



Clustering and Federated Learning in V2V adhoc Network

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Abstract

This study explores the potential of intelligent based technique for clustering on the fast moving vehicles and federated learning to enhance communication between ad-hoc vehicular networks (VANETs) and potential use case of the federated learning for use high speed data transmitted from the vehicles .

The study was conducted with the real time simulation network called sumo(SUMO) where 50 vehicles were simulated using the open street map of berlin for 20,000 sec and collected the data from the vechiles for the study.

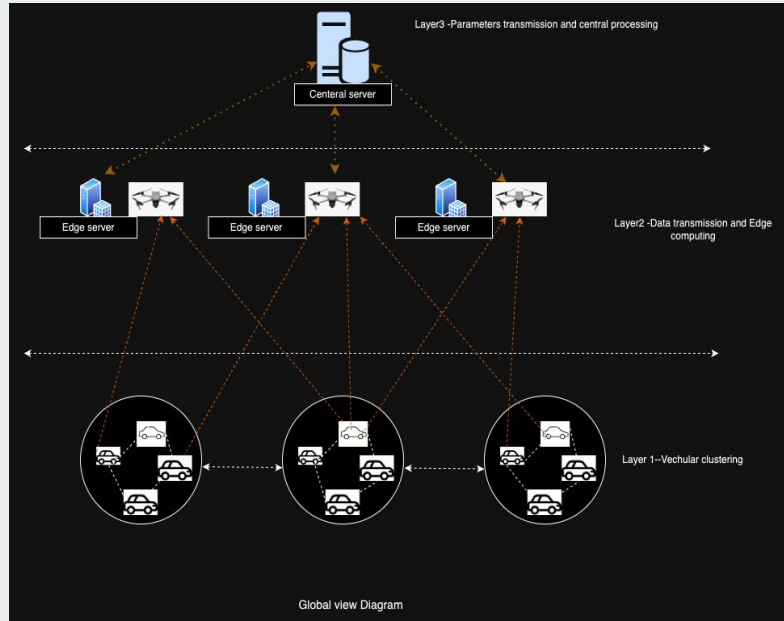


Introduction

Intelligent transportation systems (ITS) are transforming traffic management by enabling cooperative interactions between vehicles and infrastructure. Ad-hoc vehicular networks (VANETs) play a key role in ITS, allowing vehicles to communicate directly and share information. Unmanned Aerial Vehicles (UAVs), with their maneuverability and mobility, offer exciting possibilities for enhancing data.

This project comprises the study of the vehicular communication in the fast moving vehicles and effective communication and data transfers and use of federated learning for the purpose of the edge computing to preserve the privacy and maintain the accuracy of the model. The vehicles are clustered using several machine learning approach for the real time communication and use of Edges for the test of the federated learning models

Global View Architecture



Overview: The architecture integrates UAVs and vehicular networks to enable real-time data sharing and decision-making.

Components: Vehicles and UAVs equipped with sensors and communication modules.

Communication: Federated learning allows each edge UAVs to train local models and share updates without compromising privacy.



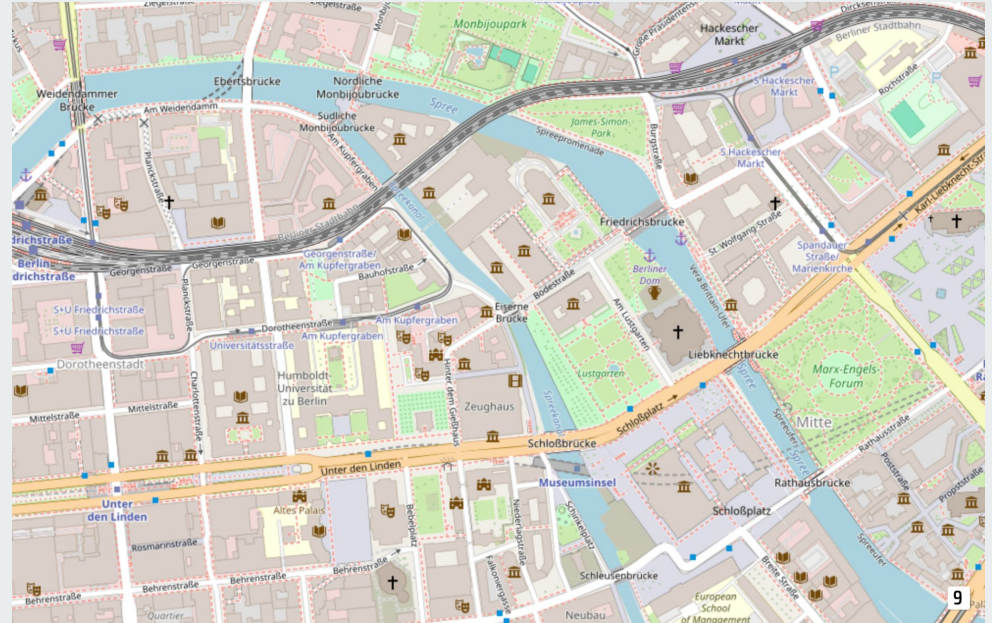
Data Extraction and pre-processing

The initial step was to extract the data from the vehicles and used for the pre-preprocessing using SUMO. **SUMO**, standing for Simulation of Urban MObility, is an open-source, microscopic traffic simulation package designed to model the behavior of individual vehicles and pedestrians within an urban environment. It offers a comprehensive suite of features for creating realistic traffic scenarios, simulating different transportation modes, and analyzing traffic flow dynamics.

50 vehicles were simulated for 20,000 sec in the real time enviroment within the map of Berlin.

Extracted Parameters

OSM and SUMO extracted map of Berlin



Extracted Features for Clustering

```

time id x y angle speed pos lane slope
0 0.0 0.0 2569.42 1692.44 356.56 0.00 5.10 195397561#5_0 0.0
1 1.0 0.0 2569.34 1693.81 356.56 1.38 6.48 195397561#5_0 0.0
2 1.0 1.0 2452.87 830.62 265.12 0.00 5.10 -4588219#1_0 0.0
3 2.0 0.0 2569.18 1696.51 356.53 2.70 9.18 195397561#5_0 0.0
4 2.0 1.0 2451.29 830.48 265.12 1.58 6.68 -4588219#1_0 0.0
<class 'pandas.core.frame.DataFrame'>
<bound method NDFrame.describe of
0 0.0 0.0 2569.42 1692.44 356.56 0.00 5.10 195397561#5_0
1 1.0 0.0 2569.34 1693.81 356.56 1.38 6.48 195397561#5_0
2 1.0 1.0 2452.87 830.62 265.12 0.00 5.10 -4588219#1_0
3 2.0 0.0 2569.18 1696.51 356.53 2.70 9.18 195397561#5_0
4 2.0 1.0 2451.29 830.48 265.12 1.58 6.68 -4588219#1_0
... ..
7816 384.0 49.0 2872.09 1488.30 80.06 8.41 26.16 4610479#0_0
7817 385.0 49.0 2879.96 1489.68 80.06 7.99 34.16 4610479#0_0
7818 386.0 49.0 2888.84 1491.24 80.06 9.01 43.17 4610479#0_0
7819 387.0 49.0 2897.21 1492.70 80.06 8.49 51.66 4610479#0_0
7820 388.0 49.0 2905.07 1494.08 80.06 7.99 59.65 4610479#0_0

slope
0 0.0
1 0.0
2 0.0
3 0.0
4 0.0
... ..
7816 0.0
7817 0.0
7818 0.0
7819 0.0
7820 0.0

```

- 1.**time**: Represents the time attribute of the vehicle's state.
 - 2.**id**: Indicates the unique identifier of the vehicle. It's stored as an integer.
 - 3.**x**: Represents the x-coordinate of the vehicle's position.
 - 4.**y**: Represents the y-coordinate of the vehicle's position.
 - 5.**angle**: Indicates the angle (in degrees) of the vehicle's orientation.
 - 6.**speed**: Represents the speed of the vehicle.
 - 7.**pos**: Indicates the position of the vehicle along its route.
 - 8.**lane**: Represents the lane identifier in which the vehicle is located.
 - 9.**slope**: Indicates the slope of the vehicle's path.
- (7821 rows * 9 columns)

Extracted Features for Federated Learning

```
time id      eclass      CO2      CO      HC      NOx      PMx      fuel \
0 0.00 0 HBEFA3/PC_G_EU4 2624.72 164.78 0.81 1.20 0.07 837.22
1 1.00 0 HBEFA3/PC_G_EU4 2955.05 148.04 0.74 1.32 0.07 942.57
2 1.00 1 HBEFA3/PC_G_EU4 2624.72 164.78 0.81 1.20 0.07 837.22
3 2.00 0 HBEFA3/PC_G_EU4 3267.70 133.26 0.68 1.43 0.07 1042.28
4 2.00 1 HBEFA3/PC_G_EU4 3089.80 147.47 0.74 1.38 0.07 985.55

electricity noise route      type waiting      lane pos \
0      0.0 55.94 !0 DEFAULT_VEHTYPE      0.0 195397561#5_0 5.10
1      0.0 62.52 !0 DEFAULT_VEHTYPE      0.0 195397561#5_0 6.48
2      0.0 55.94 !1 DEFAULT_VEHTYPE      0.0 -4588219#1_0 5.10
3      0.0 62.85 !0 DEFAULT_VEHTYPE      0.0 195397561#5_0 9.18
4      0.0 63.49 !1 DEFAULT_VEHTYPE      0.0 -4588219#1_0 6.68
```

1. **CO2**: Emission level of carbon dioxide.
2. **CO**: Emission level of carbon monoxide.
3. **HC**: Emission level of hydrocarbons.
4. **NOx**: Emission level of nitrogen oxides.
5. **PMx**: Emission level of particulate matter.
6. **speed**: Speed of the vehicle.
7. **fuel**: Amount of fuel consumed by the vehicle.

Data Pre-Processing

Pre-processing refers to the transformations applied to our data before feeding it to the algorithm. Data preprocessing is a technique that is used to convert the raw data into a clean data

We Collect data for UAVs from vehicular Ad-hoc networks. The parameters we use are time, id, x-coordinates, y-coordinates, angle, speed, POV, lane, slope, route, noise etc.

Data Cleaning -> Collected raw data with noise and missing values goes through the process of identifying and correcting errors, filling missing values using interpolation and imputation.

Normalization/Standardization -> The next step is to scale the data to a standard range.



Standard Scaling and Normalization

StandardScaler is a preprocessing technique used for standardizing features by removing the mean and scaling to unit variance. It offers a simple yet effective way to standardize feature values.

Normalization Process

StandardScaler operates on the principle of normalization, transforming the distribution of each feature to have a mean of zero and a standard deviation of one. This process ensures that all features are on the same scale, preventing any single feature from dominating the learning process due to its larger magnitude.

All the data are standard scaled and Normalized



Standard Scaling and Normalization

Min-Max Scaling (Normalization)

Rescales features to a specific range, typically between 0 and 1.

Formula: $X_{\text{scaled}} = (X - X_{\text{min}}) / (X_{\text{max}} - X_{\text{min}})$, where X is the original feature, X_{scaled} is the scaled feature, X_{min} is the minimum value of X , and X_{max} is the maximum value of X .

Standardization (Z-score Scaling)

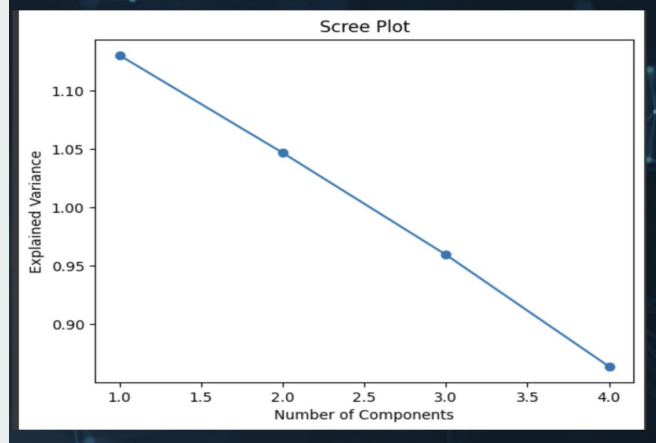
Transforms features to have zero mean and unit variance.

Formula: $X_{\text{scaled}} = (X - X_{\text{mean}}) / X_{\text{std}}$, where X is the original feature, X_{scaled} is the scaled feature, X_{mean} is the mean of X , and X_{std} is the standard deviation of X .

Suitable for features with unknown or non-normal distributions.

PCA(Principal Components analysis)

Principal component analysis (PCA) is a dimensionality reduction and machine learning method used to simplify a large data set into a smaller set while still maintaining significant patterns and trends.



Applied PCA to reduce the dimension of data
Screen plot : At component 3, 80% are preserved so we use screen plot.



Clustering

Clustering is a way of organizing things or data into groups where items in the same group are more similar to each other compared to those in other groups.

We applied several clustering algorithm to our pre-processed Data.



Evaluation: Silhouette Score, Davies-Bouldin Index

Silhouette Score is a tool for assessing the appropriateness of clustering results by providing a quantitative measure of how well-defined and distinct the clusters are. The Silhouette Score quantifies how well a data point fits into its assigned cluster and how distinct it is from other clusters. It measures the cohesion and separation of data points within clusters and helps determine whether the clusters are well-separated and internally homogeneous

The Davies-Bouldin Index is a validation metric that is used to evaluate clustering models. It is calculated as the average similarity measure of each cluster with the cluster most similar to it. In this context, similarity is defined as the ratio between inter-cluster and intra-cluster distances. As such, this index ranks well-separated clusters with less dispersion as having a better score.



Silhouette Score

$$[s(i) = \frac{b(i) - a(i)}{\max\{a(i), b(i)\}}]$$

where:

- $a(i)$ is the average distance between the data point i and all other points in the same cluster.
- $b(i)$ is the minimum average distance between the data point i and points in a different cluster, minimized over clusters.

The overall silhouette score is the mean silhouette score for all data points:

$$[S = \frac{1}{N} \sum_{i=1}^N s(i)]$$

Davies-Bouldin Index

The Davies-Bouldin Index (DBI) is defined as:

$$[DBI = \frac{1}{K} \sum_{i=1}^K R_i]$$

where R_i is the maximum similarity ratio between cluster i and any other cluster j :

$$[R_i = \max_{j \neq i} \left(\frac{S_i + S_j}{M_{ij}} \right)]$$

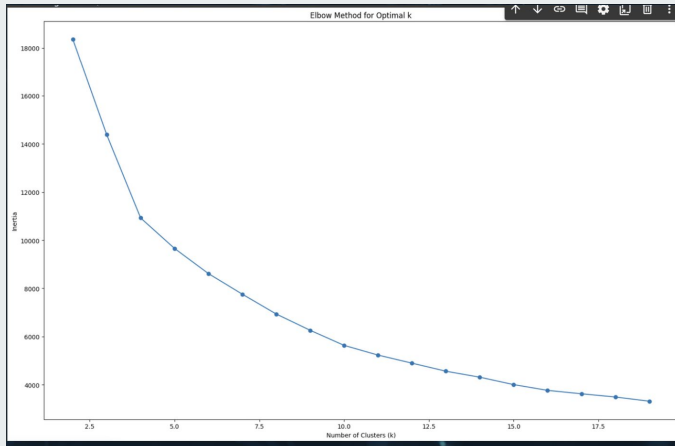
and:

- S_i is the average distance between each point in cluster i and the centroid of cluster i .
- M_{ij} is the distance between the centroids of cluster i and cluster j .

$$[S_i = \frac{1}{|C_i|} \sum_{x \in C_i} \|x - \mu_i\|] \quad [M_{ij} = \|\mu_i - \mu_j\|]$$

K-means Clustering

Kmeans algorithm is an iterative algorithm that tries to partition the dataset into the pre-defined distinct non-overlapping subgroups (clusters) where each data point belongs to only one group. It tries to make the intra-cluster data points as similar as possible while also keeping the clusters as different (far) as possible.



Elbow method showing the optimum number of clusters with K-means

K-means Clustering

Assignment Step

Assign each data point x_i to the nearest centroid μ_k :

$$C_i = \arg \min_k \|x_i - \mu_k\|^2$$

Update Step

Recompute the centroid μ_k of each cluster C_k :

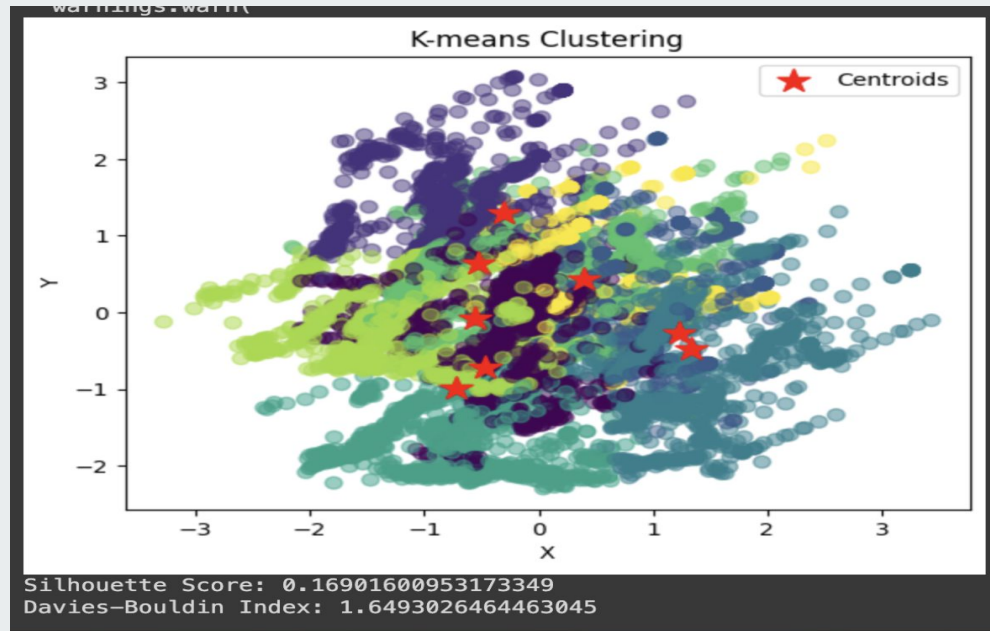
$$\mu_k = \frac{1}{|C_k|} \sum_{x_i \in C_k} x_i$$

Objective Function

Minimize the within-cluster sum of squares (WCSS):

$$\text{WCSS} = \sum_{k=1}^K \sum_{x_i \in C_k} \|x_i - \mu_k\|^2$$

Evaluation





Mean-shift Clustering

1. **Kernel Density Estimation:** The kernel density estimate at a point x is given by:

$$[f(x) = \sum_{i=1}^n K\left(\frac{x - x_i}{h}\right)]$$

where:

- K is the kernel function (e.g., Gaussian kernel).
 - h is the bandwidth parameter.
 - x_i are the data points.
2. **Mean Shift Vector:** The mean shift vector $m(x)$ is calculated as:

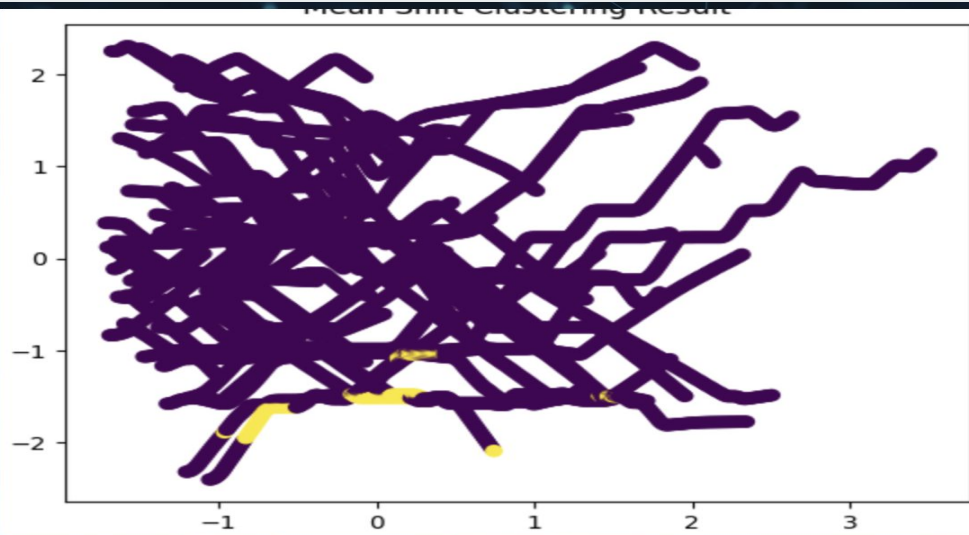
$$[m(x) = \frac{\sum_{i=1}^n x_i K\left(\frac{x - x_i}{h}\right)}{\sum_{i=1}^n K\left(\frac{x - x_i}{h}\right)} - x]$$

This vector points towards the direction of the maximum increase in the density.

3. **Update Rule:** The data points are iteratively shifted by the mean shift vector:

$$[x \leftarrow x + m(x)]$$

Mean-shift clustering



Silhouette Score: 0.42830512345046723,
Davies-Bouldin Index: 0.813911729465182

DBScan clustering Algorithm

% Core Points

A point p is a core point if:

$$|\{q \in D \mid \|p - q\| \leq \epsilon\}| \geq \text{minPts}$$

% Directly Density-Reachable

A point q is directly density-reachable from p if:

$$\|p - q\| \leq \epsilon \quad \text{and} \quad |\{q \in D \mid \|p - q\| \leq \epsilon\}| \geq \text{minPts}$$

% Density-Reachable

A point q is density-reachable from p if there exists a chain of points p_1, p_2, \dots, p_n such that:

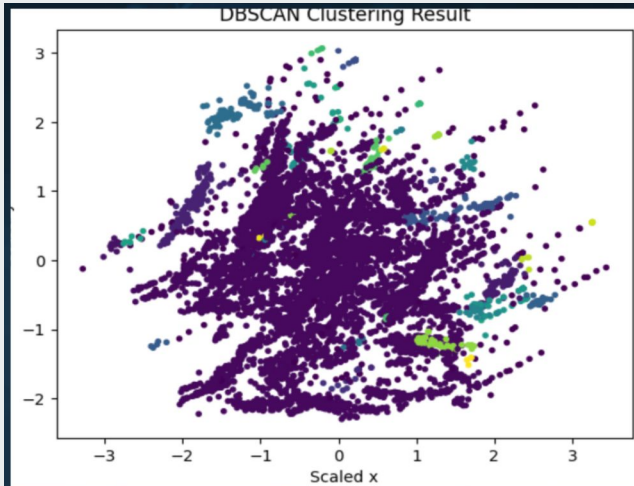
$$[\text{Density-Reachable: } \exists p_1, p_2, \dots, p_n \text{ such that } p_1 = p, p_n = q, \forall i \in \{1, \dots, n-1\}, p_{i+1} \text{ is directly density-reachable from } p_i]$$

% Density-Connected

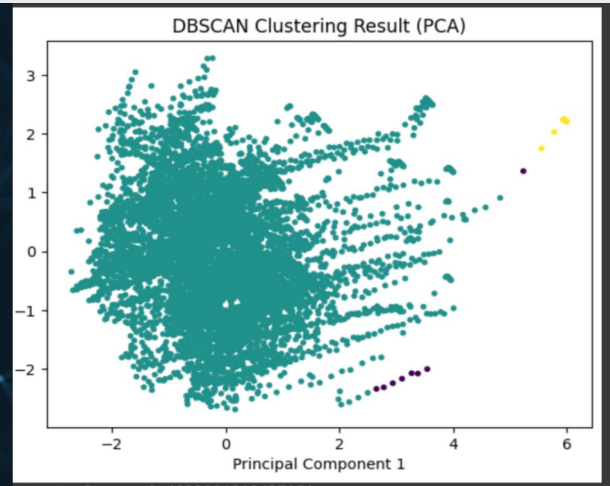
Two points p and q are density-connected if there exists a point o such that:

$$[\text{Density-Connected: } \exists o \text{ such that } p \text{ and } q \text{ are density-reachable from } o]$$

DBScan clustering Algorithm



Silhouette Score:
-0.32476780256481946



Silhouette Score: -0.103300101047151

Gaussian Mixture Model

Gaussian Component: Each Gaussian component is defined by its mean μ_k and covariance matrix Σ_k .

Probability Density Function:
$$[\mathcal{N}(x \mid \mu_k, \Sigma_k) = \frac{1}{(2\pi)^{d/2} |\Sigma_k|^{1/2}} \exp \left(-\frac{1}{2} (x - \mu_k)^T \Sigma_k^{-1} (x - \mu_k) \right)]$$

Mixture Model: The mixture model is the weighted sum of K Gaussian Component:
$$[p(x) = \sum_{k=1}^K \pi_k \mathcal{N}(x \mid \mu_k, \Sigma_k)]$$

where π_k are the mixture weights, and $[\sum_{k=1} \pi_k = 1]$

Expectation maximization (EM) Algorithm:

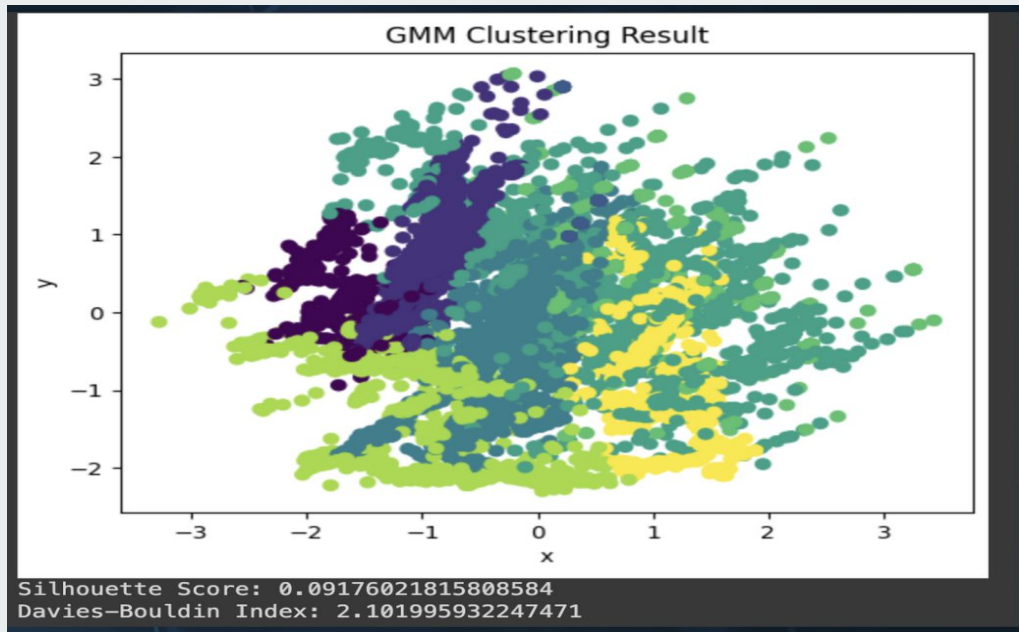
E-step: Calculate the responsibility $\gamma(z_{ik})$ that component k takes for data point x_i :
$$[\gamma(z_{ik}) = \frac{\pi_k \mathcal{N}(x_i \mid \mu_k, \Sigma_k)}{\sum_{j=1}^K \pi_j \mathcal{N}(x_i \mid \mu_j, \Sigma_j)}]$$

M-step: Update the parameters π_k, μ_k and Σ_k using the responsibilities:
$$[\pi_k = \frac{N_k}{N}]$$

$$[\Sigma_k = \frac{1}{N_k} \sum_{i=1}^N \gamma(z_{ik}) (x_i - \mu_k)(x_i - \mu_k)^T]$$

Where

Gaussian Mixture Model



The BIRCH Clustering

$[CF = (N, LS, SS)]$

N is the number of points in the cluster.

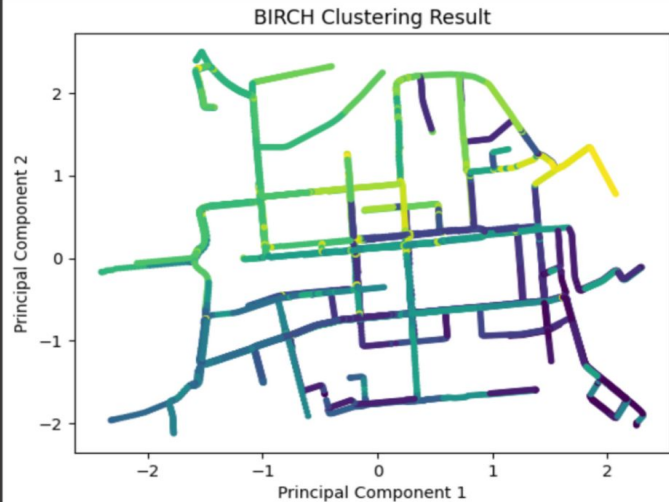
LS is the linear sum of all points in the cluster.

SS is the squared sum of all points in the cluster.

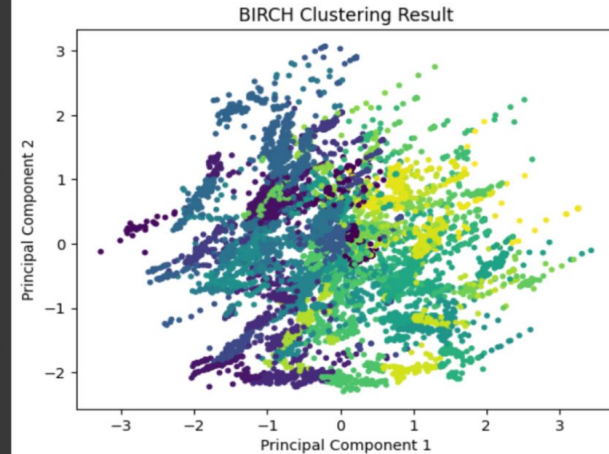
$[CF \text{ Tree} = \text{Hierarchical tree structure of CFs}]$

$[B: \text{Maximum number of entries in a node}][T: \text{Maximum diameter threshold within a node}]$

The BIRCH Clustering



Silhouette Score: 0.4015944331848554



Silhouette Score: 0.3473350587578503
Davies-Bouldin Index: 0.9238549965949918

Comparison

K-means	Agglomerative Clustering	Mean-Shift Clustering	DBSCAN	GMM	OPTICS	BIRCH	Result
0.169	0.122	0.428	-0.3247	0.0917		0.4015	Silhouette Score
1.649	2.619	0.8139	-0.1033	2.1019		0.9238	Davies-Bouldin Index

Federated learning

Federated learning is a method of training machine learning models where instead of gathering all data in one place, the learning process happens across multiple decentralized devices or servers. Here we process the data using the 4 different edge computing methods.

$$[\theta_{\text{new}} = \theta - \eta \sum_i \frac{|\mathcal{D}_i|}{|\mathcal{D}|} \nabla_{\theta} \mathcal{L}_i(\theta)]$$

$$[\hat{g} = \frac{1}{n} \sum_{i=1}^n (g_i \text{noise}_i)]$$

Results for Federated Learning

We applied the regression time series data within the extracted data and to predict the value of fuel consumption and we got the following result.

Algorithm used XGBoost

Results

RMSE of federated models:

Model 1: 31.45577266001291

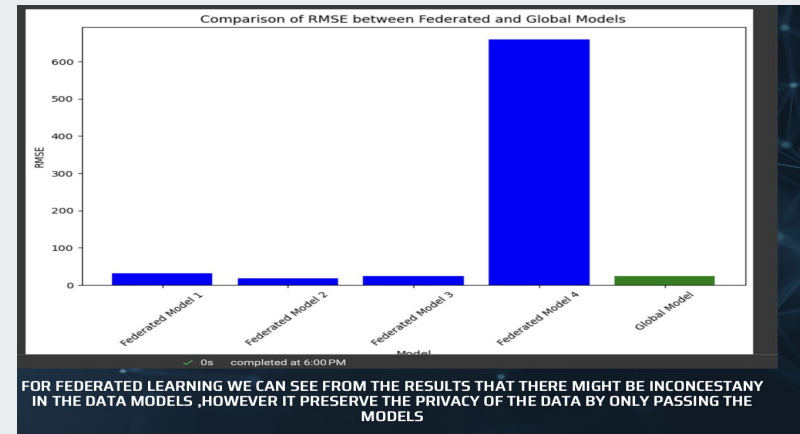
Model 2: 18.244440219391787

Model 3: 23.47979683879943

Model 4: 659.8860493294914

Average RMSE of federated models: 183.26651476192387

RMSE of the global model: 23.46016774998053





Future Goals

For future : we cannot use sumo for adding uavs as a non stationary node, so for future work we can use unity and other simulation software and add messaging/communication protocol within uavs and vehicles and see the data transfer rate and it's speed.and with this collected data we can use the concept of reinforcement learning to create effective communication network between UAVs and vehicular adhoc network.



Conclusion

For federated learning, we can observe from the results that there might be inconsistency in the data models. However, it preserves the privacy of the data by only passing the models. And for the clustering of the data the data shown by Birch is seems to be more effective.