



**Institute for the Wireless
Internet of Things**

at Northeastern University

O-RAN Research in Colosseum

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O-RAN opens the RAN to intelligent control

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

Open Challenges



Need large-scale heterogeneous datasets



Need testing of closed-loop control without compromising network performance

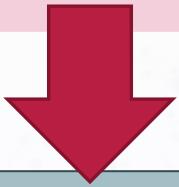


Need algorithms that generalize to different scenarios and conditions

Experimental platforms for wireless AI



Need large-scale heterogeneous datasets

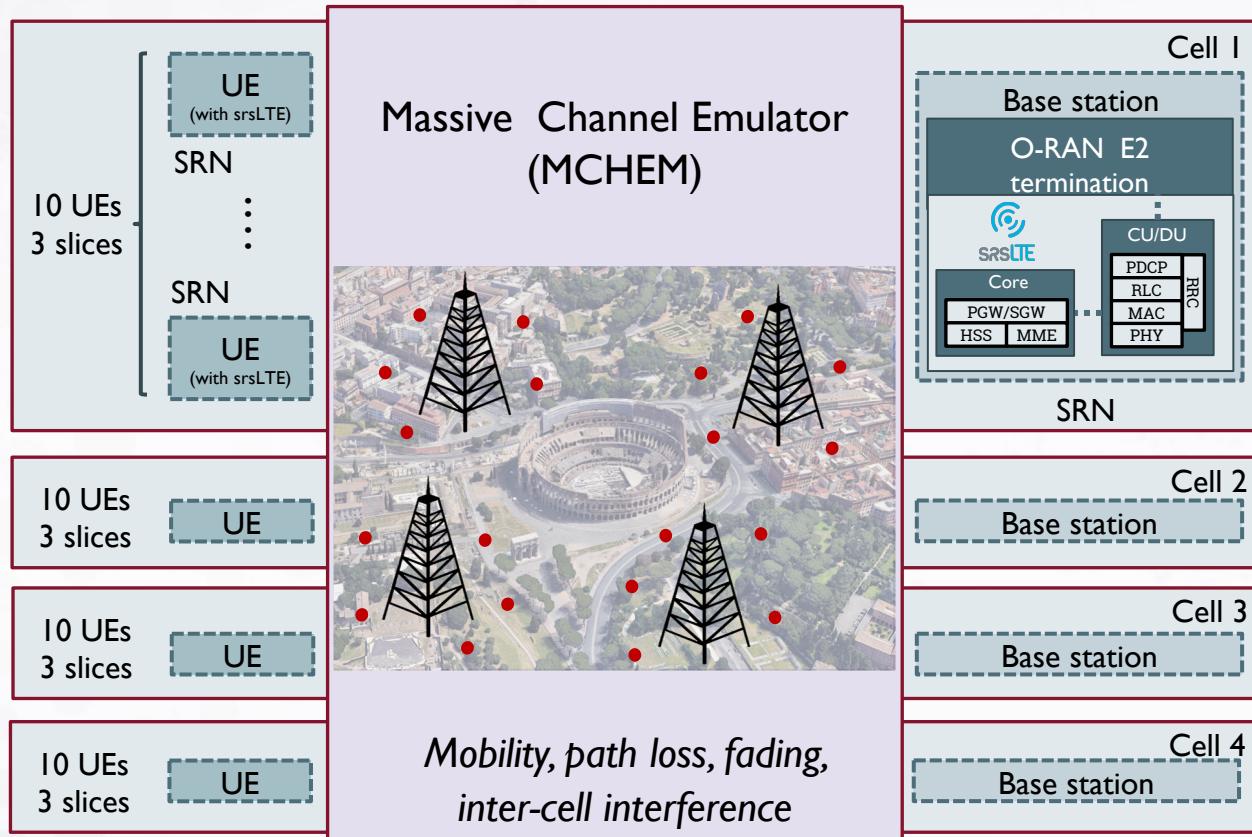


*PAWR platforms and Colosseum can be used
to collect **datasets** at scale*



Tools are available for large-scale data collection in cellular networks: SCOPE platform
<https://github.com/wineslab/colosseum-scope>

Example of large scale data collection with Colosseum



Large scale cellular scenario
with:

- 4 base stations
- 10 UEs in each base station
- *Different configurations and parameters for the RAN*

<https://github.com/wineslab/colosseum-oran-commag-dataset>

Dataset configurations and parameters

- Radio Frequency (RF) scenario setup (Colosseum Rome scenario):
 - Close: UEs uniformly distributed within 20 m of each BS
 - Medium: UEs uniformly distributed within 50 m of each BS
 - Far: UEs uniformly distributed within 100 m of each BS
- UE Mobility:
 - Static: no mobility
 - Slow: 3 m/s
- Traffic classes:
 - eMBB: Constant bitrate traffic (1 Mbps per UE)
 - MTC: Poisson traffic (30 pkt/s of 125 bytes per UE)
 - URLLC: Poisson traffic (10 pkt/s of 125 bytes per UE)

Dataset configurations and parameters

Training	Slice Scheduling Policy			Slice RBG Allocation		
	Slice 0	Slice 1	Slice 2	Slice 0	Slice 1	Slice 2
tr0	PF	RR	PF	1	2	4
tr1	WF	RR	RR	1	4	2
tr2	RR	PF	WF	2	1	4
tr3	WF	WF	PF	2	4	1
tr4	RR	WF	WF	4	2	1
tr5	WF	WF	WF	4	1	2
tr6	PF	PF	WF	2	2	3
tr7	WF	RR	PF	2	3	2
tr8	WF	PF	RR	3	2	2
tr9	PF	WF	RR	3	3	1
tr10	RR	RR	PF	3	1	3
tr11	RR	PF	RR	1	3	3
tr12	RR	RR	RR	1	2	4
tr13	WF	PF	WF	1	4	2
tr14	PF	WF	PF	4	2	1
tr15	RR	WF	PF	3	1	4
tr16	PF	RR	RR	1	2	4
tr17	PF	RR	WF	1	2	4

Slices configured in different ways

- 3 different scheduling policies
 - Policy 0: Round-robin (RR)
 - Policy 1: Waterfilling (WF)
 - Policy 2: Proportionally fair (PF)
- Multiple PRBs allocations

→ 89 hours of experiments
automated through the
SCOPE framework

Open Challenges



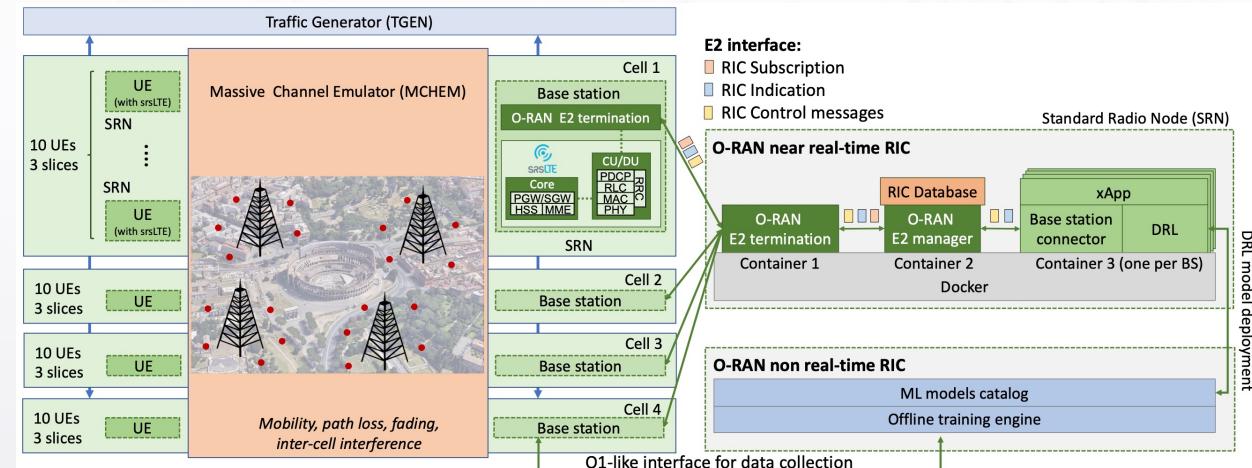
Need testing of closed-loop control without compromising network performance



Need algorithms that generalize to different scenarios and conditions



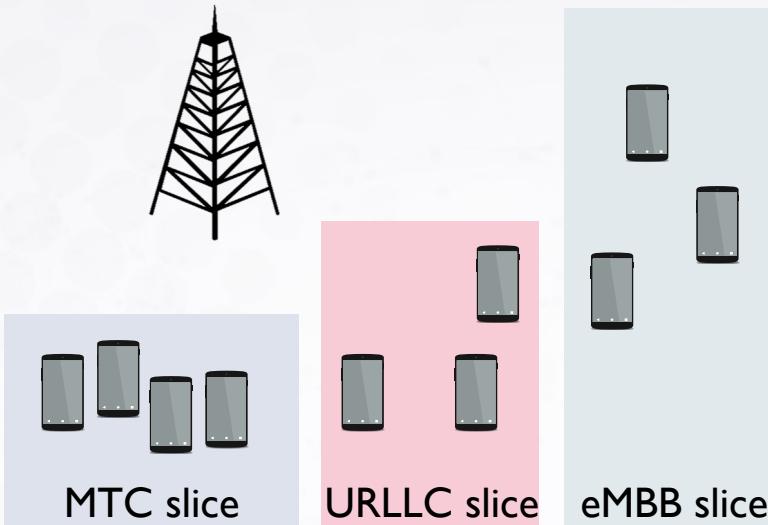
We used Colosseum to deploy & test
deep reinforcement learning
control for O-RAN compliant networks



Intelligent scheduling for RAN slicing

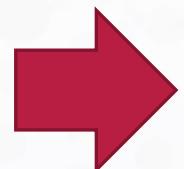
Data-driven clustering
and load prediction

Scheduling selection
with deep
reinforcement learning



Challenging environment:

- Dynamic channel
- Dynamic resource allocations for each slice

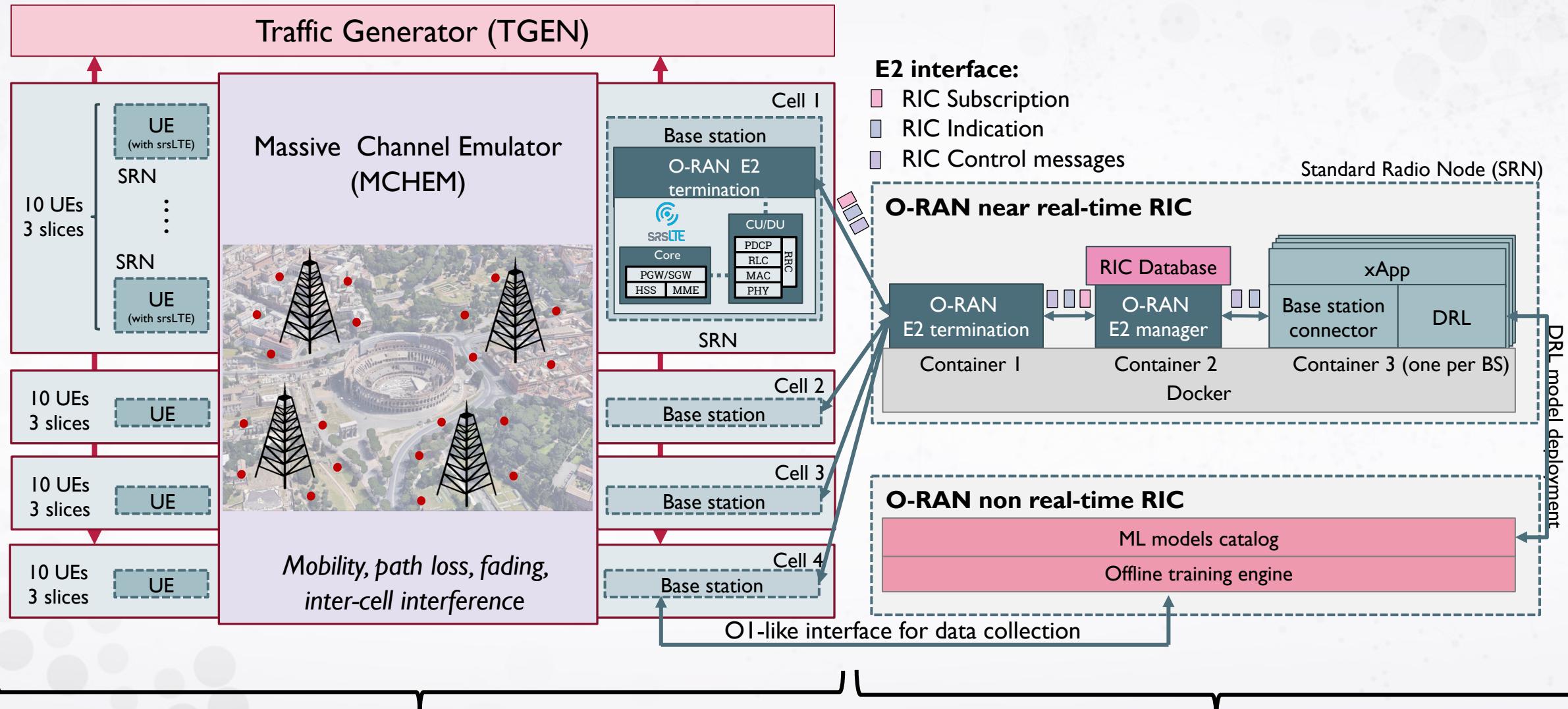


Exploit **data-driven** closed-loop control with the **near real-time RIC** to automatically tune the RAN parameters for **each slice**



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

O-RAN Integration in Colosseum



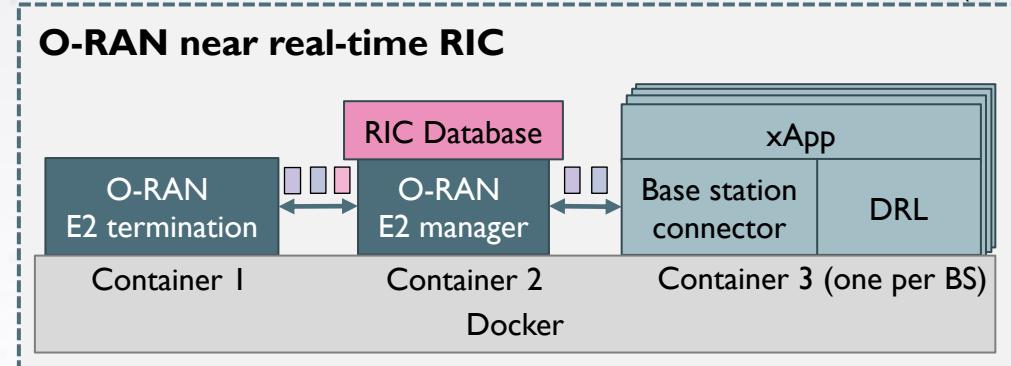
Fully virtualized RAN on white-box hardware

O-RAN open-source infrastructure

Near RT RIC in Colosseum

Near real-time RIC:

- Based on OSC RIC (more on this tomorrow during short talks)
- E2 manager → manages connections within near real-time RIC
- RIC database → keeps a record of connected BSs
- E2 termination → connect to the BSs
- Implemented RIC subscription, indication and control messages → interface and control BSs
- Implemented custom xApps



Soon available as a Colosseum container

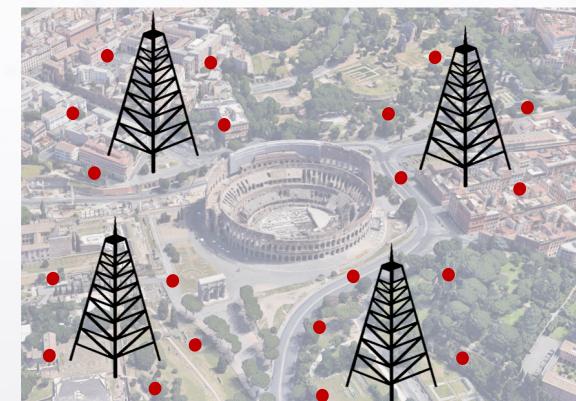
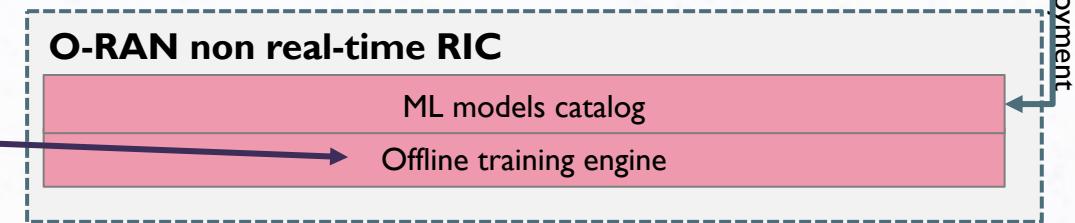
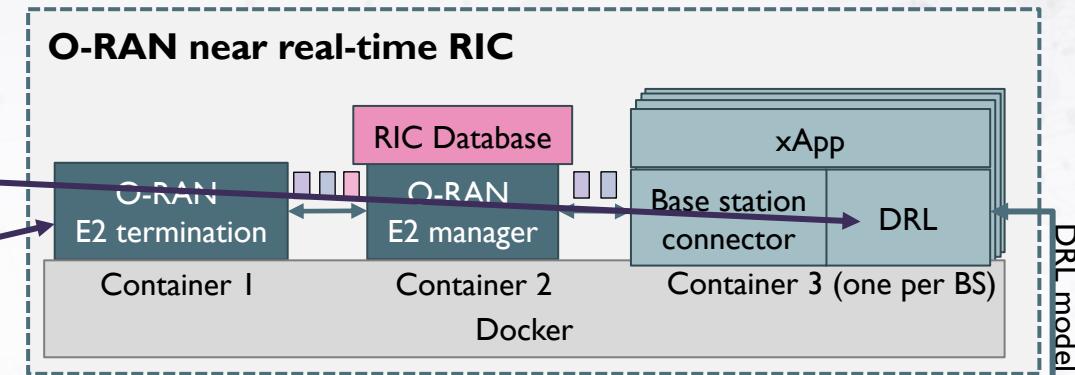
E2 RAN termination

- Use SCOPE APIs to
 - get telemetry from srsRAN base station
 - control slicing and scheduling in srsRAN base station
- Implemented E2 termination with custom service models
 - Extend OSC components
 - E2 setup, indication, control

O-RAN Integration in Colosseum

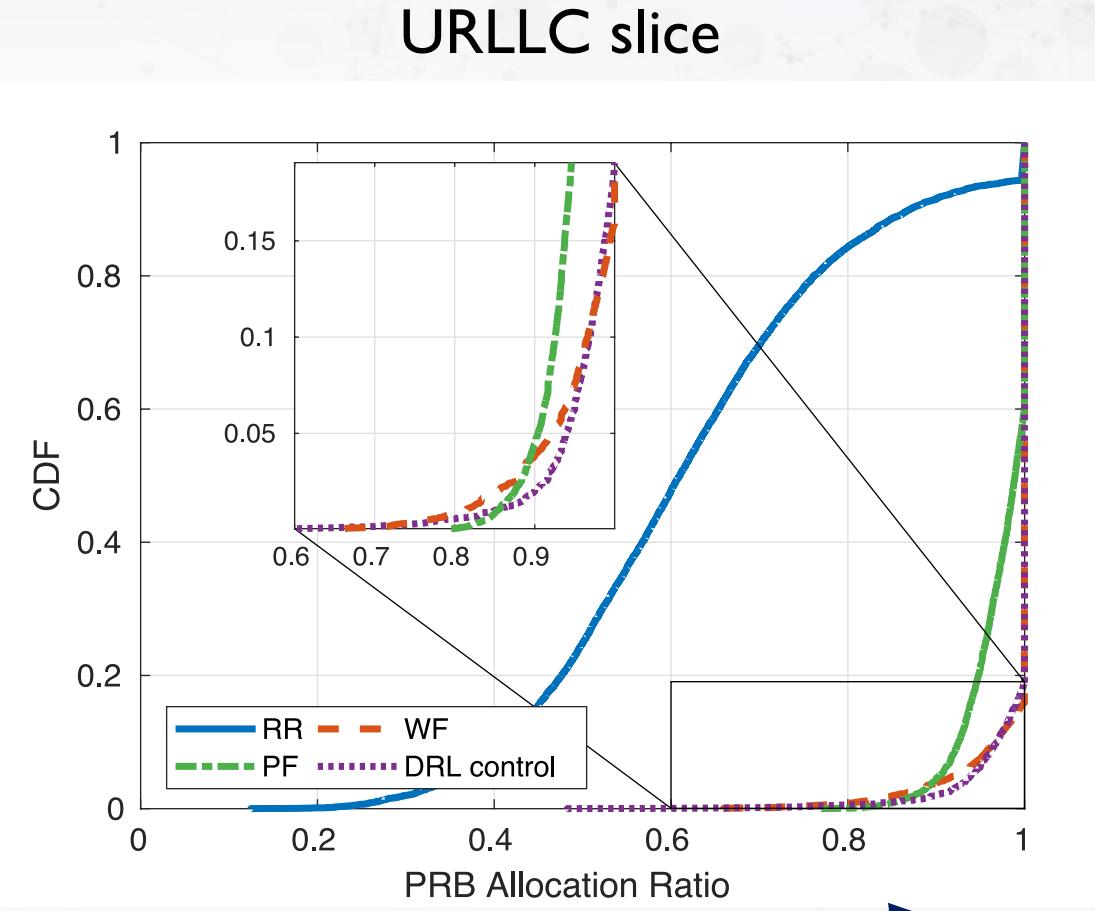
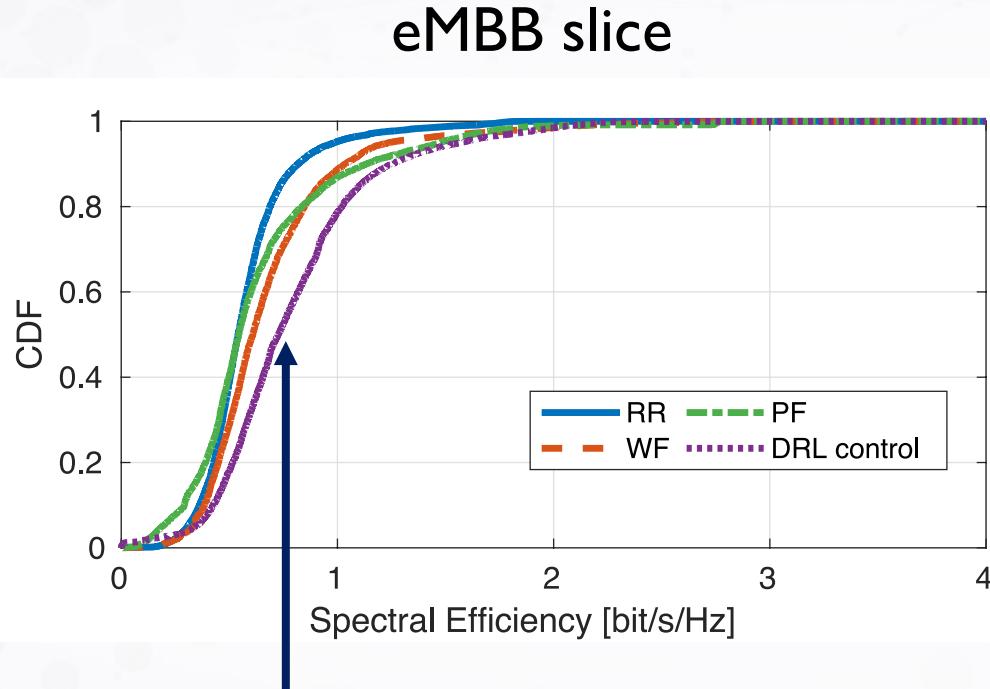
I2 DRL agents running in parallel

- Fully-connected neural network (5 layers & 30 neurons each)
- *Online* inference w/ real-time RAN performance data
- Trained *offline* on 7 GB of data & 89 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

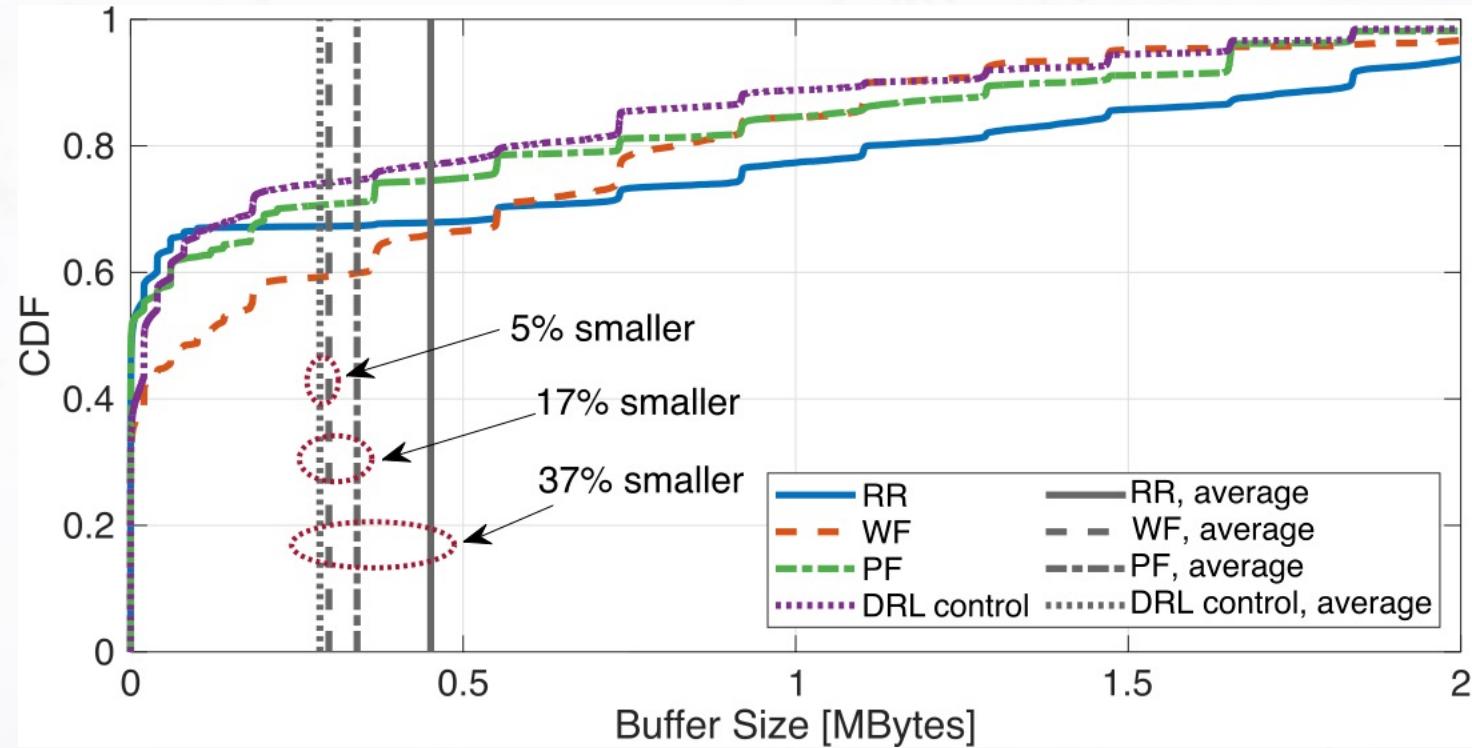
Experimental results



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

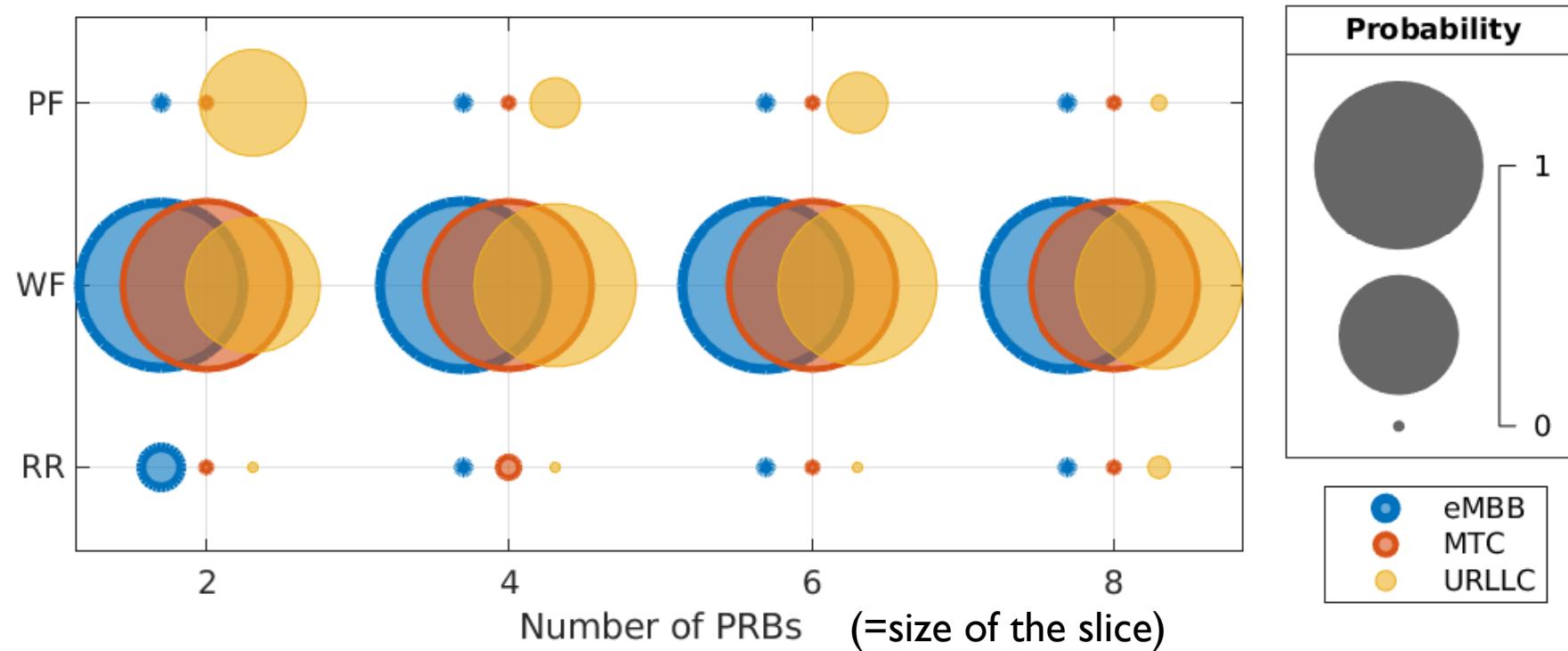
Experimental results

URLLC slice buffer occupancy



Experimental results – policy selection

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/>



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