



Toward Open, Programmable, and Virtualized 5G Networks

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Toward Open, Programmable, and Virtualized 5G Networks

Contributions from

Institute for the Wireless Internet of Things, Northeastern University

- L. Bonati, M. Polese, S. D'Oro, S. Basagni, and T. Melodia, "Open, Programmable, and Virtualized 5G Networks: State-of-the-Art and the Road Ahead," Computer Networks, vol. 182, December 2020.
- L. Bonati, S. D'Oro, M. Polese, S. Basagni, and T. Melodia, "Intelligence and Learning in O-RAN for Data-driven NextG Cellular Networks", arXiv:2012.01263 [cs.NI], December 2020

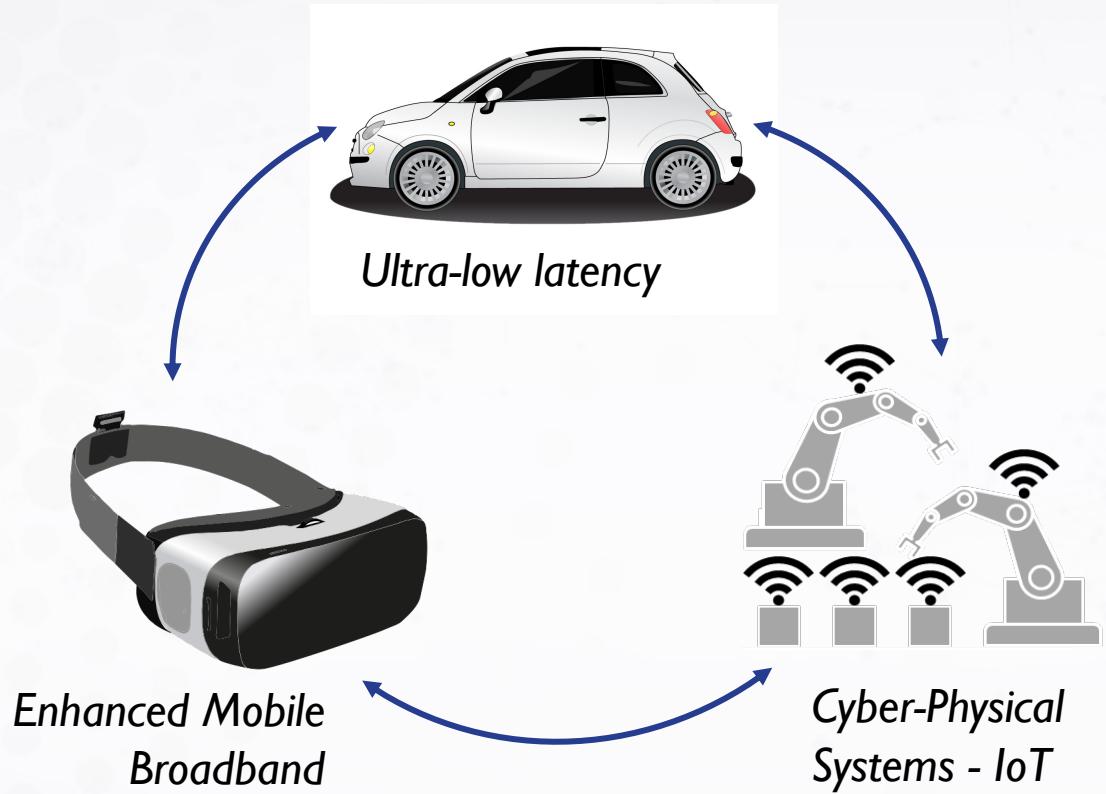
University of Padova and AT&T Labs

- M. Polese, R. Jana, V. Kounev, K. Zhang, S. Deb, M. Zorzi, "Machine Learning at the Edge: a Data-Driven Architecture with Applications to 5G Cellular Networks", IEEE Transactions on Mobile Computing, June 2020

Outline

- Openness and programmability
- 5G open, programmable, and virtualized architectures
- Intelligent control through O-RAN
- Use cases:
 - Self-clustering and load prediction
 - Scheduler selection with DRL
- Conclusions
- Useful resources

Why do we need a new architecture? - 1



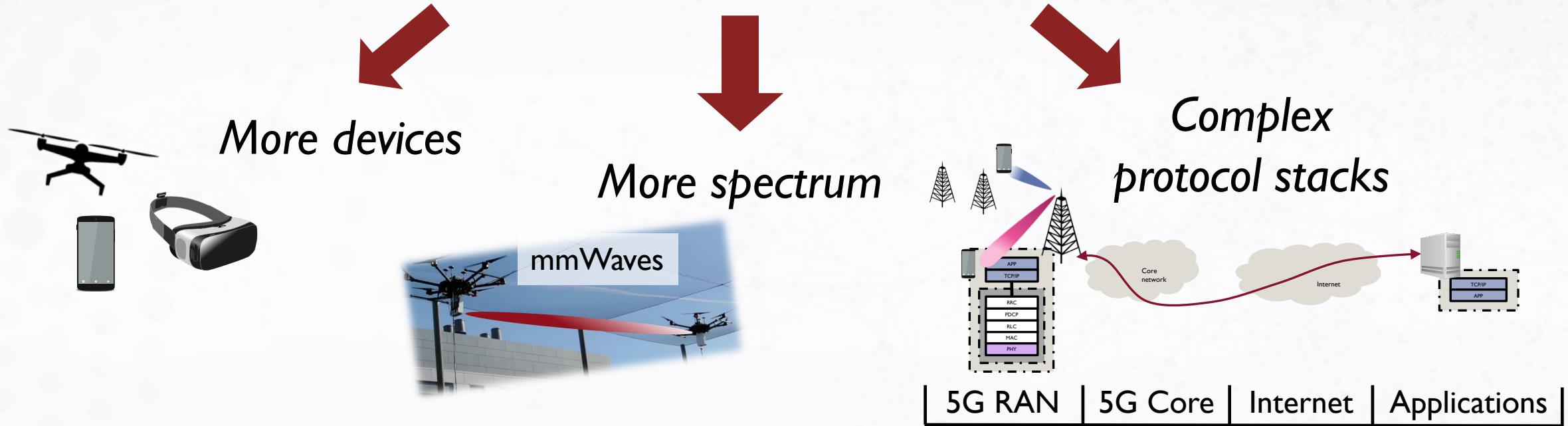
5G supports a **diverse** and **heterogeneous** set of use cases



Need a **flexible** and **programmable** network architecture

Why do we need a new architecture? - 2

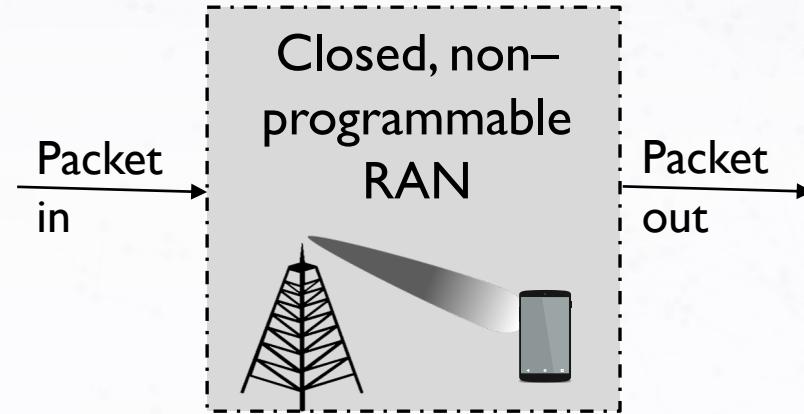
Network complexity is increasing



Need an **automated** and **intelligent** network architecture

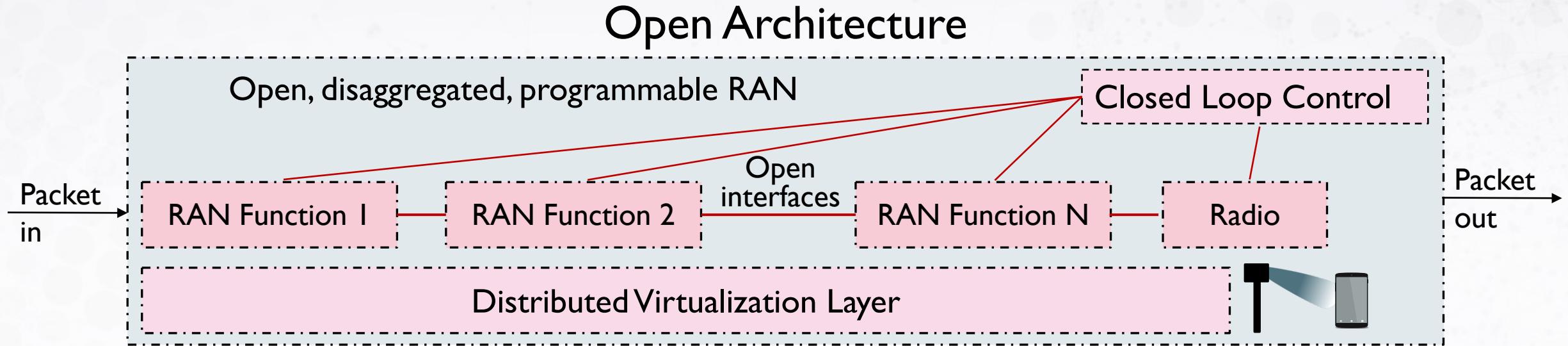
Toward open, programmable cellular architectures

Black box Architecture



- Limited re-configurability and adaptability
- Limited coordination among network nodes
- Vendor lock-in

Toward open, programmable cellular architectures

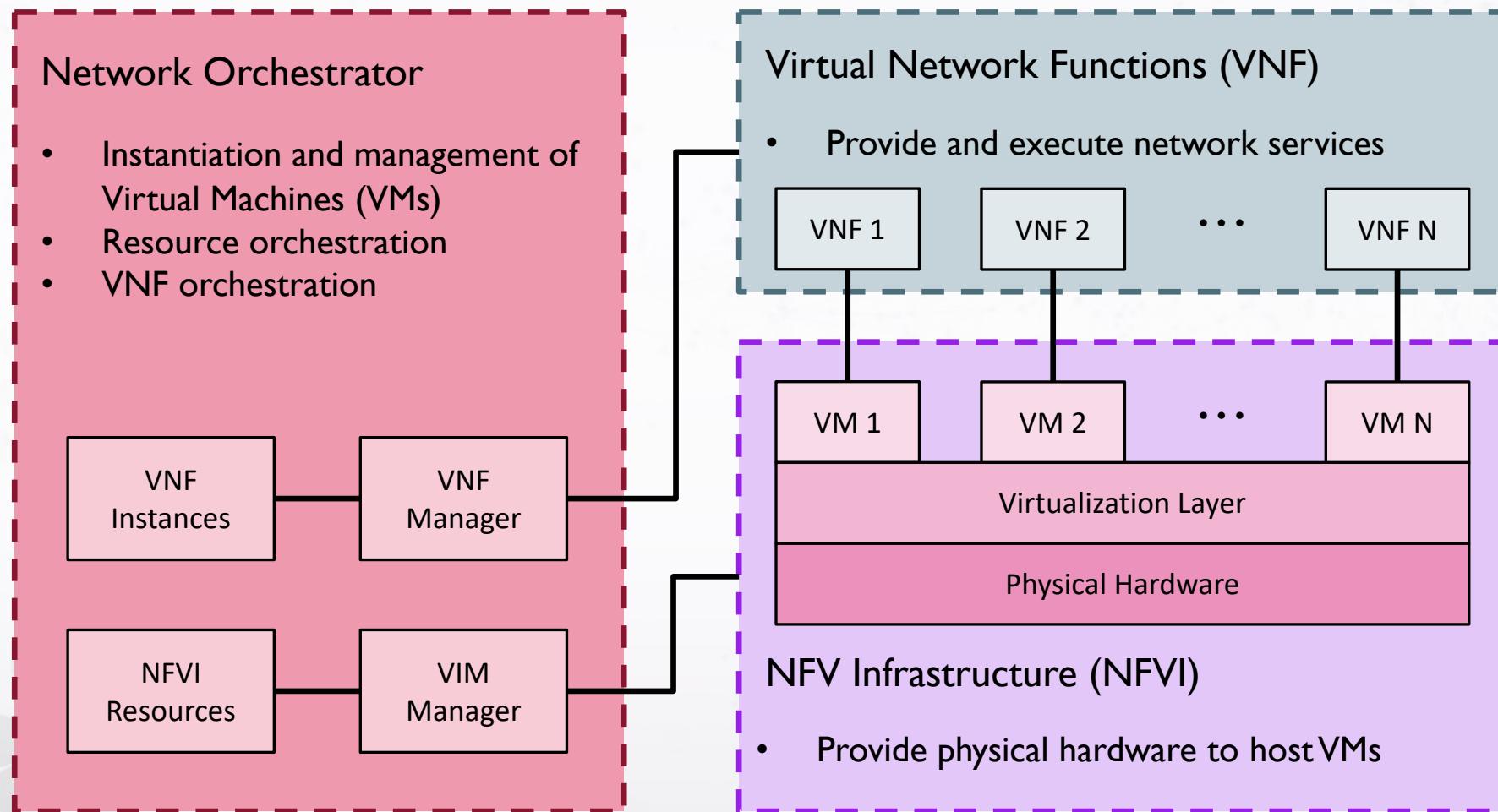


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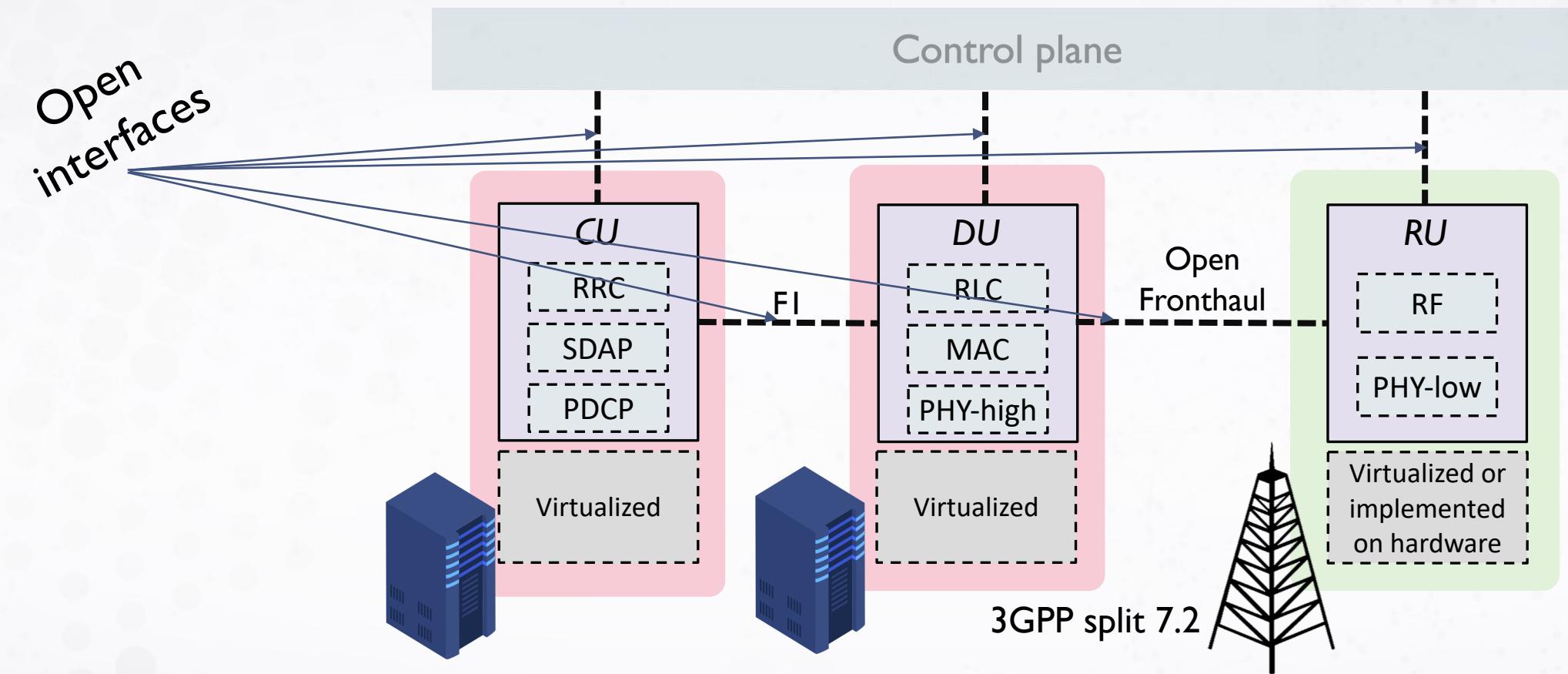
1. Virtualization
2. Disaggregation and open interfaces
3. Programmable network nodes and control loops

Virtualization

Networking functionalities are implemented in **software**,
and run on **white-box** hardware

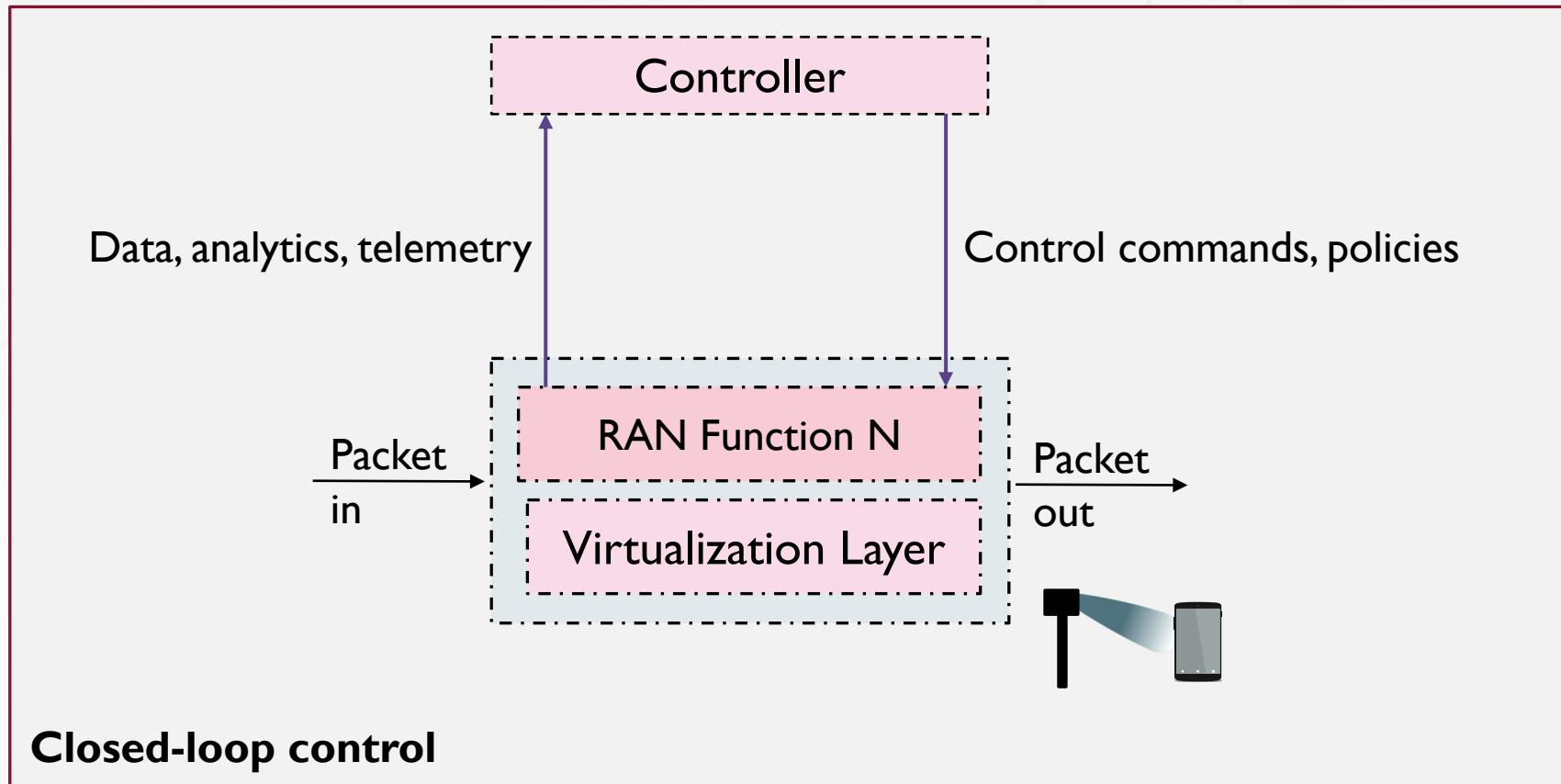


Disaggregation and open interfaces



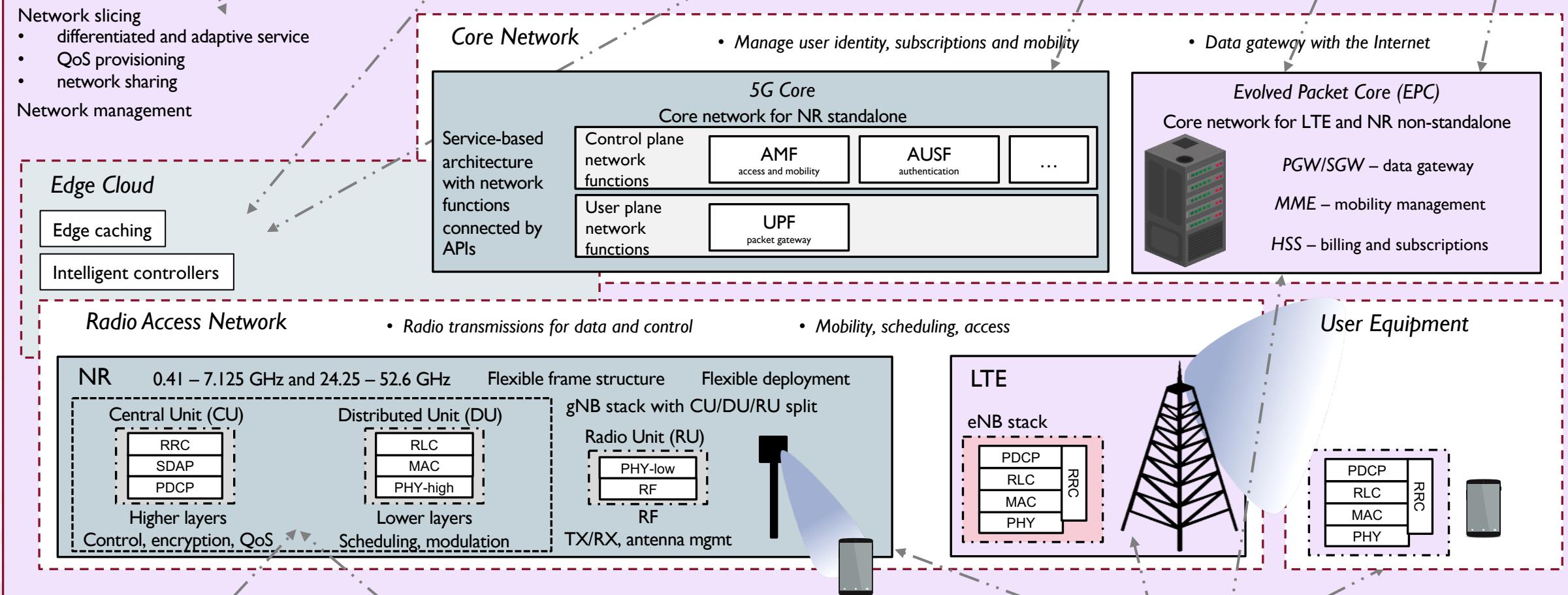
The RAN and Core network nodes are split into multiple **network functions**, connected through **standardized interfaces**

Programmable network nodes and control loops



- I. Implement programmable control logic
2. Embed intelligence in the network

5G open, programmable, and virtualized architecture



Resources on 5G open source software

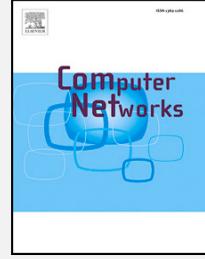
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Survey paper

Open, Programmable, and Virtualized 5G Networks: State-of-the-Art and the Road Ahead[☆]



Leonardo Bonati ^{*}, Michele Polese, Salvatore D'Oro, Stefano Basagni, Tommaso Melodia

Institute for the Wireless Internet of Things, Northeastern University, Boston, MA 02115, USA

Open, Programmable
and Virtualized 5G
Networks
Consider contributing to this open list
on Github

Architectural Enablers of 5G Cellular
Networks

Radio Access Network

Core Network

RAN and Core Frameworks

Open Virtualization and Management

Frameworks

Software Defined Radios

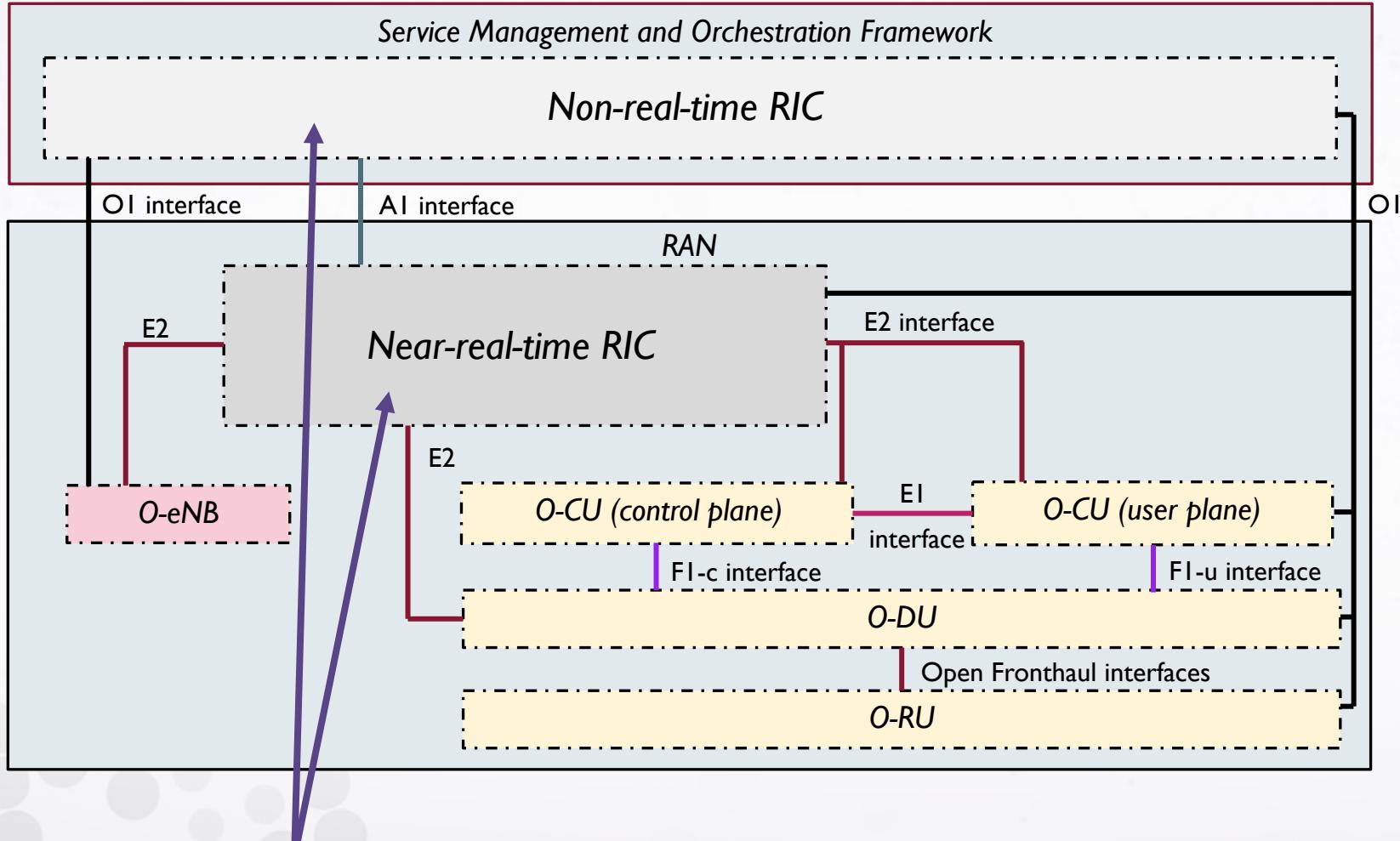
Open Testbeds

Institute for the Wireless
Internet of Things
Northeastern

This website itself is open source and it
contribute relevant information and keep it up
researchers at the Institute for the Wireless Internet
Northeastern University, who have co-authored the paper at the
this project:

Leonardo Bonati, Michele Polese, Salvatore D'Oro, Stefano Basagni, and
Tommaso Melodia, "Open, Programmable, and Virtualized 5G Networks:
State-of-the-Art and the Road Ahead," Computer Networks (COMNET), vol.
182, December 2020. [web] [pdf] [bibtex]

Website: open5g.info

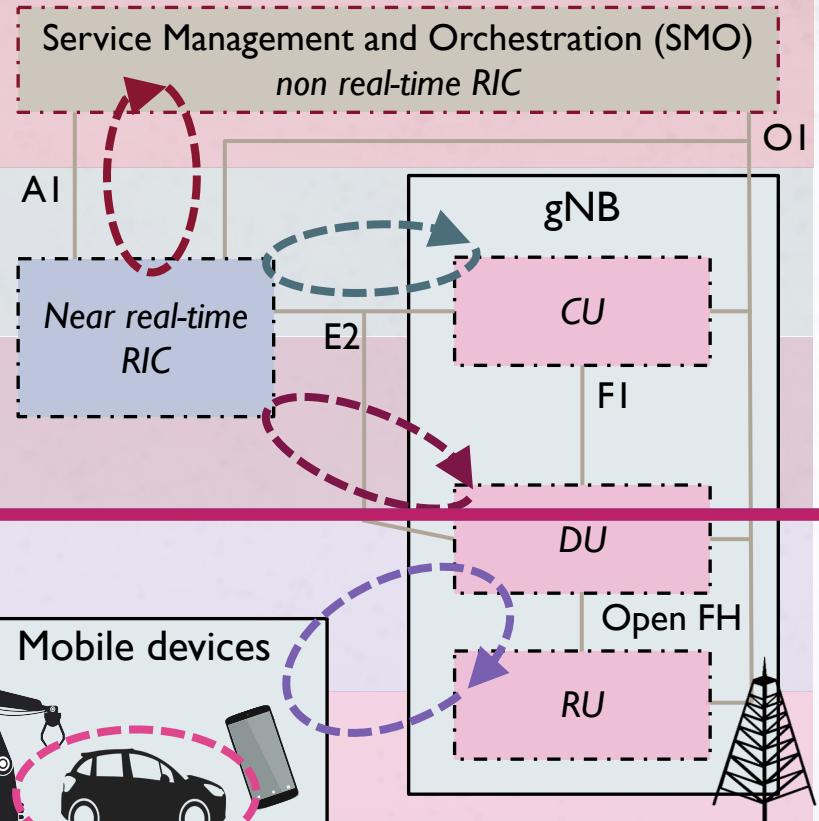


4. RAN Intelligent Controllers

1. Open, standardized interfaces
2. Disaggregated RAN
3. Open-source contributions

Intelligent Control Loops

Currently supported by O-RAN

Control and learning objective	Scale	Input data	Timescale	Architecture
Policies, models, slicing	> 1000 devices	Infrastructure-level KPIs	Non real-time > 1 s	
User Session Management e.g., load balancing, handover	> 100 devices	CU-level KPIs e.g., number of sessions, PDCP traffic	Near real-time 10-1000 ms	
Medium Access Management e.g., scheduling policy, RAN slicing	> 100 devices	MAC-level KPIs e.g., PRB utilization, buffering	Near real-time 10-1000 ms	
Radio Management e.g., resource scheduling, beamforming	~10 devices	MAC/PHY-level KPIs e.g., PRB utilization, channel estimation	Real-time < 10 ms	
Device DL/UL Management e.g., modulation, interference, blockage detection	1 device	I/Q samples	Real-time < 1 ms	

For further study or not supported

Use cases for intelligent and programmable 5G networks

Data-driven clustering and load prediction

Real-world dataset from AT&T with
>600 base stations

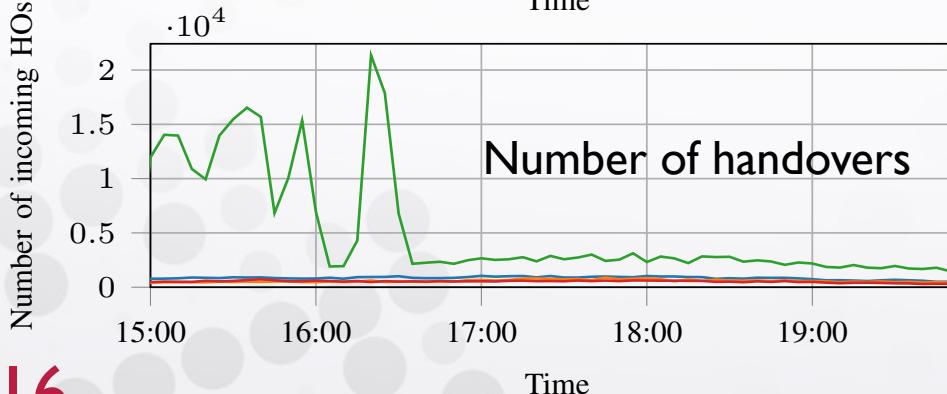
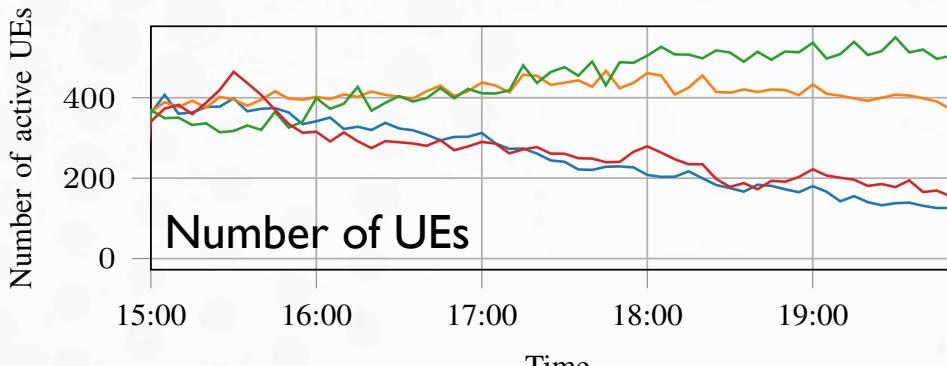
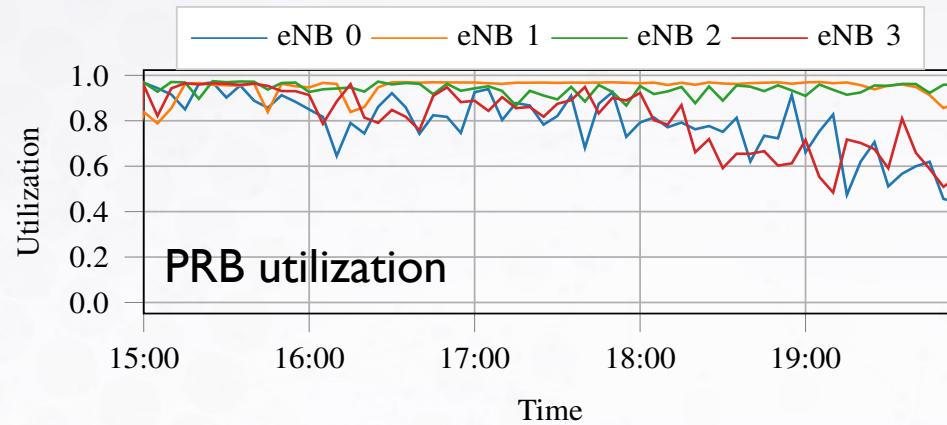
Scheduling selection with deep reinforcement learning

First O-RAN demonstration with white-box real-time RAN control Colosseum

Data-driven clustering and prediction

Data-driven clustering
and load prediction

Scheduling selection
with deep
reinforcement learning



The dataset:

- 472 eNBs in San Francisco
 - February 2017, every day, 3 P.M. to 8 P.M.
- 178 eNBs in Palo Alto
 - June-July 2018, 24h
- 4G LTE deployment
- Data collected:
 - Resource utilization
 - Number of incoming and outgoing handovers
 - Number of active UEs

Data-driven operations: RAN clustering

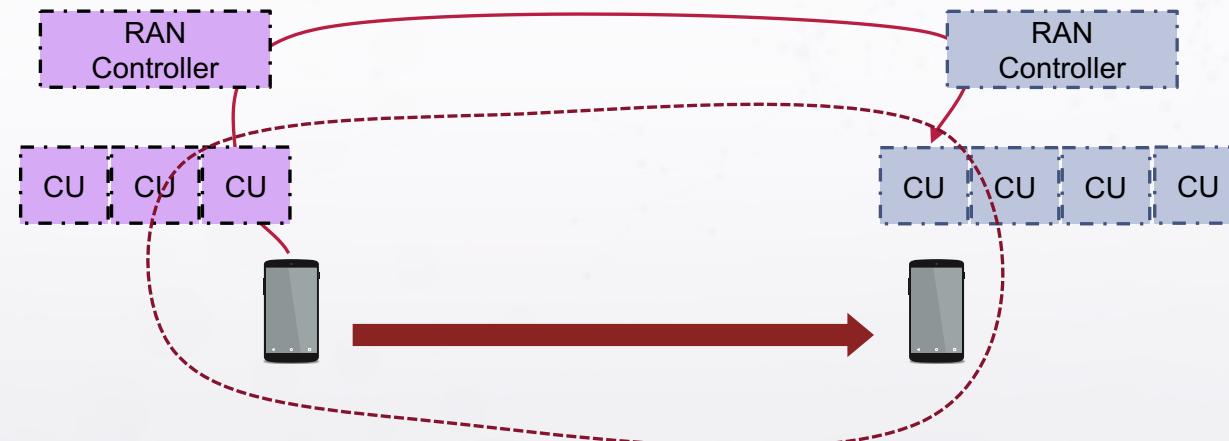
Data-driven clustering
and load prediction

Scheduling selection
with deep
reinforcement learning

- How can the network automatically match the CU and controllers?
- Goal: minimize the interaction among different controllers
 - Avoid inter-controller sync-up
 - Avoid the exchange of inter-controller messages



Minimize the control plane latency



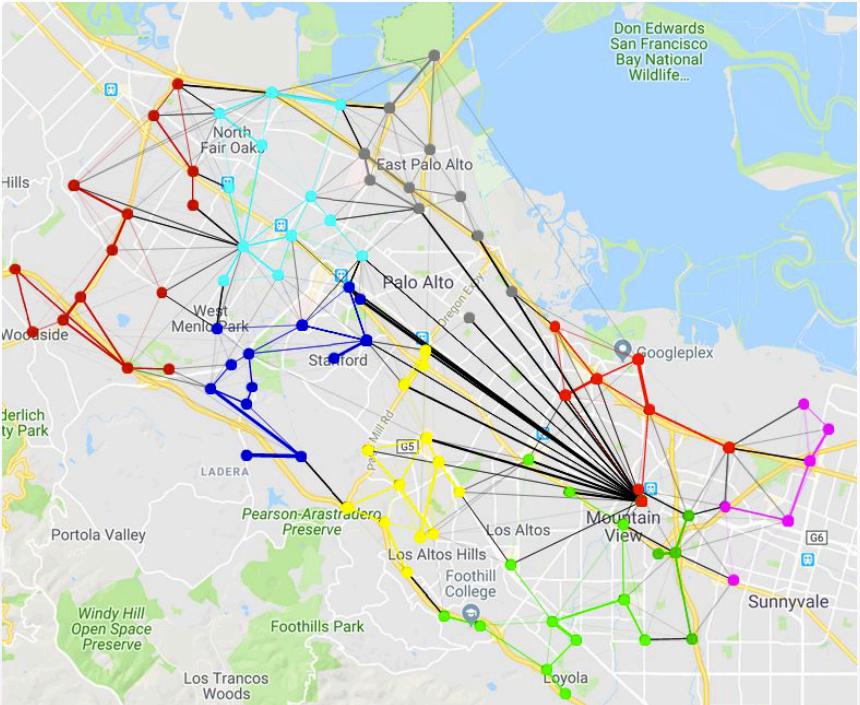
Data-driven operations: RAN clustering

Data-driven clustering
and load prediction

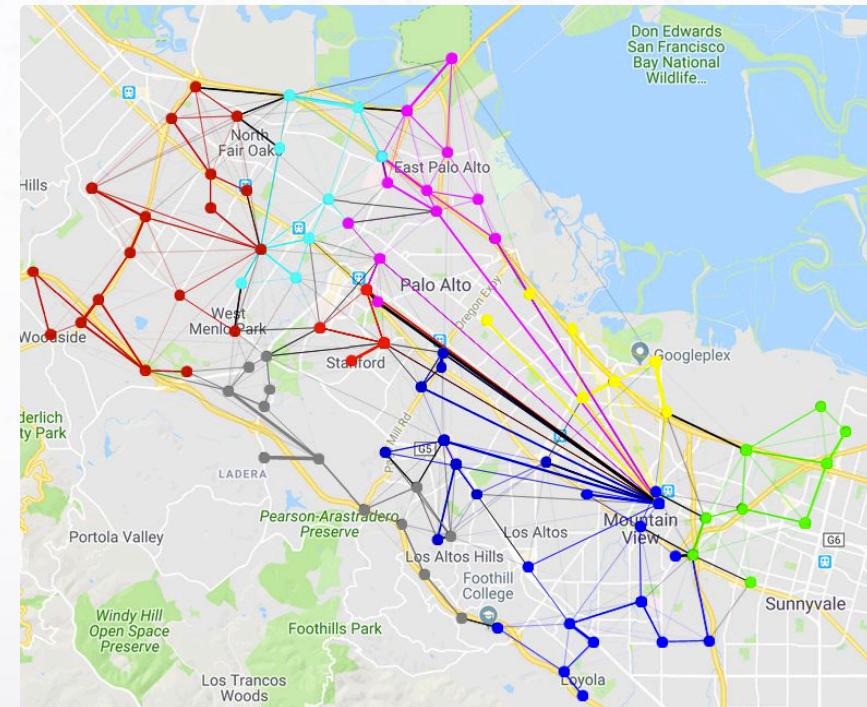
Scheduling selection
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reinforcement learning

Goal: minimize inter-controller interactions
(impact on control plane latency)

Clustering based on
base station positions
(fixed, no dynamic data)



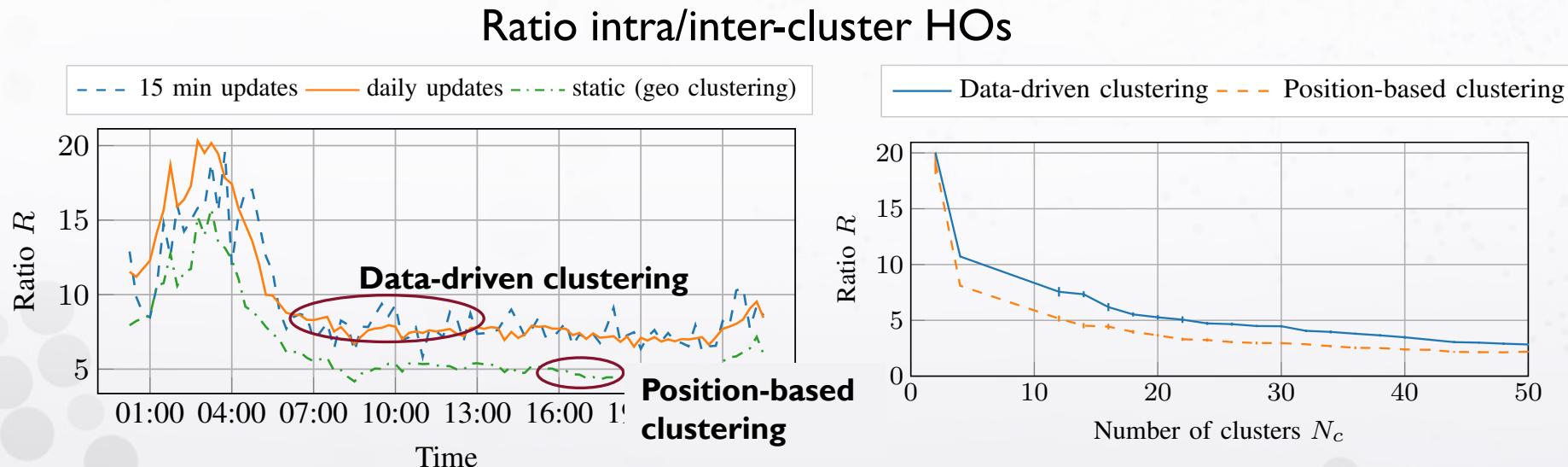
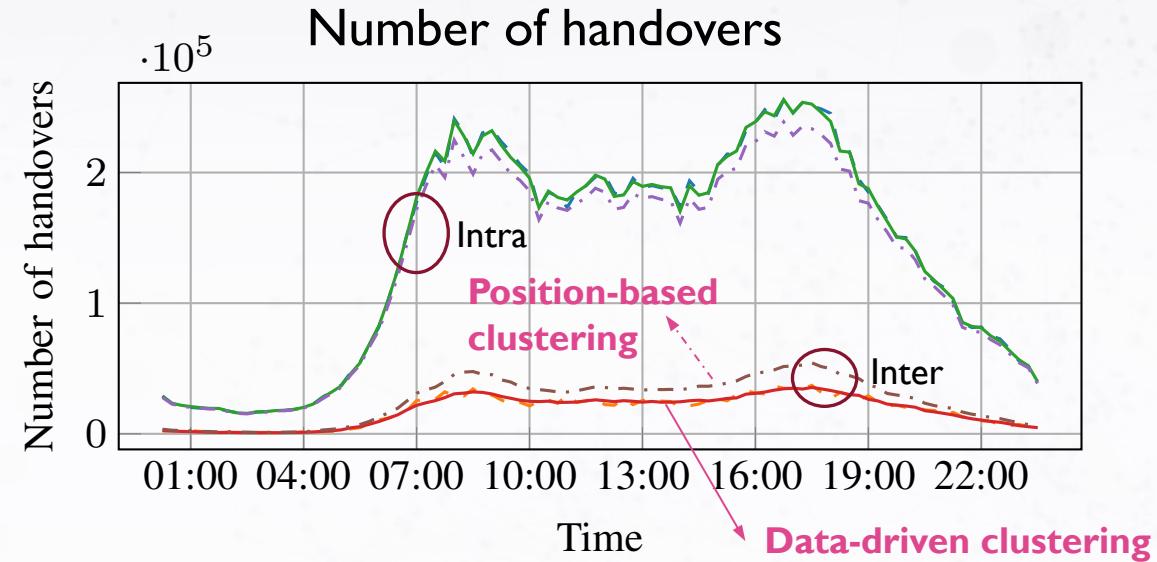
Clustering based on
handover transitions
(dynamic, based on network data)



Data-driven operations: RAN clustering

Data-driven clustering
and load prediction

Scheduling selection
with deep
reinforcement learning



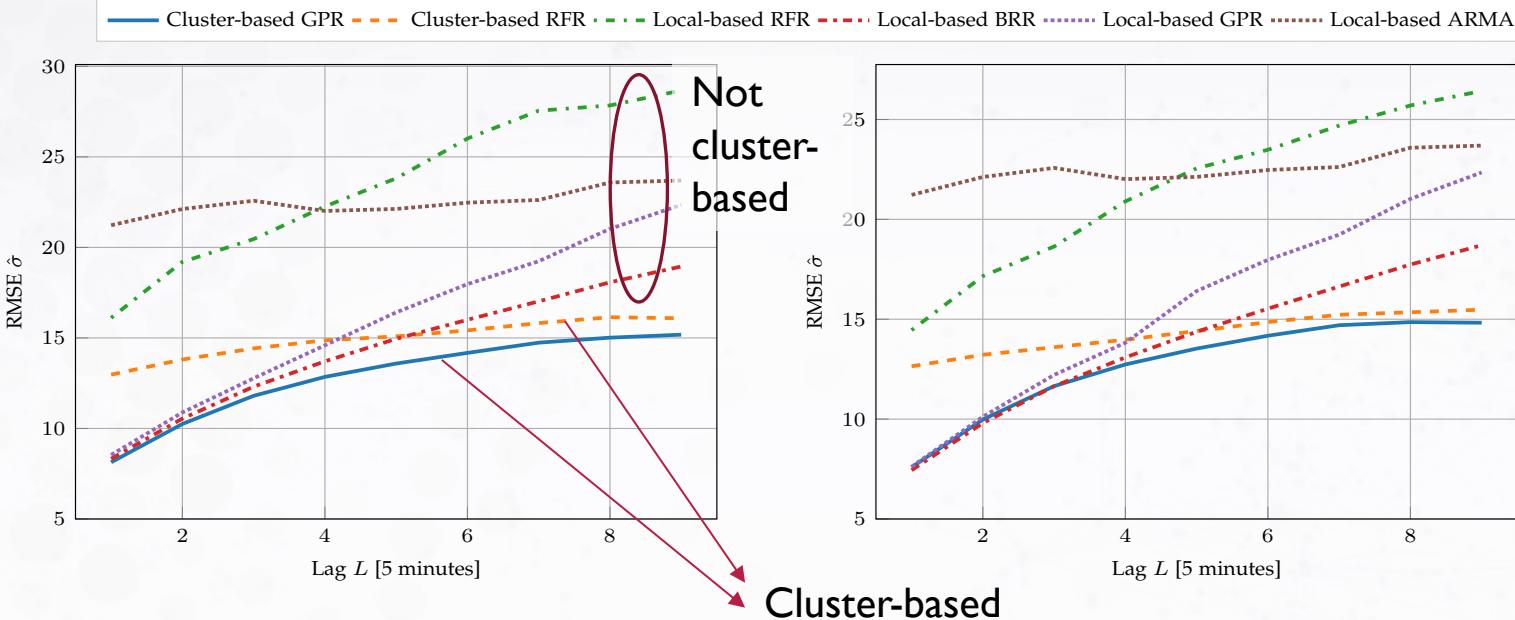
Goal: predict the number of active UEs

- **Local-based method:** train a different model in each BS to predict the number of UEs in each single BS
 - This is what is possible in 4G LTE networks
- **Cluster-based method:** train a model per cluster, predict a vector with the number of UEs in each BS of the cluster
 - **Enabled by RAN controllers**
 - **Exploit spatial correlation to improve the prediction**

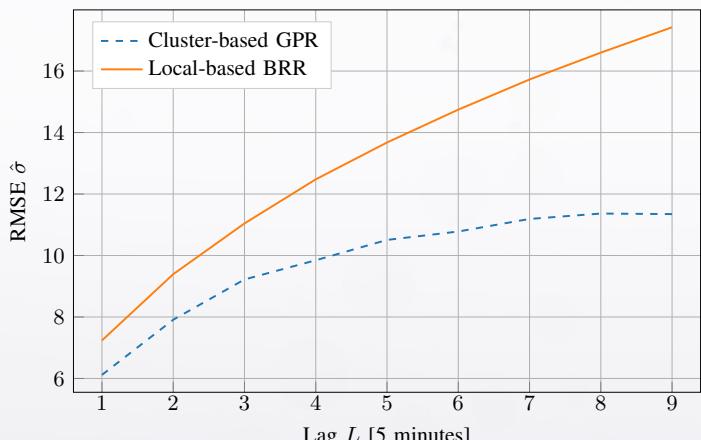
Data-driven operations: prediction

Data-driven clustering
and load prediction

Scheduling selection
with deep
reinforcement learning



Results on a
sample cluster

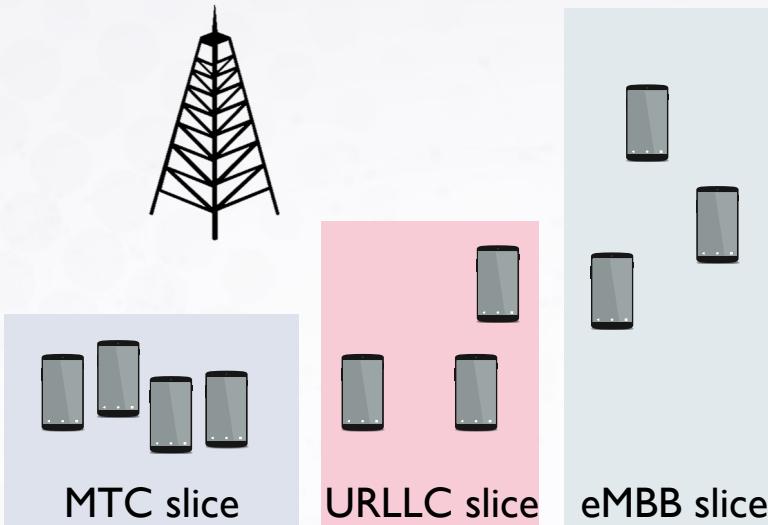


Average results
on all clusters

Intelligent scheduling for RAN slicing

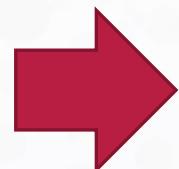
Data-driven clustering
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Challenging environment:

- Dynamic channel
- Dynamic resource allocations for each slice



Exploit **data-driven** closed-loop control with the **near real-time RIC** to automatically tune the RAN parameters for **each slice**

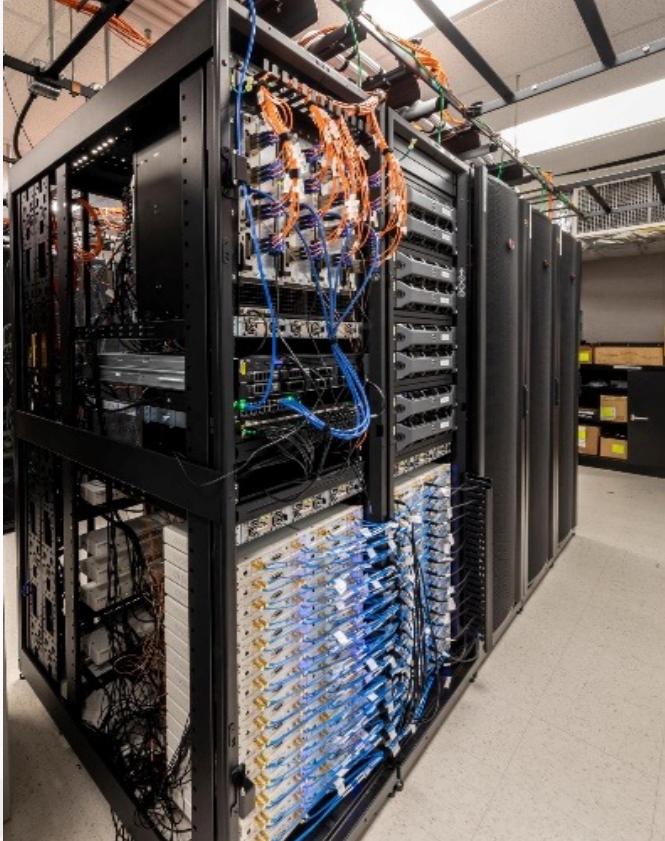
We focus on scheduling policy selection through Deep Reinforcement Learning (DRL)

O-RAN integration in Colosseum

Data-driven clustering
and load prediction

Scheduling selection
with deep
reinforcement learning

Colosseum is the world most powerful hardware-in-the-loop network emulator



- 256 software-defined radios
- 25.6 GHz of emulated bandwidth, 52 TB/s RF data
- 21 racks of radios, 171 high-performance servers w/ CPUs, GPUs
- Massive computing capabilities (CPU, GPU, FPGA):
 - > 900 TB of storage
 - 320 FPGAs
 - 18 10G switches
 - 19 clock distribution systems
 - 52 TB/s of digital RF data

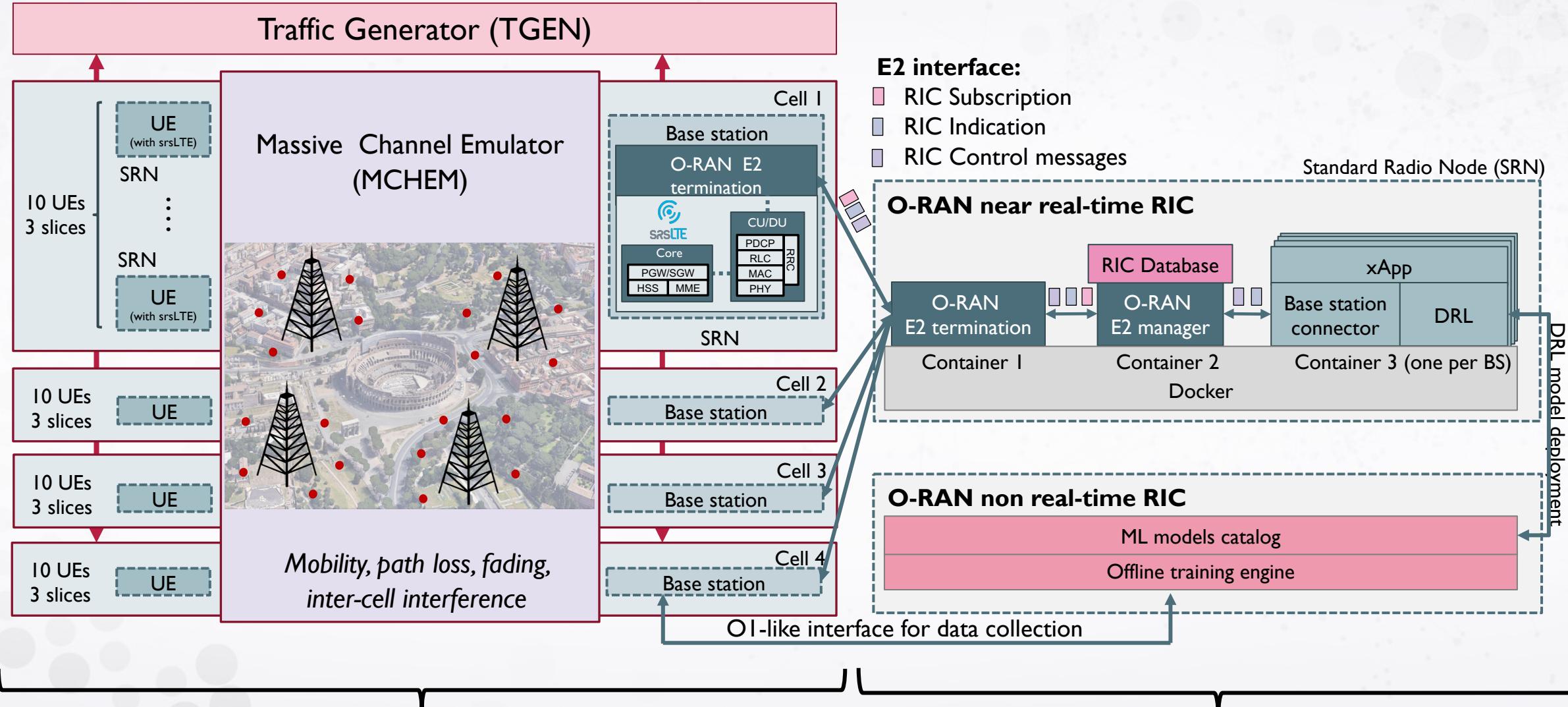


We can create and test complex
5G scenarios

O-RAN Integration in Colosseum

Data-driven clustering
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Fully virtualized RAN on white-box hardware

O-RAN open-source infrastructure

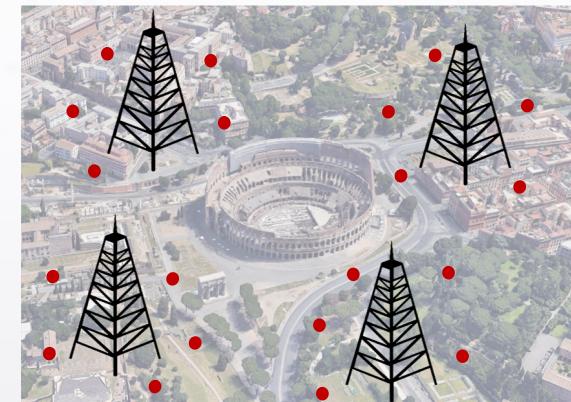
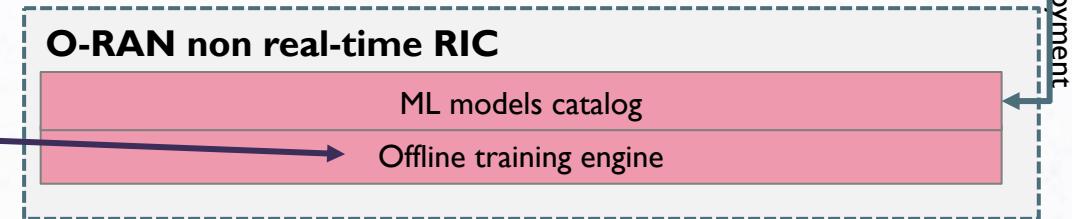
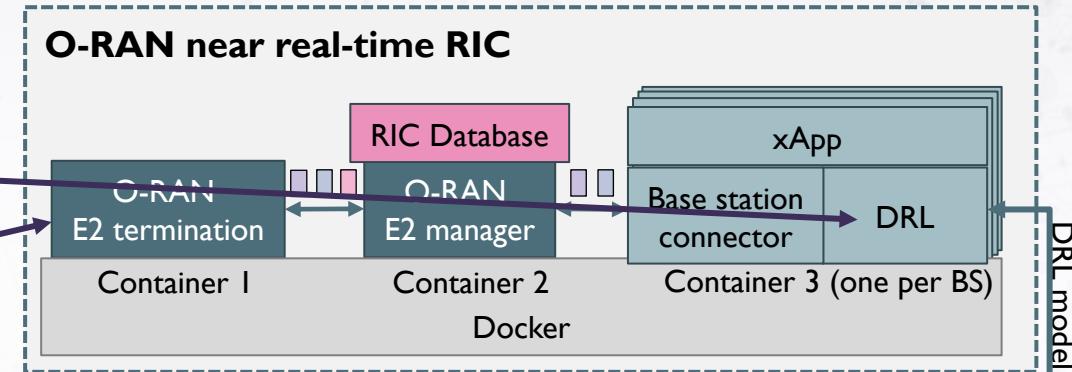
O-RAN Integration in Colosseum

Data-driven clustering
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Scheduling selection
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I2 DRL agents running in parallel

- Fully-connected neural network (5 layers & 30 neurons each)
- *Online* inference w/ real-time RAN performance data
- Trained *offline* on 6 GB of data & 63 hours of experiments
- Decisions on scheduling policies of each BS slice
 - Round-robin (RR)
 - Waterfilling (WF)
 - Proportional fair (PF)

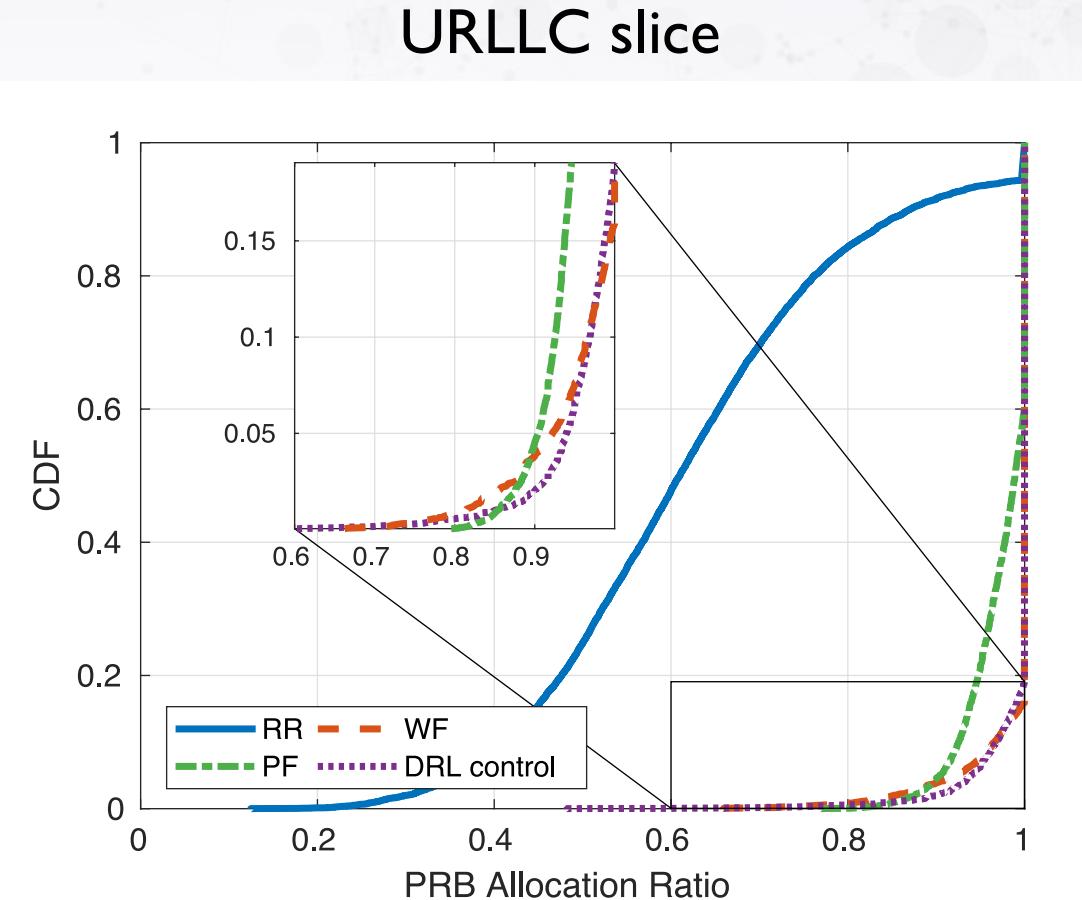
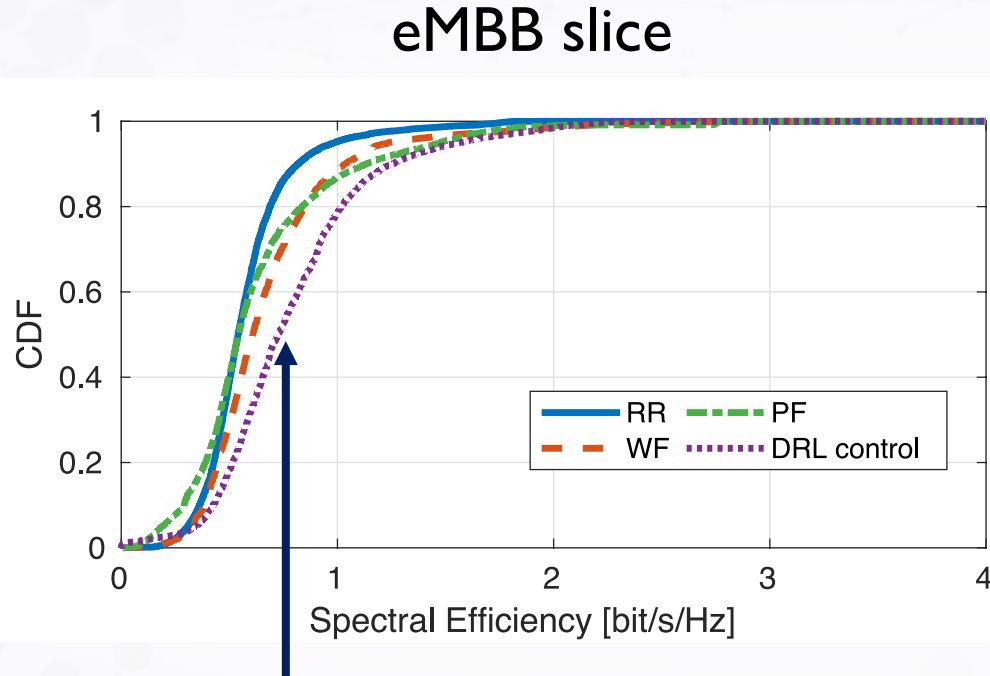


Dense urban
scenario, 4 BSs, 40
UEs w/ pedestrian
mobility

Experimental results

Data-driven clustering
and load prediction

Scheduling selection
with deep
reinforcement learning



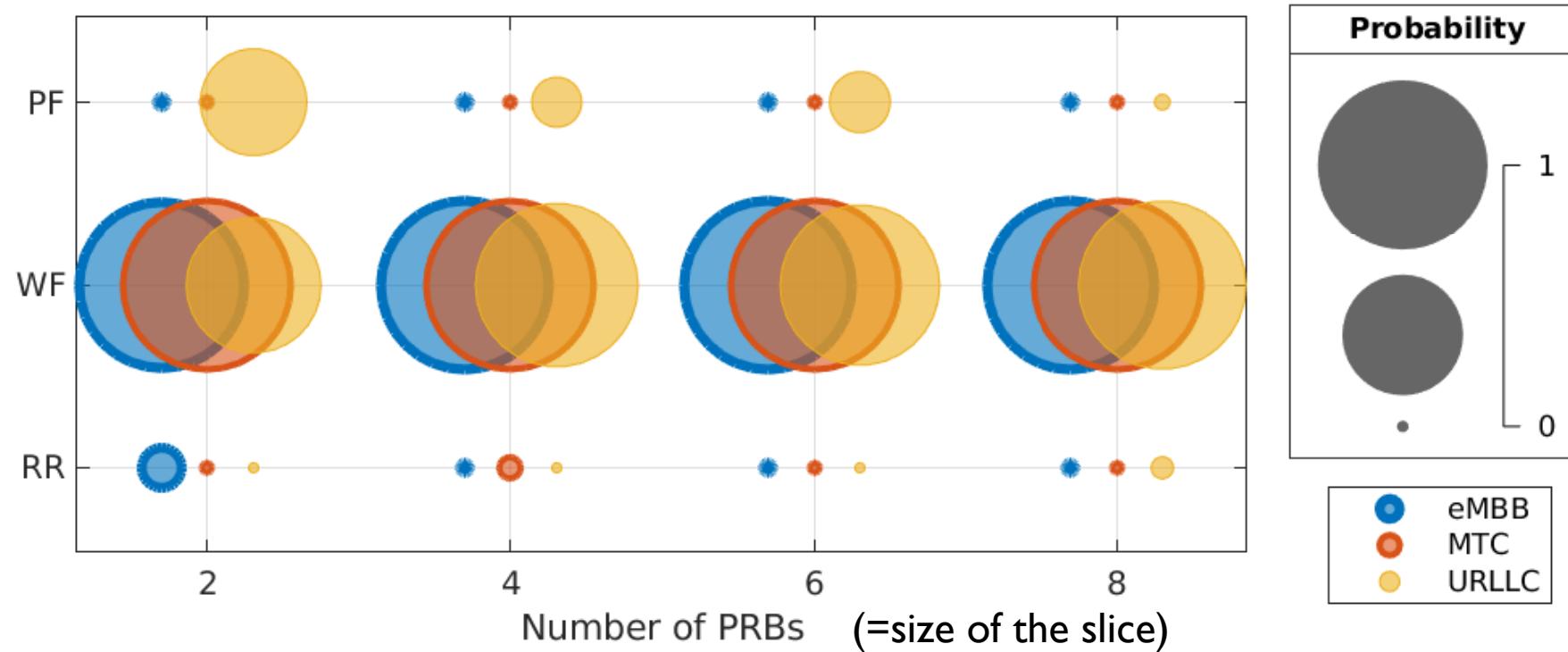
- Improve spectral efficiency for eMBB users
- Satisfy URLLC users requests
- Reduce RLC buffer occupancy by 20%

Experimental results – policy selection

Data-driven clustering
and load prediction

Scheduling selection
with deep
reinforcement learning

Probability that the DRL agent selects a certain policy



- Different behaviors for the 3 slices
- Different behaviors for different slice sizes



Need data-driven, adaptable approach

Conclusions

Future cellular networks will be

Open

Programmable

Virtualized

truly enabling the vision of data- and AI-driven networks

Road ahead:

- Testbeds and platforms for intelligent RAN development
- Dataset availability
- More involvement toward open-source protocol stacks

Resources

- Open source 5G software website: <https://open5g.info>
- Colosseum website: <https://colosseum.net>
- PAWR platforms: <https://advancedwireless.org>
- Institute for the Wireless Internet of Things:
<https://www.northeastern.edu/wiot/>

N Institute for the Wireless
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