

# ITU-ML5G-PS-001: Graph Neural Networking Challenge 2021 - Creating a Scalable Network Digital Twin

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GAIN TEAM

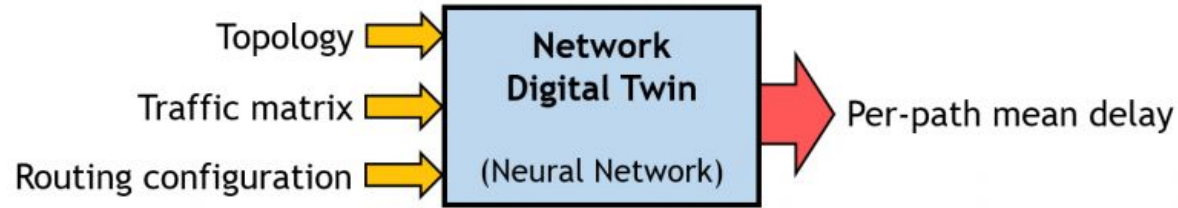
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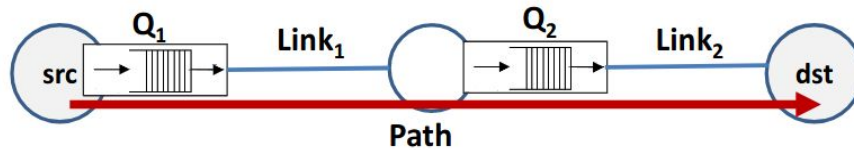
- Description of our best approach
- Problems and possible improvements
- Conclusions and acknowledgments
- Q&A



# Description of our best approach

Solution based on RouteNet Tensorflow

1st step: Apply the queue occupancy approach



$$\text{Delay}_{L_1} = \text{Occupancy}_{Q_1} * \text{Size}_{Q_1} / \text{Cap}_{L_1}$$

$$\text{Delay}_{\text{Path}} = \sum_{k=1}^N \text{links} \text{ Delay}_{L_k}$$

occupancy = avgPortOccupancy/queueSize

**occupancy**<sub>Q<sub>1</sub></sub> in 0-1 values range

**avgPortOccupancy** in number of packets

**queueSize** (Size<sub>Q<sub>1</sub></sub>) in number of packets

**capacity** (Cap<sub>L<sub>1</sub></sub>) = (bits/time unit)/avgPktSize → in packets/time unit

Result on evaluation platform: 30.40 % MAPE

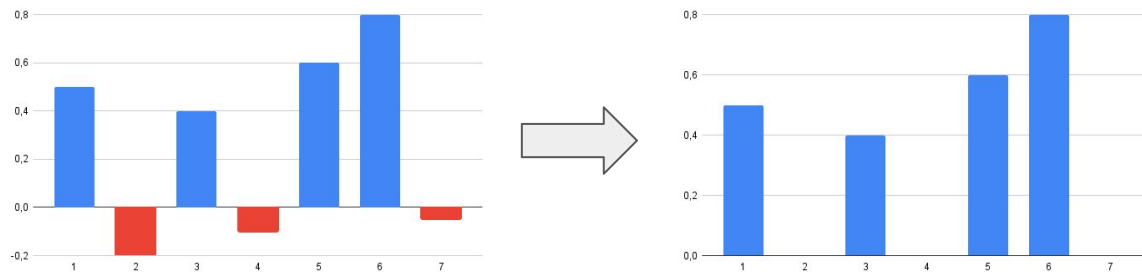
# Description of our best approach

## 2nd step: Limit occupancy results

Few results predicted a negative occupancy

**Solution: negative predicted occupancy rounded to zero**

Result on evaluation platform: 30.18 % MAPE



# Description of our best approach

## 3rd step: Path length feature

Setting 1: Longer paths

Setting 2: Higher capacity links

Setting 3: Mix of both features

Worse results for artificial longer paths (Setting 1)

**Solution: new path length attribute for each path**

TABLE I  
MAPE ORIGINAL ROUTENET VS OCCUPANCY IMPLEMENTATION

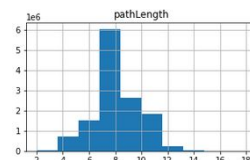
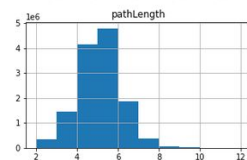
	Full validation	Setting 1	Setting 2	Setting 3
Original model	187,28	79,14	253,07	247,21
Our occupancy approach	28,82	63,58	21,02	21,54
		50 nodes Setting 1	50 nodes Setting 2	50 nodes Setting 3
Original model		50,15	68,48	44,66
Our occupancy approach		18,86	21,04	17,18
		300 nodes Setting 1	300 nodes Setting 2	300 nodes Setting 3
Original model		92,97	345,13	368,01
Our occupancy approach		96,41	31,56	24,26

# Description of our best approach

## 4th step: Normalize predictor variables

Data distributions in different value ranges in train and validation datasets:

- bandwidth (link property)
- AvgBw (path property)
- pathLength



**Solution: min-max normalization as a preprocessing in the transformation function (as suggested on the challenge GitHub)**

Result on evaluation platform (3 and 4 steps together): 28.73 % MAPE

# Description of our best approach

## Parameters

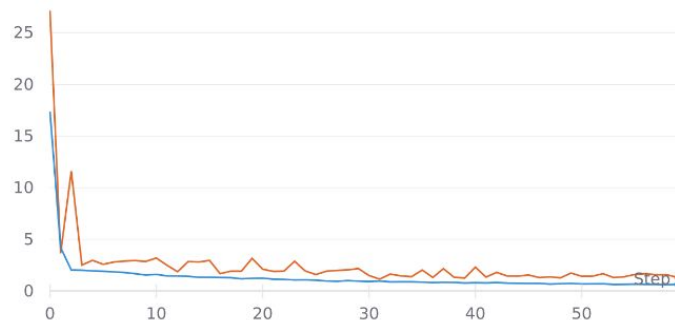
No modifications to loss functions, hyper-parameters, or Routenet architecture

Number of epochs reduced from 100 to 60 for faster testing

## Features used

Path features	
Traffic	Average bandwidth through the path
PathLength	Number of nodes in path
Link features	
Capacity	Link bandwidth (bits/time unit)

Fig. 1. MAPE on train (blue) and validation (orange) datasets  
MAPE, val\_MAPE



# Other things we tried

## New feature. offeredTraffic of a link

Sum of the average traffic of all the paths passing through a link divided by the capacity of that link, resulting in a scalar variable assigned to the link state.

## Include pktsGen feature

Include the number of packets generated per second, max-min normalized, as a path feature. Higher correlation to delay was later seen in the data analysis.

## Average packet size (APS) for each link for occupancy post processing

Average traffic in bits per second for each path, divided by the packets generated.

Calculate all the APS for each link forming a path. Do for all paths.

For each link, obtain the APS of all the paths that go through each link.

## Early stopping

## Low occupancy MAPE. high delay MAPE?

Low validation 1.317% MAPE for the occupancy prediction, 47% MAPE for the delay prediction



# Conclusions and acknowledgements

First experience in GNN for some participants → satisfied with the result

We plan to work further to improve the results now that the test dataset with labels is released.

This competition has helped us to gain experience in tuning and developing GNNs, a field that has a steep learning curve.

The GAIN team wants to thank the contributions and insights of Dr. Miguel Camelo and the University of Antwerp having given access to us to their GPU platform.

We are looking forward to the next challenge

# Any questions?