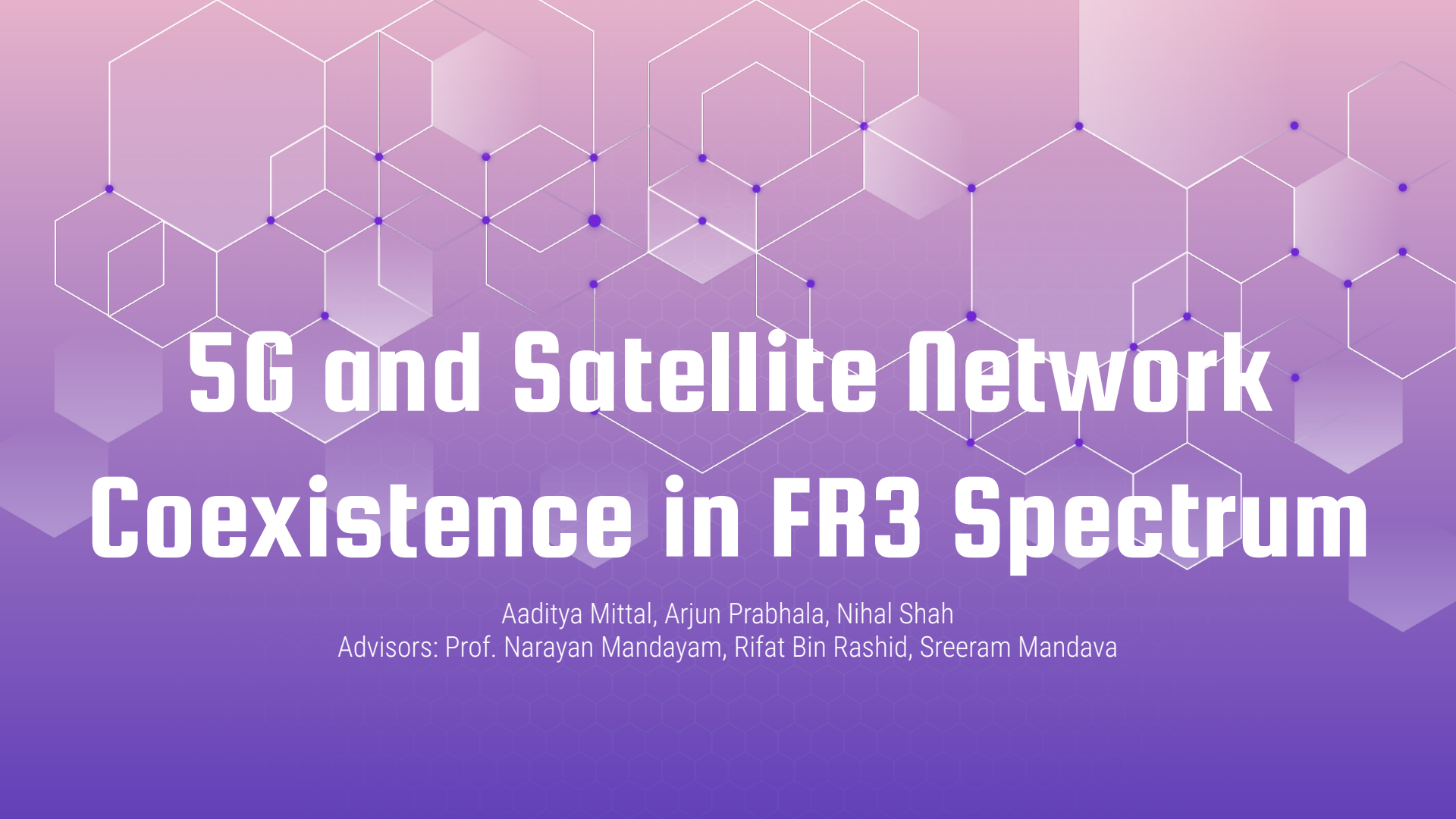




5G and Satellite Network Coexistence in FR3 Spectrum

Aaditya Mittal, Arjun Prabhala, Nihal Shah

Advisors: Prof. Narayan Mandayam, Rifat Bin Rashid, Sreeram Mandava

OUR TEAM



NIHAAL SHAH

- Rutgers ECE + CS
- Rising Junior
- Background and interested in ML/AI



ARJUN PRABHALA

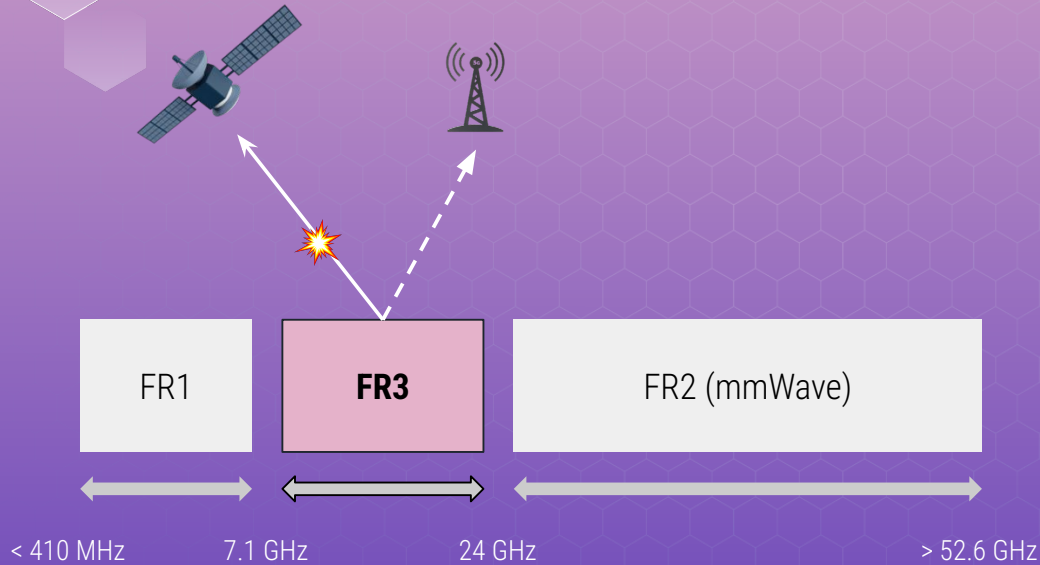
- Rutgers ECE
- Rising Sophomore
- Background and interested in RF systems



AADITYA MITTAL

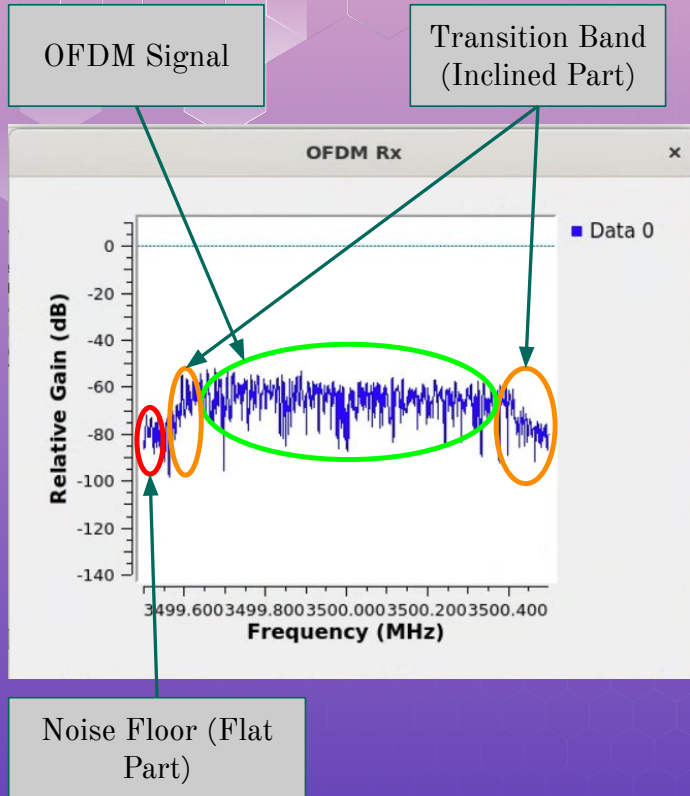
- Edison Academy Magnet School
- Rising senior
- Background in Python and ML

Motivation



- Satellites (SAT) use the FR3 Spectrum to **transmit (Tx)** and **receive (Rx)** signals
- The band is considered a potential space for 5G.
- Existing mmWave trades off high speed for short range.

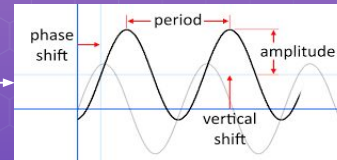
OFDM Transmission and Reception



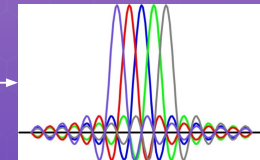
- Orthogonal Frequency Division Multiplexing for 5G
- Method of sending digital data (1s and 0s) over air
- Uses non-interfering (orthogonal) frequencies.



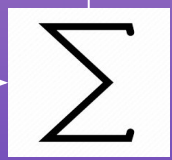
Packets



Amplitude/Phase



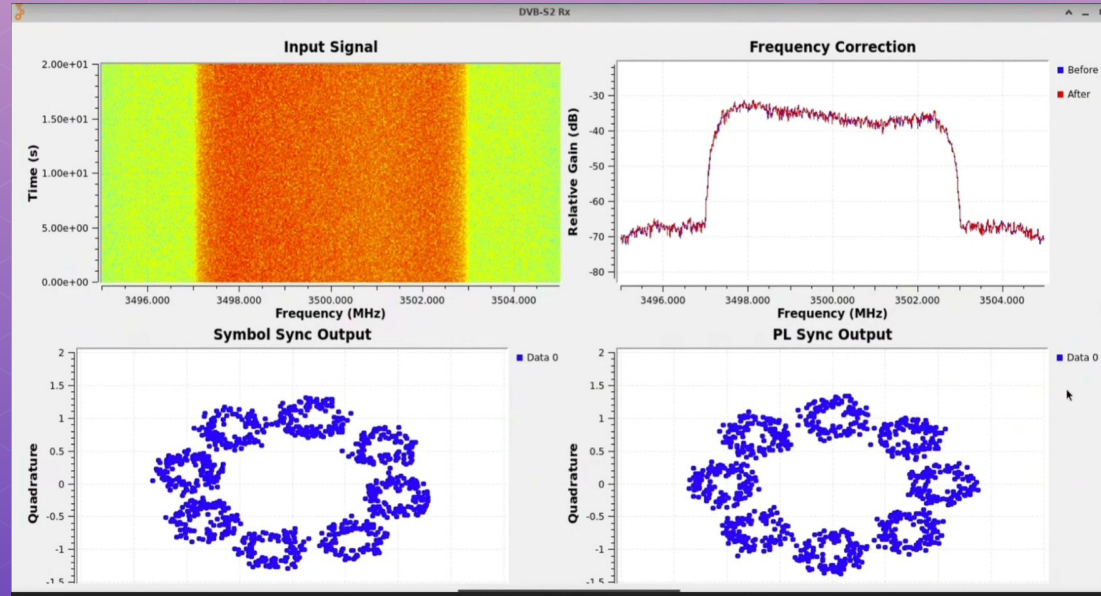
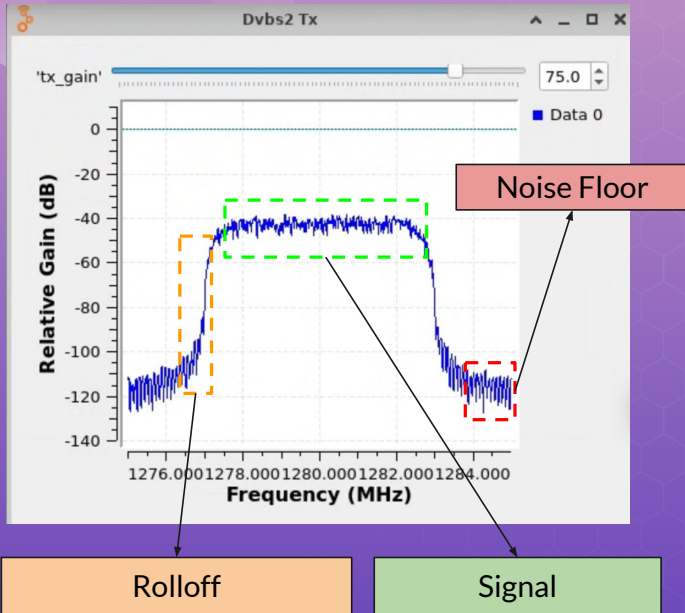
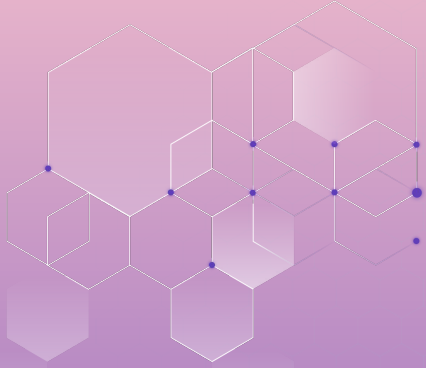
Frequencies



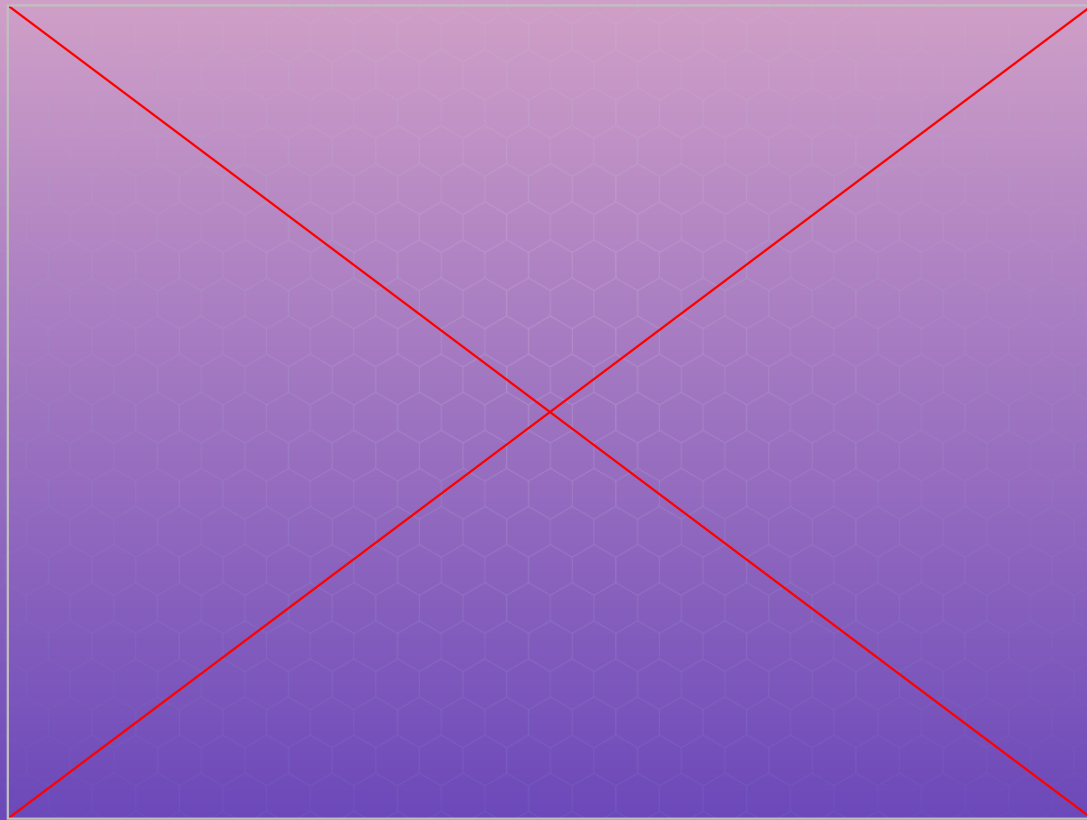
Add



SAT Transmission and Reception

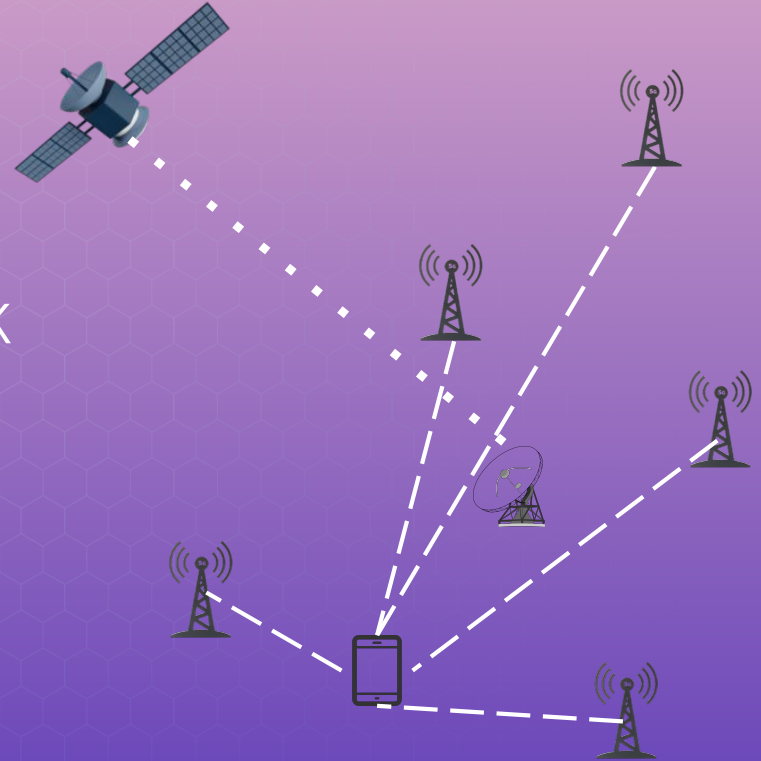


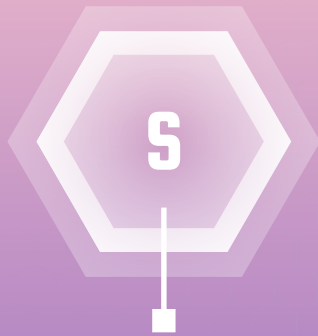
OFDM Tx and DVB-S2 Rx Simultaneously



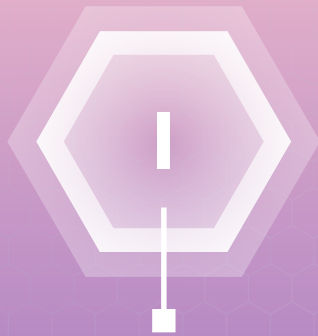
Overall Goal

- Develop a dynamic radio network on the ORBIT testbed that optimizes signal parameters
 - SINR, PER

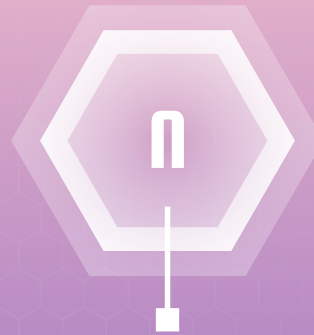




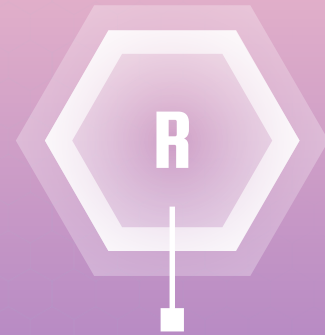
SIGNAL



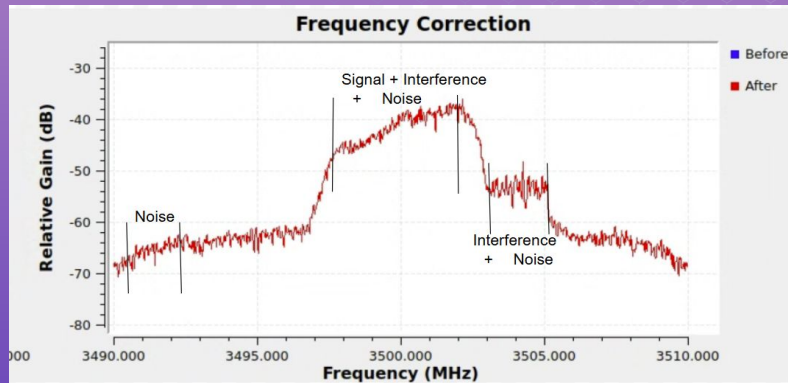
INTERFERENCE



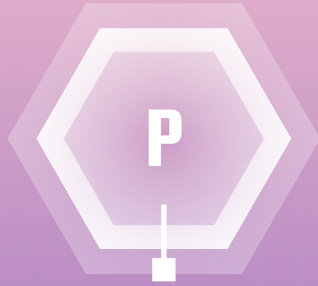
NOISE



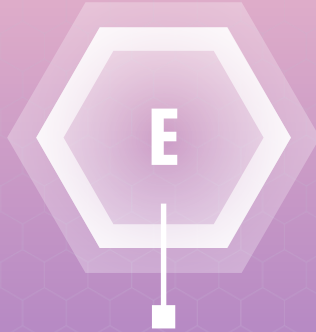
RATIO



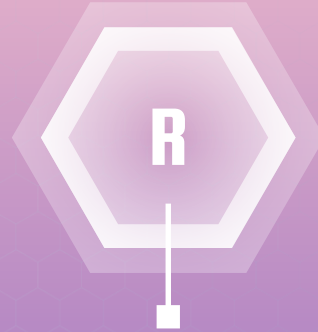
$$SINR = \frac{Signal}{Interference + Noise}$$



PACKET



ERROR



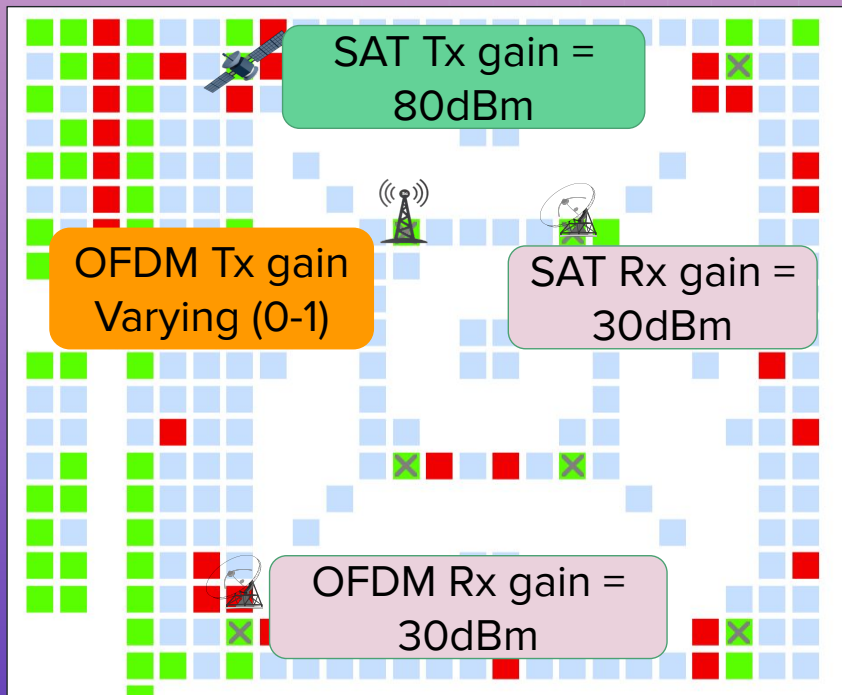
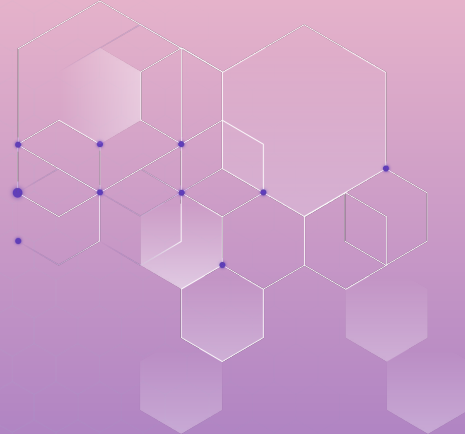
RATE

- Tells us how much of the packets didn't get to the receiver safely
- Less than 5% is generally considered acceptable

$$PER = 1 - \frac{Packets\ Received}{Total\ Packets\ Sent}$$

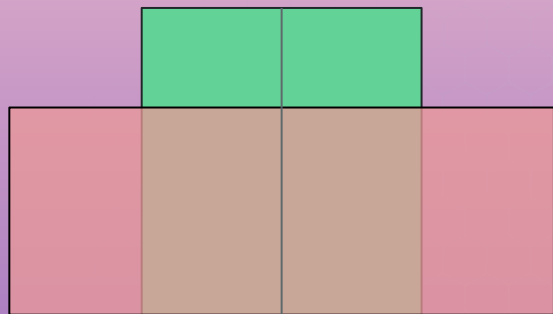


Data Collection

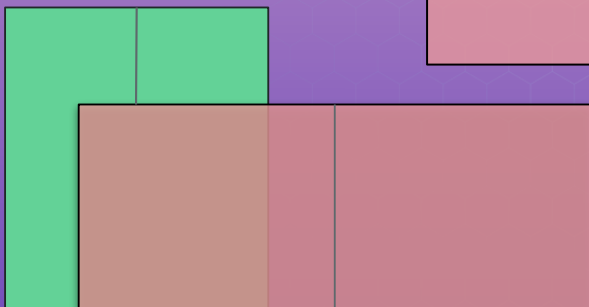


- Adjust normalised OFDM gains (amplification)
- Adjusted center frequencies from 3.49-3.51 GHz

Overlap



Complete Overlap



Partial Overlap



No Overlap

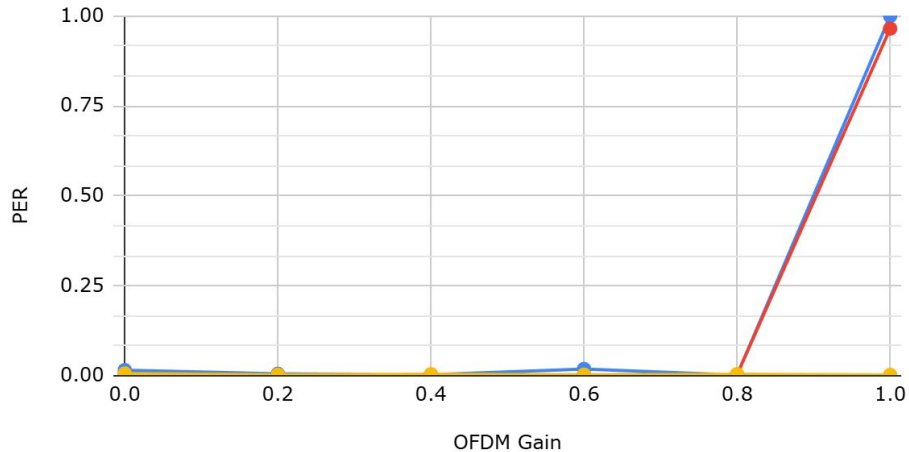
- SAT (green)
Bandwidth of
6 MHz
- OFDM (red)
Bandwidth of
10 MHz

Observed PER and SNR for Varying Overlaps

● Complete Overlap ● Partial Overlap ● No Overlap

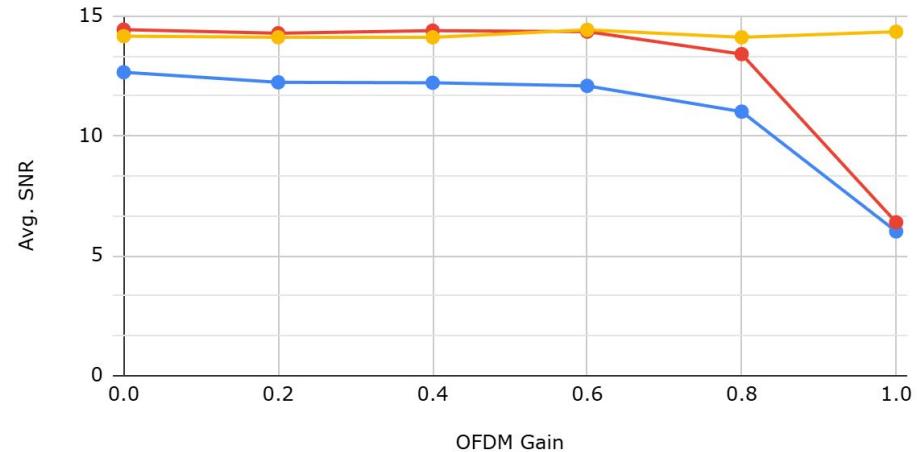
Avg. PER vs OFDM Gain

● 3.500 GHz ● 3.503 GHz ● 3.490 GHz

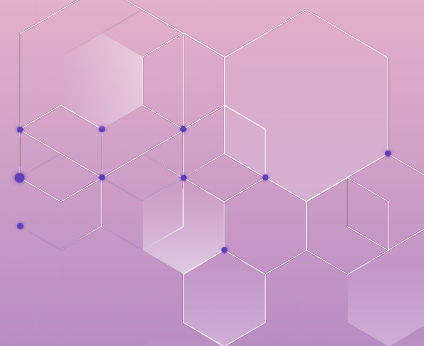


Avg. SNR vs OFDM Gain

● 3.500 GHz ● 3.503 GHz ● 3.490 GHz



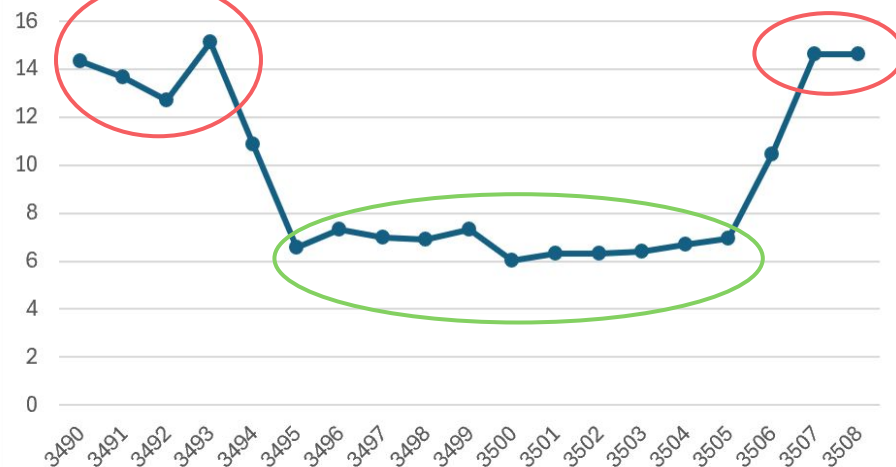
Analysis



No Overlap

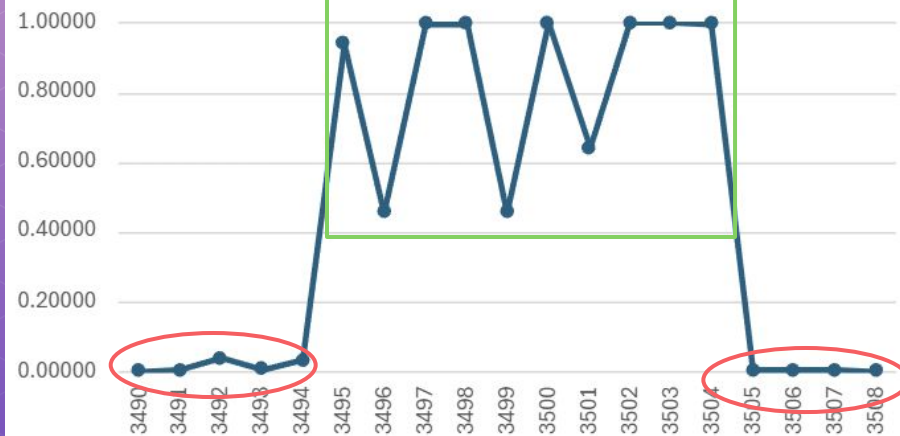
No Overlap

Avg. SNR (Gain = 1) vs Center Frequency

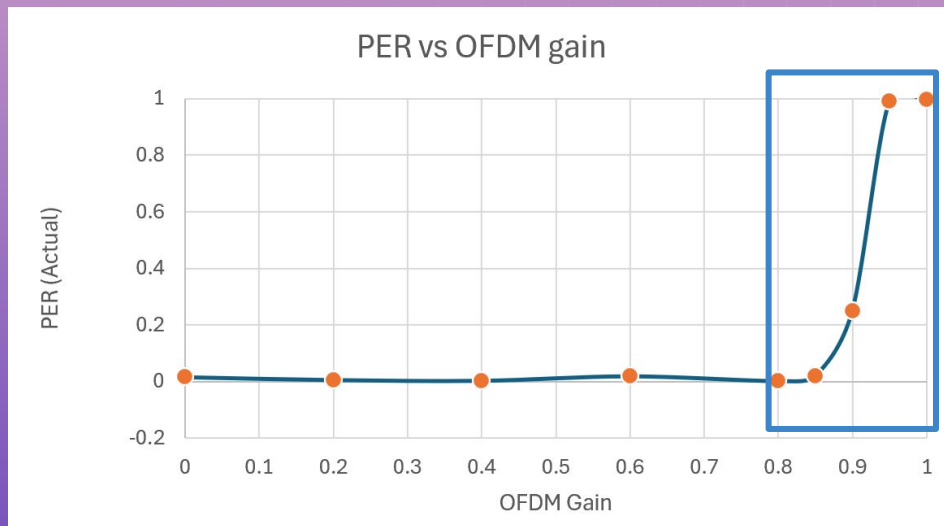


Complete/Partial
Overlap

PER (Gain = 1) vs Center Frequency



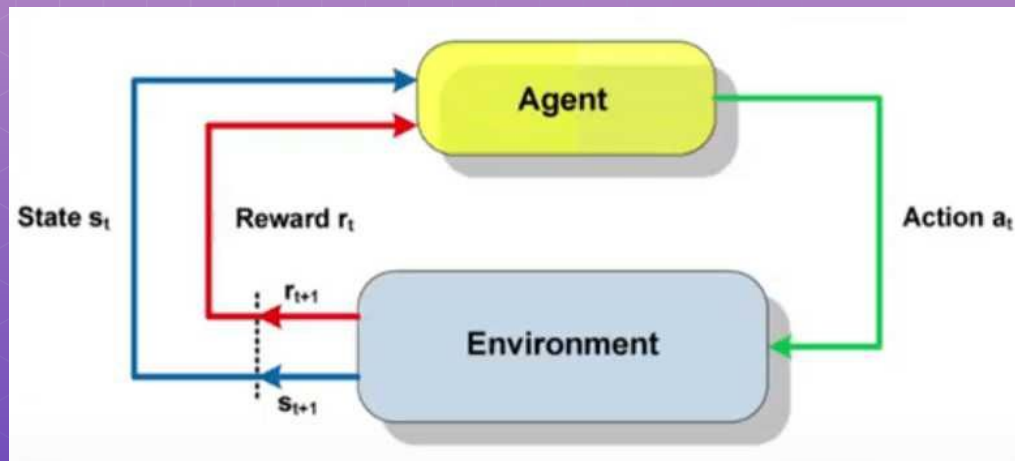
Model Justification



- A generally acceptable PER is below 5%.
- High PER during full-power 5G suggests interference with satellites.
- Therefore, dynamic spectrum sharing is warranted.

What is Reinforcement Learning (RL)?

- ML where Agent learns to make optimal decisions by interacting with an Environment
- Agent is guided by a system of rewards and penalties



Coexistence in FR3 Spectrum

Environment



Orbit Testbed

State

SINR at
FFT
sensors

PER at
DVB-S2 RX

SINR at
OFDM RX

Action

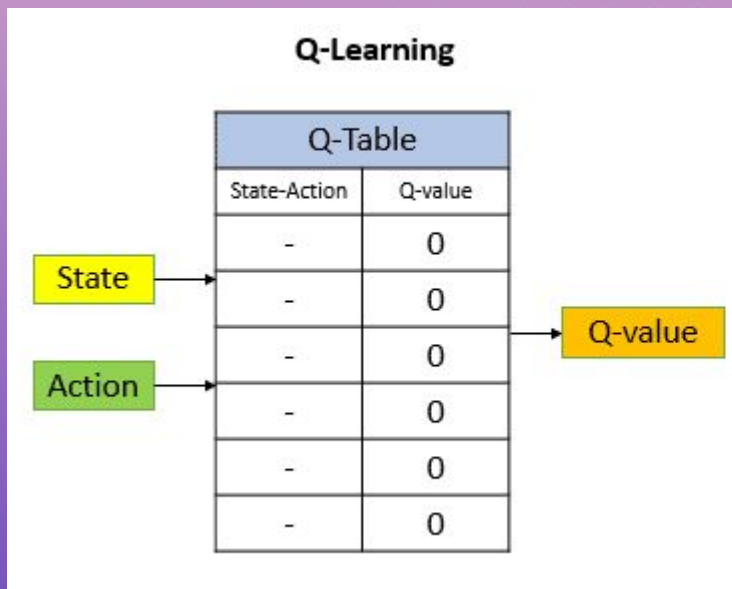
Change
OFDM
Gain/CF

Reward

Feedback
on Action



Tabular Q-Learning



- **States:** SINR/PER values are discretized into bins
- **Actions:** A set of discrete (Gain, Frequency) pairs.
- **Q-value:** the predicted long-term reward for taking an Action in a given State.

Learning Process

$$Q(s, a) \leftarrow Q(s, a) + \alpha(r + \gamma \max_{a'} Q(s', a') - Q(s, a))$$

Diagram illustrating the Bellman Equation with labels:

- New Q Value**: Points to $Q(s, a)$ on the left side of the equation.
- Old Q Value**: Points to $Q(s, a)$ on the right side of the equation.
- Learning Rate ($0 \sim 1$)**: Points to α .
- Reward**: Points to r .
- Discount Rate ($0 \sim 1$)**: Points to γ .
- Maximum Q value of transition destination state**: Points to $\max_{a'} Q(s', a')$.
- TD error**: A bracket under the term $(r + \gamma \max_{a'} Q(s', a') - Q(s, a))$.

Bellman Equation

- Value of a decision is the immediate reward you get, plus the value of the best decision you can make next

Reward Function

Rewards high SNR

$$\text{fft_score} = \frac{\text{fft_snr} - 5}{5}$$

Penalizes high SAT PER

$$\text{ofdm_score} = \begin{cases} \frac{\text{ofdm_snr} - 3}{3}, & \text{if } \text{ofdm_snr} < 3 \\ -0.01, & \text{otherwise} \end{cases}$$

Rewards being closer to 3500 MHz (SAT center frequency)

$$\text{per_score} = -2 \cdot \left(\frac{\text{dvb_per}}{100} \right)$$

$$\text{cf_score} = 1 - \frac{|\text{cf_mhz} - 3500|}{8}$$

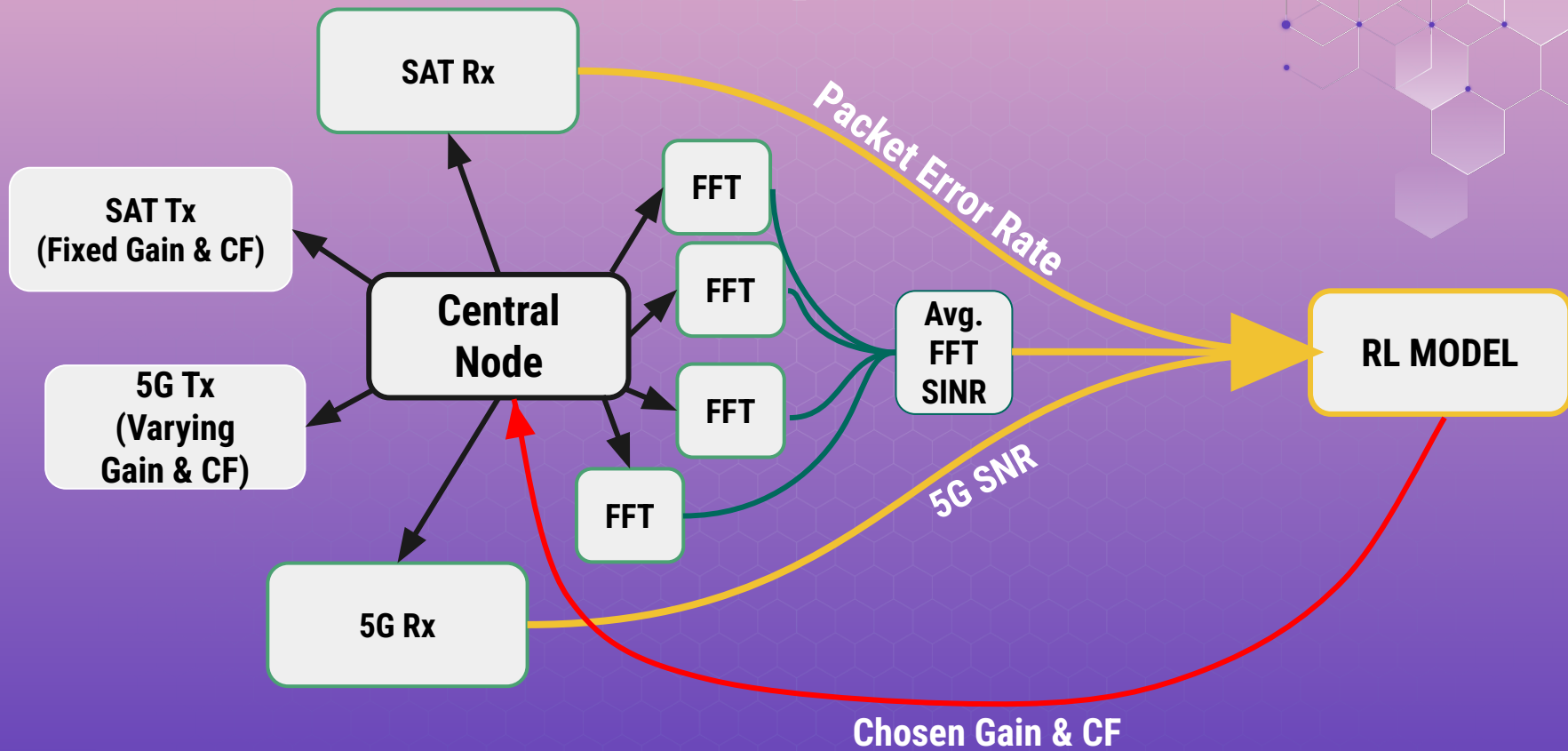
Weights used to calculate total reward

$$\text{reward} = \text{fft_score} + \text{ofdm_score} + \text{per_score} + \text{cf_score}$$

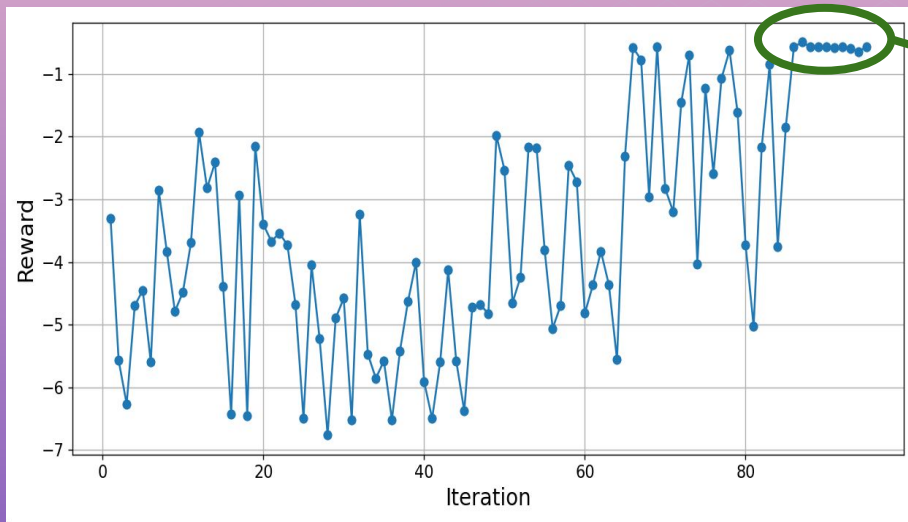
Penalty for using OFDM CF with no overlap (not coexistence)

$$\text{reward} -= 0.5 \quad \text{if } \text{cf_mhz} \in \text{NO_OVERLAP_FREQS}$$

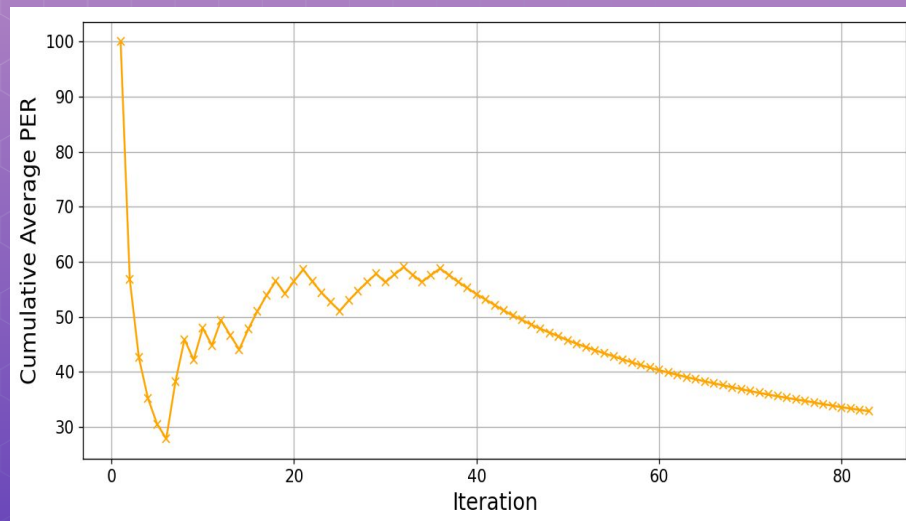
Pipeline



Results



**Reward
Saturation**



FUTURE WORK

Bit Error Rate (BER)

Utilize BER as a more accurate performance metric compared to PER



Action Space

Implement SAT Rx location and directional antenna changes into the action space.



Deep Q-Networks (DQN)

Experiment w/ DQN using policy and target networks, w/ a replay buffer for stabilized training.





THANKS!

ANY QUESTIONS?