

# Deep Learning Based Cooperative Scheduling with Distributed Non-linear Predictive Coding for Small Spacecraft Swarms

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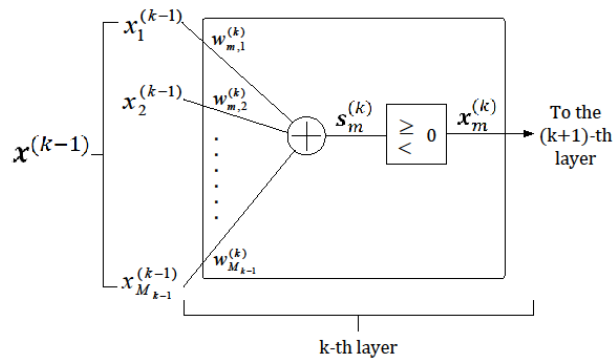
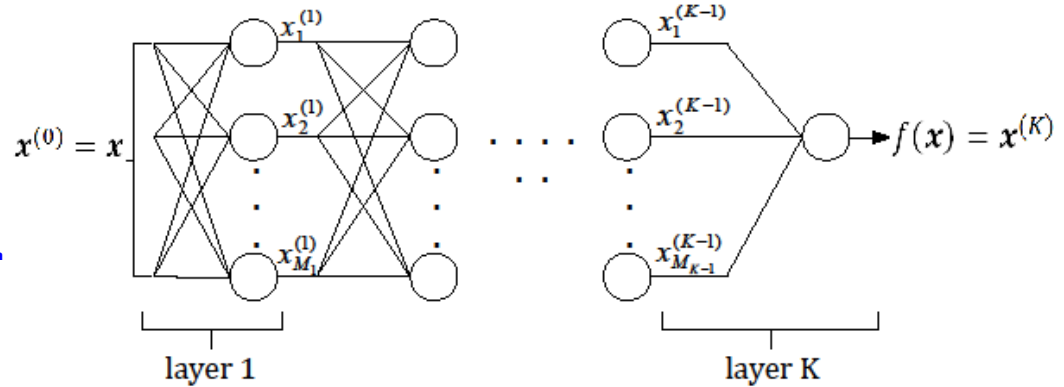
University of New Mexico  
USA.

**Brian McCollum and Mustafa Alkwaz**

Bluecom Systems & Consulting  
Albuquerque, NM, USA.

# Feed-Forward Neural Networks (FFNN)

- Most well-known Artificial Neural Network (ANN)
  - Several layers of fully-connected (FC) nonlinear elements called neurons
  - Output of each neuron is a nonlinear function of the **weighted** sum of its inputs
- Outputs of neurons in one layer become the inputs to the next layer

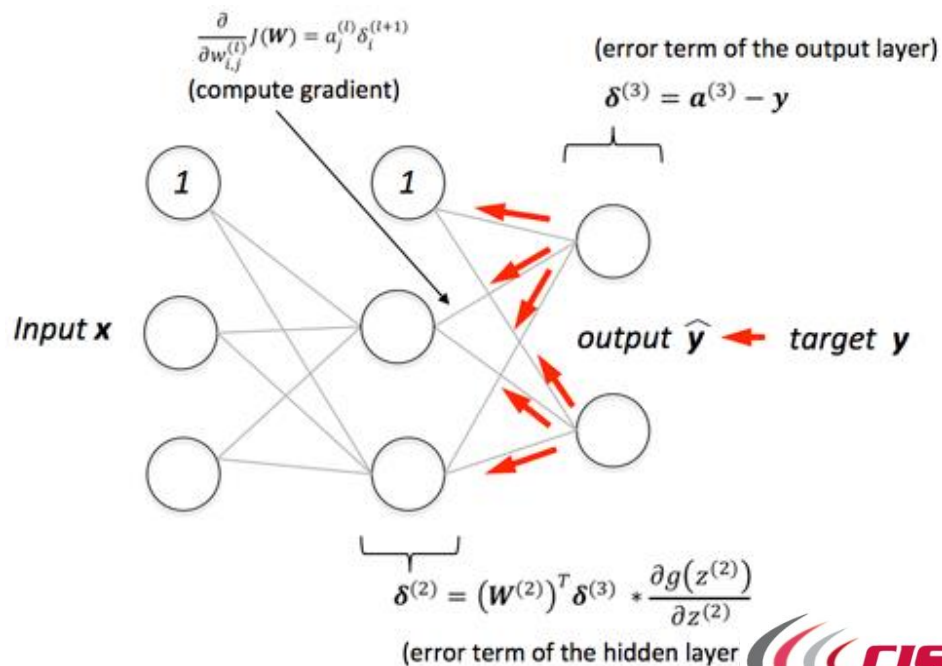
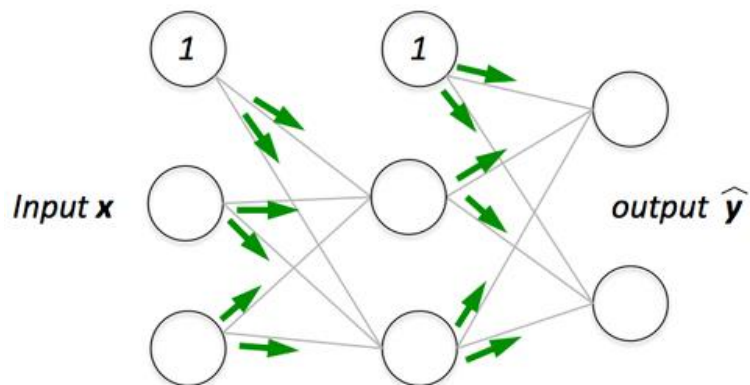
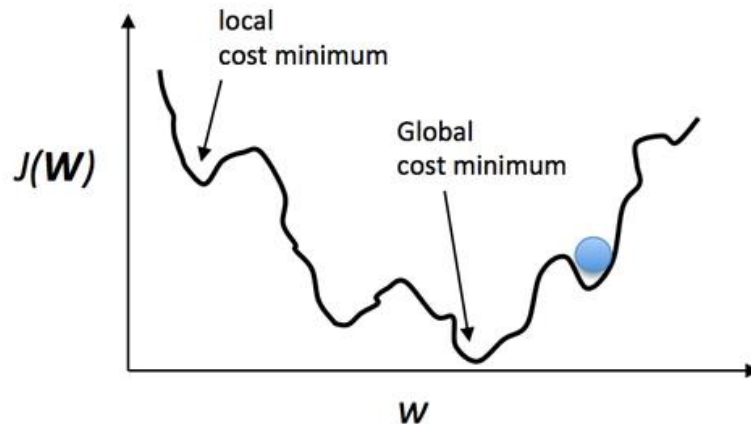


- Many possible activation functions for the nonlinearity of the neuron

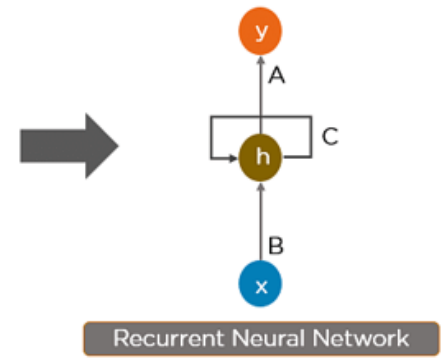
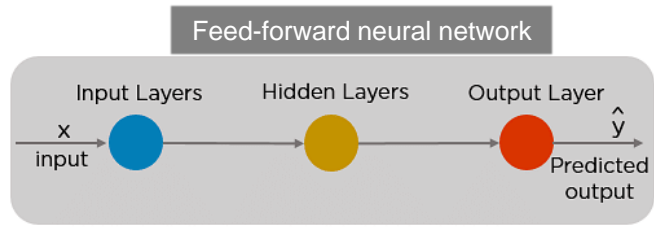
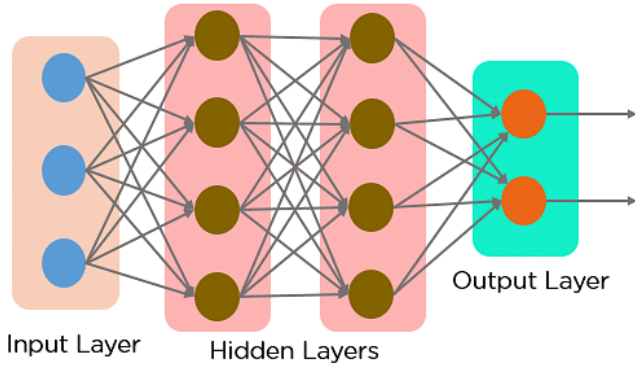
Active Function Name	Formula	2D Graphical Representation	3D Graphical Representation	Description
Linear	$f(x) = x,$ for all $x$			The activation of the neuron is passed on directly as the output
Logistic (or sigmoid)	$f(x) = \frac{1}{1 + e^{-x}}$			A S-shaped curve, very popular because it is Monotonous and has a simple derivative, Range of logistic or sigmoid function is from 0 to 1
Hyperbolic Tangent	$f(x) = \tanh(x)$ $f(x) = \frac{1 + e^{-2x}}{1 + e^{2x}}$			A sigmoid curve similar to the logistic function. Often performs better than the logistic function because of its symmetry. Ideal for multilayer Perceptrons, particularly the hidden layers. Output value is between -1 and +1

# Training Neural Networks: Back Propagation Algorithm

- FFNNs can be trained by using the Back Propagation (BP) Algorithm
  - Stochastic Gradient Descent (SGD) to minimize the loss (error) between the network's output and the true output
- Different loss functions and variations of SGD are possible

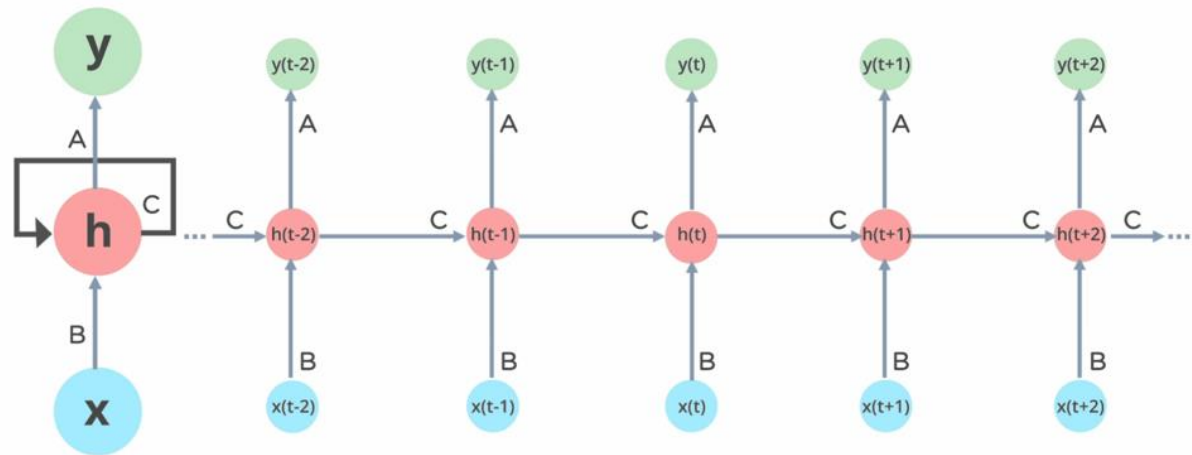


# Feed-Forward Vs. Recurrent Neural Networks (RNN)



- In FFNNs information only flows from input to the output direction
  - No cycles or loops, No memory
  - Not ideal for handling sequential or time-series data

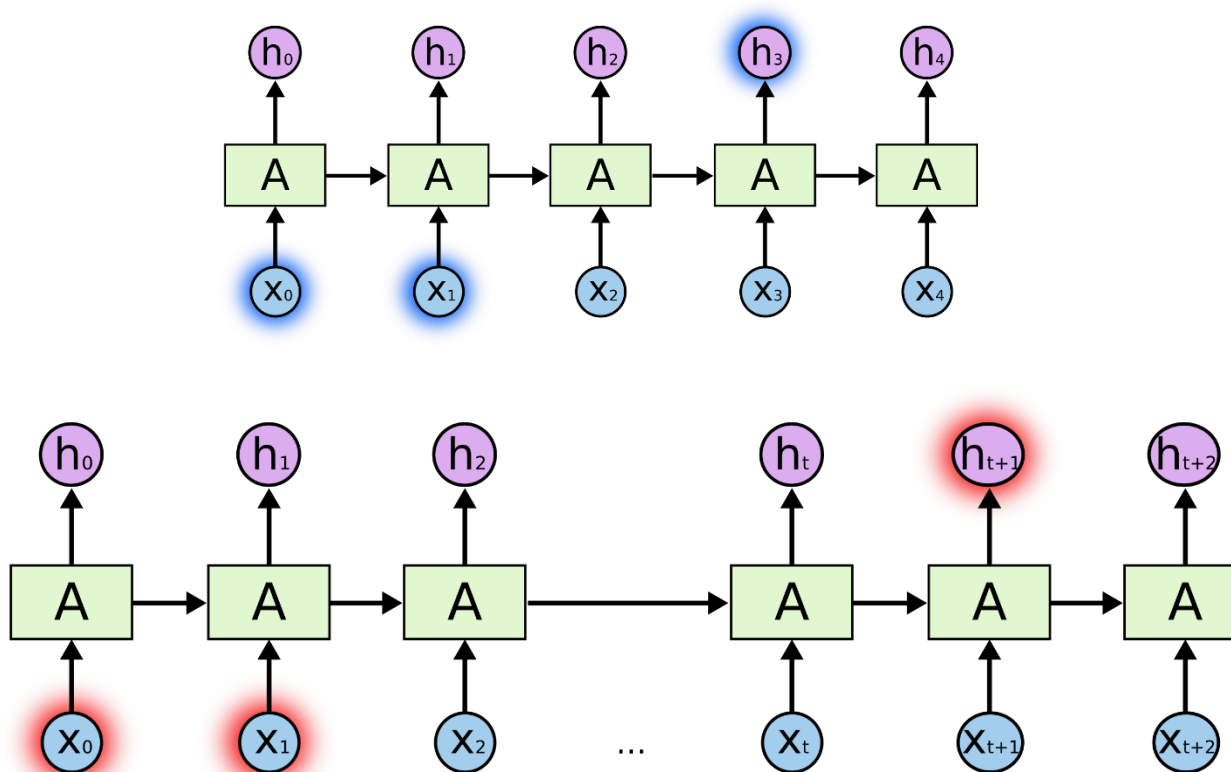
- Recurrent Neural Networks (RNN)
  - Outputs of layers/neurons are feedback as inputs
  - Each neuron has an internal hidden state ( $h$ ) that is used to feedback information



Ideal for handling sequential data (with correlations):  
 e.g. NLP (text mining, sentiment analysis), machine translation, time-series prediction

# Learning Long-term Dependencies?

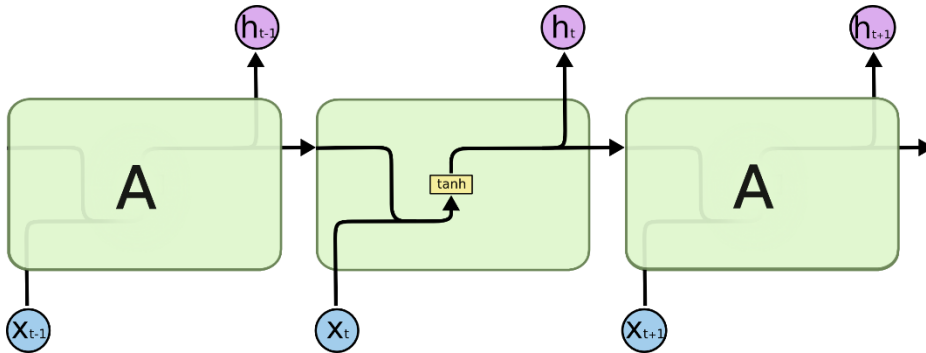
- In theory, RNNs can be trained just the same way as FFNNs by modifying the BP algorithm to what is called **Back Propagation Through Time (BPTT)**
  - In practice, gradients can quickly vanish or explode rendering it ineffective



- Standard RNNs are not very effective in learning long-term dependencies

# Long Short-term Memory (LSTM)

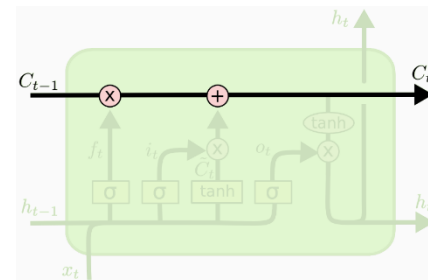
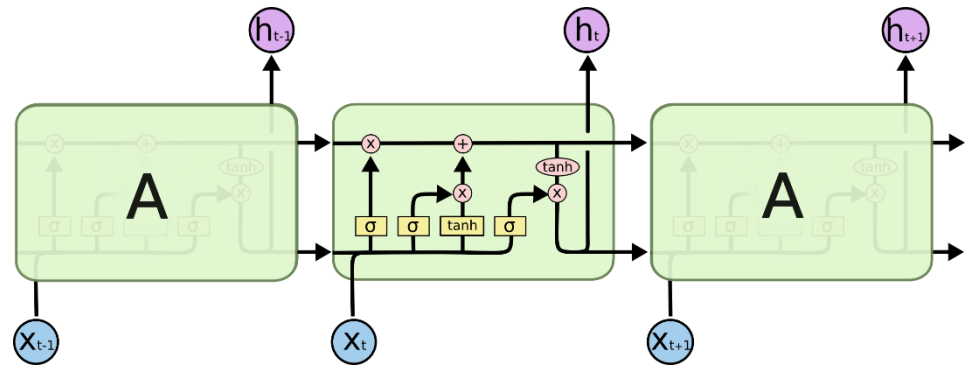
- Long short-term Memory, LSTM, is a more elaborate type of RNN that has shown to be capable of learning long-term dependencies



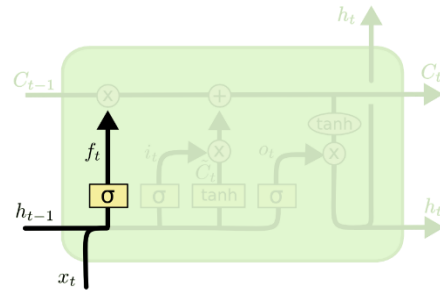
- Standard RNN only has a single layer that performs hidden state and input interactions

$$h_t = \tanh(W_h \times [h_{t-1}, x_t])$$

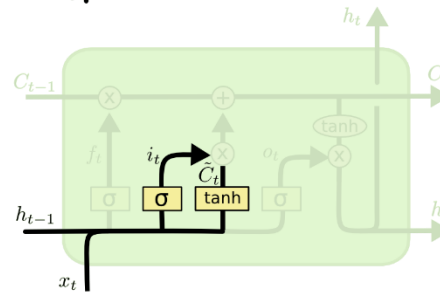
- In LSTM, there are four interacting layers
  - Forget gate, input gate, cell gate, output gate
- In addition to the hidden state, there is another state that carries information from one time instant to another
  - Cell state



# What Does LSTM Do?

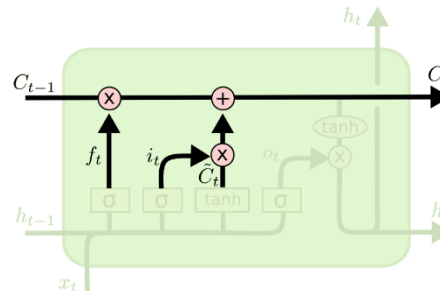


$$\mathbf{f}_t = \sigma(W_f \times [\mathbf{h}_{t-1}, \mathbf{x}_t])$$

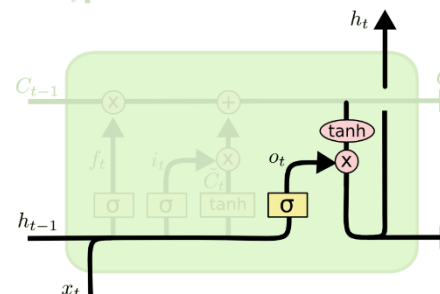


$$\mathbf{i}_t = \sigma(W_i \times [\mathbf{h}_{t-1}, \mathbf{x}_t])$$

$$\tilde{\mathbf{C}}_t = \tanh(W_C \times [\mathbf{h}_{t-1}, \mathbf{x}_t])$$



$$\mathbf{C}_t = \mathbf{f}_t \odot \mathbf{C}_{t-1} + \mathbf{i}_t \odot \tilde{\mathbf{C}}_t$$

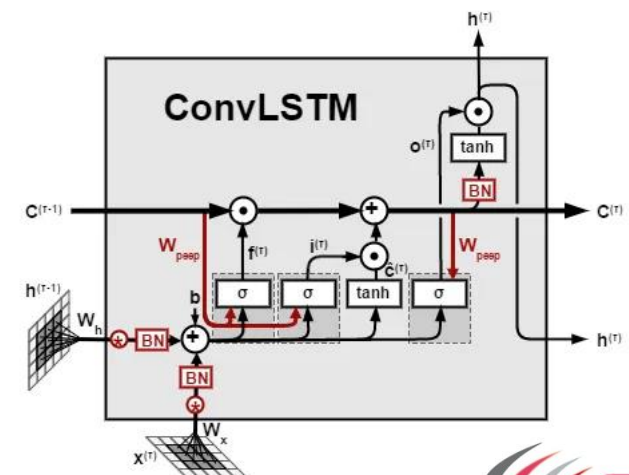
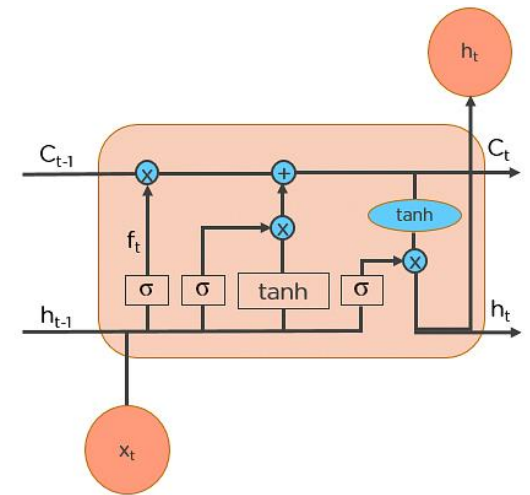


$$\mathbf{o}_t = \sigma(W_o \times [\mathbf{h}_{t-1}, \mathbf{x}_t])$$

$$\mathbf{h}_t = \mathbf{o}_t \odot \tanh \mathbf{C}_t$$

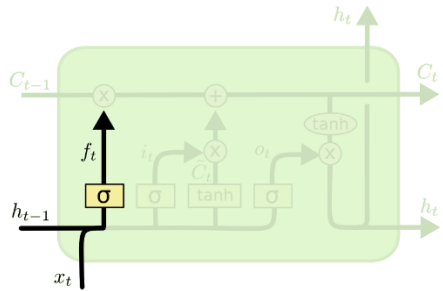
# ConvLSTM: A Neural Model for Learning Spatio-temporal Correlations

- Long Short-term Memory (LSTM) is good at learning long-term correlations in temporal data
  - They cannot learn spatial correlations!
  
- Convolutional LSTM (ConvLSTM):
  - Combines the convolution of CNNs with sequential processing of LSTMs
  - Replace matrix products with weights by convolution with a filter kernel
  
- Ideal for learning spatiotemporal correlations in image sequences
  - Keras: convlstm2d



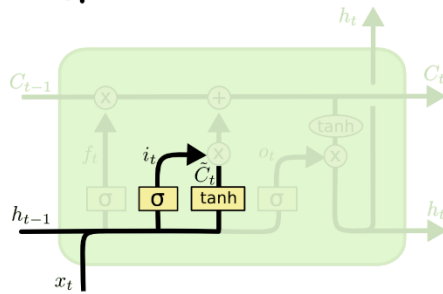


# What Does ConvLSTM Do?



$$f_t = \sigma(W_f \times [h_{t-1}, x_t])$$

$$f_t = \sigma(W_f \otimes [h_{t-1}, x_t])$$

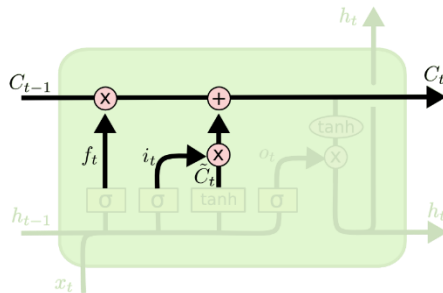


$$i_t = \sigma(W_i \times [h_{t-1}, x_t])$$

$$\tilde{C}_t = \tanh(W_C \times [h_{t-1}, x_t])$$

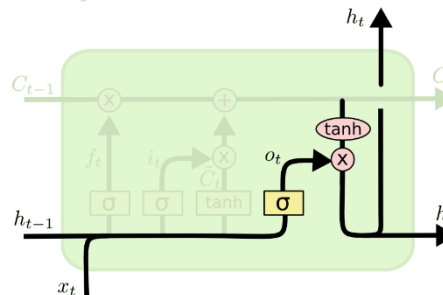
$$i_t = \sigma(W_i \otimes [h_{t-1}, x_t])$$

$$\tilde{C}_t = \tanh(W_C \otimes [h_{t-1}, x_t])$$



$$C_t = f_t \odot C_{t-1} + i_t \odot \tilde{C}_t$$

$$C_t = f_t \odot C_{t-1} + i_t \odot \tilde{C}_t$$



$$o_t = \sigma(W_o \times [h_{t-1}, x_t])$$

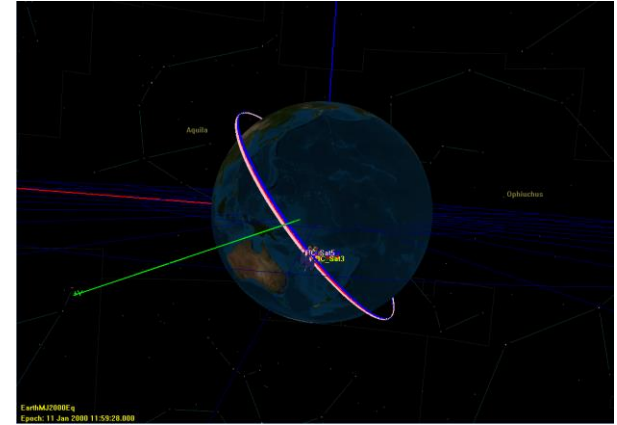
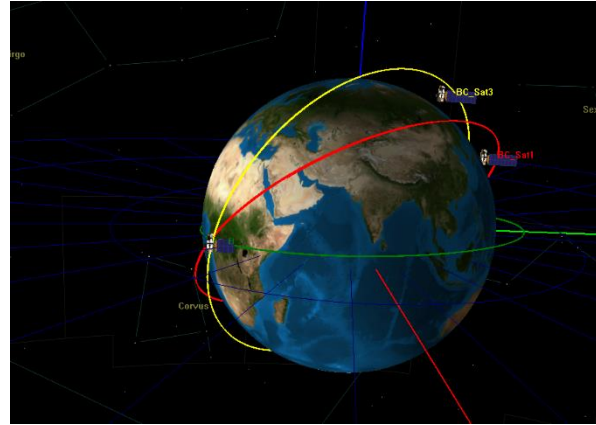
$$h_t = o_t \odot \tanh C_t$$

$$o_t = \sigma(W_o \otimes [h_{t-1}, x_t])$$

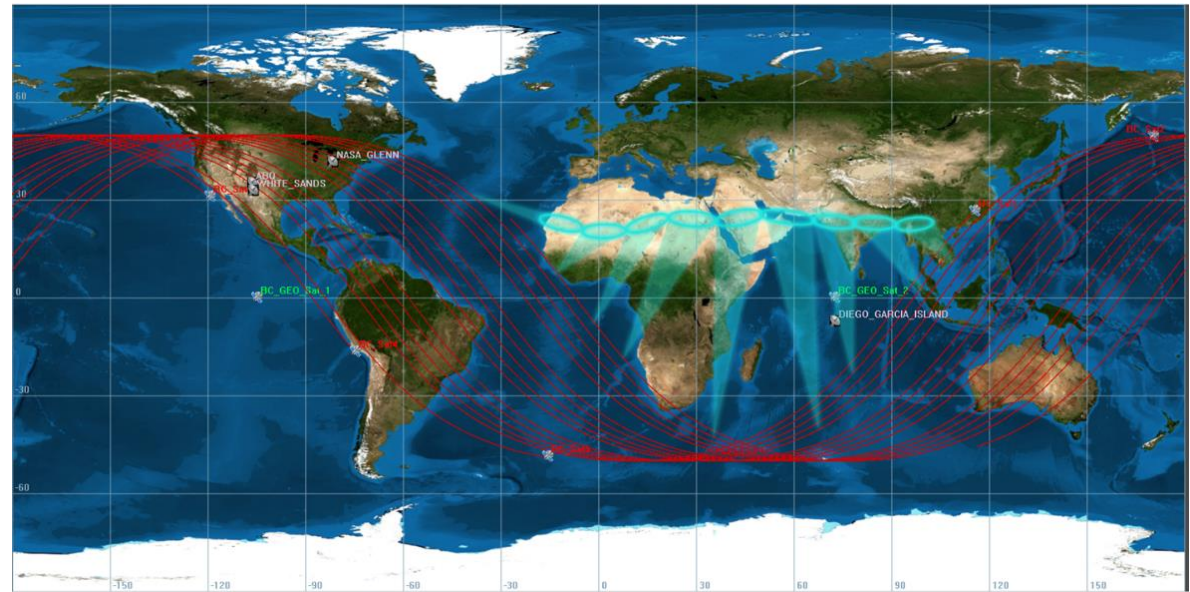
$$h_t = o_t \odot \tanh C_t$$

# Remote Sensing with LEO Satellites

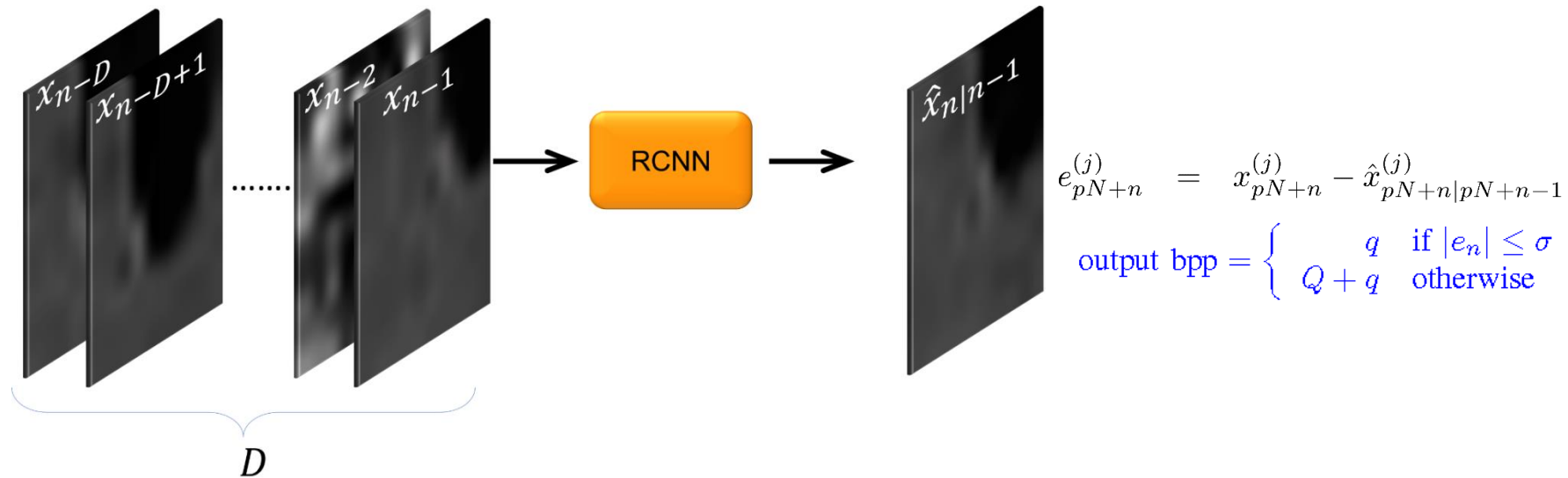
- A swarm of LEO satellites
- Pearl-of-string or cluster formations



- Each satellite generates an image of the earth's surface inside its footprint on the earth
  - Periodic or even-driven



# DL based Nonlinear Predictive Coding (NLPC) for Remote Sensing



- Original image size:  $d \times d$  pixels (e.g.  $10 \times 10$ )
- Original **bits per pixel (bpp)**:  $Q$  (e.g.  $Q=8$ )
- Pixel resolution:  $1/2^Q$  (e.g.  $1/256$ )
- RCNN training period:  $N_t$
- Estimated std of pixel prediction errors of  $j$ -th satellite

$$\sigma^{(j)} = \sqrt{\frac{1}{N_t} \sum_{n=1}^{N_t} \frac{|\mathbf{X}_n^{(j)} - \hat{\mathbf{X}}_n^{(j)}|^2}{d^2}} = \sqrt{\frac{1}{N_t} \sum_{n=1}^{N_t} \frac{|e_n^{(j)}|^2}{d^2}}$$

- **Assumption** - Prediction error range:  $[-\sigma, \sigma]$
- Quantization levels needed to keep the same original resolution:

$$L = \frac{2\sigma}{1/2^Q} = 2^{Q+1}\sigma$$

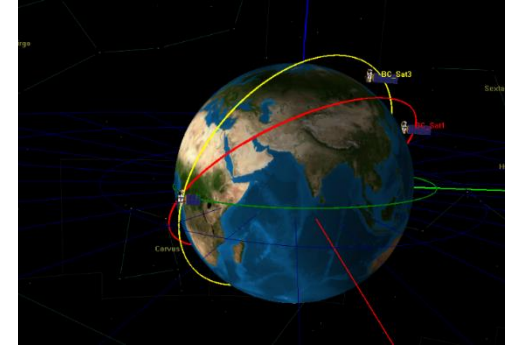
- Minimum number of bits per pixel needed to encode the prediction error at the same original resolution

$$q = 1 + \lceil \log_2(L) \rceil = 1 + \lceil \log_2(2^{Q+1}\sigma) \rceil = 1 + \lceil Q + 1 + \log_2 \sigma \rceil$$

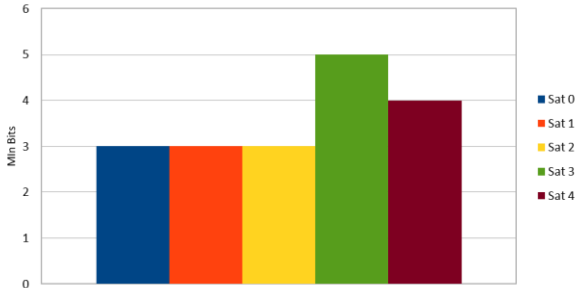
# RCNN NLPC Coding of Earth Images

## Swarm of 5 LEO cubesats

- Final layer of all models: Conv3D, Filters = 1, Kernel = (3,3,3), Activation = sigmoid
- Training over  $N_t = 3000$  time instants (observation points)
- Original images: 10x10 pixels (d=10) with Q=8 bpp



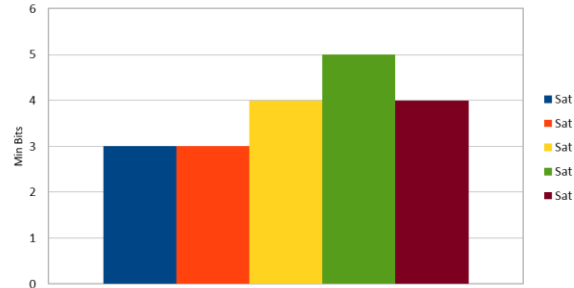
Min Bits (Model 0)



### Model 0

- Number of Layers: 7
- Layers 1 - 6: Conv2Dlstm, Filters = 49, Kernel = (3x3), Activation = tanh
- Number of trainable parameters: 955648
- Runtime: 31414 seconds

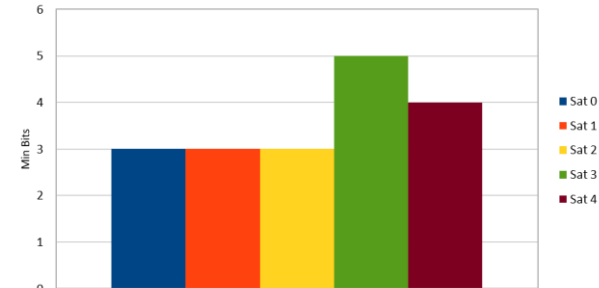
Min Bits (Model 6)



### Model 6

- Number of Layers: 4
- Layers 1 - 3: Conv2Dlstm, Activation = relu
- Layer 1-3 Filters: 128, 64, 32
- Layers 1-3 Kernels: (5x5), (3x3), (1x1)
- Number of trainable parameters: 2108065
- Runtime: 21034 seconds

Min Bits (Model 16)



### Model 16

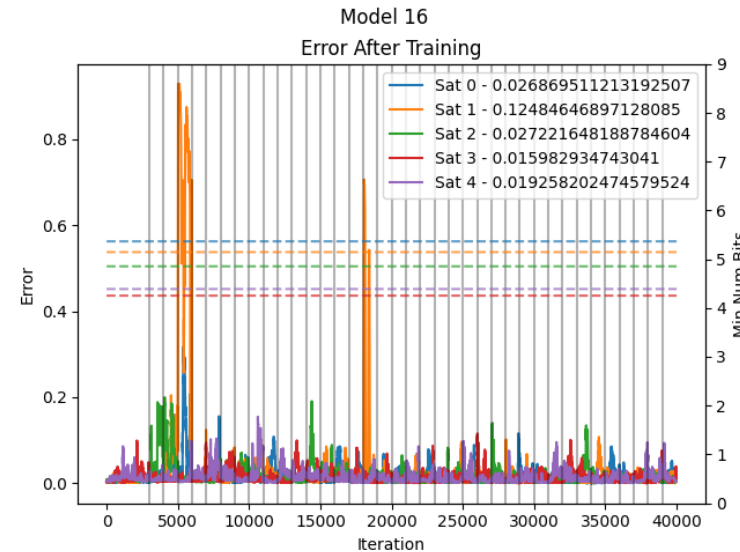
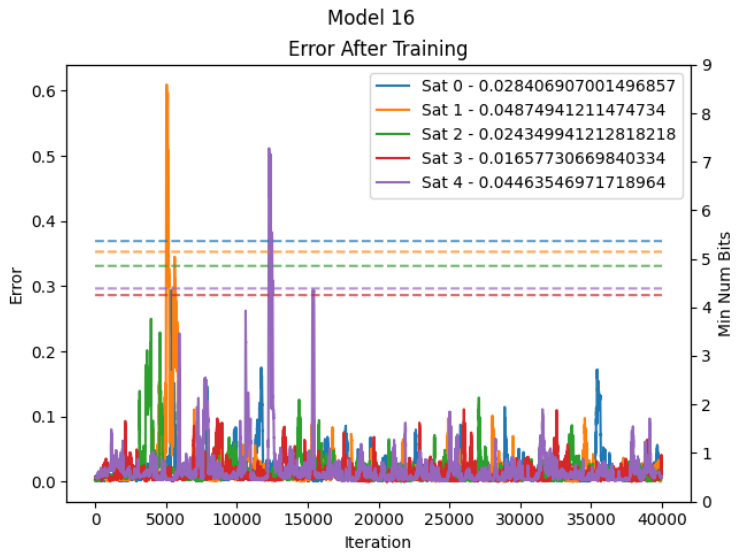
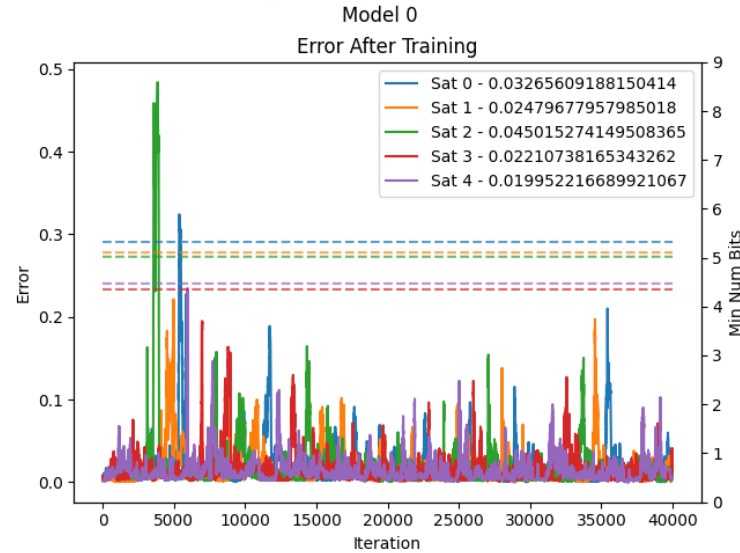
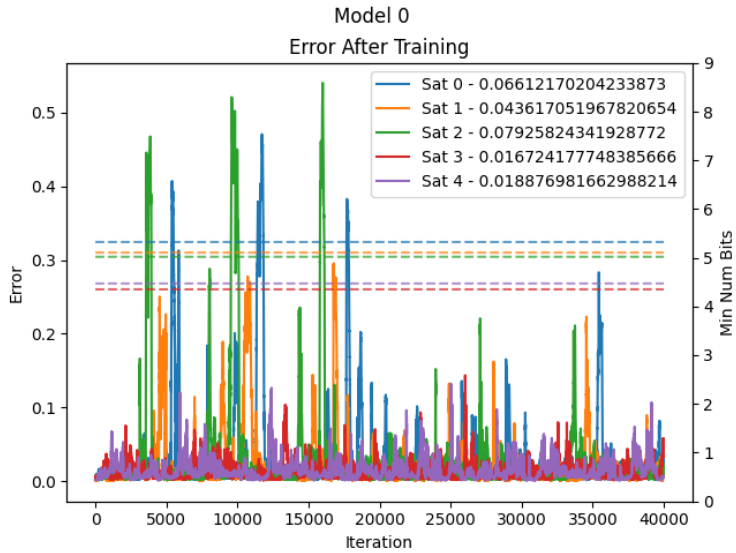
- Number of Layers: 4
- Layers 1 - 3: Conv2Dlstm, Activation = relu
- Layer 1-3 Filters: 49, 39, 29
- Layers 1-3 Kernels: (5x5), (3x3), (1x1)
- Number of trainable parameters: 377926
- Runtime: 18420 seconds

# Performance of RCNN NLPC Coding of Earth Images



Without any retraining

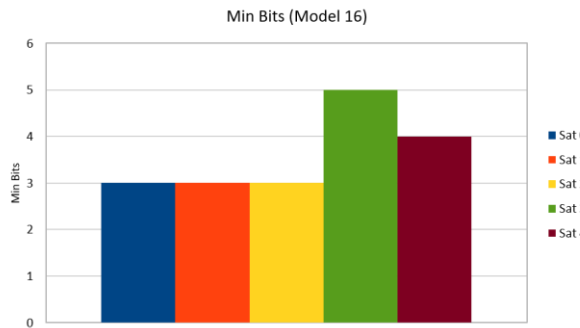
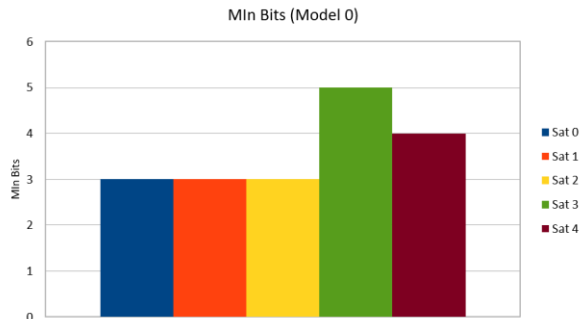
With Retraining every 1000 time instants



# Performance of RCNN NLPC Coding of Earth Images



## Estimated Minimum Bits ( $q$ )

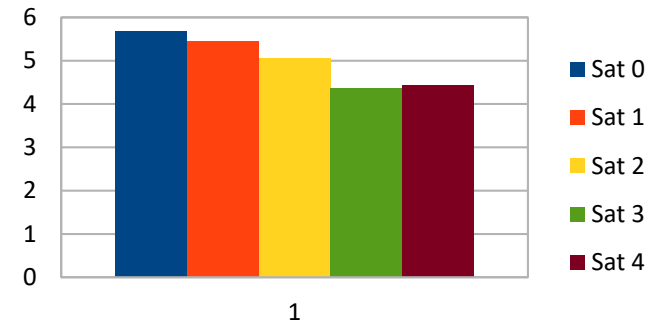


## True Bits used during runtime

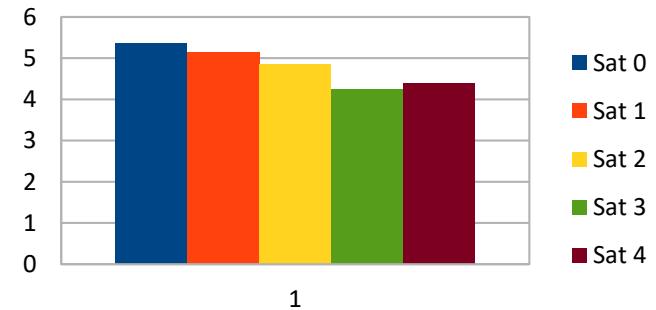
Sat #1	5.67
Sat #2	5.44
Sat #3	5.06
Sat #4	4.36
Sat #5	4.43
Average	4.99

Sat #1	5.37
Sat #2	5.15
Sat #3	4.85
Sat #4	4.25
Sat #5	4.39
Average	4.80

## Min Bits (Model 0) Run Results

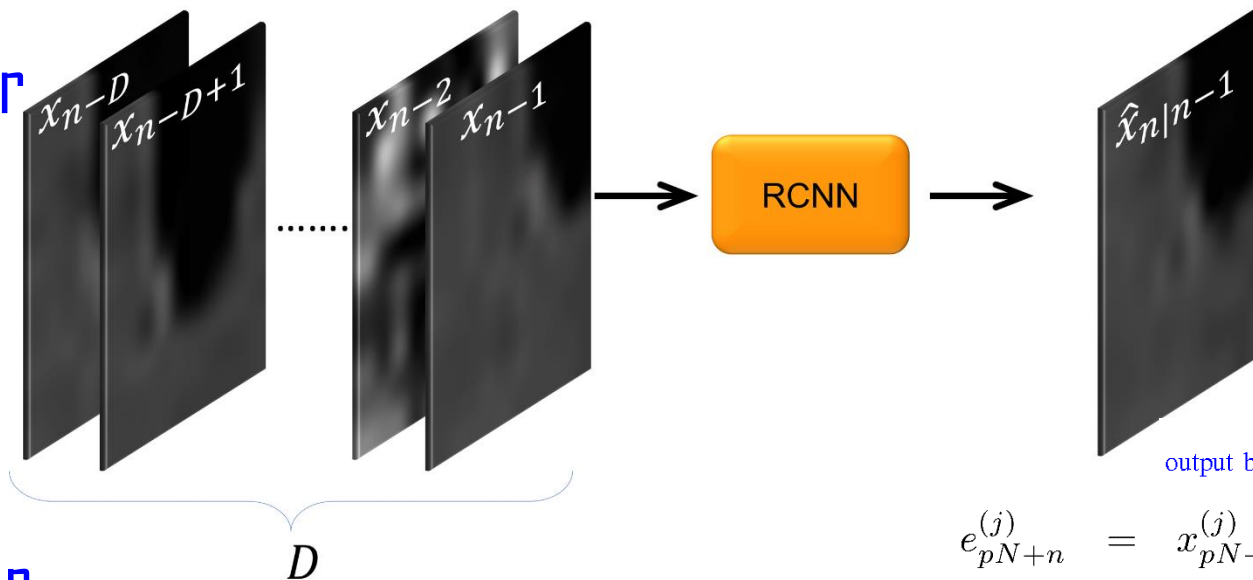


## Min Bits (Model 16) Run Results



# DL based Nonlinear Predictive Coding (NLPC) for Remote Sensing

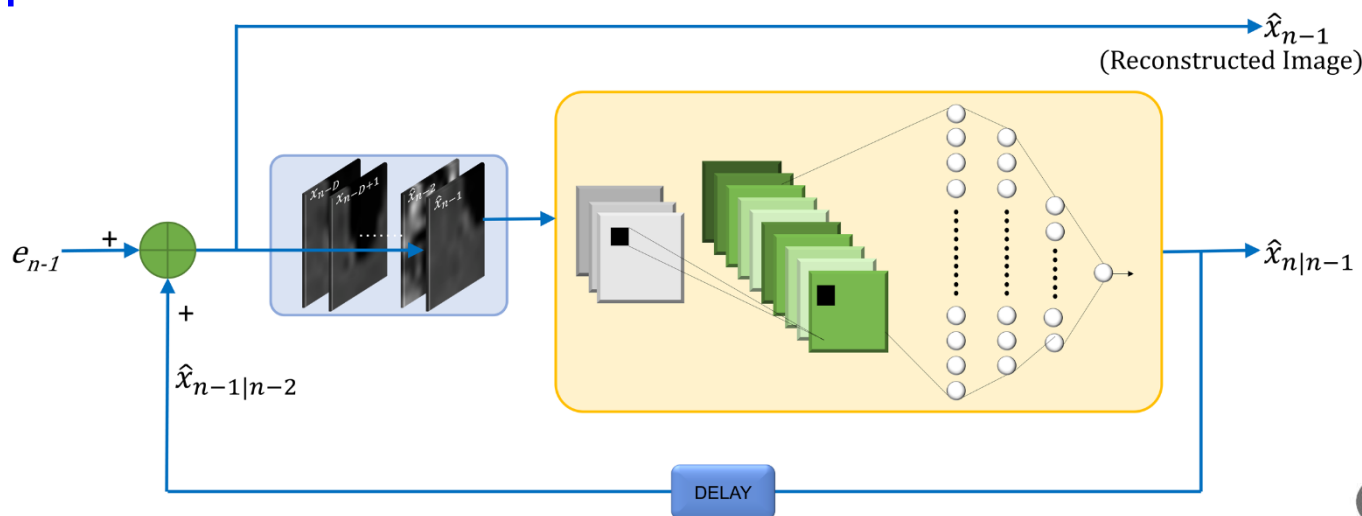
- Encoder



$$\text{output bpp} = \begin{cases} q & \text{if } |e_n| \leq \sigma \\ Q + q & \text{otherwise} \end{cases}$$

$$e_{pN+n}^{(j)} = x_{pN+n}^{(j)} - \hat{x}_{pN+n|pN+n-1}^{(j)}$$

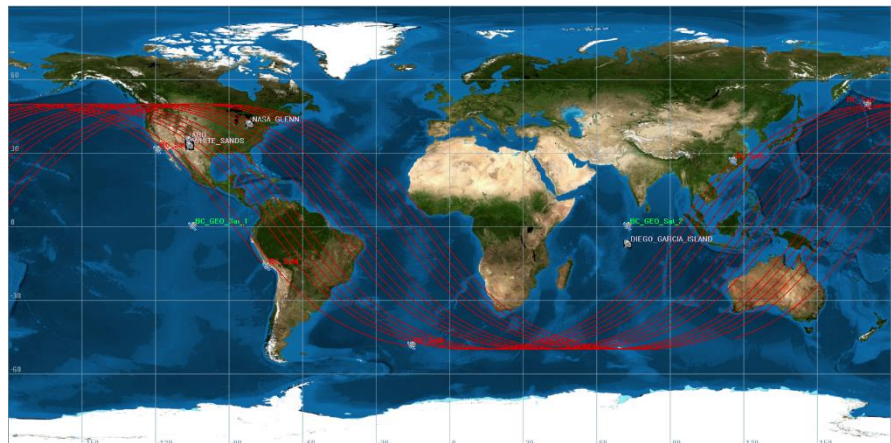
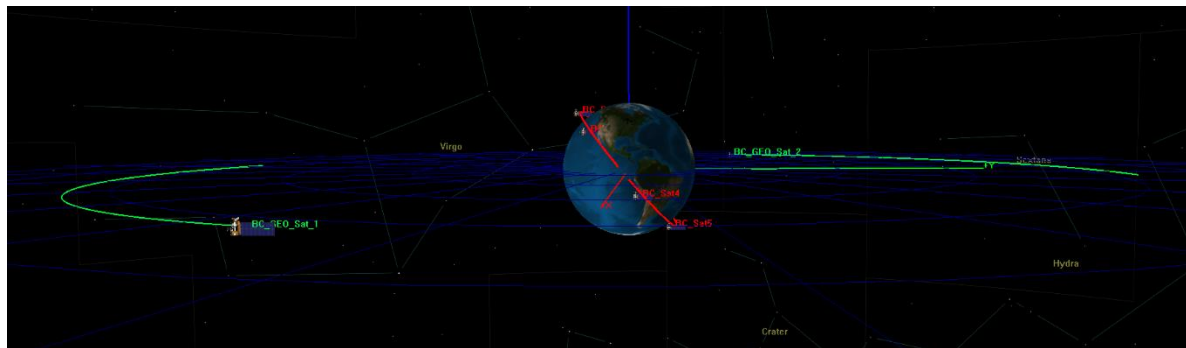
- Decoder



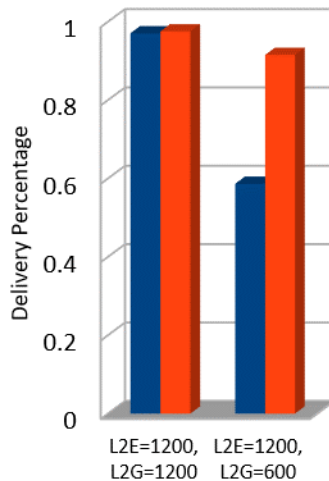
## Compression in Cubesat Swarms

Swarm of 5 LEO cubesats, 2 GEO relays and 2 Earth stations

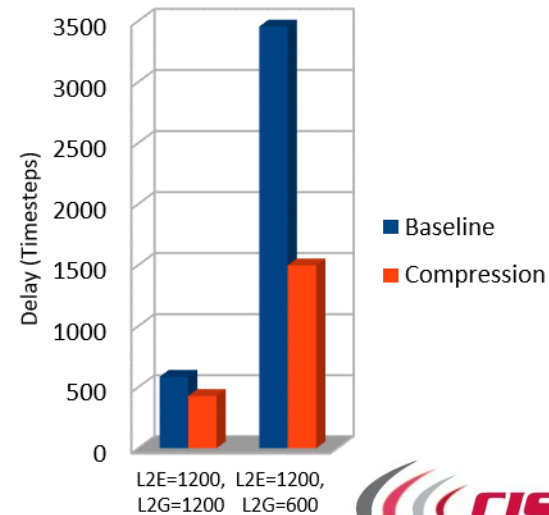
- Fully distributed implementation for real-time encoding and decoding
- Regular updating of DNN's in space while maintaining synchronization with ground decoders
- 10x10 pixel grey images of earth footprint
- Bursty or periodic data
- Cluster or string-of-pearls formations



Percentage of Delivered Images

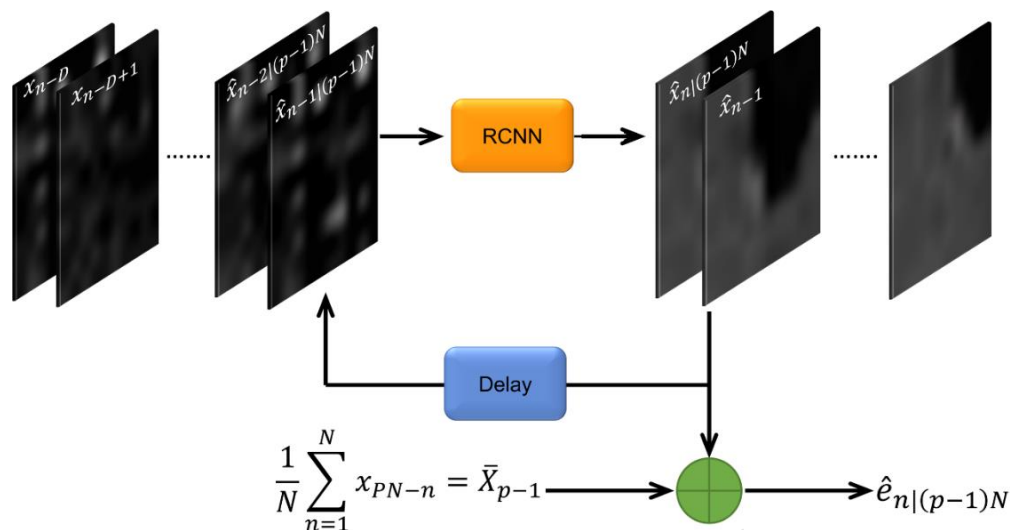


Average image Delivery Delay

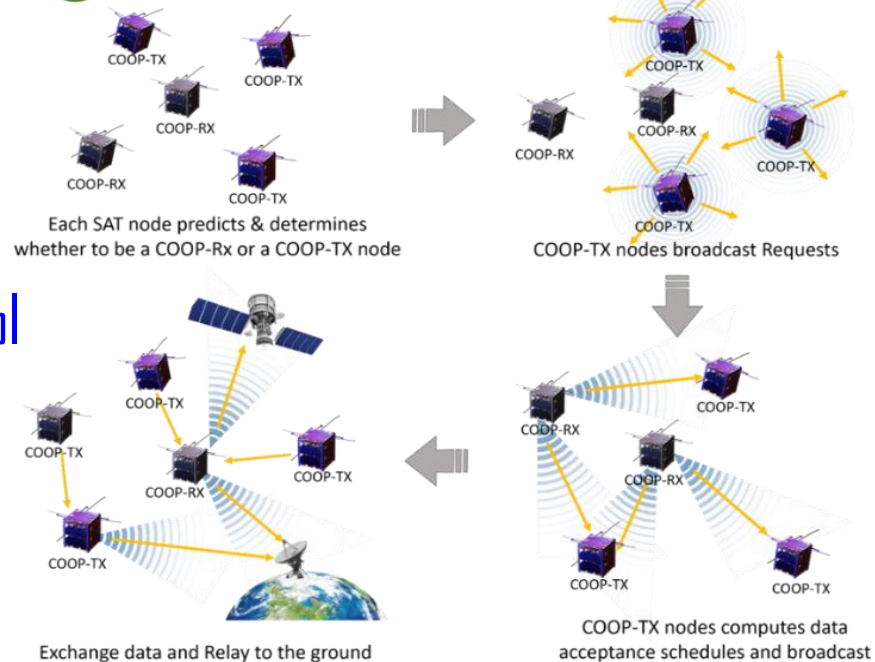




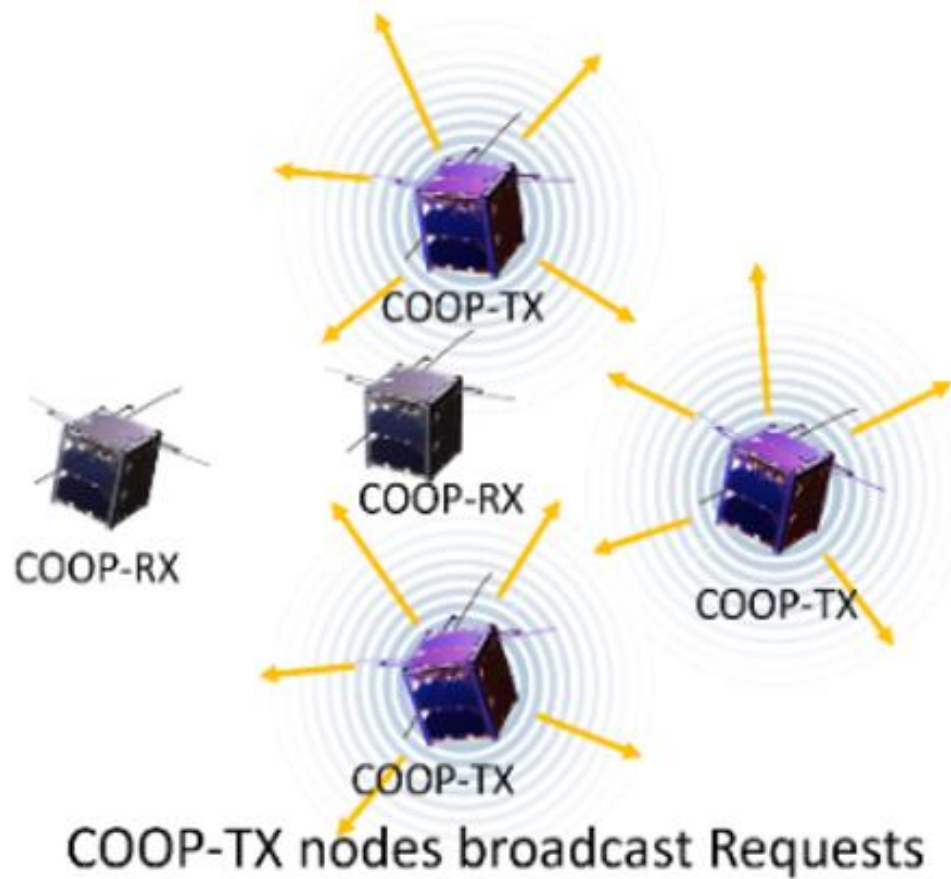
# DL aided Cognitive Cooperative Scheduling for Cubesat Networks



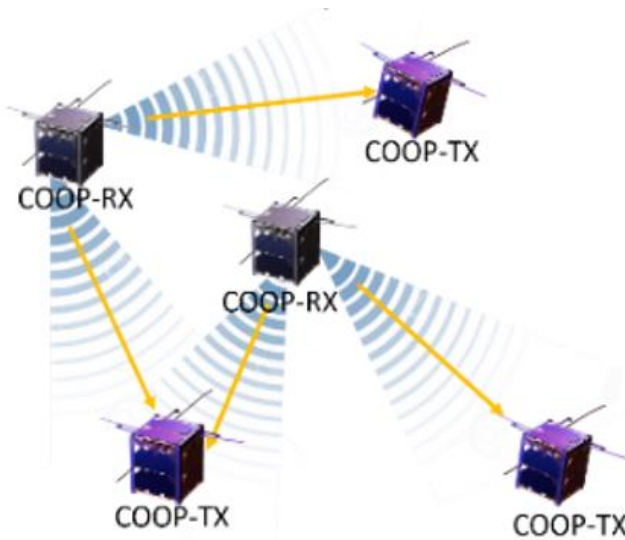
- Payload Prediction with Trained RCNN
- Predict and broadcast relay capacities
- Cooperative relay requests
- Multi-objective relay prioritization protocol for relay scheduling
- L2L buffer exchanges
- L2Geo/L2Earth data transmissions



# Cooperative Relay Requests



$$\left( K_p^{(j)}, \bar{D}_p^{(j)} \right)$$



$$f_{p,f}^{(j)} = \frac{K_p^{(j)}}{\sum_{j' \in S_T^{(i)}} K_p^{(j')}}$$

$$F_p^{(j)} = \lambda_1 f_{p,f}^{(j)} + \lambda_2 f_{p,l}^{(j)}$$

COOP-TX nodes compute data

# Cooperative Relay Scheduling

Step 1: Order the allocation fractions  $F_j$  in non-increasing order  $F_{j_1} \geq F_{j_2} \geq \dots \geq F_{j_M}$  where  $j_k \in S_T^{(i)}$ , for  $k = 1, \dots, |S_T^{(i)}|$ , and set  $\hat{K}_p^{(i)} = K_p^{(i)}$ .

Step 2: For  $k = 1, 2, \dots, |S_T^{(i)}|$ :

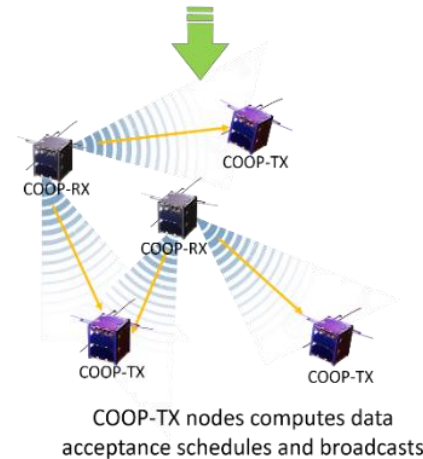
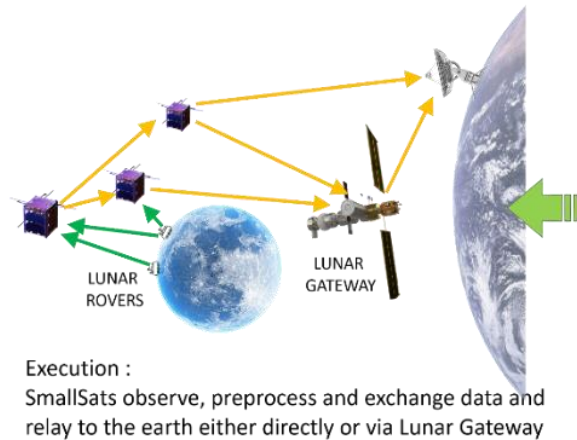
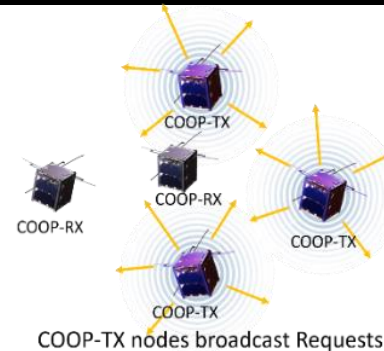
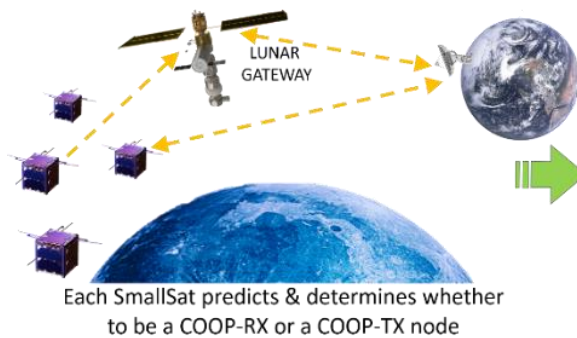
$$K_{j_k, i} = \min \left\{ F_{j_k} \hat{K}_p^{(i)}, K_p^{(j_k)}, C_{j_k, i} \right\}$$

$$\hat{K}_p^{(i)} \leftarrow \hat{K}_p^{(i)} - K_{j_k, i}$$

and, for  $m = k + 1, \dots, |S_T^{(i)}|$ ,

$$F_{j_m} \leftarrow \frac{F_{j_m}}{\sum_{m'=k+1}^M F_{j_{m'}}} \text{ for } m = k + 1, \dots, |S_T^{(i)}| \quad (7)$$

# Cognitive Cooperative Scheduling with Distributed NLPC Compression

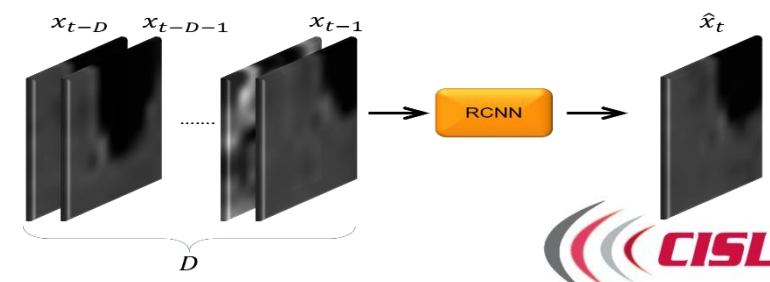
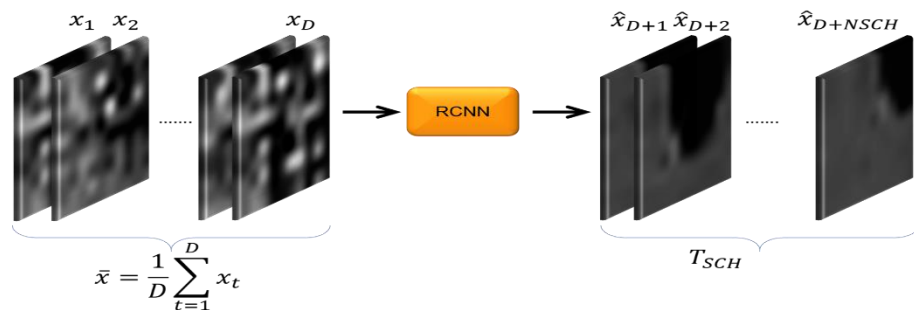


Deep learning based nonlinear predictive coding distributed data compression

Distributed compression of data at sensor and cluster levels

Cluster level cooperative relay scheduling using deep learning predictions

Multi-objective optimization for data prioritization



$$\begin{aligned} \text{number of images generated by sat } i &= X_i \\ \text{number of delivered images from sat } i &= Y_i \\ \text{fraction of sat } i \text{ images delivered} &= \frac{Y_i}{X_i} \triangleq Z_i \end{aligned}$$

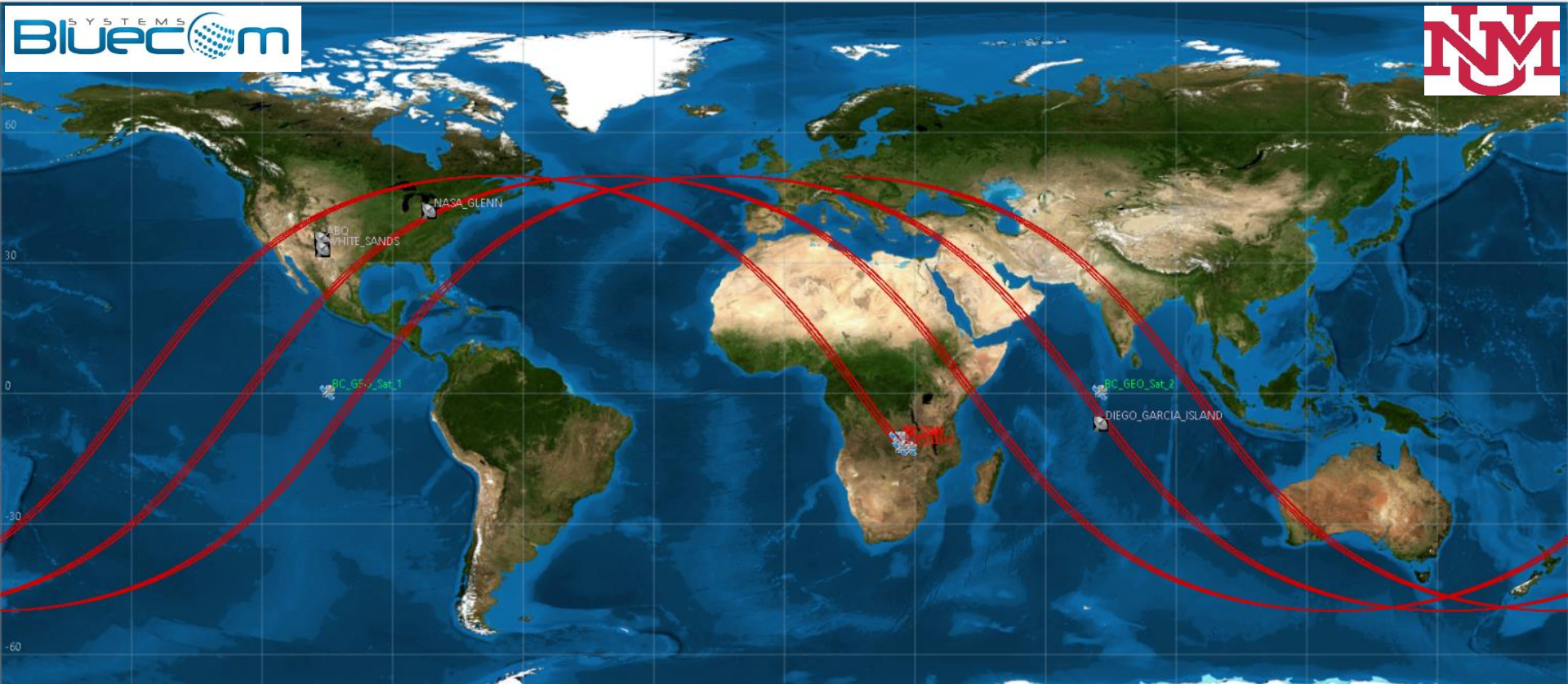
## Jayne's Fairness Metric

$$\begin{aligned} \text{Jain's Fairness Index} &= \frac{(\bar{Y})^2}{\bar{Y}^2} = \frac{(\bar{Y})^2}{\text{Var}(Y) + (\bar{Y})^2} \\ &= \frac{\left(\frac{1}{N} \sum_{i=1}^N y_i\right)^2}{\frac{1}{N} \sum_{i=1}^N y_i^2} \end{aligned}$$

A Measure  
of Fairness

## Modified Jayne's Fairness Metric

$$\begin{aligned} \text{Modified Jain's Fairness Index} &= \frac{(\bar{Z})^2}{\bar{Z}^2} \\ &= \frac{\left(\frac{1}{N} \sum_{i=1}^N z_i\right)^2}{\frac{1}{N} \sum_{i=1}^N z_i^2} = \frac{\left(\frac{1}{N} \sum_{i=1}^N \frac{y_i}{x_i}\right)^2}{\frac{1}{N} \sum_{i=1}^N \left(\frac{y_i}{x_i}\right)^2} \end{aligned}$$



## DL aided Cognitive Cooperative Scheduling in Cubesat Swarms

- Swarm of 5 LEO cubesats, 2 GEO relays and 2 Earth stations

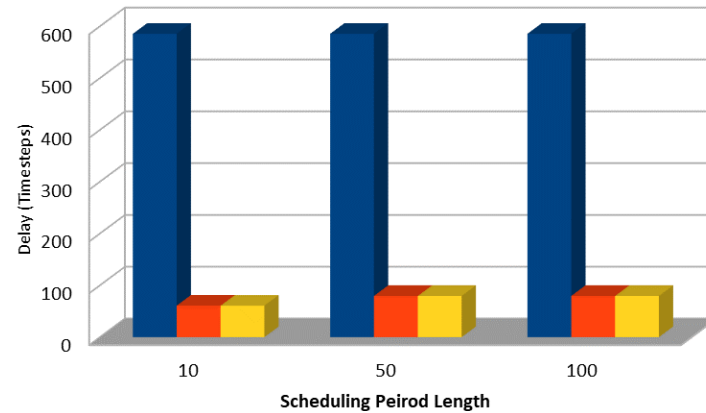
# DL aided Cognitive Cooperative Scheduling in Cubesat Swarms

## Uniform Data and Link Capacities

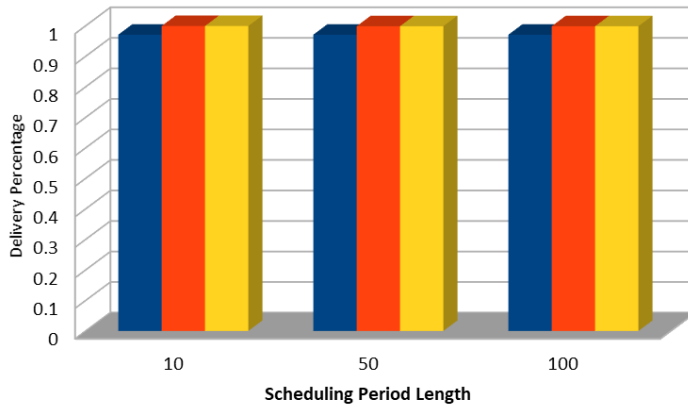
- L2E Capacities: [1200, 1200, 1200, 1200, 1200]
- L2G Capacities: [1200, 1200, 1200, 1200, 1200]

■ BASELINE  
 ■ DELAY  
 ■ FAIRNESS

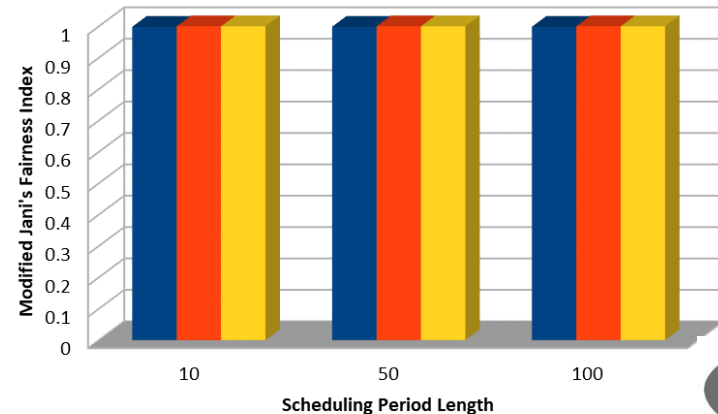
Cooperation Effect on Delivery Delay



Cooperation Effect on Image Delivery



Cooperation Effect on Modified Jain's Fairness



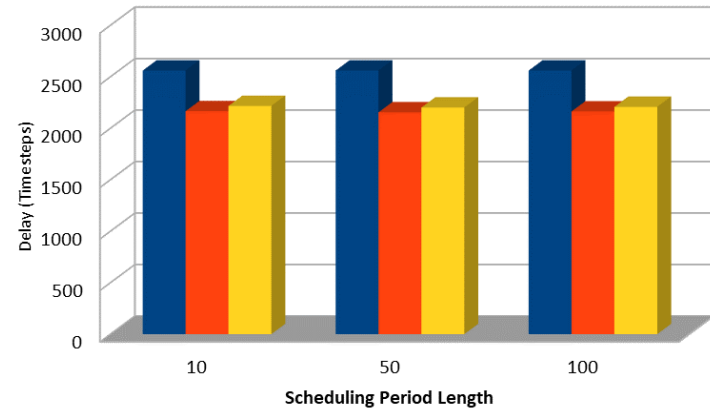
# DL aided Cognitive Cooperative Scheduling in Cubesat Swarms

## Poisson Data with Unequal Link Capacities

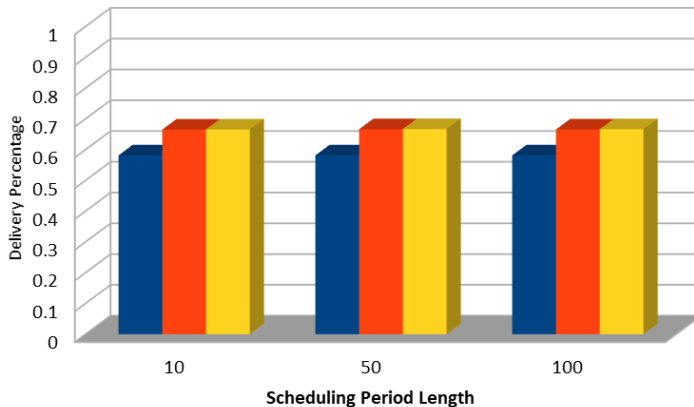
- Poisson parameters [2, 1, 1, 3, 3]
- L2E Capacities: [2400, 2400, 2400, 2400, 2400]
- L2G Capacities: [2400, 2400, 0, 2400, 0]

■ BASELINE  
■ DELAY  
■ FAIRNESS

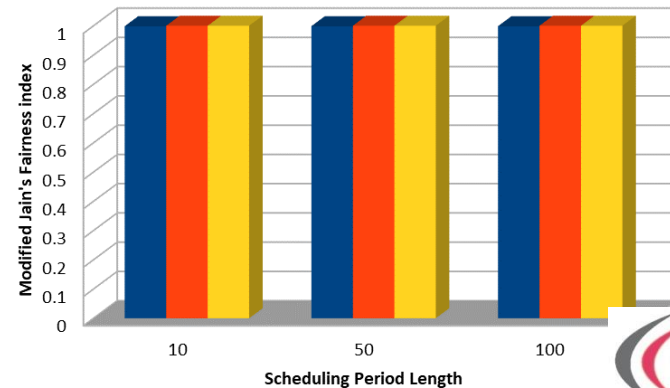
Cooperation Effect on Image Delivery Delay



Cooperation Effect on Image Delivery



Cooperaton Effect on Modified Jain's Fairness





# DL aided Cognitive Cooperative Scheduling with Distributed NLPC Compression in Cubesat Swarms

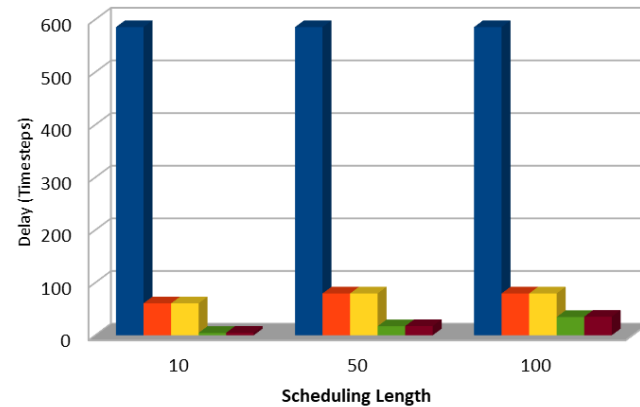
## Uniform Data and Link Capacities

- L2E Capacities: [1200, 1200, 1200, 1200, 1200]
- L2G Capacities: [1200, 1200, 1200, 1200, 1200]

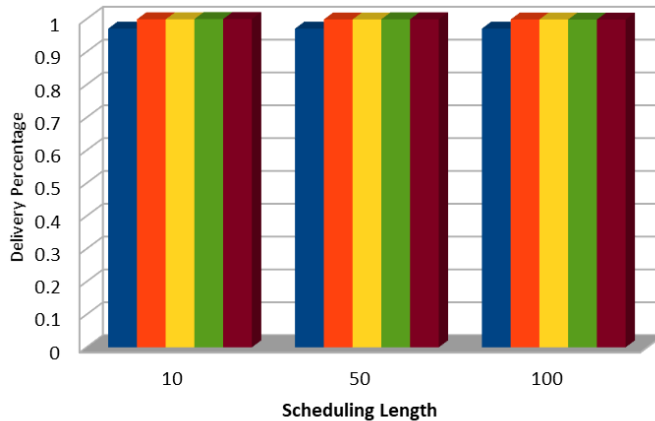
Swarm of  
5 LEOs, 2 GEO relays &  
2 Earth stations

- BASELINE
- DELAY
- FAIRNESS
- COMP + DELAY
- COMP + FAIRNESS

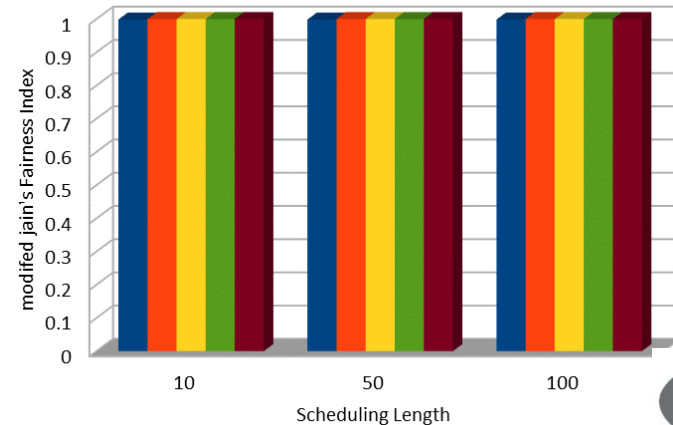
Effect on Image Delivery Delay



Effect on Image Delivery



Effect on Modified Jain's Fairness



# DL aided Cognitive Cooperative Scheduling with Distributed NLPC Compression in Cubesat Swarms

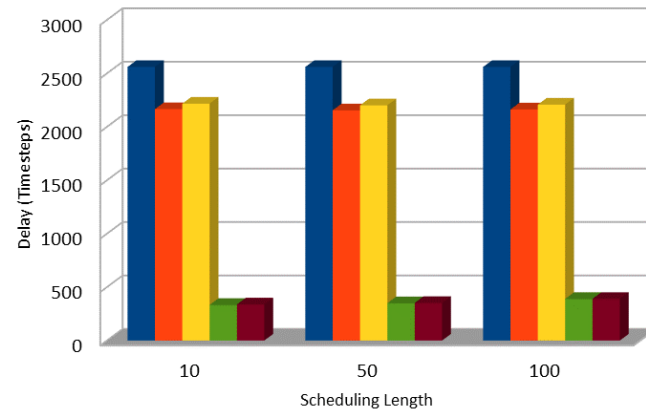
## Poisson Data with Unequal Link Capacities

- Poisson parameters [2, 1, 1, 3, 3]
- L2E Capacities: [2400, 2400, 2400, 2400, 2400]
- L2G Capacities: [2400, 2400, 0, 2400, 0]

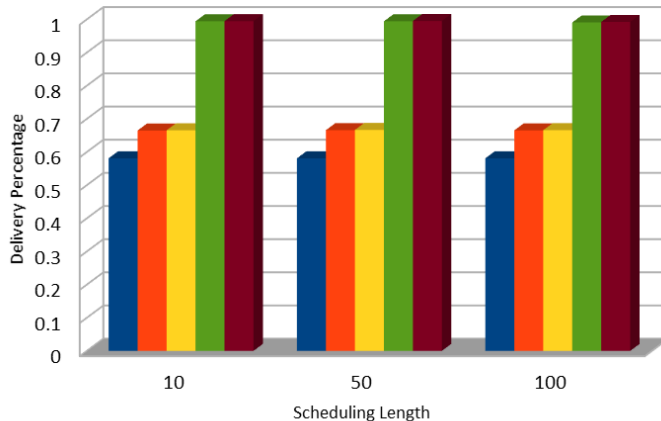
Swarm of  
5 LEOs, 2 GEO relays &  
2 Earth stations

- BASELINE
- DELAY
- FAIRNESS
- COMP + DELAY
- COMP + FAIRNESS

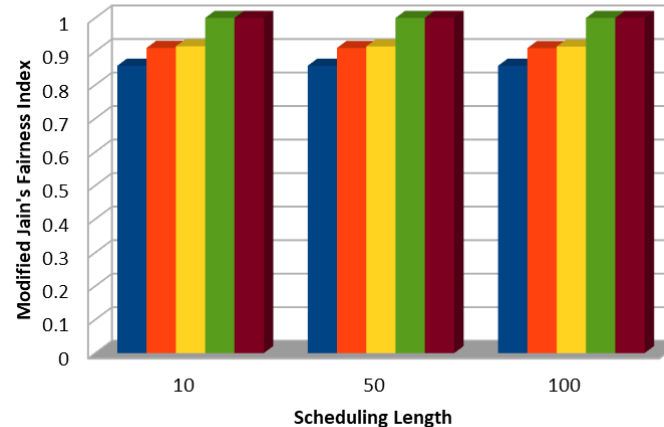
Effect on Image Delivery Delay



Effect on Image Delivery



Effect on Modified Jain's Fairness



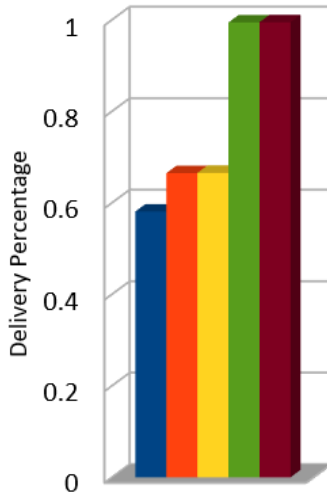
# Summary Performance

## Poisson Data with Unequal Link Capacities

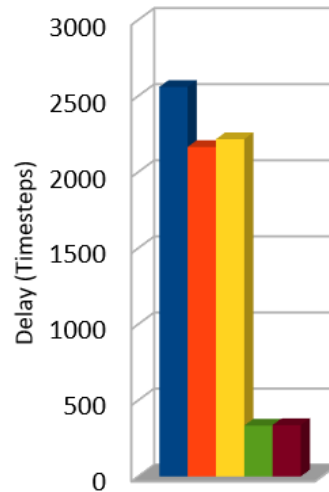
- Poisson parameters [2, 1, 1, 3, 3]
- L2E Capacities: [2400, 2400, 2400, 2400, 2400]
- L2G Capacities: [2400, 2400, 0, 2400, 0]

Swarm of  
5 LEOs, 2 GEO relays &  
2 Earth stations

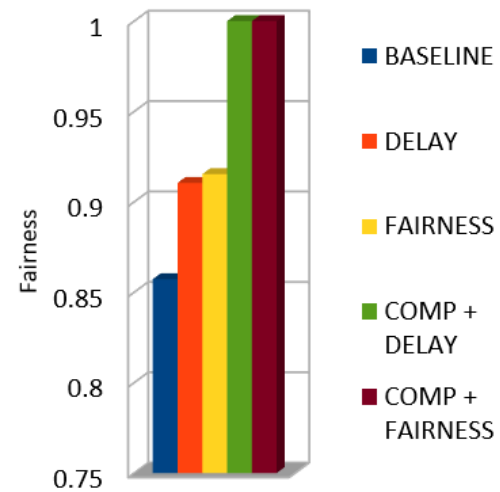
Percentage of  
Delivered Images



Average Image  
Delivery Delay



Modified Jain's Fairness  
Index



**Thank you.**