

# Editorial: Introduction to the Issue on Distributed Machine Learning for Wireless Communication

## I. INTRODUCTION

**W**ITH the emergence of new application scenarios (e.g., real-time and interactive services and Internet of Things) and the fast development of smart terminals, wireless data traffic has increased drastically, and the existing wireless networks cannot completely meet the technical requirements of the next generation mobile communication networks, e.g., 6G. In recent years, machine learning-based methods have been considered as potential technologies for 6G, because in wireless communication systems, key issues behind synchronization, channel estimation, signal detection, and iterative decoding can be solved by well-designed machine learning algorithms. Currently, most wireless network machine learning solutions require the training data and learning process to be centralized in one or more data centers. However, these centralized machine learning methods expose disadvantages, e.g., privacy security, significant signaling overhead, increased implementation complexity, and high latency, which limit their practicality. The wireless networks of the future must make quicker and more reliable decisions at the network edge. To address these challenges, distributed machine learning frameworks, e.g., federated learning (FL), MapReduce, and AllReduce, will need to push intelligence to the network edge in future wireless communication networks. In these frameworks, mobile devices can collaborate to build a shared learning model, training the data they collect locally. This intriguing concept is inspiring many research activities in distributed machine learning.

However, the field of distributed machine learning is still in its infancy, with many open theoretical and practical problems needing to be solved, such as robustness, privacy, communication cost, convergence, complexity, and how to optimally combine with physical layer transmission networks. This special issue (SI) in IEEE Journal of Selected Topics in Signal Processing (J-STSP) aims to capture the latest advances in emerging distributed intelligent communication systems from the perspective of signal processing to advance its theoretical underpinnings and practical applications.

We wish to keep this editorial brief and refer to the overview article, titled “Distributed Learning for Wireless Communications: Methods, Applications and Challenges” by L. Qian *et al.* [A1] that follows, for a recent overview of distributed learning for wireless communications and a comprehensive list

of references. Below we summarize the papers that comprise the present SI.

## II. SUMMARY OF THE PAPERS IN THIS SI

The first paper, entitled “Reconfigurable Intelligent Surface-assisted Multi-UAV Networks: Efficient Resource Allocation with Deep Reinforcement Learning,” proposes reconfigurable intelligent surface (RIS)-assisted unmanned aerial vehicles (UAVS) networks to enhance the networks performance. To maximize the energy efficiency (EE) of the proposed network, the authors jointly optimize the power allocation of the UAVs and the phase-shift matrix of the RIS. The authors also propose a deep reinforcement learning (DRL) approach to solve this problem and a parallel learning approach to reduce the information transmission requirement of the centralized approach. Simulations show a significant improvement of the proposed schemes in terms of EE, flexibility, and processing time.

The second paper, “Distributed Learning for MIMO Relay Networks,” introduces a novel perspective of relating a relay network to an artificial neural network (ANN) to optimize the nonlinear transceivers of the distributed nodes in a multi-antenna multi-user and multi-relay network. With this perspective, the authors propose a distributed learning-based relay beamforming (DLRB) scheme. The authors also present a frame design to support the DLRB to adapt well with time-varying channels. Simulations verify the effectiveness of the proposed scheme.

The third study, which is entitled as “Communication-Efficient Federated Learning via Predictive Coding,” proposes a predictive coding based communication scheme for FL, which has shared prediction functions among all devices and allows each worker to transmit a compressed residual vector derived from the reference. In each communication round, the predictor and quantizer are selected based on the rate-distortion cost to further reduce the redundancy with entropy coding. Simulations reveal that it can greatly reduce communication cost with better learning performance compared to traditional techniques.

The fourth contribution, entitled “Blockchain and Semi-Distributed Learning-Based Secure and Low-Latency Computation Offloading in Space-Air-Ground-Integrated Power IoT,” combines blockchain, space-air-ground integrated power Internet of Things (SAG-PIoT), and machine learning to meet stringent and delay requirement on computation offloading. Specifically, the authors propose a Blockchain and semi-distributed learning-based secure and low-latency electromagnetic interference-aware computation offloading algorithm

(BRACE) to minimize the total queuing delay under the long-term security constraint. Simulation results verify that BRACE achieves superior delay and security performance.

The fifth paper, “Distributed Few-Shot Learning for Intelligent Recognition of Communication Jamming,” introduces a novel jamming recognition method based on distributed few-shot learning. The proposed method employs a distributed recognition architecture to achieve the global optimization of multiple sub-networks by FL. The authors also introduce a dense block structure in the sub-network structure to improve network information flow by the feature multiplexing and configuration bypass to improve resistance to over-fitting. Simulations demonstrate excellent recognition performance of this proposed method with a small data set.

The sixth paper, namely “Revisiting Analog Over-the-Air Machine Learning: The Blessing and Curse of Interference,” proposes a new route to establish the analysis of convergence rate, as well as generalization error, of distributed learning algorithm. The authors conclude that the training algorithm can be run in tandem with the momentum scheme to accelerate the convergence. The authors also show that the interference on the overall training procedure has a two-side effect. On the negative side, heavy tail noise slows down the convergence rate of the model training. On the positive side, heavy tail noise has the potential to increase the generalization power of the trained model.

The seventh paper entitled “Optimal Myopic Policy for Restless Bandit: A Perspective of Eigendecomposition,” considers restless multiarmed bandit (RMAB) problem involving partially observed Markov decision process with heterogeneous state transition matrices in discrete time slot. To show the optimality of the myopic policy, the authors generalize the concept of the first order stochastic dominance ordering and then decompose each state transition matrix into a weighted sum of a series of eigenmatrices. The authors also identify two sets of sufficient conditions on both eigenvalues and eigenmatrices to guarantee the optimality of the myopic policy for two instances, respectively.

The eighth paper, “Incorporating Distributed DRL into Storage Resource Optimization of Space-Air-Ground Integrated Wireless Communication Network,” proposes a Space-air-ground integrated network (SAGIN) storage resource management algorithm based on distributed DRL. To realize the distributed training, the authors extract the network attributes represented by storage resources for the agent to build a training environment in each edge physical domain. The authors also propose a SAGIN resource management framework based on distributed DRL. Simulations show that the proposed algorithm can significantly improve the allocation revenue of network resources and the acceptance rate of user requests, and it has good flexibility, compared to other algorithms.

The ninth contribution addresses the issue of “Joint Beam Training and Data Transmission Control for mmWave Delay-Sensitive Communications: A Parallel Reinforcement Learning Approach,” by considering the problem of joint beam training and data transmission control of delay-sensitive communications over mmWave channels. To minimize the cumulative energy consumption over the whole considered period of time under delay constraint, the authors formulate the problem as

a constrained Markov Decision Process (MDP). The authors then reformulate it to an unconstrained one by introducing a Lagrange multiplier and solve it by using parallel-rollout-based reinforcement learning method. The simulation results show that the optimized parallel deployment strategy improves energy consumption and latency performance.

The tenth study, which is entitled as “Distributed Machine Learning for Multiuser Mobile Edge Computing Systems,” presents a distributed machine learning approach for multi-user mobile edge computing (MEC) networks. Three optimization criteria for MEC networks are proposed based on the requirements of latency and energy consumption, and the optimization problem is solved using a FL optimization framework in which each user uses DRL to solve the optimization problem. Simulation results show that the method can effectively reduce the delay and energy consumption of the system.

The eleventh work, “Federated Meta-Learning Enhanced Acoustic Radio Cooperative Framework for Ocean of Things,” proposes a deep neural network (DNN)-based data enhancement receiver for chirp modulation-based underwater acoustic communications at a single buoy. To further address the problem of possible insufficient training data at a single buoy, an enhanced acoustic radio cooperative (ARC) framework based on federated meta-learning (FML) is proposed to use model parameters of multiple buoys to train a randomly scheduled wireless network environment based on DNN-based receivers in a randomly scheduled wireless network environment. Simulation results show that the proposed receiver trained with sufficient data has better BER performance and lower complexity than the conventional matched filtering based detector.

The twelfth paper, which is entitled as “Distributed Reinforcement Learning for Age of Information Minimization in Real-Time IoT Systems,” proposes a distributed QMIX algorithm to find the global optimal sampling strategy for devices. This algorithm aims to enable base stations and devices in IoT systems to collaboratively monitor realistic physical processes simultaneously with minimal age of information cost and energy consumption. Compared with the traditional RL algorithm, this method enables each device to use its local observations to estimate the Q value under global observations. Simulations verify the feasibility of the proposed scheme.

The thirteenth paper, namely “Decentralized Federated Learning with Unreliable Communications,” proposes a robust decentralized stochastic gradient descent (SGD) method, called Soft-DSGD, to solve the unreliability problem. soft-DSGD updates the model parameters using partially received messages and optimizes the mixing weights based on the link reliability matrix of the communication link. Simulations demonstrate that the proposed Soft-DSGD algorithm achieves the same asymptotic convergence rate as the normal decentralized SGD algorithm with perfect communication, even under unreliable communication networks.

The fourteenth paper, entitled “Communication-Efficient Decentralized Subspace Estimation,” designs a new decentralized subspace estimation (DSE) algorithm, and the gradient tracking technique in consistency optimization is used to improve the complexity of the algorithm. In addition, in a subarray environment, the authors combine the DSE and the decentralized

ESPRIT (d-ESPRIT) algorithm to estimate Direction of Arrival (DoA). Experimental results show that the DSE algorithm can obtain smaller errors than the reference algorithm for a given number of communications.

The fifteenth paper, entitled “Collaborative Intelligent Reflecting Surface Networks with Multi-Agent Reinforcement Learning,” investigates a multi-user communication system assisted by cooperative IRS devices with the capability of energy harvesting, aiming to maximize the long-term average achievable system data rate. The authors develop a novel multi-agent Q-mix (MAQ) framework with two layers to decouple the optimization parameters. Simulation results confirm the performance advantage of the proposed algorithms over other conventional algorithms.

The sixteenth paper, entitled “Loss-Privacy Tradeoff in Federated Edge Learning,” proposes a personalized differential privacy based federated mobile edge learning (FMEL) scheme to alleviate the privacy leakage by adding different noise perturbations to the model updates of each edge device. The authors derive the convergence upper bound of the nonconvex loss function to measure the machine learning model performance. From the simulation results provided, the proposed method achieves a better loss-privacy tradeoff compared to the conventional methods.

The seventeenth paper, entitled “User-centric Online Gossip Training for Autoencoder-based CSI Feedback,” proposes a user-centric online training strategy to improve CSI feedback performance based on applying the autoencoder. Three frameworks that differ in the methods of changing encoders are proposed. It is shown that the feedback accuracy can be markedly improved.

The penultimate paper titled “Learning Progressive Distributed Compression Strategies from Local Channel State Information,” proposes a deep learning framework to design a compression strategy for intelligences with only local channel state information (CSI) as input. To address the challenge of modeling quantization operations, the authors propose a new approach to set the dynamic range of uniform quantizers using the statistics of batch training data. Numerical results show that the local CSI-based approach can significantly reduce the signaling overhead of the global CSI-based approach while outperforming the existing local CSI-based approach based on local eigenvalue decomposition.

The closing paper titled “Distributed Learning With Sparsified Gradient Differences,” designs an adaptive sparse gradient descent method with error correction (ASGD) to improve the communication efficiency in general worker-server architectures. It is also shown that the ASGD algorithm converges for strongly convex, convex and nonconvex optimization problems. The results show that for a given target accuracy, ASGD can significantly reduce the communication load compared to the best available algorithms while maintaining a fast convergence rate compared to other distributed learning algorithms.

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#### APPENDIX RELATED ARTICLES

- [A1] L. Qian *et al.*, “Distributed learning for wireless communications: Methods, applications and challenges,” *IEEE J. Sel. Topics Signal Process.*, vol. 16, no. 3, Apr. 2022, doi: [10.1109/JSTSP.2022.3156756](https://doi.org/10.1109/JSTSP.2022.3156756).
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