



| 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	<p>The diagram illustrates the O-RAN architecture. At the top is the Service Management and Orchestration (SMO) block, labeled as 'non real-time RIC'. Below it is the Near real-time RIC block. These two are connected by a dashed red arrow labeled 'AI'. The SMO is also connected to the gNB block via an interface labeled 'OI'. The gNB block contains the CU (Control Unit) and is connected to the DU (Distributed Unit) via an interface labeled 'FI'. The DU is connected to the RU (Radio Unit) via an interface labeled 'Open FH'. The RU is connected to mobile devices (represented by a car and a smartphone) via an interface labeled 'Open FH'. A dashed red arrow labeled 'E2' connects the Near real-time RIC to the gNB. A dashed blue arrow connects the Near real-time RIC to the DU. A dashed purple arrow connects the DU to the RU. A dashed pink arrow connects the RU to the mobile devices. The entire architecture is shown within a light blue box.</p>
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

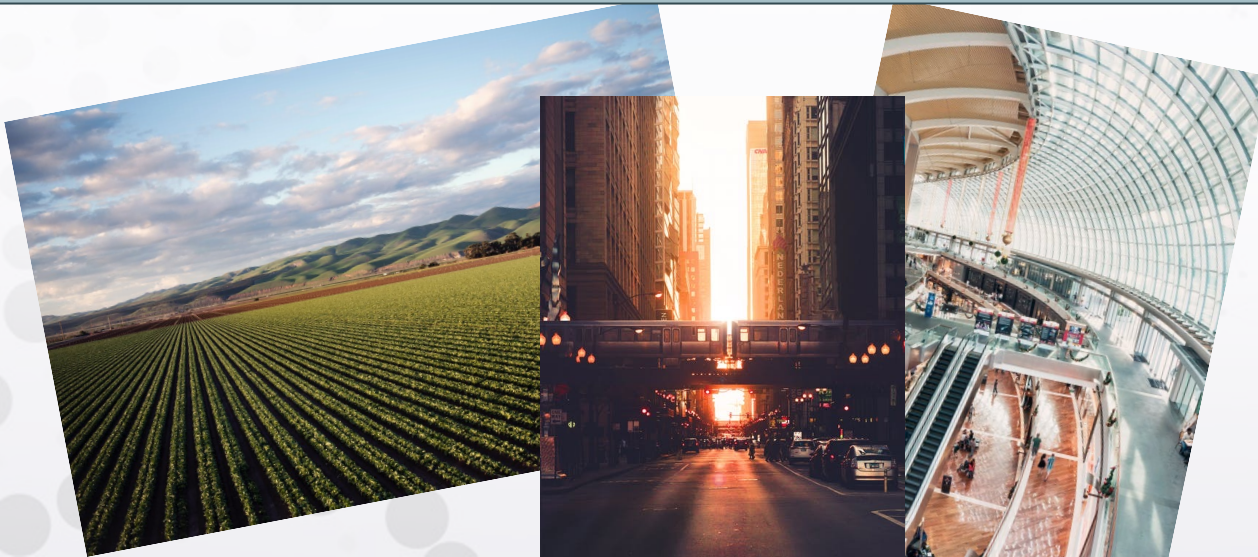
Experimental platforms for wireless AI



Need large-scale heterogeneous datasets

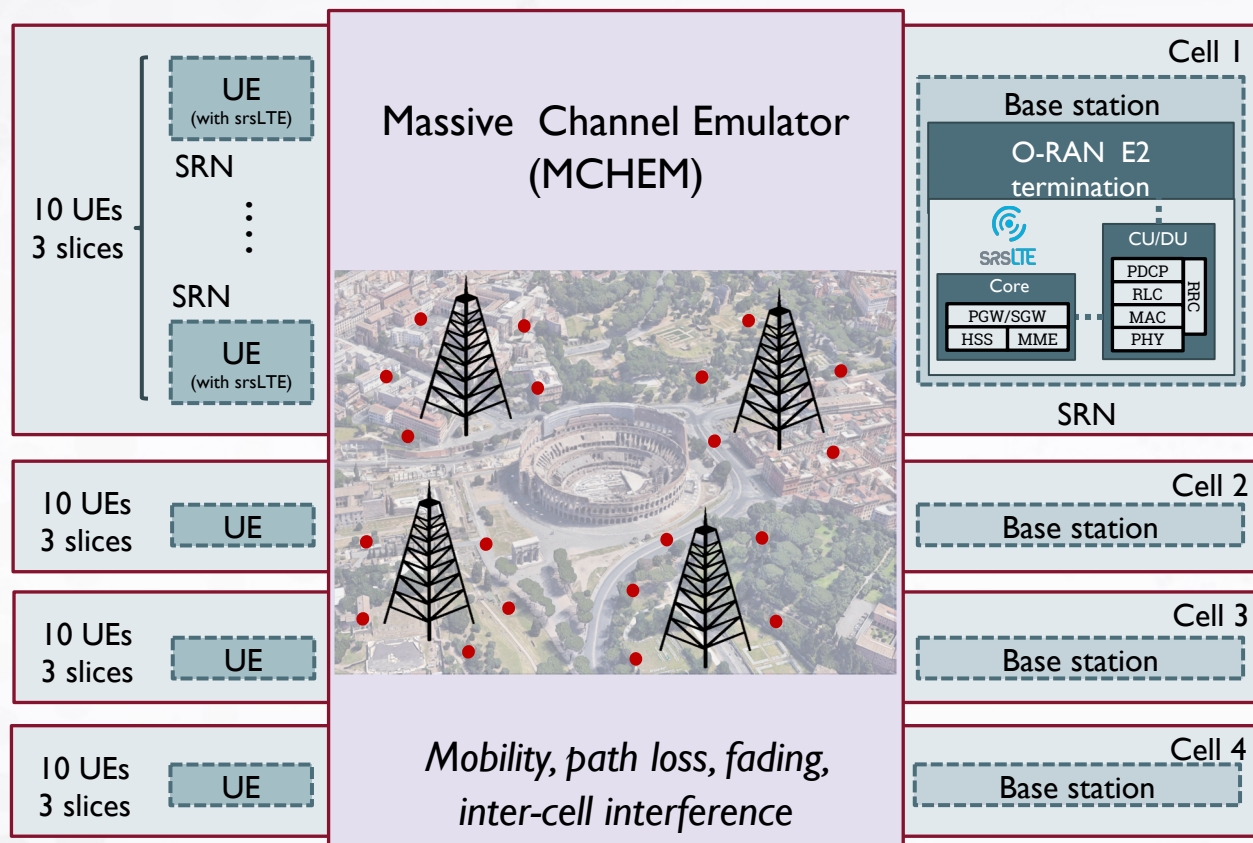


*PAWR platforms and Colosseum can be used
to collect **datasets** at scale*



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

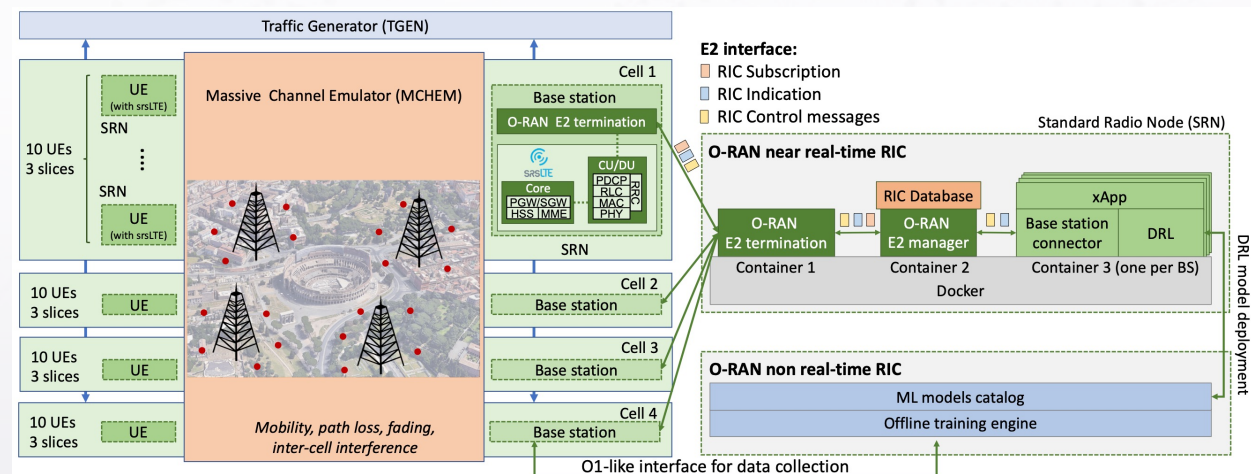


Need algorithms that generalize to different scenarios and conditions



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

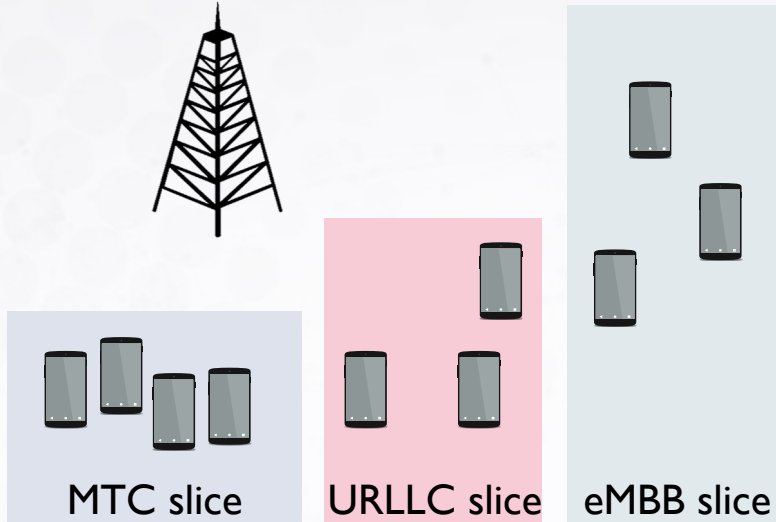
More info: L. Bonati, S. D'Oro, M. Polese, S. Basagni, and T. Melodia, "Intelligence and Learning in O-RAN for Data-driven NextG Cellular Networks", IEEE Communications Magazine, 2021



Intelligent scheduling for RAN slicing

Data-driven clustering
and load prediction

Scheduling selection
with deep
reinforcement learning



Challenging environment:

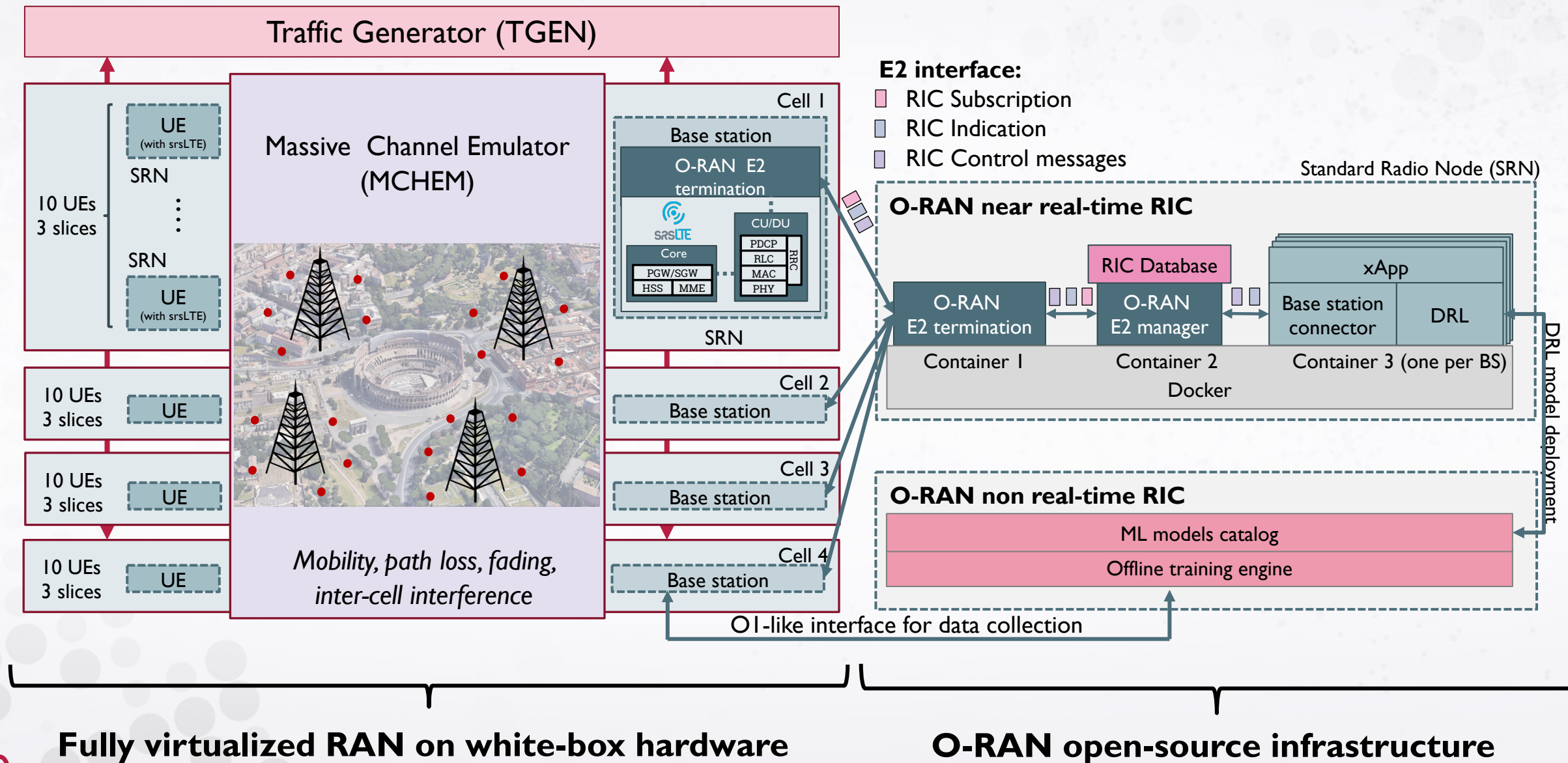
- Dynamic channel
- Dynamic resource allocations for each slice



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)

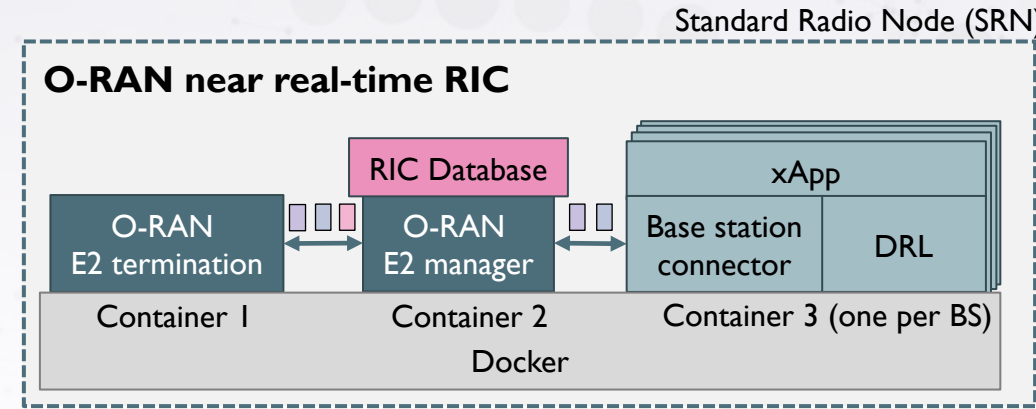
O-RAN Integration in Colosseum



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



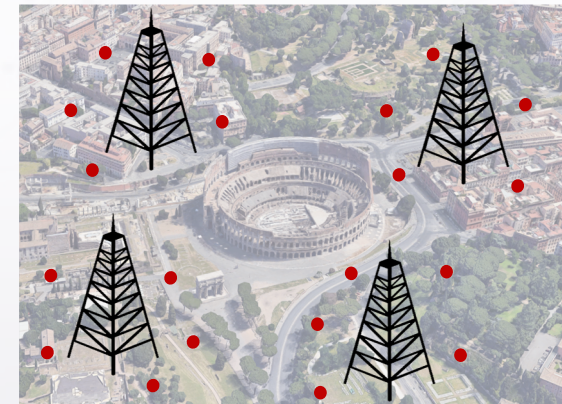
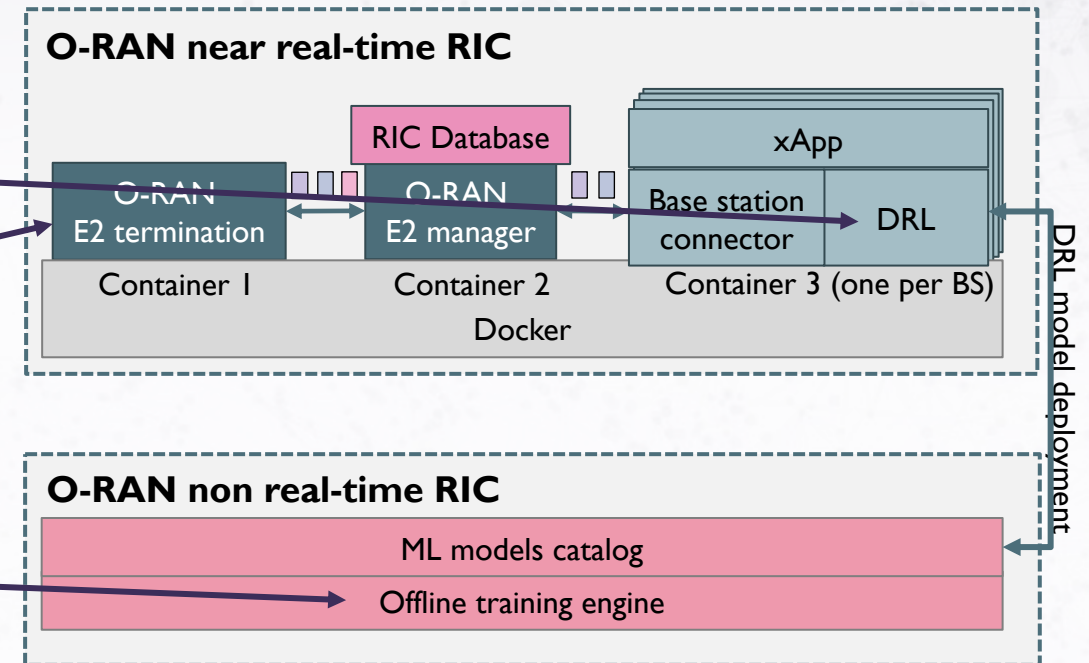
E2 RAN termination

- 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

12 DRL agents running in parallel

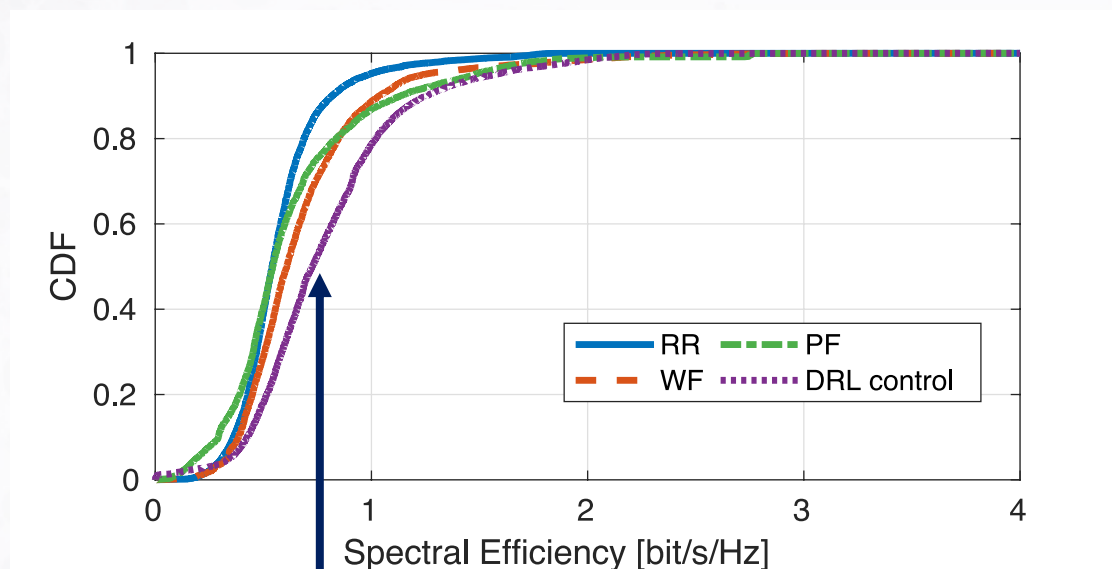
- Fully-connected neural network (5 layers & 30 neurons each)
- *Online* inference w/ real-time RAN performance data
- Trained *offline* on 7 GB of data & 89 hours of experiments
- Decisions on scheduling policies of each BS slice
 - Round-robin (RR)
 - Waterfilling (VWF)
 - Proportional fair (PF)



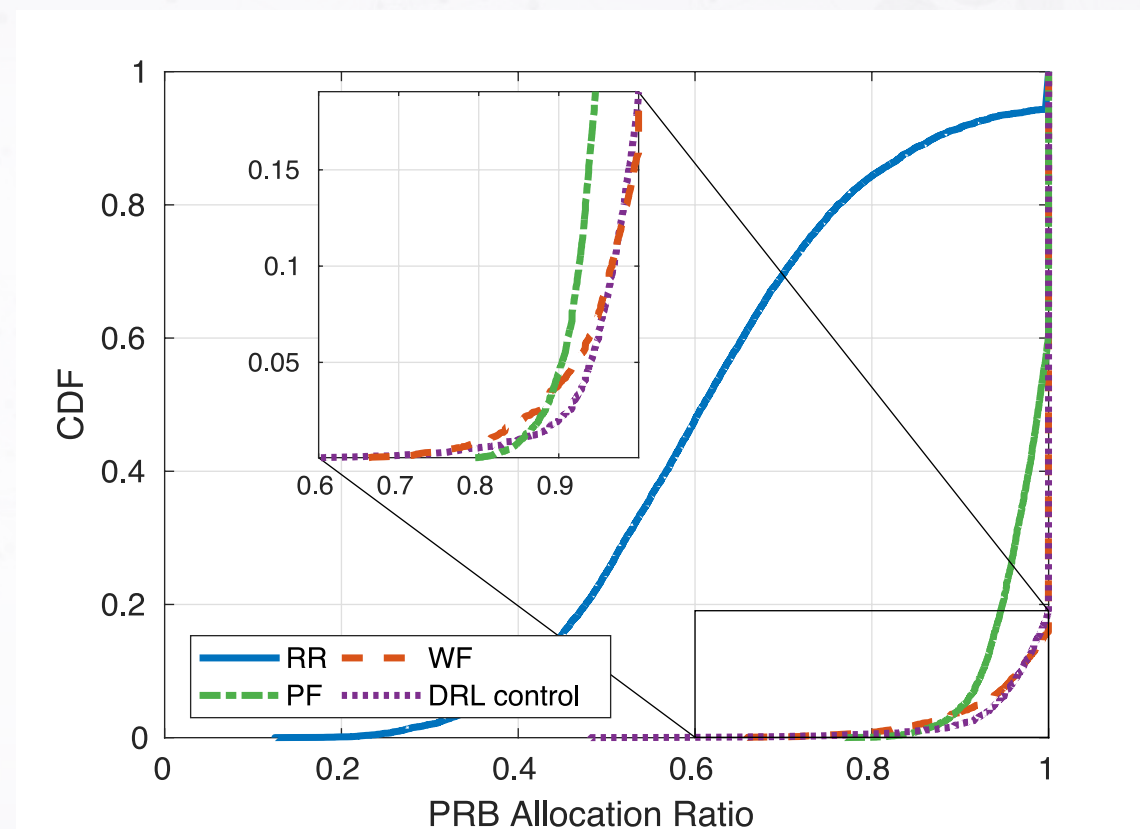
Dense urban scenario, 4 BSs, 40 UEs w/ pedestrian mobility

Experimental results

eMBB slice



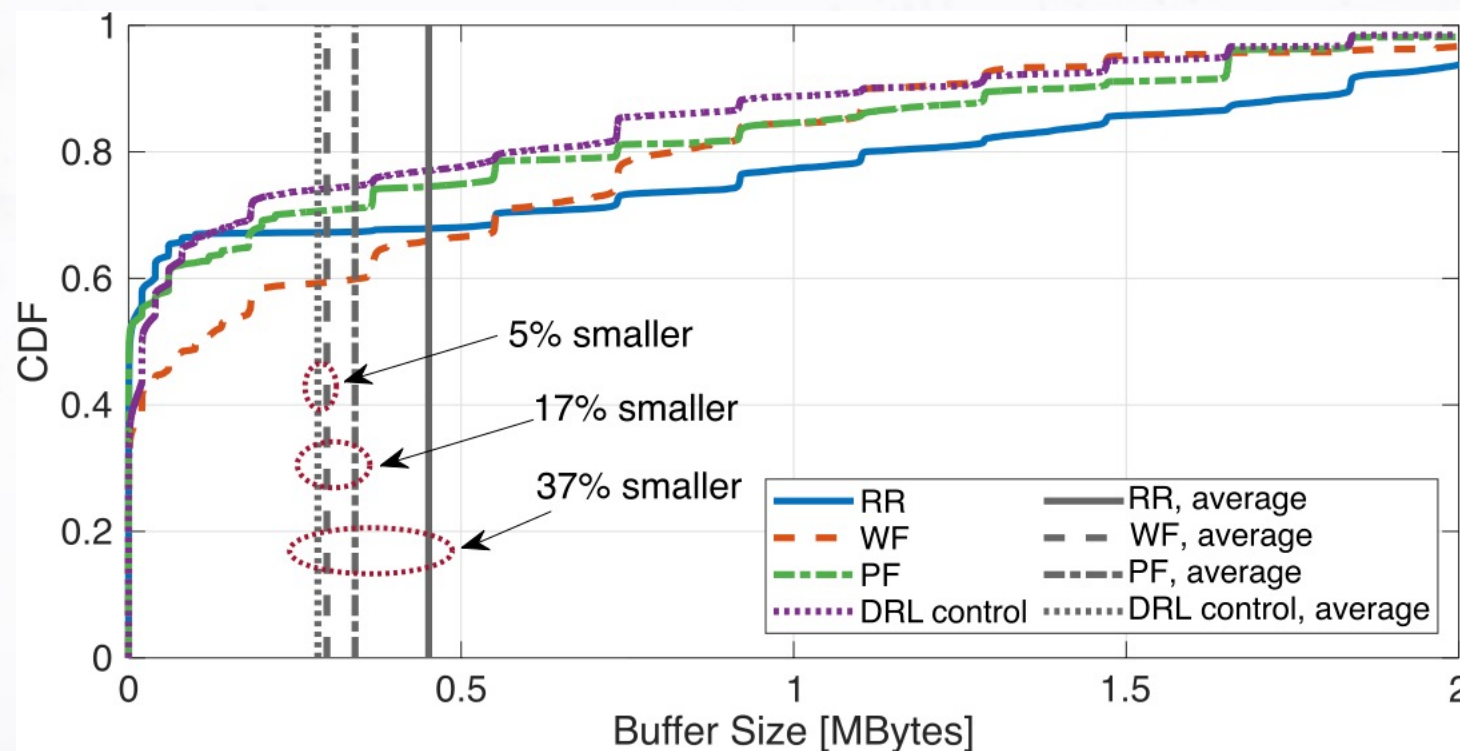
URLLC slice



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

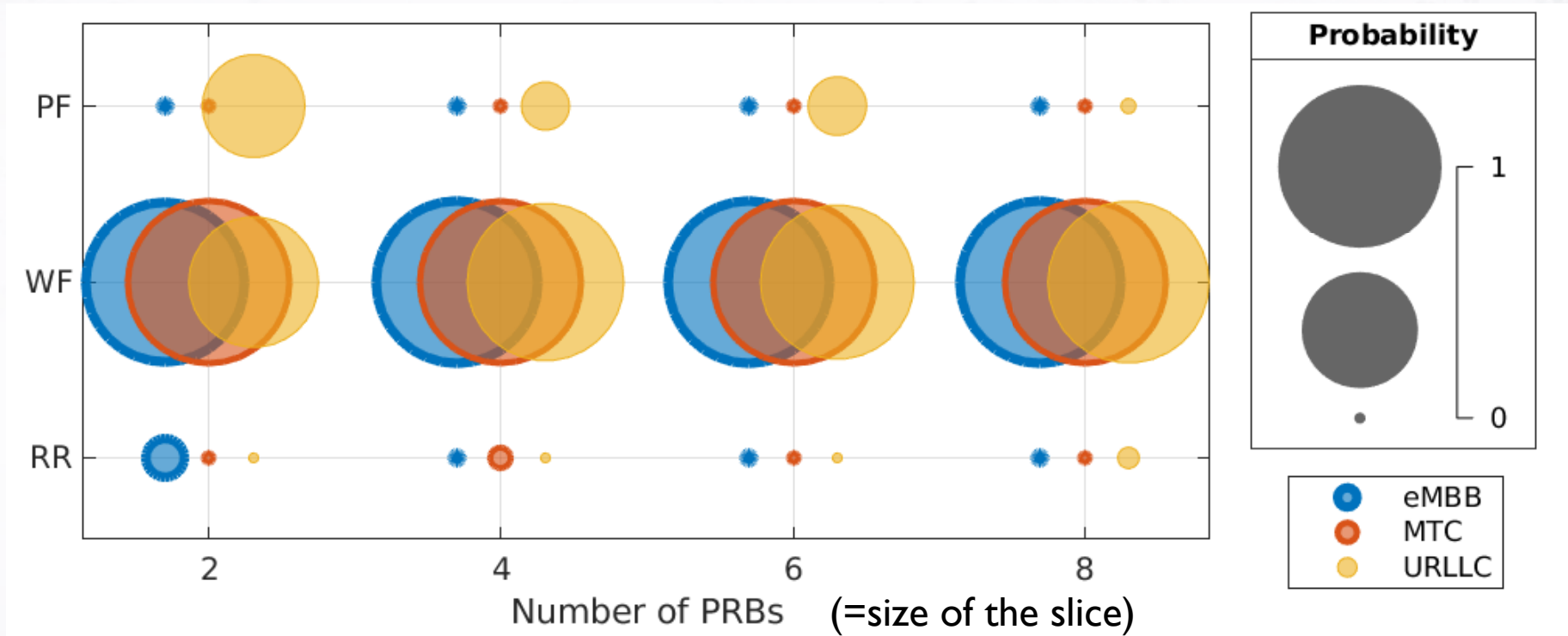
Experimental results

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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