision-theoretic formulation
  - The optimal detection rule: a threshold policy
  
- ▶ Simulation examples
  
- ▶ Conclusion and work in progress

# Quickest Change Detection: Classic Bayesian Formulation



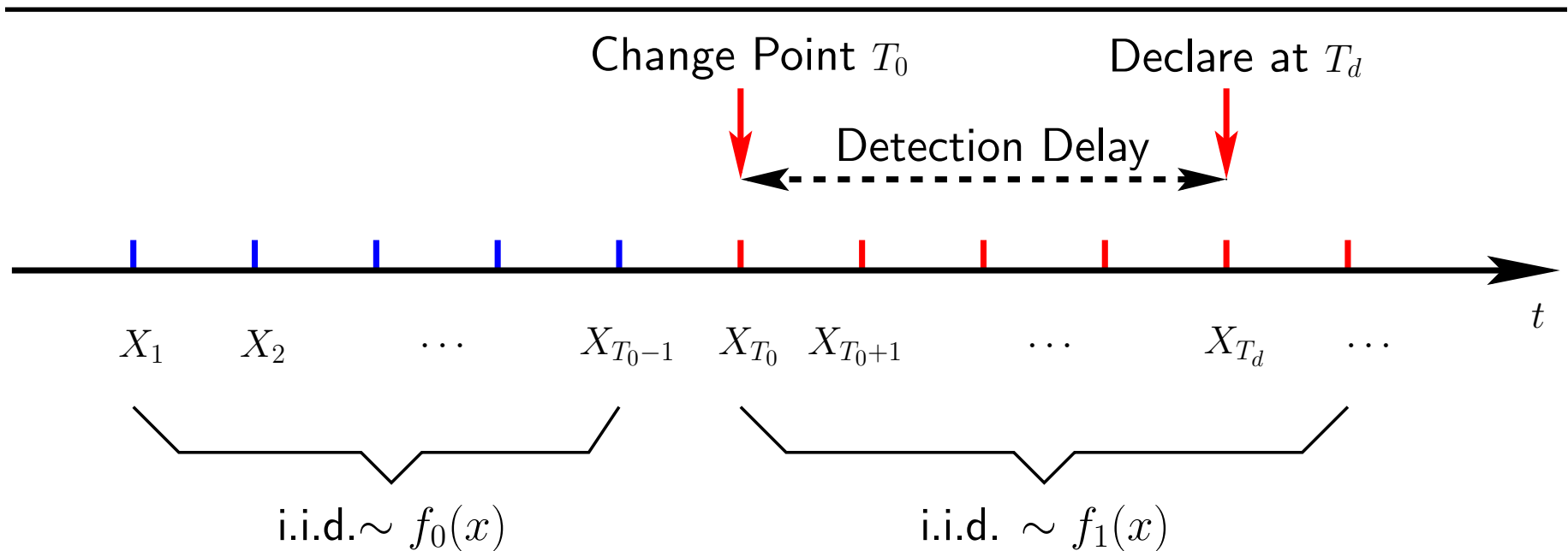
## Bayesian Formulation:

- Priori distribution of change point  $T_0$ : geometric

$$\Pr[T_0 = 0] = \lambda_0$$

$$\Pr[T_0 = k] = (1 - \lambda_0)p(1 - p)^{k-1}, \quad \forall k > 0,$$

## Shiryayev's Algorithm



- ▶ A sufficient statistic: **a posterior probability** that change has occurred

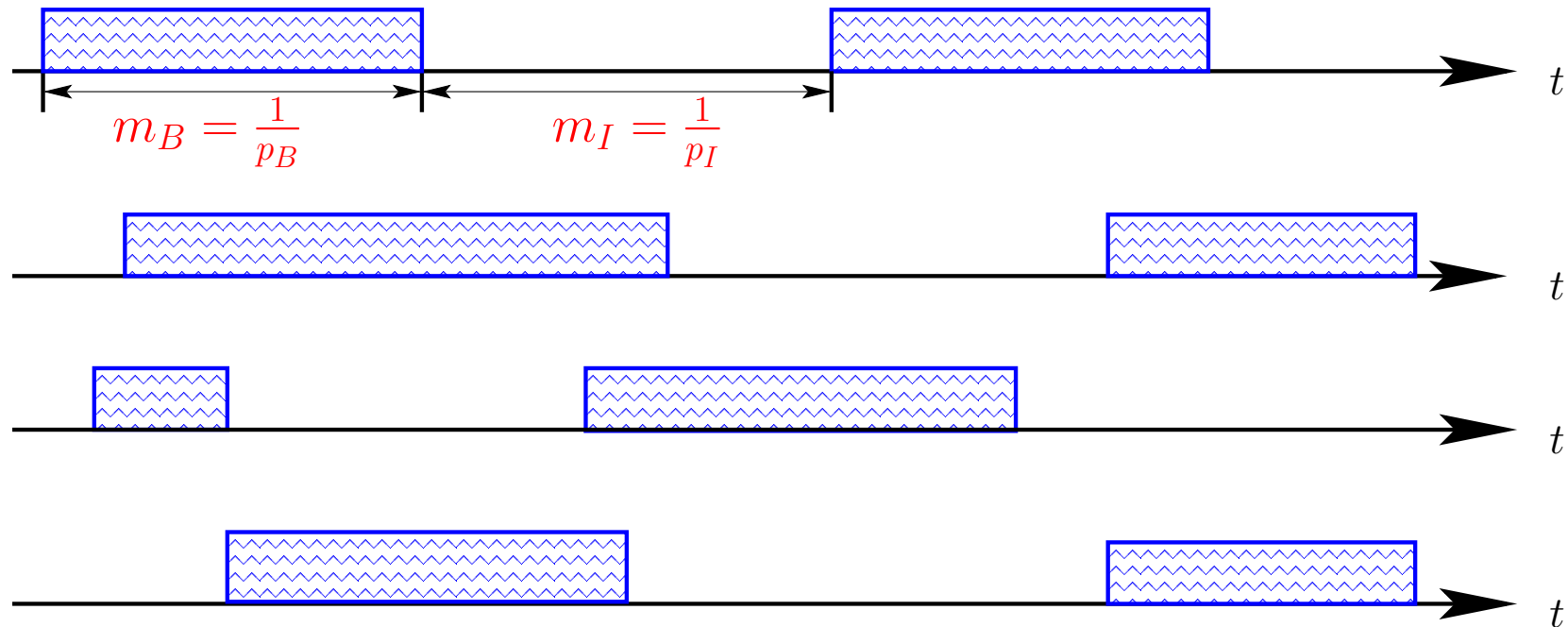
$$\lambda_t \triangleq \Pr[T_0 \leq t | X_1, X_2, \dots, X_t].$$

- ▶ Shiryayev's detection rule:

$$T_d = \inf\{t : \lambda_t \geq \eta_d\}$$

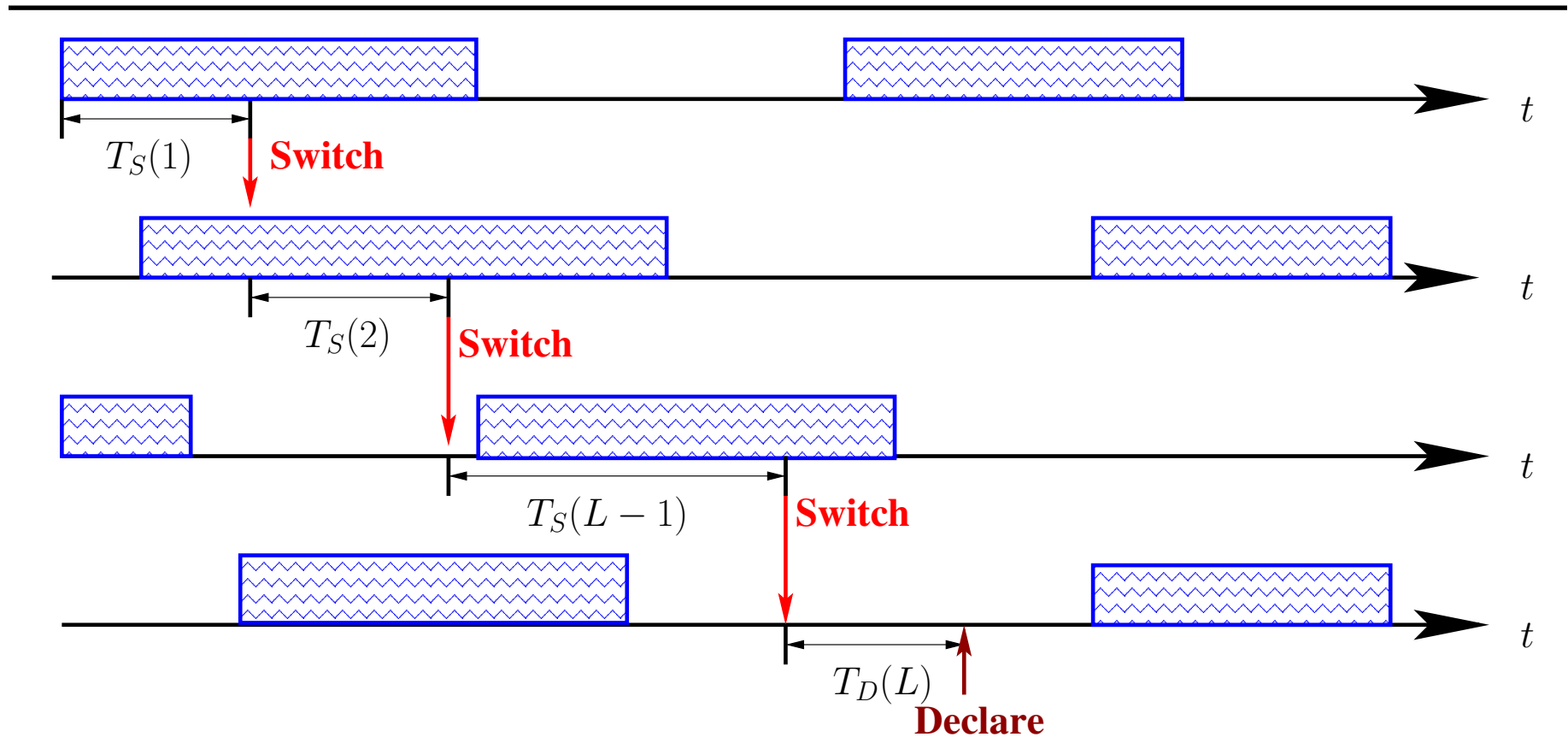
- ▶ Detection threshold  $\eta_d$ : determined by the reliability constraint  $\zeta$ .
- ▶ Setting  $\eta_d = 1 - \zeta$  is asymptotically optimal as  $\zeta \rightarrow 0$ .

## Quickest Detection In Multiple On-Off Processes



- ▶ A number of independent homogeneous on-off processes.
- ▶ Busy period: geometrically distributed with mean  $m_B = \frac{1}{p_B}$ .
- ▶ Idle period: geometrically distributed with mean  $m_I = \frac{1}{p_I}$ .
- ▶ Fraction of idle time:  $\lambda_0 = \frac{m_I}{m_I + m_B}$ .

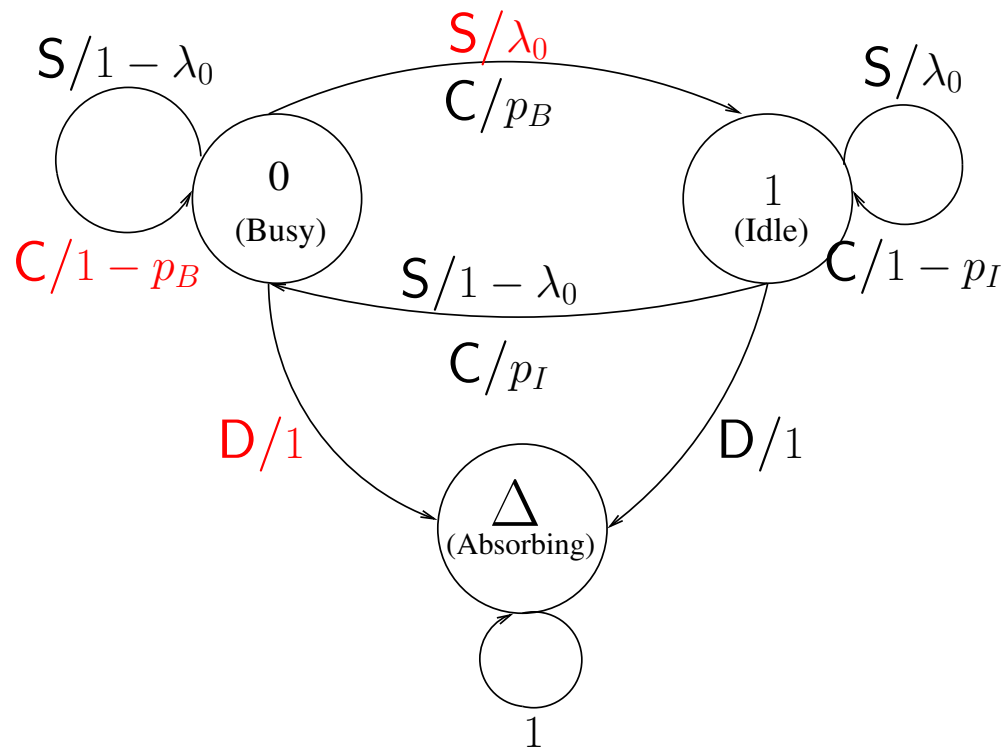
# Quickest Detection In Multiple On-Off Processes



$$\min \underbrace{\mathbb{E}\left[\sum_{l=1}^{L-1} T_s(l) + T_d(L)\right]}_{\text{Detection Time}} \quad s.t. \quad \underbrace{\Pr\left[Z_L\left(\sum_{l=1}^{L-1} T_s(l) + T_d(L)\right) = \text{busy}\right]}_{\text{Reliability Constraint}} \leq \zeta$$

## A POMDP Formulation

- ▶ State Space: 0 (busy), 1 (idle),  $\Delta$  (absorbing state)
- ▶ Action Space: S (Switch), C (Continue), D(Declare)
- ▶ State Transition:



- ▶ Cost:

- Switch or Continue: 1
- Declare during a busy period:  $\gamma$

## A POMDP Formulation

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- ▶ **A Sufficient Statistic:** the information state (belief)

$$\lambda_t = \Pr[Z_t = \text{idle} | X_1, X_2, \dots, X_t]$$

$$\lambda_0 = \frac{m_I}{m_I + m_B}$$

- ▶ **Update of the Information State**

$$\lambda_t = \begin{cases} \mathcal{T}(\lambda_0|x) & a(t-1) = \mathbf{S}, X_t = x \\ \mathcal{T}(\lambda_{t-1}|x) & a(t-1) = \mathbf{C}, X_t = x \end{cases}.$$

- ▶  $\mathcal{T}(\lambda|x)$ : updated information state based on the new measurement  $x$ .

$$\mathcal{T}(\lambda|x) \triangleq \frac{(\lambda\bar{p}_I + \bar{\lambda}p_B)f_1(x)}{(\lambda\bar{p}_I + \bar{\lambda}p_B)f_1(x) + (\lambda p_I + \bar{\lambda}\bar{p}_B)f_0(x)}.$$

## A POMDP Formulation

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- ▶ Channel switching and change detection policy  $\pi$ :

$$\lambda_t \in [0, 1] \implies a(t) \in \{S, C, D\}, \text{ for each time } t.$$

- ▶ Quickest change detection:

$$\pi^* = \arg \min_{\pi} \mathbb{E}_{\pi} \left[ \underbrace{\sum_{t=0}^{\infty} R_{\pi}(\lambda_t)}_{\text{Cost}} \mid \lambda_0 = \frac{m_I}{m_B + m_I} \right],$$

## Quickest Change Detection: Value Functions

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- ▶  $V(\lambda_t)$ : the minimum expected total cost-to-go when the current belief is  $\lambda_t$ .

$$V(\lambda_t) = \min\{ \underbrace{V_C(\lambda_t)}_{\text{Continue}}, \underbrace{V_S(\lambda_t)}_{\text{Switch}}, \underbrace{V_D(\lambda_t)}_{\text{Declare}} \}.$$

- ▶  $V_C(\lambda_t)$ : the minimum expected total cost-to-go if continue at  $t$ .

$$V_C(\lambda_t) = 1 + \int_x \underbrace{P(x; \lambda_t)}_{\text{Pr[ observe } x \text{ under } \lambda_t ]} V(\mathcal{T}(\lambda_t|x)) dx$$

- ▶  $V_S(\lambda_t)$ : the minimum expected total cost-to-go if switch at  $t$ .

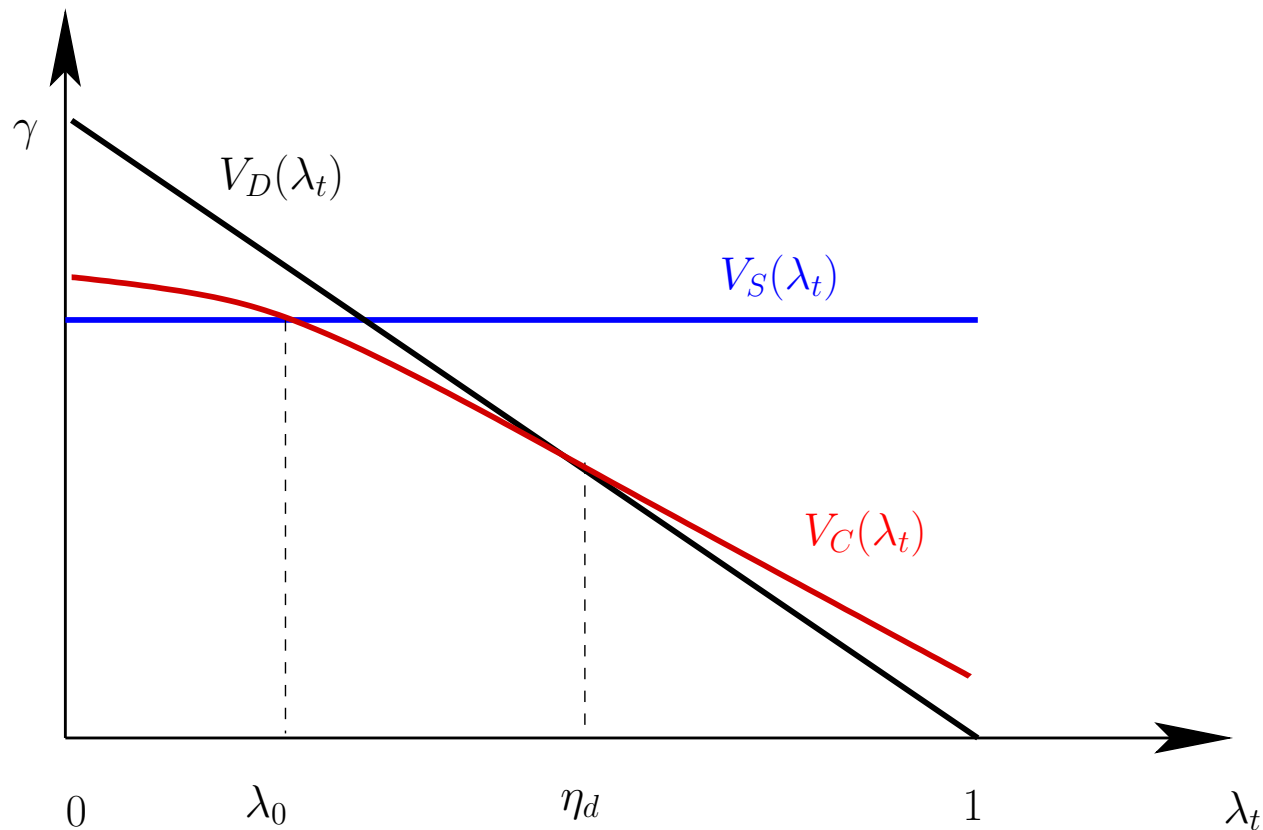
$$V_S(\lambda_t) = 1 + \int_x \underbrace{P(x; \lambda_0)}_{\text{Pr[ observe } x \text{ under } \lambda_0 ]} V(\mathcal{T}(\lambda_0|x)) dx = V_C(\lambda_0)$$

- ▶  $V_D(\lambda_t)$ : the minimum expected total cost-to-go if declare at  $t$ .

$$V_D(\lambda_t) = (1 - \lambda_t)\gamma.$$

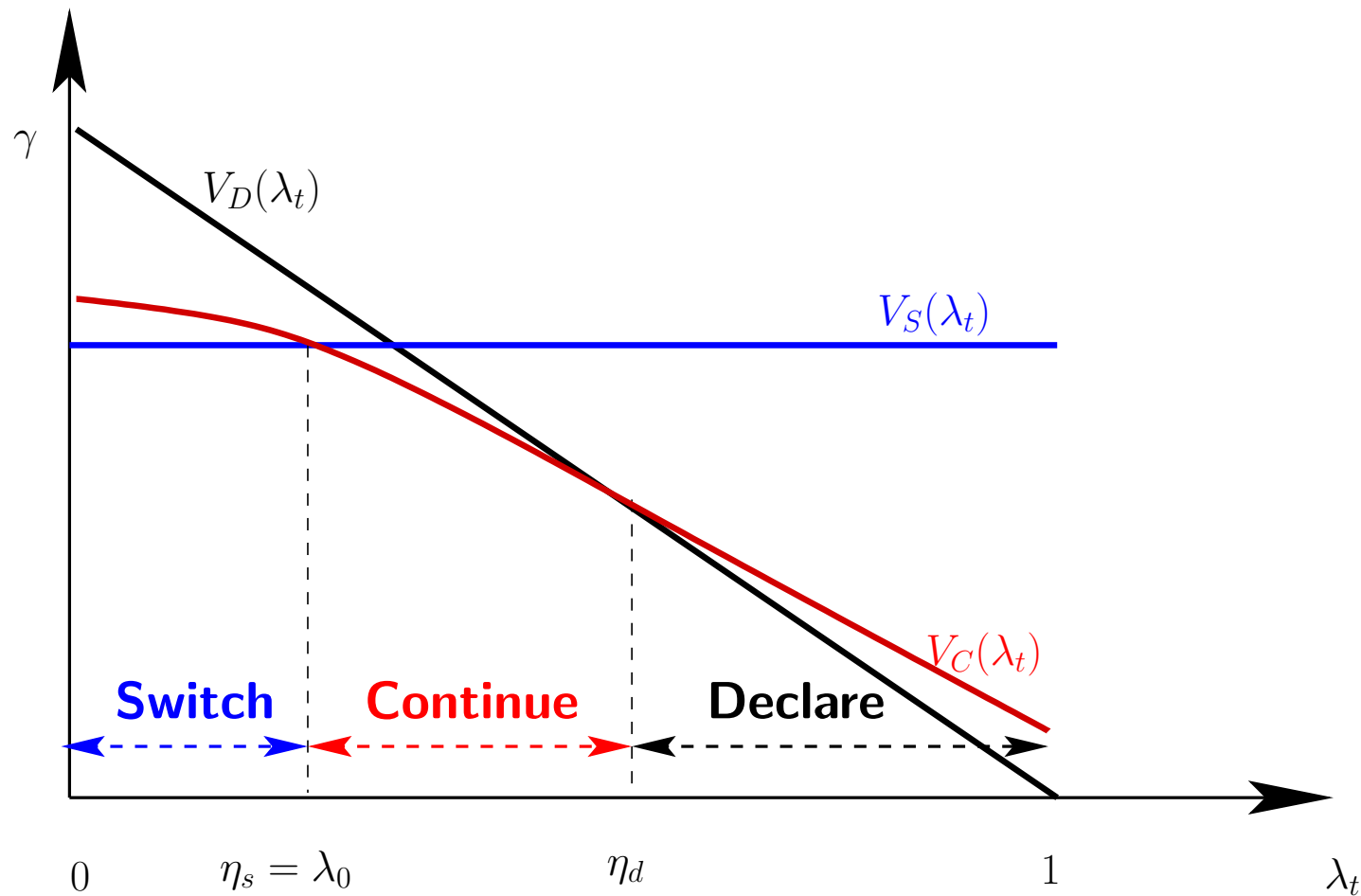
## Quickest Change Detection: A Threshold Policy

- ▶  $V_D(\lambda_t)$  is linear.
- ▶  $V_C(\lambda_t)$  is monotonically decreasing (if  $\frac{1}{m_B} + \frac{1}{m_I} \leq 1$ ) and concave.
- ▶  $V_S(\lambda_t) = V_C(\lambda_0)$ , where  $\lambda_0 = \frac{m_I}{m_I + m_B}$ .



# Quickest Change Detection: A Threshold Policy

$$V(\lambda_t) = \min\{ \underbrace{V_S(\lambda_t)}_{\text{Switch}}, \underbrace{V_C(\lambda_t)}_{\text{Continue}}, \underbrace{V_D(\lambda_t)}_{\text{Declare}} \}.$$



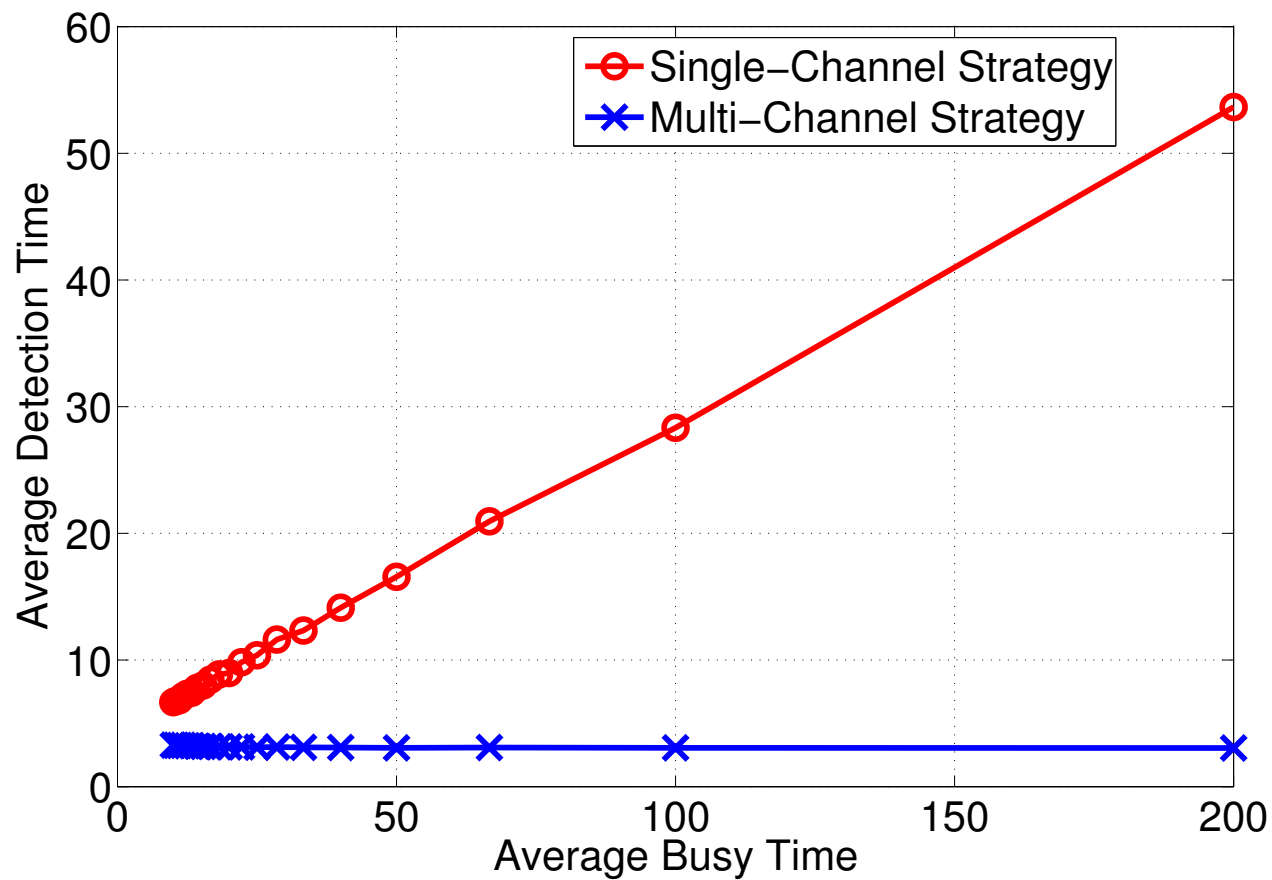
## Simulation Examples

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- ▶  $f_0(x), f_1(x)$ : Gaussian with zero mean and different variances.
- ▶  $SNR = 10dB$ .
- ▶  $\eta_d = 1 - \zeta$ .

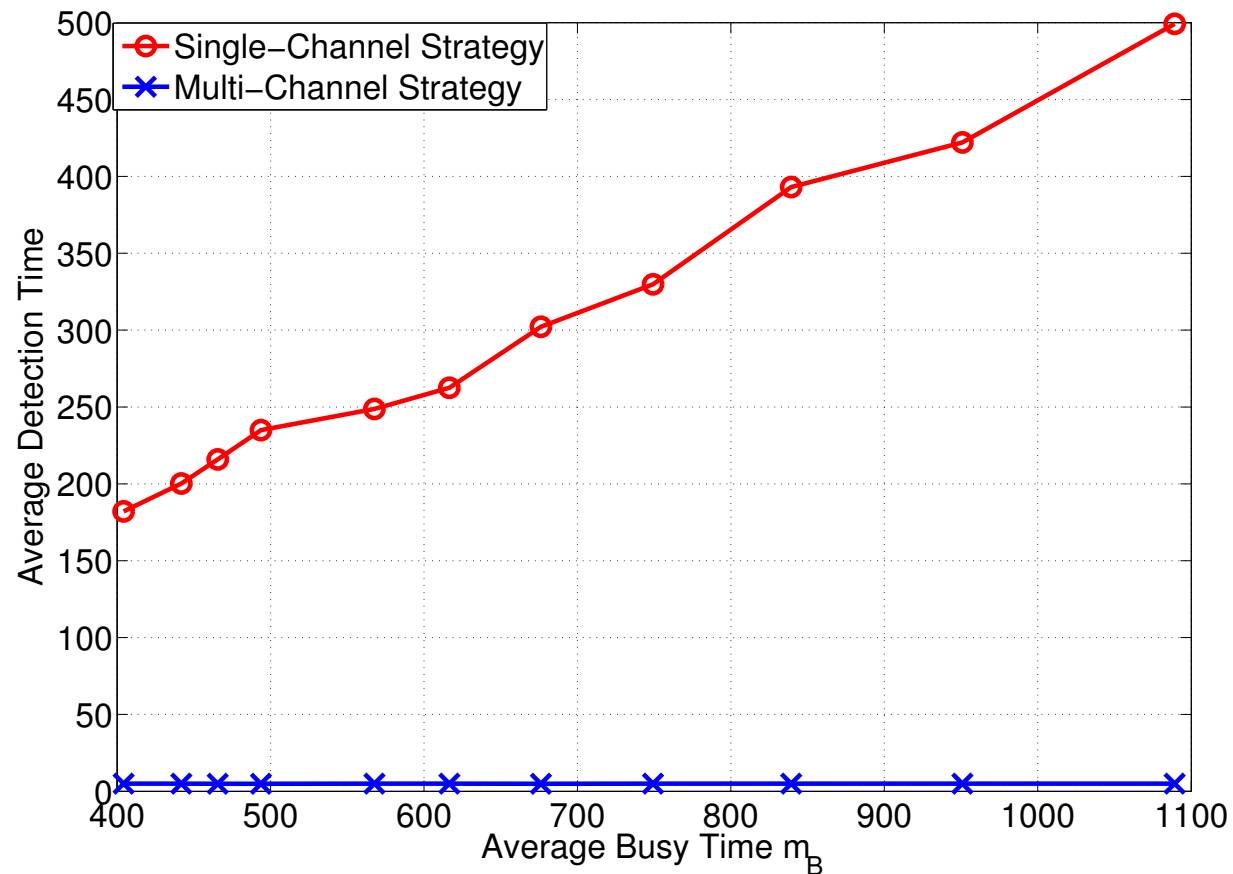
## Simulation Example: Geometric Distribution

- ▶ Increase both  $m_B$  and  $m_I$  while keeping  $\lambda_0$  fixed



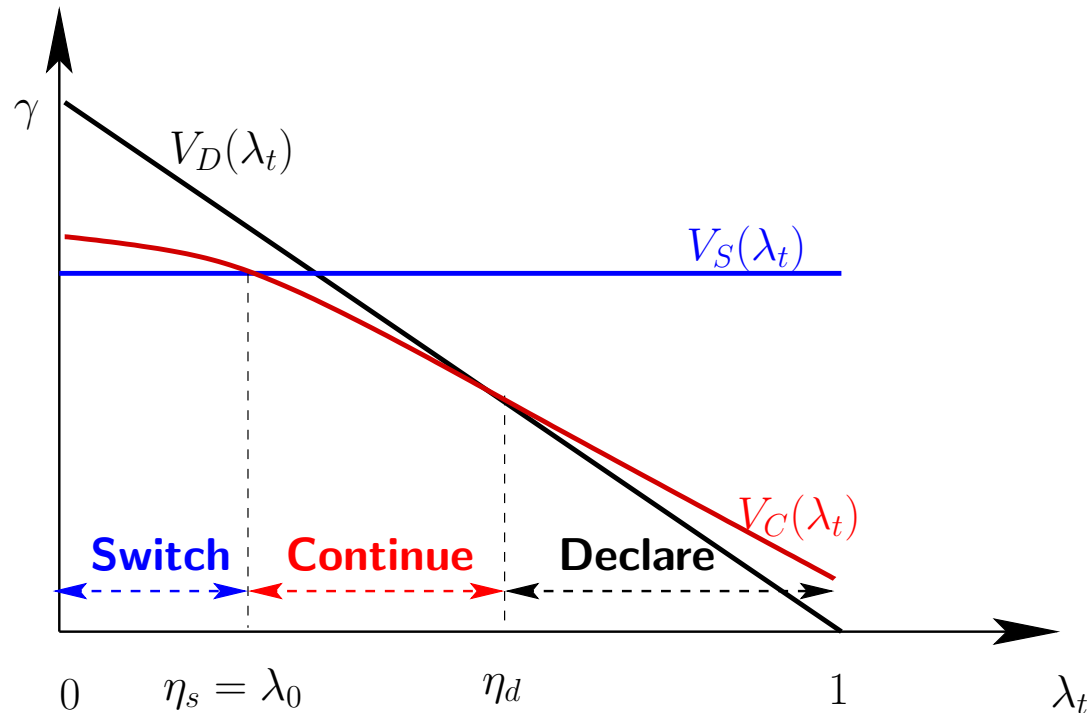
## Simulation Example: Arbitrary Distributions

- ▶ Busy period: Pareto distribution with increasing tail index



## Conclusion and Work in Progress

### Quickest Detection in Multiple On-Off Processes:

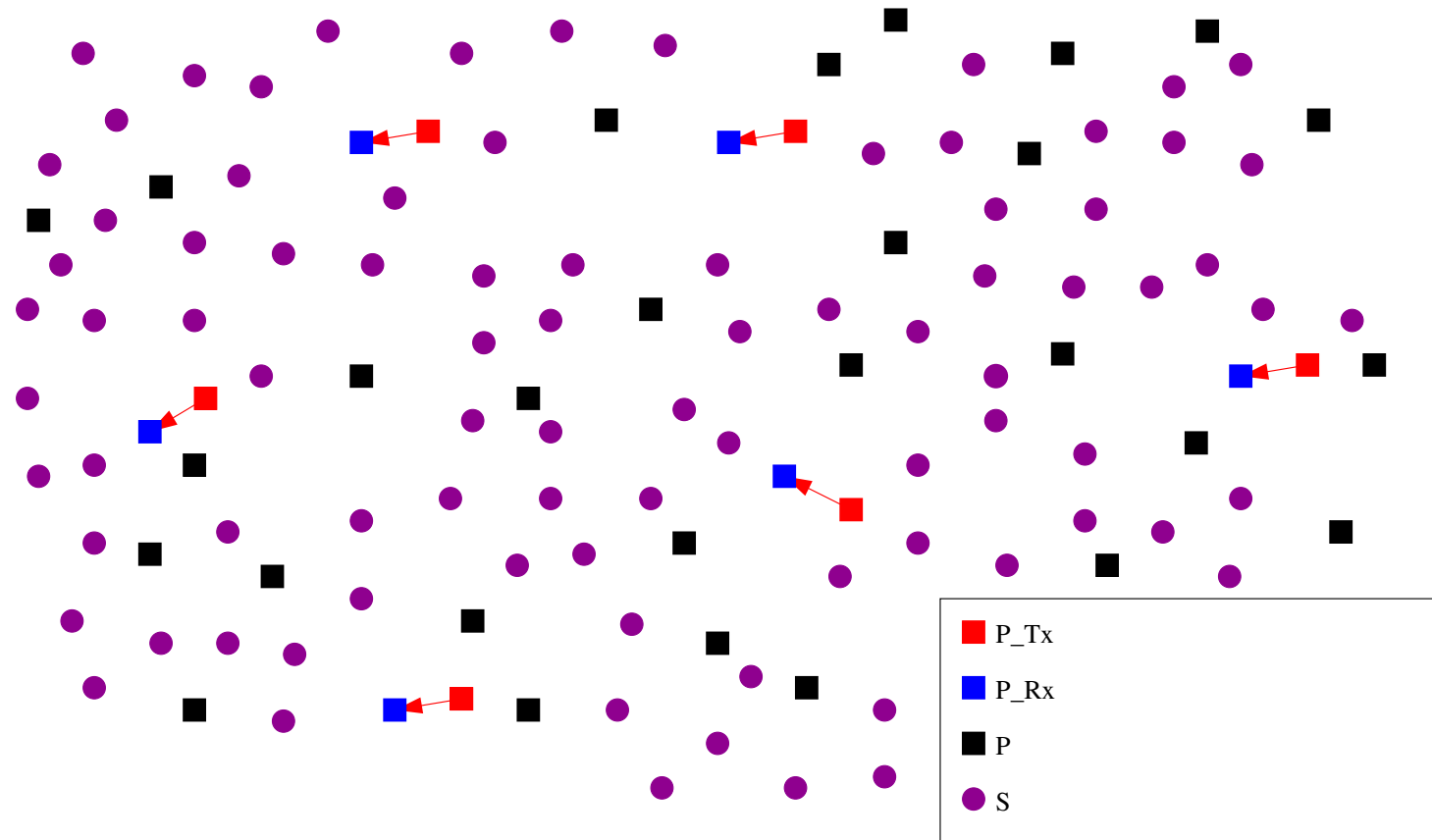


### Work in Progress:

- Asymptotic optimality for arbitrary distributions and non-i.i.d. data.
- Minimax formulation.

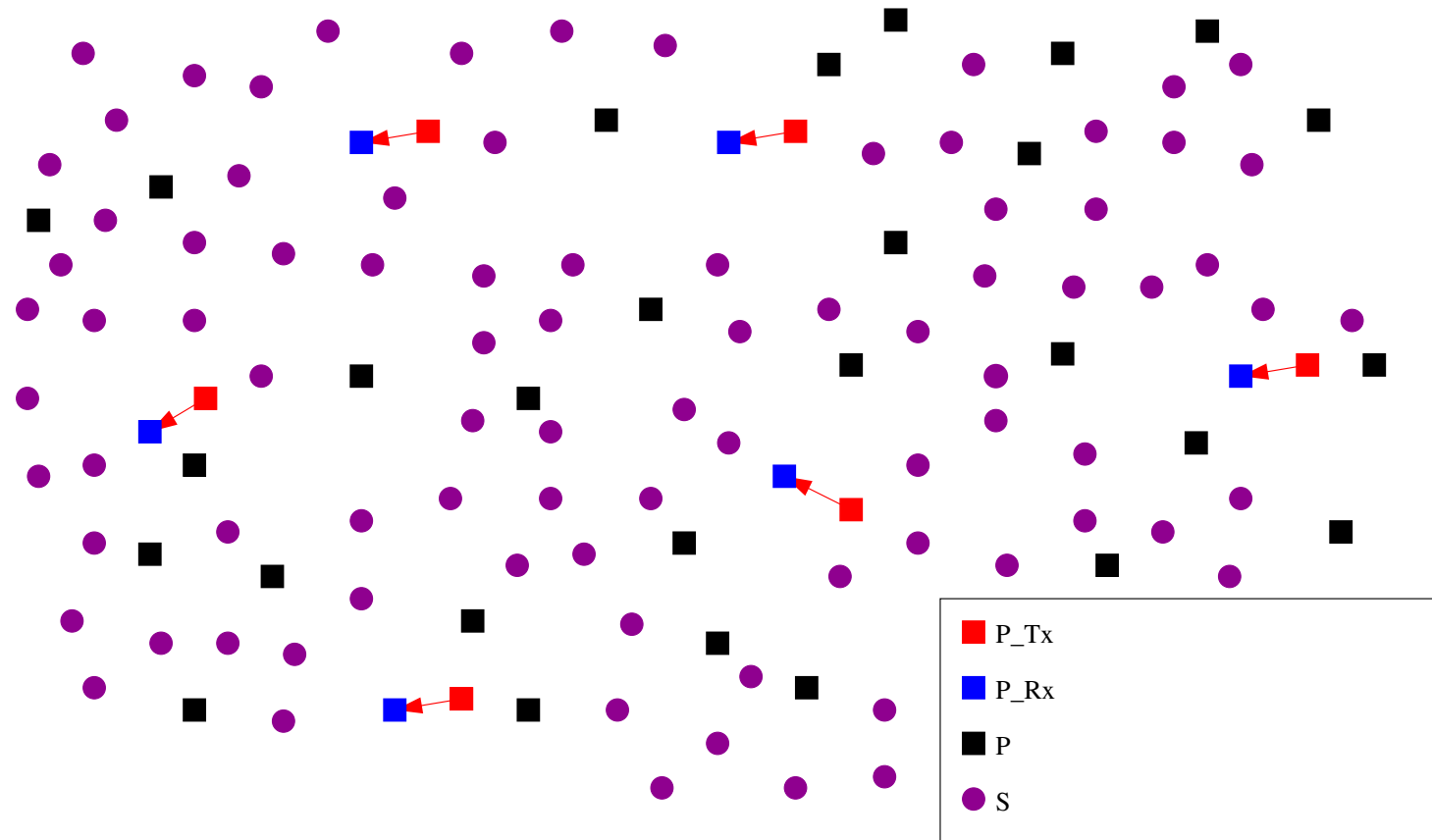
# Connectivity

# Connectivity: Poisson Primary + Poisson Secondary



**Connectivity:** the existence of an infinite connected component almost surely.

# Connectivity

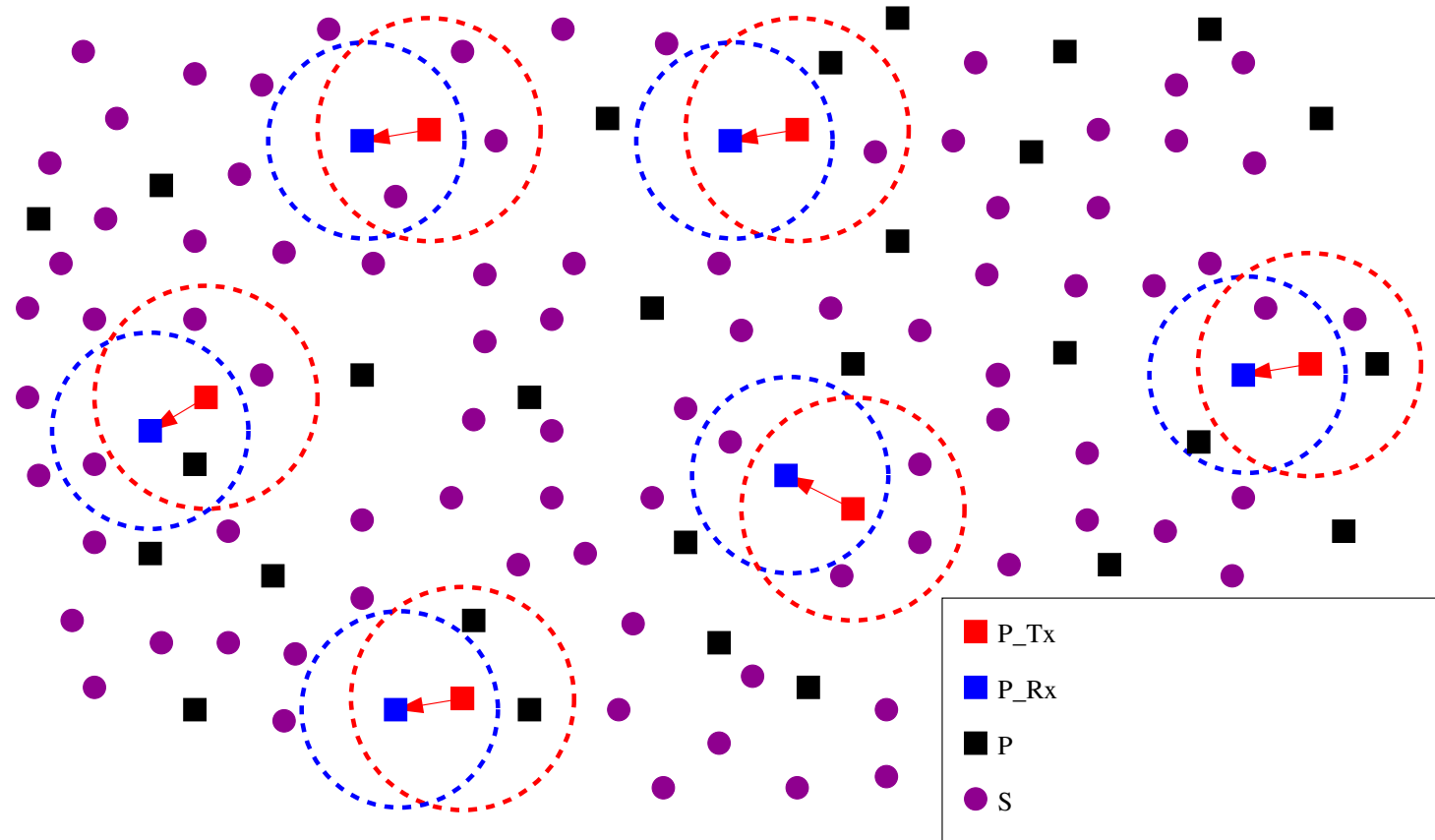


**Connectivity:** the existence of an infinite connected component almost surely.

**Existence of A Link between Two Secondary Users:**

- ▶ they are within Tx range;
- ▶ they see a bidirectional opportunity.

## Who Sees An Opportunity Who Doesn't?

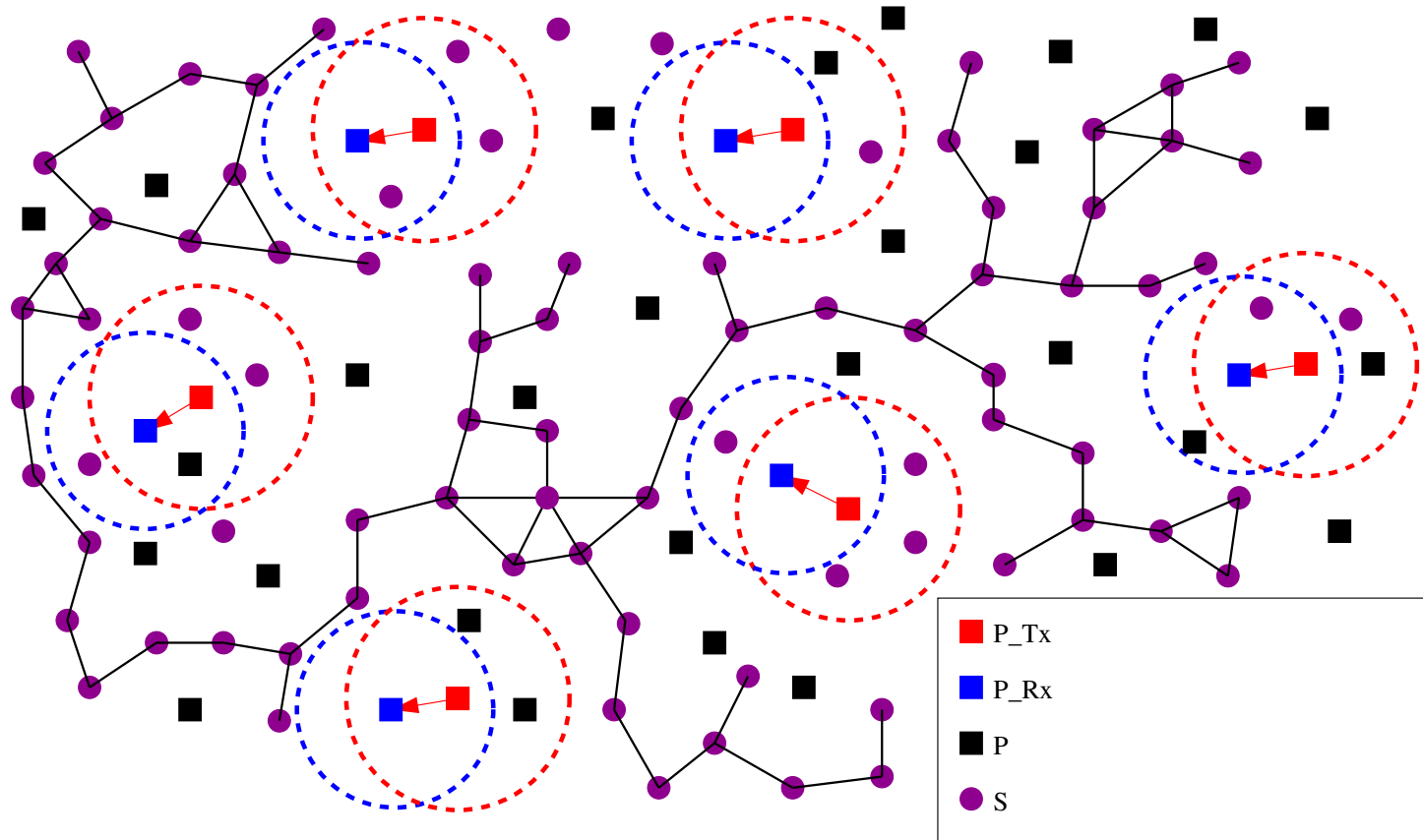


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# Connectivity

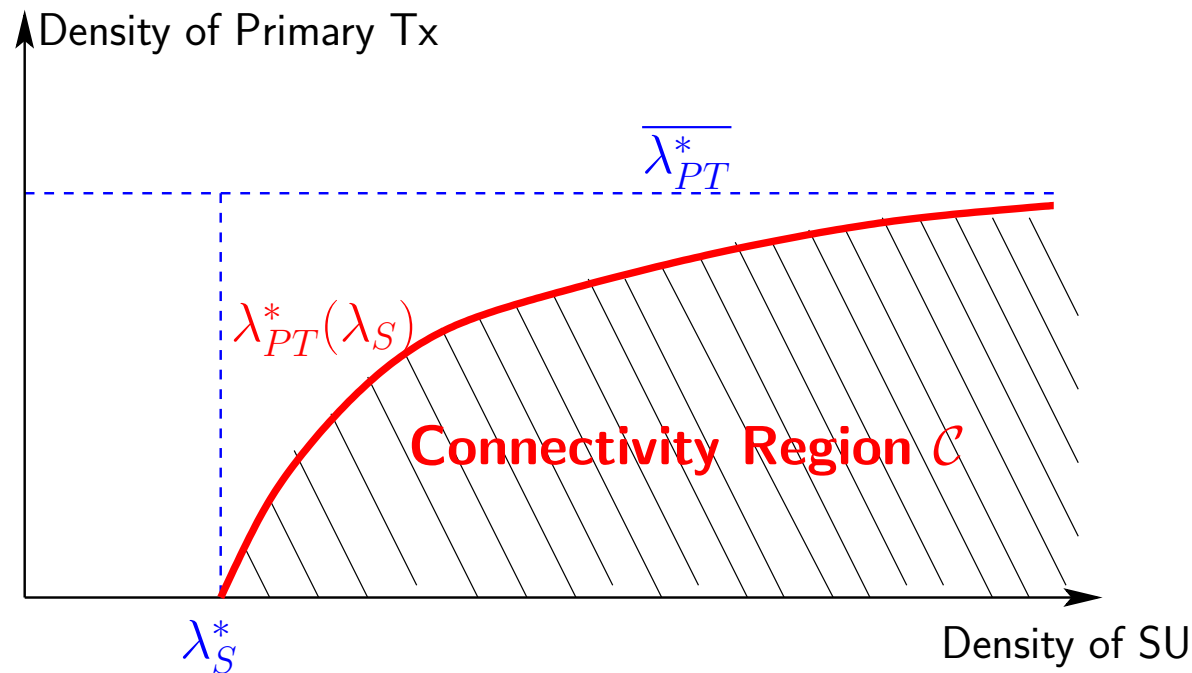


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## Connectivity Region



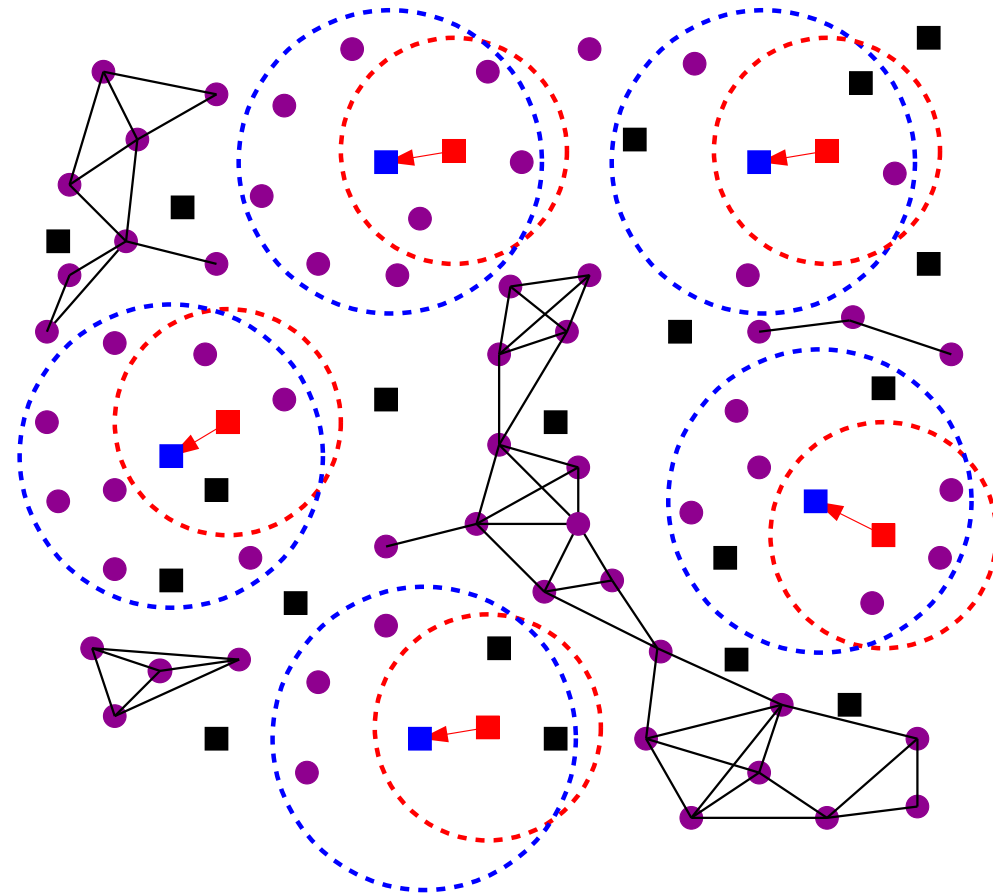
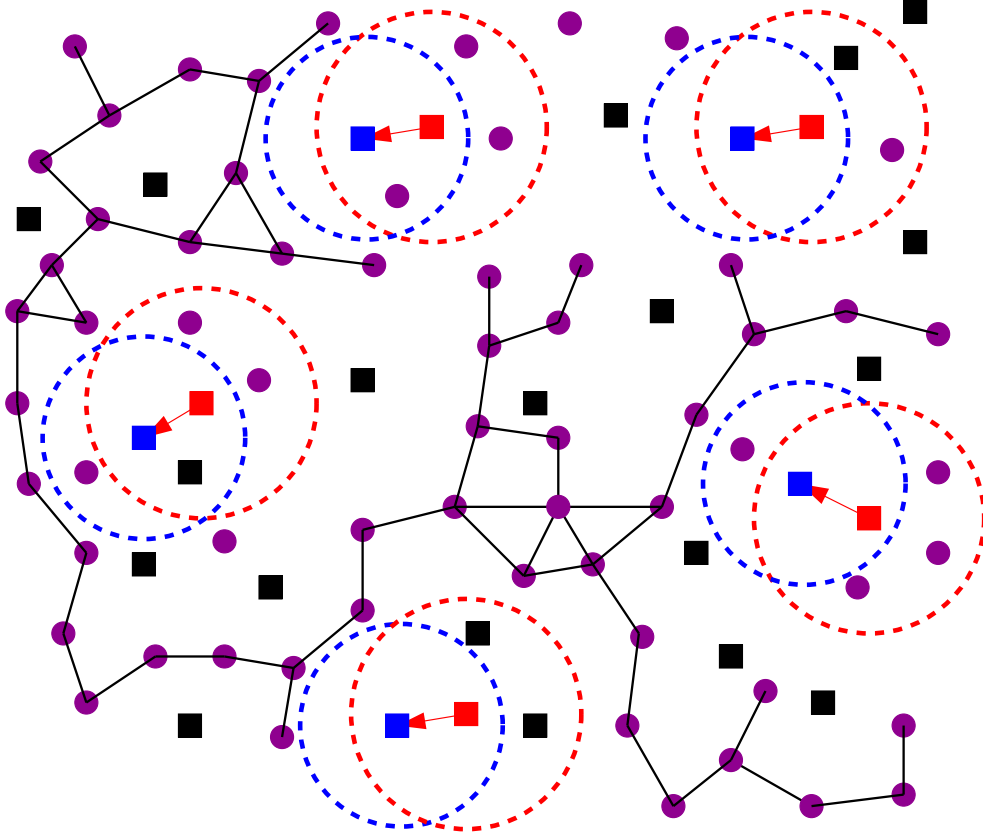
- ▶  $\forall (\lambda_S, \lambda_{PT}) \in \mathcal{C}$ , there exists a *unique* infinite connected component.
- ▶  $\lambda_{PT}^*(\lambda_S)$  monotonically increases with  $\lambda_S$ .
- ▶ The critical density of secondary users:  $\lambda_S^* = \lambda_c(r_{tx})$  (*CD of homogenous networks*).
- ▶ The critical density of primary Tx:  $\overline{\lambda_{PT}^*} \leq \min \left\{ \frac{1}{4(R_I^2 - r_p^2/4)} \lambda_c(1), \frac{1}{4(r_I^2 - r_p^2/4)} \lambda_c(1) \right\}$ .

# Proximity vs. Opportunity

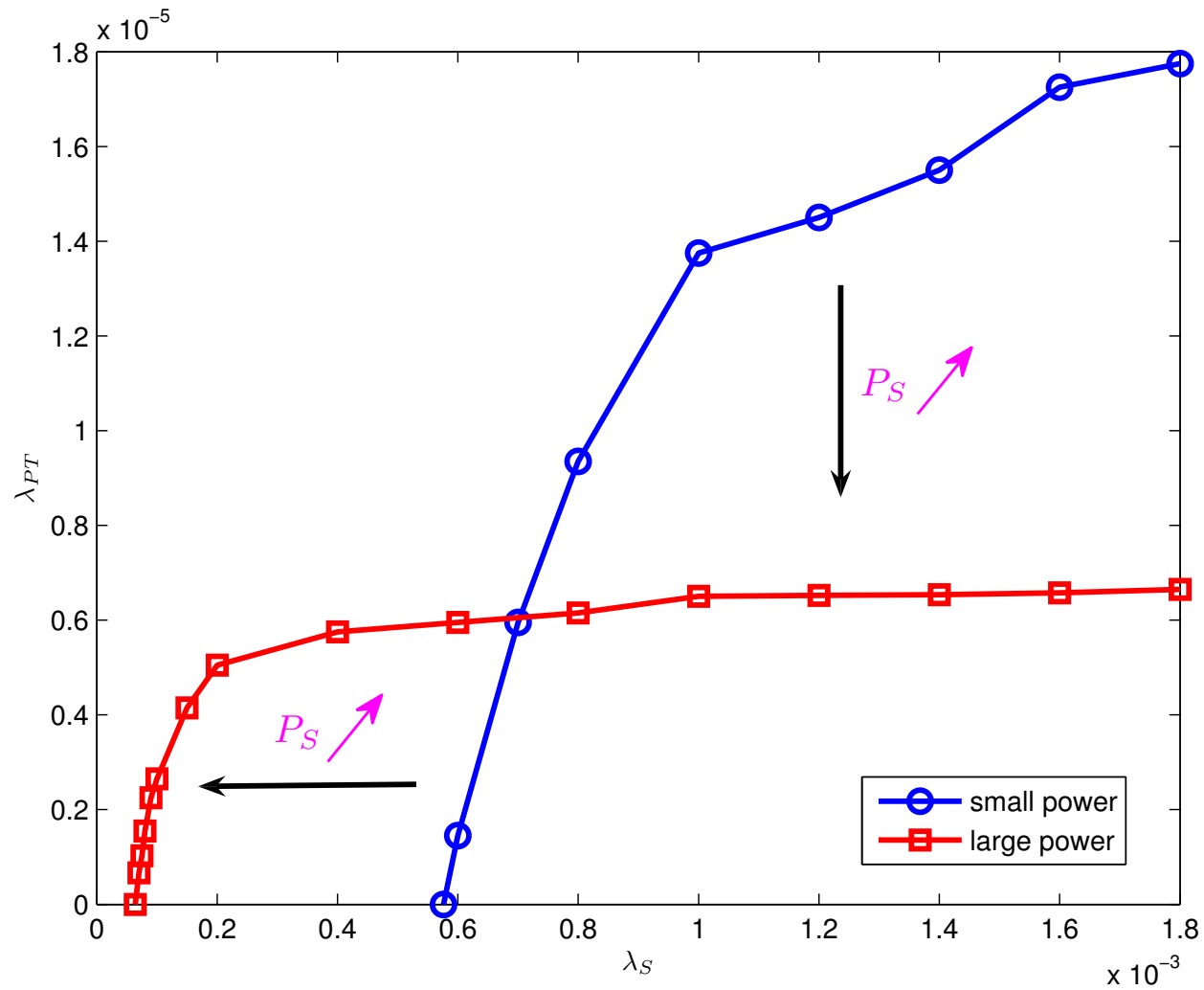
Increasing  $P_S$  leads to more neighbors but fewer opportunities.

*Small  $P_S$*

*Large  $P_S$*

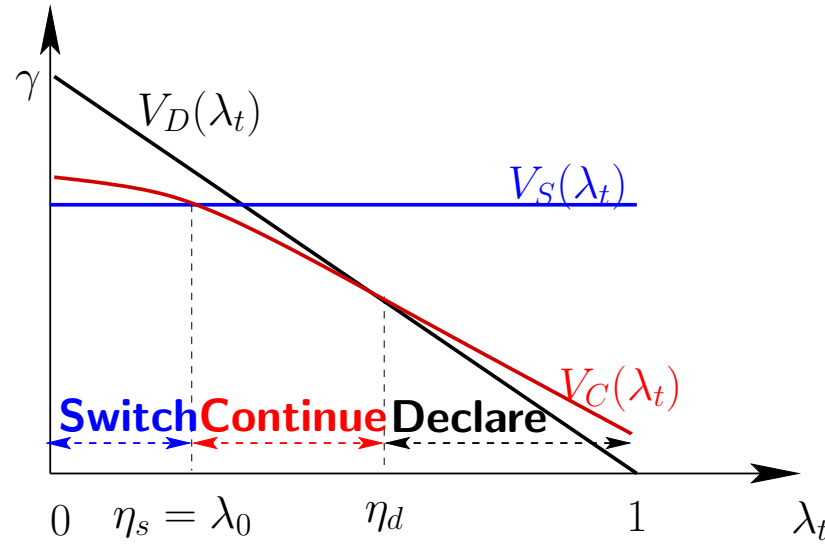


# Proximity vs. Opportunity



# Conclusion

## Quickest Opportunity Detection:



## Connectivity:

