# Nuberu: Reliable RAN Virtualization

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#### BACKGROUND

#### The evolution of RAN

• From fully integrated to Open



#### vRAN Architecture



- Centralized Unit (CU): non-real-time processing
- Distributed Unit (DU): real-time processing and coordinates MAC, RLC and PHY
- Remote Radio Unit (RRU): amp. & sampling

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- 2. Process UL data channels in UL SF n
- 3. Process UL control channels in UL SF n
- 4. Prepare Downlink (DL) SF n + M (M=4)
  - Prepare basic synchronization signals
  - Compute radio scheduling grants



- Receive Uplink (UL) subframe (SF) n (OFDM symbols, after FFT) 1.
- Process UL data channels in UL SE n 2.
- 3. Process UL control channels in UL SF n
- Prepare Downlink (DL) SF n + M (M=4) 4.
- 5. Process DL data channels in DL SF n + M
- Process DL control channels in DL SE n + M 6.
- Send DL SF n+M to RU (to perform IFFT) 7.



From RU

Process

data ch.

UL SF n

#### Dependencies



- DL and UL grants -> Downlink Control Information (DCI)
- HARQ feedback -> UL Control Information (UCI)

# Dependencies (in more detail)



- DL grants must be computed before PDSCH because they carry information required to encode and modulate DL
- PUSCH and PUCCH must be processed before computing DL grants because they carry users' feedback (DL HARQ, channel quality, etc.) in UCI messages (dotted arrows in Fig. 7), which is required to schedule DL data appropriately;
- UL HARQ feedback can only be computed after processing PUSCH; and this feedback is required to schedule UL grants within the same job to satisfy 3GPP timing constraints;
- UL grants must be computed before processing PDCCH, which carries those grants, and (in case of LTE) before processing PHICH, which carries UL HARQ feedback.

### Timing is critical

- Tight deadline to process each DU job
  - Otherwise sync is lost



Hard deadline: 3 ms



#### VIRTUALIZING THE VIRTUAL RAN: APPROACHES AND CHALLENGES

#### **Over-dimensioning**

- Virtualizing a base station (eNB/gNB) is hard
  - Distributed Unit (DU) pipeline has tight computing deadlines
  - Violating deadlines loses UE-DU synchronization (network collapse)
- Industry today: over-dimensioning
  - Offload some tasks (FEC) to dedicated hardware accelerators
  - Intel FlexRAN (FPGA) or NVIDIA Aerial (GPU)



#### Challenge: cost

Dedicated custom ASIC [application-specific integrated circuit] processors that vendors design for their base stations cannot currently be matched by general purpose processors (GPP), when it comes to supporting advanced RAN functions. If a chip supplier surrounds the CPU with enough accelerators -FPGAs, GPUs (graphical processor units) or ASICs -to offload the most demanding tasks, the solution becomes very expensive and potentially powerhungry

> Fredrik Jejdling, Executive Vice President and Head of Business Area Networks at Ericsson Pre-MWC 2020

They [FPGAs] give you flexibility, they give you time-to-market advantage, but then **they're expensive**.

**99** 

Rajeev Suri, CEO, Nokia (till 2020) Q3 2019 Results Conference Call October 24

#### Sharing computing resources



## Challenge: timing

Variable capacity and variable demand



#### Toy experiment

- 5x CPUs @ 1.9 GHz, 2x vDUs sharing platform
  - vDU 1 (y-axis): Max. load uplink and downlink

- vDU 2 (x-axis): Increasing load (noisy neigh.)



- vDU 1's throughput collapses
- Reason: Processing deadlines are violated

#### **Our Approach: Cloud Awareness**

- A cloud-aware re-design of the stack
  - Relax the tight interactions between functions
  - Support a graceful degradation



 P. Serrano, "The path towards a cloud-aware mobile network protocol stack," Transactions on Emerging Telecom. Tech. Technologies, Vol. 25, Issue 5, May 2018
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#### **OUR SOLUTION: NUBERU**

#### Nuberu

• "The Clouder": the divinity of clouds (and storms)





"Their appearance changes from region to region but they are usually elderly, winged, dark and **terribly ugly**."

#### A resilient pipelined stack



### A resilient pipelined stack

- Decouple heavy tasks (PUSCH, PDSCH), which alleviates head-of-line blocking)
- Hard deadline for data processing workers
  - This guarantees sufficient residual time to build a minimum viable SF (MVSF), which preserves sync



# Approach: Three families of workers



- DU forethread
  - (*i*) building the MVSF;
  - (*ii*) coordinating the remaining workers
- DL-Data DU workers: process PDSCH tasks
- UL-Data DU workers: process PUSCH tasks

#### Approach: Two phases



#### DL: Two stage scheduling



# UL: Early Hybrid-ARQ (E-HARQ)



## Adapt DL/UL grants to capacity



#### Two Congestion Control Algs.

- Predict & schedule DL/UL grants that can be processed in time
- Simple AIMD approach with a CW that limits the size of grants
  - DL: if the buffer of encoded grants > λ times the BS's bandwidth -> reduce CW
  - UL: Failed E-HARQ predictions -> reduce CW

#### RESULTS

#### It works!

• Same toy experiment as before



#### **Evaluation: Multiple DUs**

- We emulate the presence of competing vDUs
  - A small test program with a thread pool that spawns instances of Intel FlexRAN decoding TBs



#### Throughput-delay trade-off

• Artificially slow down the CPU processor



#### Summary

- The success of vRAN depends on the ability to use shared computing platforms
- The Distributed Units (DU) of vRANs are sensitive to non-deterministic performance due to hard time constraints
- Nuberu: a re-design of the baseline DU pipeline for vRANs over clouds of shared resources
  - Preserves synchronization with the users to provide reliability regardless of computing fluctuations
  - Congestion control, predictive HARQ, and jitterabsorbing buffers to maximize performance



#### Nuberu: Reliable RAN Virtualization

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