

$$y = \sum_{k=1}^N c_k \cdot x_k$$

Error $e = y - \hat{y}$

$$e^2 = \frac{(y - \hat{y})^2}{(+1)}$$

Minimize e^2 wrt c_k

$$e = y - \hat{y}$$

$$\frac{\partial}{\partial c_k} e^2 = 2e \cdot \frac{\partial e}{\partial c_k}$$

$$= \sum_k c_k x_k - \hat{y}$$

$$= 2 \cdot e \cdot x_k$$

Gradient descent algorithm:

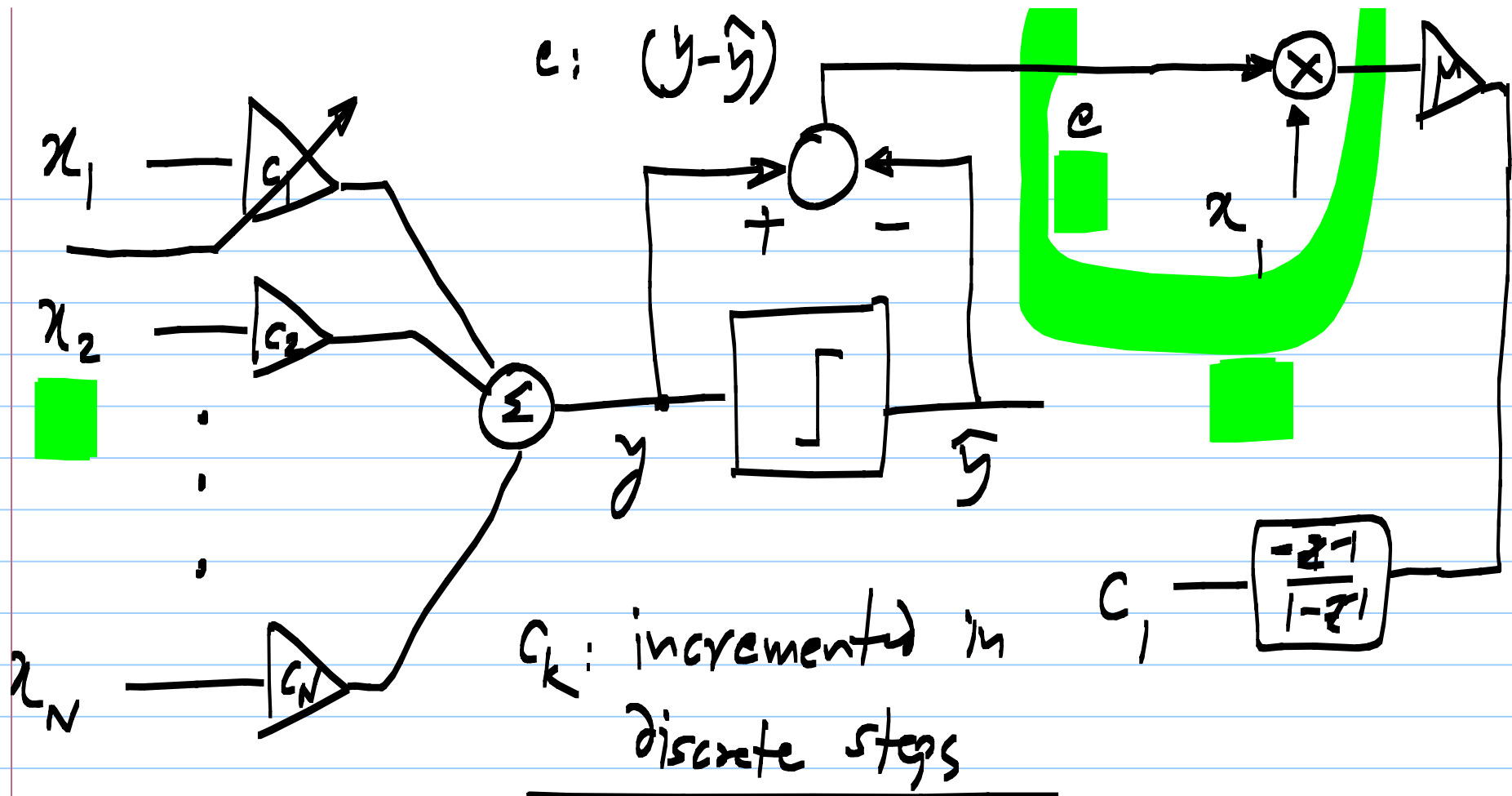
$$c_k[l+1] = c_k[l] - \mu \cdot \frac{\partial}{\partial c_k} e^2$$

$c_k[l+1] - c_k[l] = -\hat{\mu} e x_k$ $\underbrace{2 \cdot e \cdot x_k}_{\frac{\partial}{\partial c_k} e^2}$
Gradient descent algorithm.

All coefficients c_k $\left\{ \begin{aligned} c_k[l+1] &= c_k[l] - \hat{\mu} \cdot \frac{\partial}{\partial c_k} e^2 \\ &= c_k[l] - \mu \cdot e \cdot x_k \end{aligned} \right.$

c_k stops changing if $\frac{\partial}{\partial c_k} e^2 = 0$

μ : controls adaptation rate



Difficult to compute $e \cdot \lambda_k$ with a high precision

Gradient-descent LMS algorithm

Coeff.
update
equation

$$c_k[l+1] = c_k[l] - \mu \cdot e[l] x_k[l]$$

Sign-sign
LMS

$$c_k[l+1] = c_k[l] - \mu \operatorname{sgn}(e) \cdot \operatorname{sgn}(x_k)$$

$$c_k[l+1] = c_k[l] - \mu \operatorname{sgn}(e) \cdot x_k$$

$$c_k[l+1] = c_k[l] - \mu \cdot e \cdot \operatorname{sgn}(x_k)$$

sign-sign LMS

$$c_k[l+1] = c_k[l] - \mu \underbrace{\text{sgn}(e) \cdot \text{sgn}(x_k)}_{\text{sgn}(e) \cdot \text{sgn}(x_k)}$$

If $e > 0$ (y is larger than desired)

need to reduce $y = \sum c_k x_k$

\Rightarrow If $x_k > 0$, reduce c_k

$x_k < 0$, increase c_k

$$c_k[l+1] = c_k[l] - \mu \cdot \text{sgn}(e) \text{sgn}(x_k)$$

In practice, coefficients are updated once in many symbol intervals

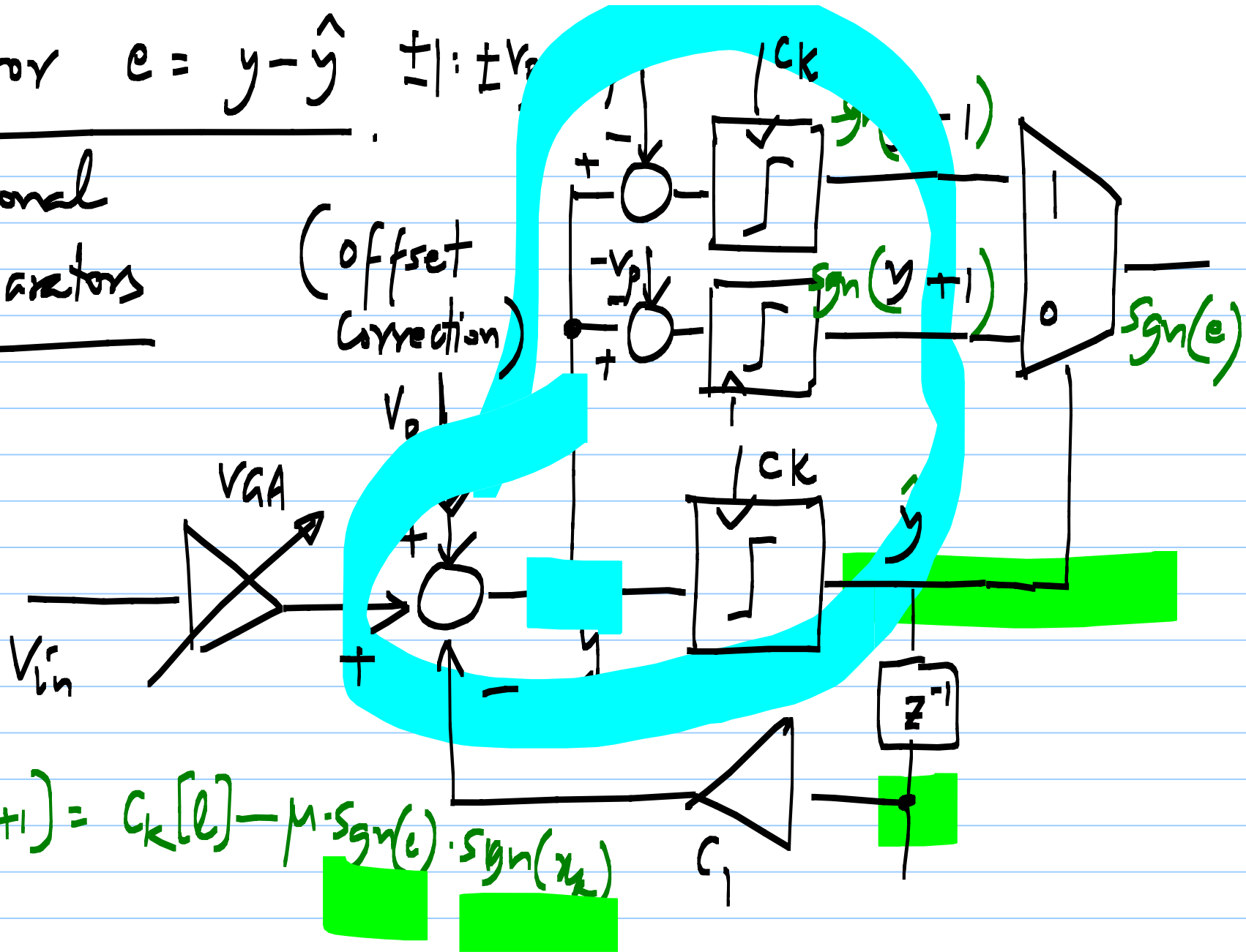
- Coefficients cannot be changed rapidly

- Average $\text{sgn}(e) \cdot \text{sgn}(x_k)$ over many cycles before update

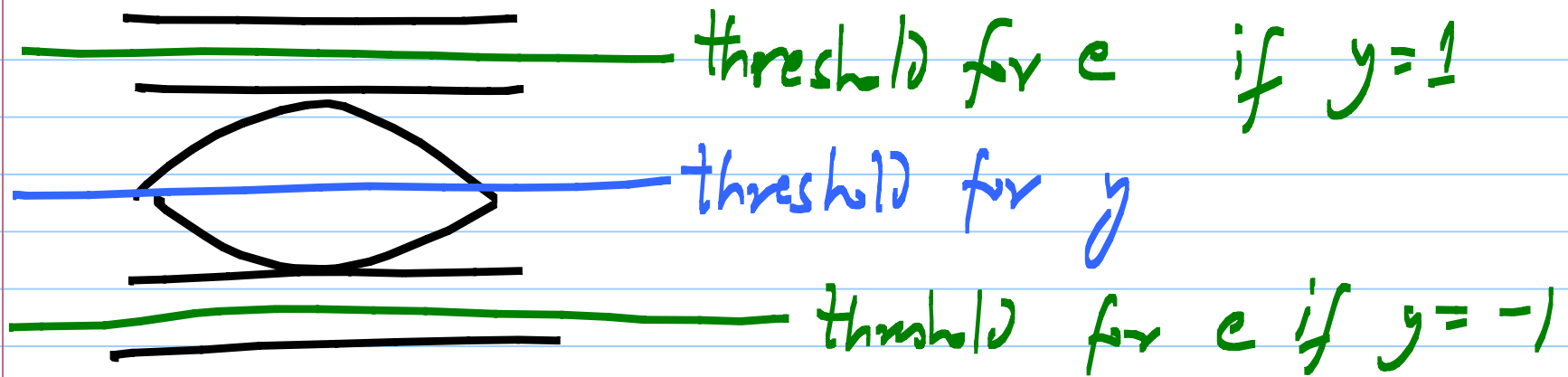
- μ : likely to be constrained by the step size in c_k

Error $e = y - \hat{y} \quad \pm 1: \pm V_p$

Additional
Comparators



$$c_k[l+1] = c_k[l] - M \cdot \text{sgn}(e) \cdot \text{sgn}(x_k)$$



Gradients

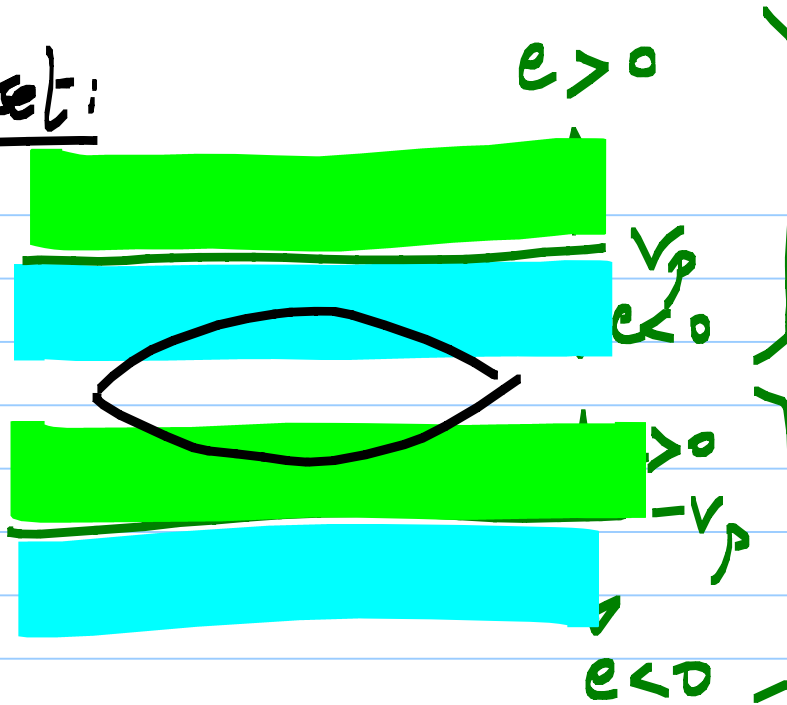
DFE taps: previous decisions

offset tap: 1

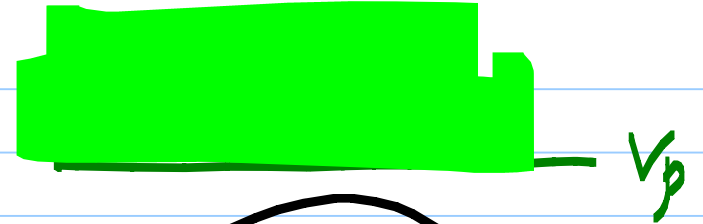
$$C_{\text{offset}}[l+1] = C_{\text{offset}}[l] - \mu \cdot \text{sgn}(e)$$

VGA: $\text{sgn}(v_{in}) \sim$ current decision

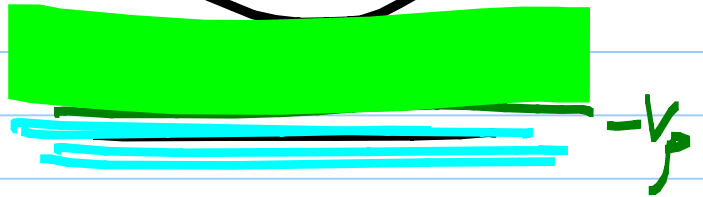
Offset:



if $y = 1$

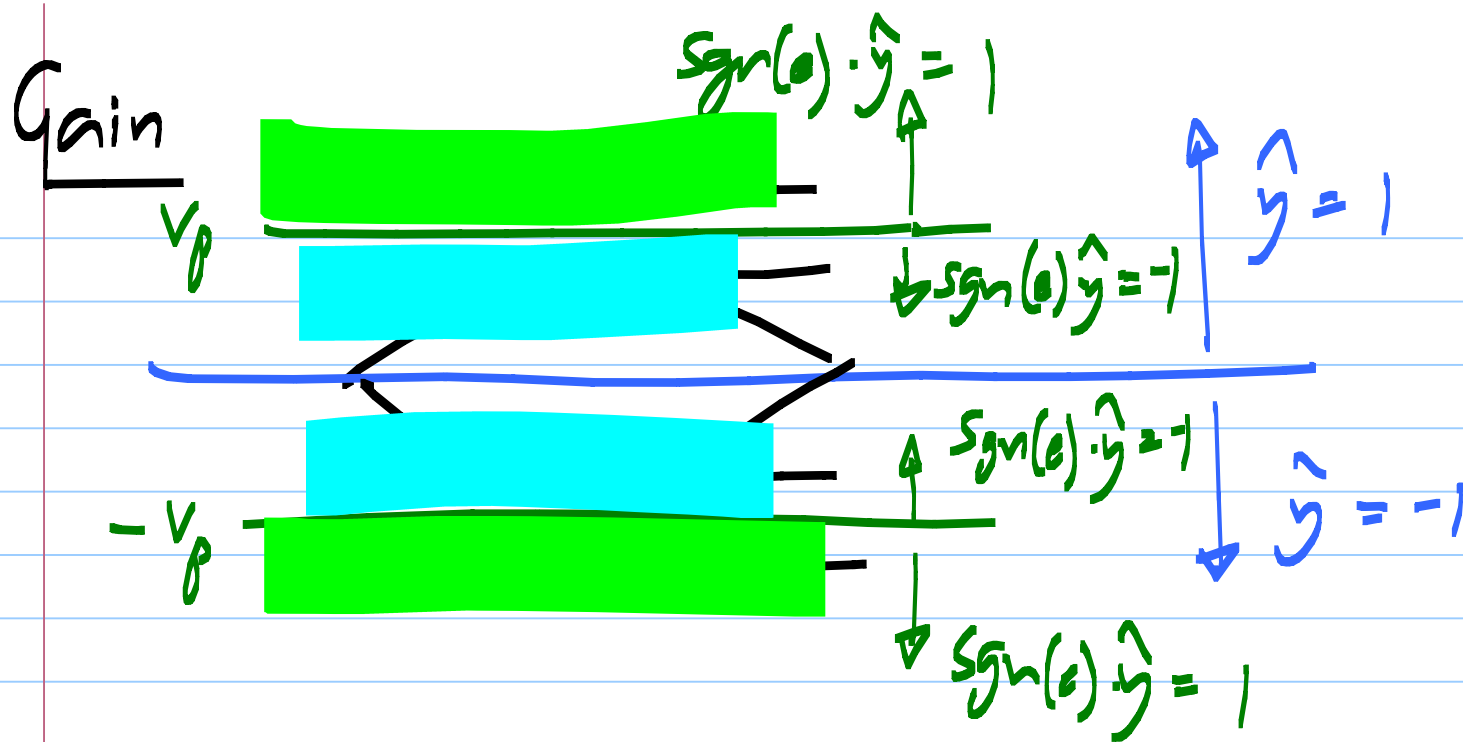


if $y = -1$



$$c_{\text{offset}}[l+1] = c_{\text{offset}}[l] - \mu \cdot \text{sgn}(e)$$

If $\text{average}(\text{sgn}(e)) = 0$, eye levels are centered around $\pm V_p$



$$c_{v_{AA}}[l+1] = c_{v_{AA}}[l] - \mu sgn(e) \hat{y}$$