



Adaptive Beamforming for future ITS

A neural network approach to antenna beam steering for mmWave Systems

Clifford Beta

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- multi-gigabit-per second communication

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- very low latency

- Autonomous driving



- Autonomous driving
- Immersive gaming



Applications

- Autonomous driving
- Immersive gaming
- Virtual reality



Applications

- Autonomous driving
- Immersive gaming
- Virtual reality
- **Augmented reality**

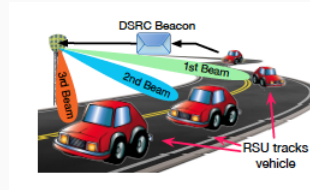


Problem



- Increased vehicular mobility

Problem



- Increased vehicular mobility
- Need for constant beam realignment.

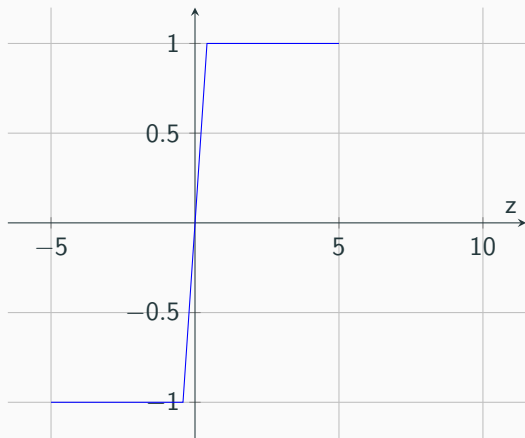


Neural networks have been proven to have the ability to compute any function, even

{Sequence prediction problems}

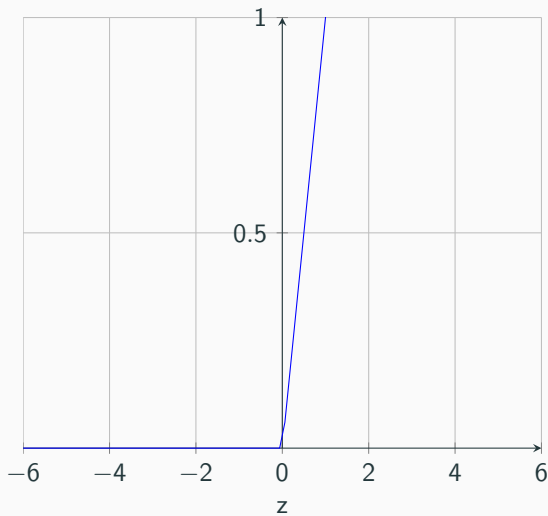
at which *LSTMs* shine ...

$$\sigma(z) \equiv \tanh(z)$$



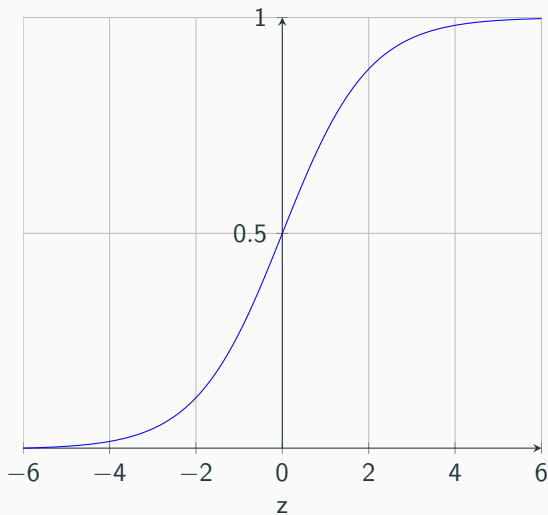
ReLU Neuron

$$\sigma(z) \equiv \max(0, z)$$

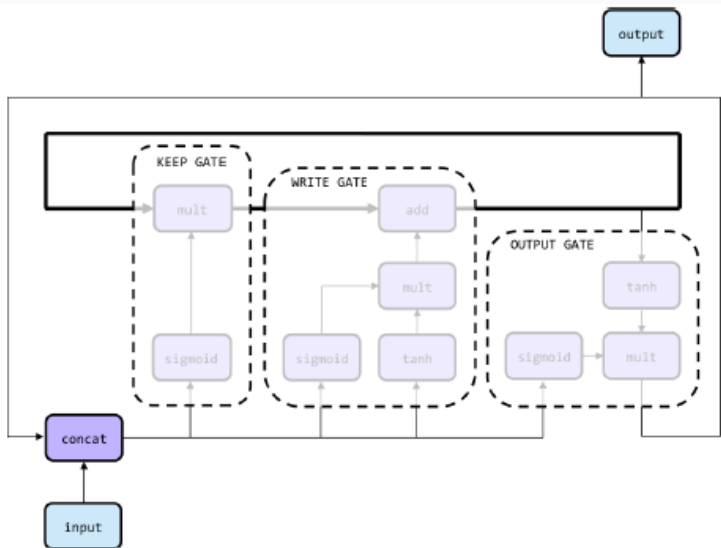


Sigmoid Neuron

$$\sigma(z) \equiv \frac{1}{1 + e^{-z}}$$

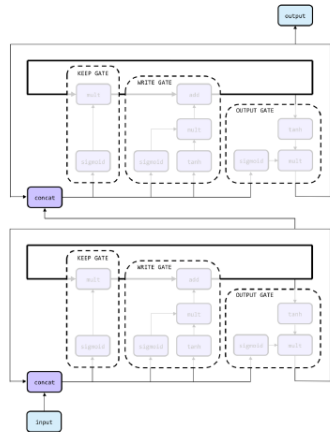


LSTM



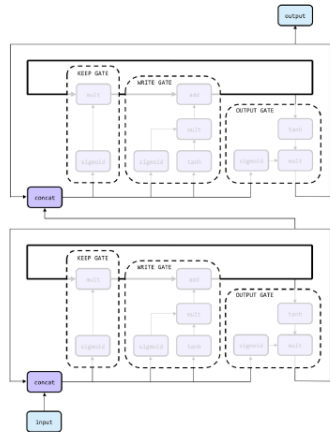
Neural Network

- Feed forward Neural Networks



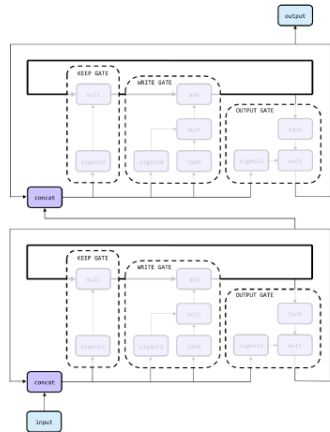
Neural Network

- Feed forward Neural Networks
- Recurrent Neural Networks



Neural Network

- Feed forward Neural Networks
- Recurrent Neural Networks
 - Long short term memory RNN (LSTM)



- Least Mean Squares (LMS)
- Sample Matrix Inversion (SMI)
- Recursive Least Squares (RLS)
- Conjugate Gradient Method (CGM)

Require: Vehicles encapsulate position, motion and velocity in beacons

Ensure: Serving node has not changed after every update interval.

if New beacon received **then**

Find Closest node

if *Receivedposition* \neq *Predictedposition* **then**

Beamforming: Align beam based on received position

else

Predict current position of vehicle

Beamforming: Align beam based on predicted position

end if

end if

Higher SNR

Interference avoidance and rejection

Higher network efficiency

Tensorflow Google's open source deep learning framework for motion prediction

Matlab for antenna simulations

DSRC Dedicated Short Range Communication

Questions?

[https://github.com/Clifford-Beta/
adaptive-beamforming](https://github.com/Clifford-Beta/adaptive-beamforming)