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#### **PROJECT BACKGROUND & OBJECTIVES**

Drones show promise as wireless service devices but often face signal loss at higher altitudes due to downtilted cell sites and ground-focused signal mapping [1].

To address this, we aim to design an adaptive flight planning algorithm for reliable 5G connectivity in 3D airspace, supporting future aerial network services.

In this project, we...

- Analyze radio frequency (RF) key performance indicators (KPIs) and signal patterns.
- Develop a path-planning cost function.
- Test and refine the algorithm via simulation and real-world flights.



Fig. 1. Aurelia X4 Drone used for test flights.



### **FLIGHT DATA COLLECTION**

Three flight strategies were used for RF data analysis:

- **1. Baseline** Straight flight path from A to B (non-adaptive) (Fig 3).
- **2. Zigzag** Adaptive path to observe RF variability (Fig 4).
- **3.** Grid Dense area coverage for simulation data (Fig 5).

Flights were conducted at Sixty Acres Park (Redmond, WA) using an Aurelia X4 drone with a 5G smartphone onboard as user equipment (UE).

Altitudes ranged from **100-400 ft**, and logs were processed via Accuver XCAL/XCAP.



Fig. 5. Grid Flight Path

#### **ADAPTIVE FLIGHT ALGORITHM**

A Graph-Based Model was used to develop the adaptive flight algorithm, with simulation data.

Each node corresponds to a 3D point in space storing the following data:

- Latitude, Longitude, Altitude
- RSRP values for top 4 PCIs (PCI\_1 to PCI\_4)



Fig. 6. 3D Graph-Based-Model

ELECTRICAL & COMPUTER ENGINEERING

UNIVERSITY of WASHINGTON

# ADAPTIVE DRONE FLIGHT USING REAL-TIME 5G RF DATA



#### **Points of interest**

- PCI changes: Switches between cell towers
- Throughput drops: Sudden decline in data rate
- Handoff zones: Areas where tower switching occurs

#### **PCI Instability and** Handoff Zones from Simulation

 Penalized nondominant PCI zones due to unstable coverage and handoff risk.



Fig. 7. RSRP and Throughput over Time for Real-World Grid Flight

- Key Insights
- signaling handovers
- RSRP declines before handovers occur



Fig. 8. PCI Instability zones at 50m at Sixty Acres Park

# $ext{Cost}(i,j) = w_d imes rac{d_{ij}}{d_{max}} + w_r imes rac{R_{max}-R_j}{R_{max}-R_{min}} + w_h imes H(i,j)$

#### **Euclidean Distance**

Fig. 9. Cost Function Weights:  $w_{d(Distance weight)} = 0.5$ ,  $w_{r(RSRP weight)} = 0.2$ ,  $w_{h(Handover weight)} = 1$ 

### **REAL-WORLD TESTING OF PATH ALGORITHM**

Flights	RSRP (dBm)	RSRP (mW)	SINR (dB)	Throughput (Mbps)	Pathloss (dB)
400ft Baseline	+6.77%	+278.4%	+68.7%	+190%	+18.63%
300ft Baseline	+1.19%	+24.36%	+13.4%	+3.68%	-1.4%
200ft Baseline	-1.02%	-15.52%	-17.29%	-12.82%	-3.5%
100ft Baseline	+1.42%	+40.96%	-19.10%	-11.15%	+1.3%

Fig. 10 Comparison of KPIs: Adaptive Flight vs. Baseline Flight

Our algorithm is best suited for higher altitudes to maximize RF connectivity.

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**Cost Function** Applied to the Model

#### **RF KPI ANALYSIS**

## RSRP and Throughput Over Time (Throughput Colored by PCI) Throughput (PCI 58.0) hroughput (PCI 507.0) oughput (PCI 459.0) ughput (PCI 38.0) oughput (PCI 3.0)

• Throughput drops often align with PCI changes,



#### **RAYTRACING SIMULATION**

Simulation is critical for testing and refining cost functions, enabling safe, low-cost optimization before real flights. Its value depends on how closely it mirrors real-world flight data, verified through comparison.

#### **NVIDIA Omniverse**

Used Aerial Omniverse Digital Twin to simulate drone flights over UW campus. While promising, it was designed for ground-based models and required heavy GPU resources, leading us to pursue alternative solutions.

#### MATLAB

Used MATLAB Antenna Toolbox with ray-tracing for accurate RF modeling of a Sixty Acres site. Integrated OpenStreetMap buildings, USGA terrain, and T-Mobile antenna specs.

We modeled signal fading from shadowing, Rayleigh Effects, and terrain properties - resulting in simulation data closely matching real-world behavior (see Fig. X)



Gridded box simulations revealed spatial RSRP dynamics critical for adaptive flight planning, highlighting:

- RSRP Fading
- Dominant PCI
- Handoff Zones
- Band Variations

# **FUTURE WORK**





**Fig. 11.** UW Quad multipath propagation modeled through NVIDIA Omniverse.



Fig. 12. Sixty Acres Park Site with Antenna and UAV Receiver Rays



Fig. 13. RSRP Comparison: Simulation VS Real Flight



Fig. 14. RSRP Fading



Fig. 15. Dominant PCI and Handoff Zones

• Expand compatible KPIs in simulation and cost function (e.g. throughput, SINR, pathloss) • Improve simulation accuracy with detailed antenna patterns and locations • Implement Q-learning (reinforcement learning) to reduce reliance on simulation • Design on-board implementation integrated with drone controls