Towards the efficient and resilient cloudification of the radio access network

Pablo Serrano

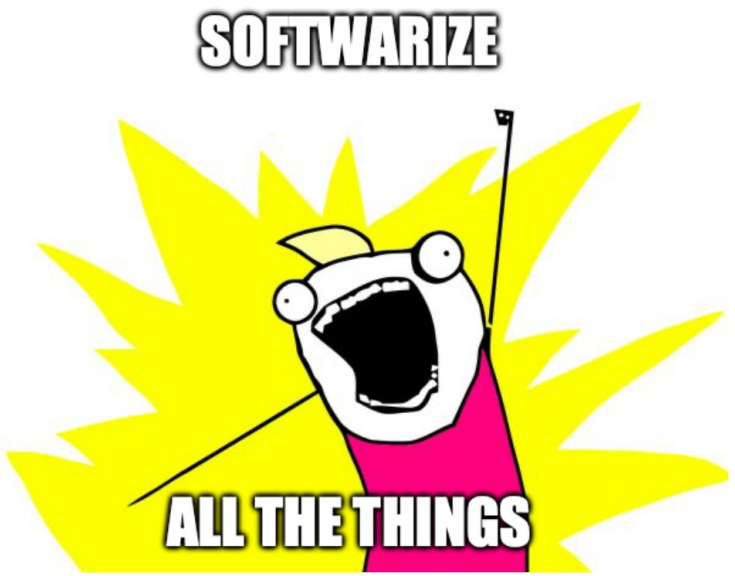
http://www.it.uc3m.es/pablo/

uc3m | Universidad Carlos III de Madrid

CONTEXT AND VISION

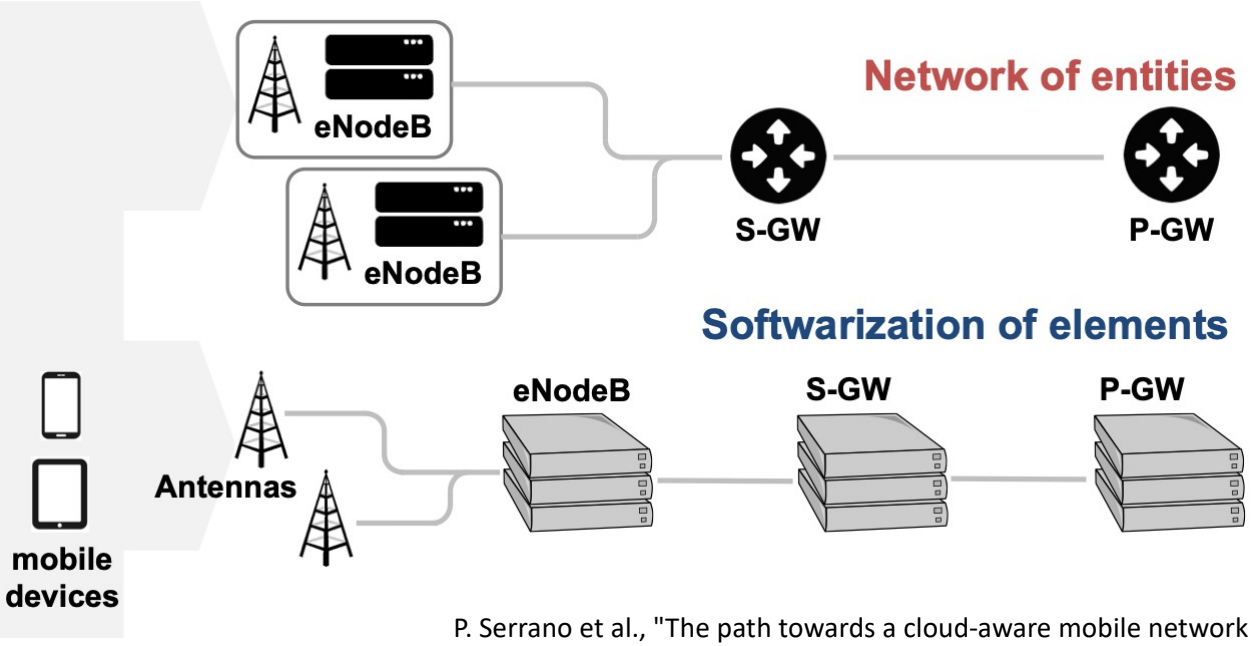
Softwarize all the things

- "Software is eating the world", Marc Andreessen, The Wall Street Journal on August 20, 2011.
- Software Defined Networking
  - OpenFlow, 2008
- Virtualization
  - OpenStack, 2010
  - VMware, 2000s



Softwarizing the mobile stack

- Physical Network Functions (PNFs) tightly coupled with the hardware substrate running them



P. Serrano et al., "The path towards a cloud-aware mobile network protocol stack", Transactions on Emerging Telecommunications Technologies, Vol. 25, Issue 5, May 2018

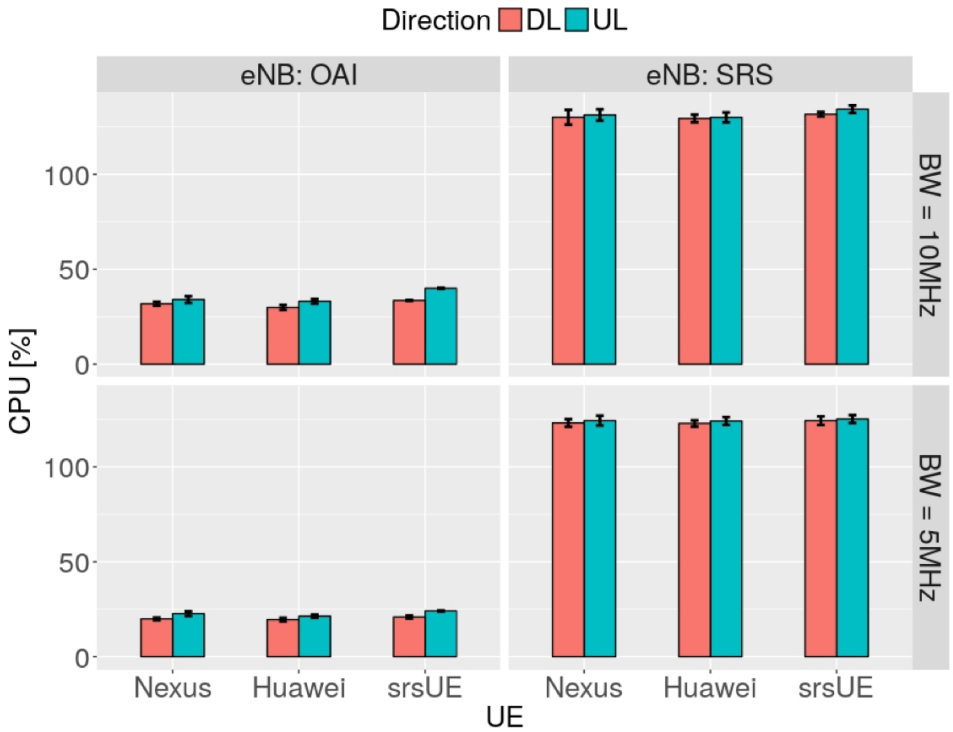
Two SW projects

- I. Gomez-Miguelez et al., “SrsLTE: An Open-Source Platform for LTE Evolution and Experimentation,” in ACM WiNTECH 2016

- F. Gringoli et al., “Performance Assessment of Open Software Platforms for 5G Prototyping”, IEEE Wir. Comm. Magazine, 2018

Resource Consumption (2018)

- Software
  - Ubunutu 16.04
  - OAI – version 0.6.1;
  - SRS – version 2.0-17.09
- HW
  - USRP-B210
  - Intel Core i7-7700K CPU
    - 4 Cores at 4.2GHz,
  - 16GB of DDR4 memory
- OAI more efficient



Customization and Extensibility

- Task: dynamically fix the MCS assignments that the eNB enforces on the UEs
- OAI
  - Less straightforward
  - MCS index hardcoded
- srsLTE
  - Fairly intuitive
  - Modular framework

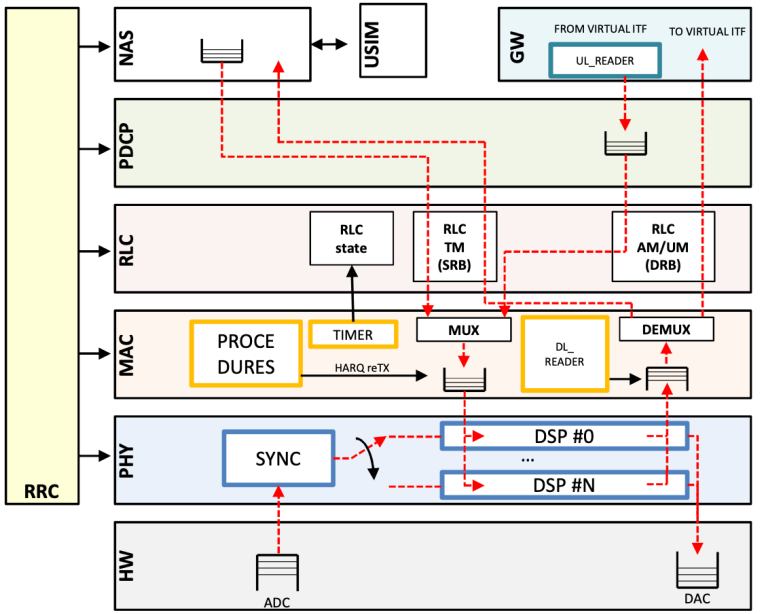
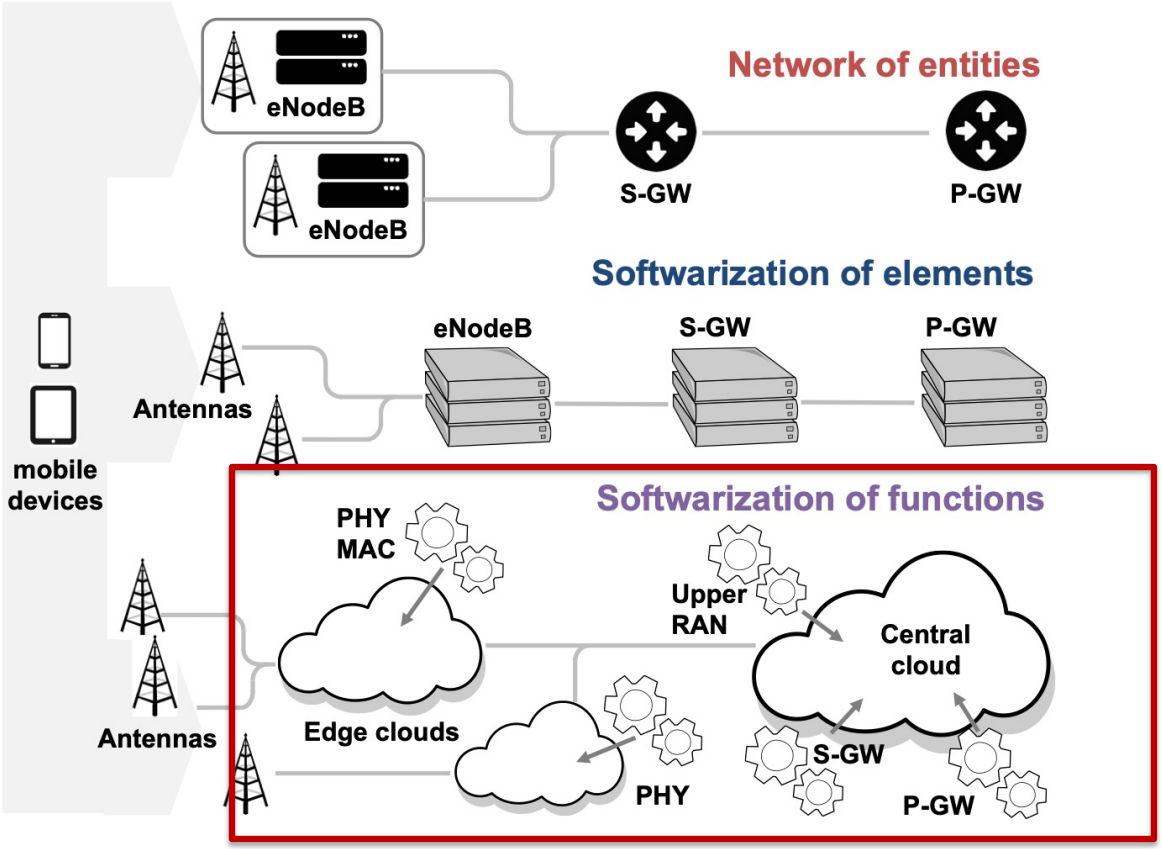


Figure 2: Threading architecture in srsUE. Boxes with coloured borders are threads.

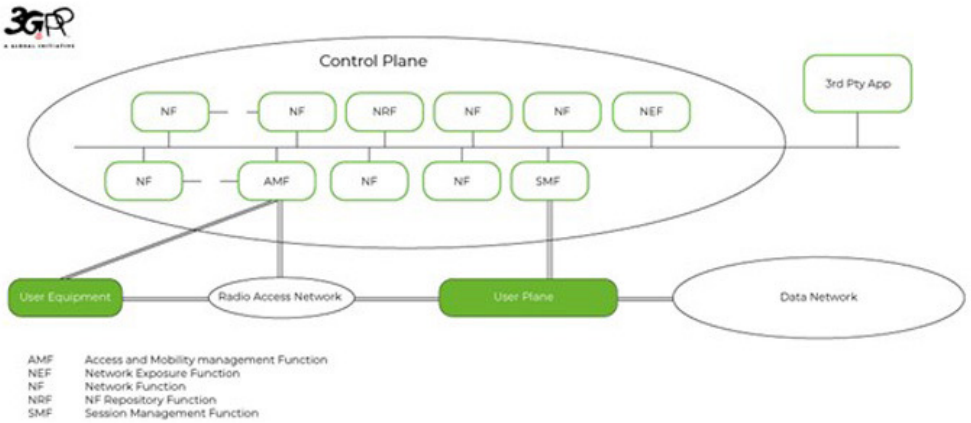
Modularizing the mobile stack

- Modularization: defining and instantiating
  - re-usable and highly focused
  - Virtual Network Functions (VNF)



Already happening (Core Network)

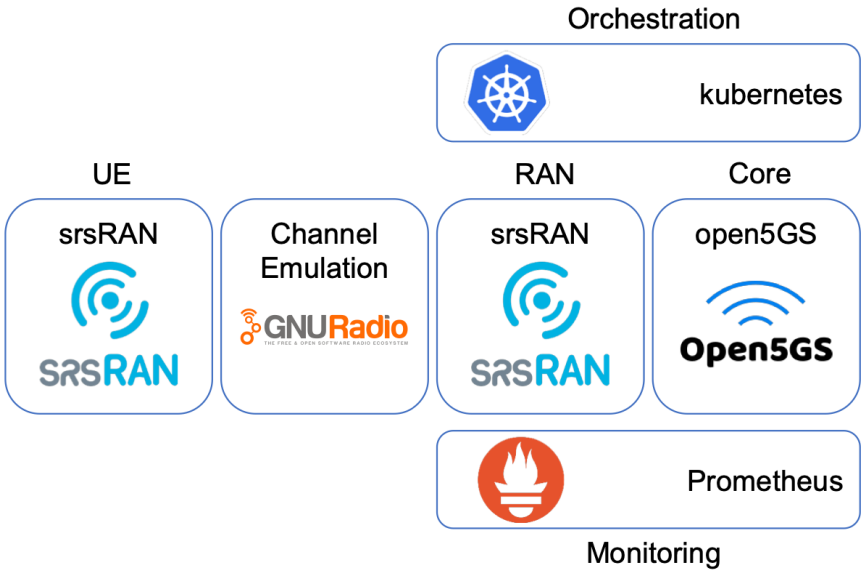
- Cloud-Native Network Functions (CNF)
  - Making its way into the current technology
  - Core Network only

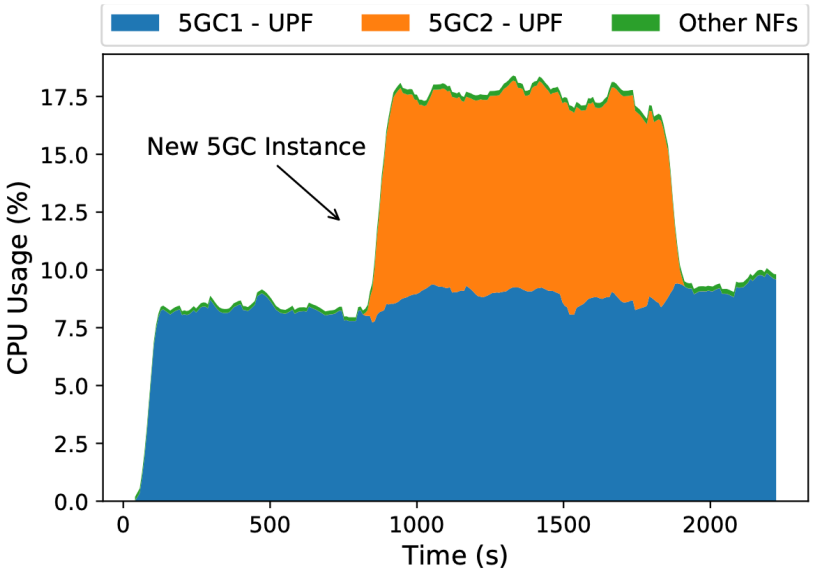


- 3GPP Release 15
  - Service Based Architecture (SBA)

Alredy happening (core network)

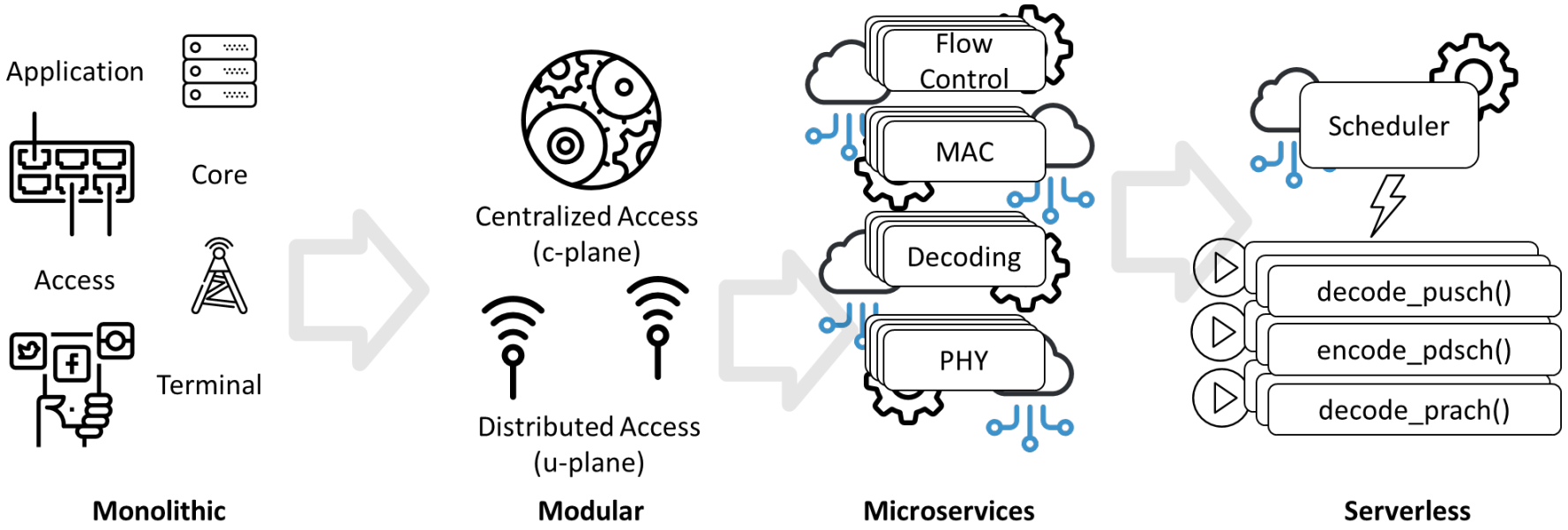
- N. Apostolakis et al. “Design and Validation of an Open Source Cloud Native Mobile Network”, IEEE Comm. Magazine, 2022





Vision

- The softwarization shall involve all domains, including the most challenging: the RAN



Benefits

- General-purpose hardware (from €€€ to €)
- More agility
  - Development times

"*From 90 days to 90 minutes*" (2017)

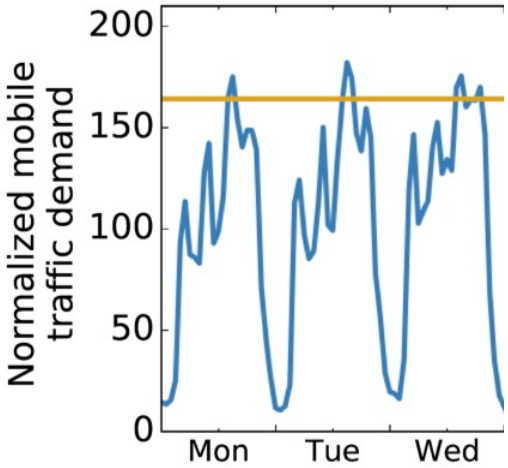
- Cloudification of the stack
  1. Resource on demand: efficiency
     - Instantiate network(s) as needed
  2. Resource elasticity: resiliency
     - Operate under resource uncertainty

Rest of the talk

RESOURCE ON DEMAND: EFFICIENCY

Matching Resources to the Demand

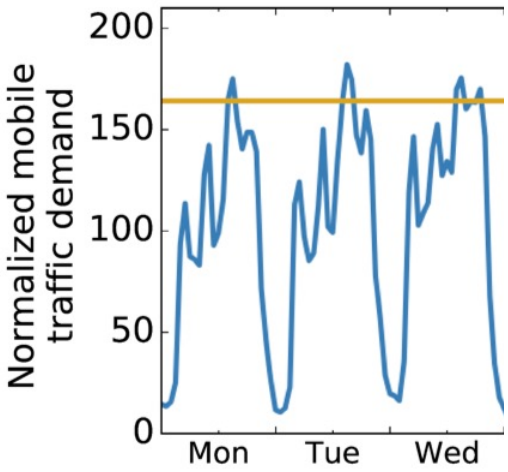
- Finer resource allocations -> more efficiency

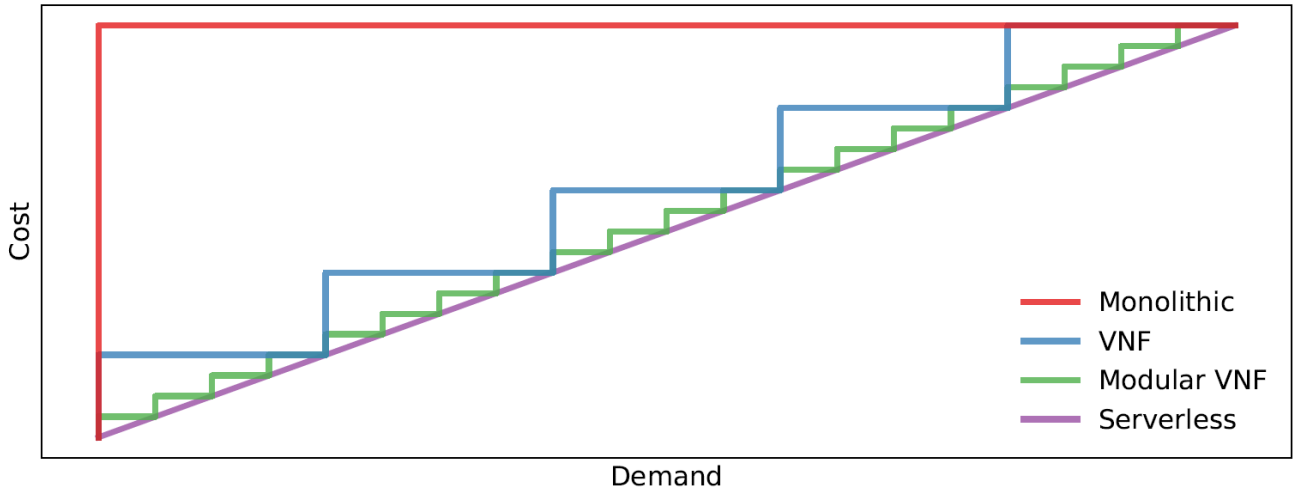


Demand	# Resources	Efficiency
	Δ=100	
80	1 x 100	80%
120	2 x 100	60%
	Δ=10	
80	8 x 10	100%
120	12 x 10	100%

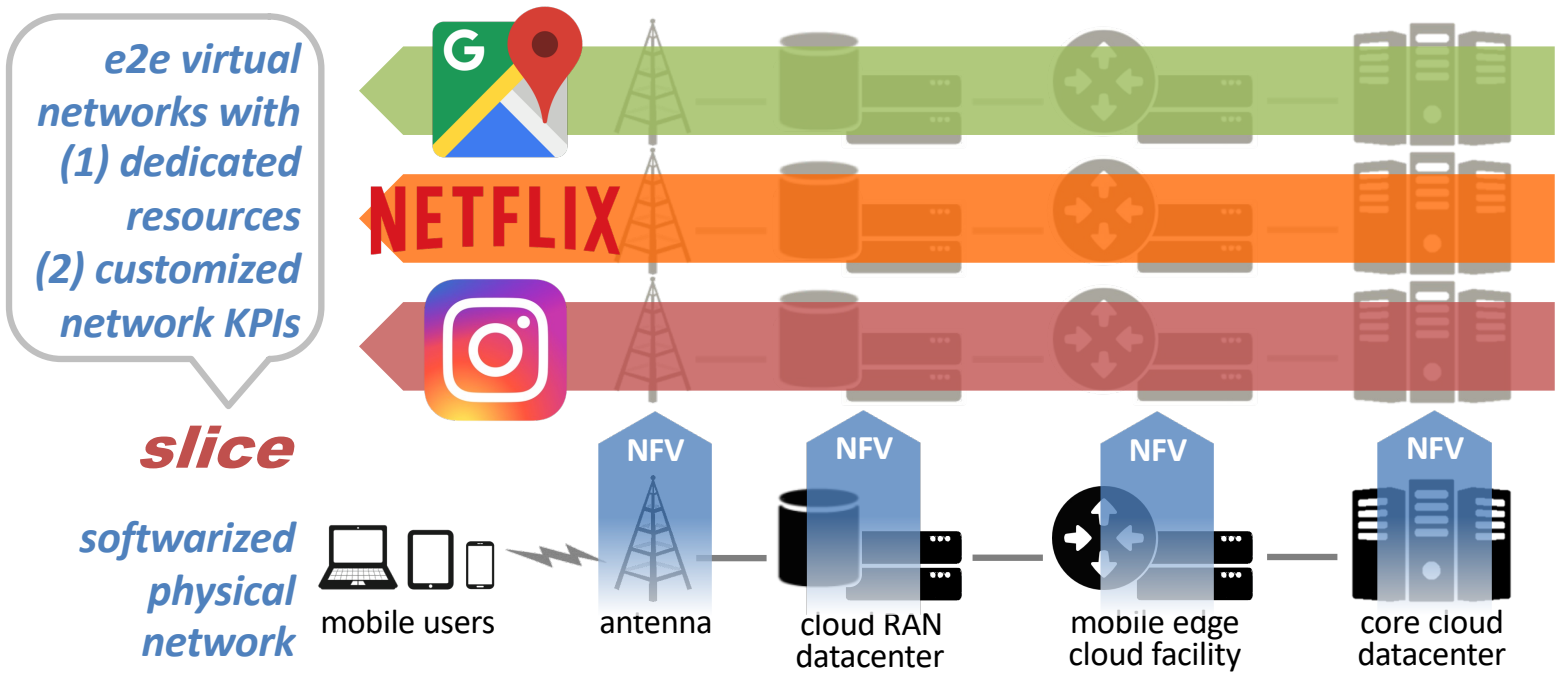
Matching Resources

- Finer resource allocations -> more efficiency



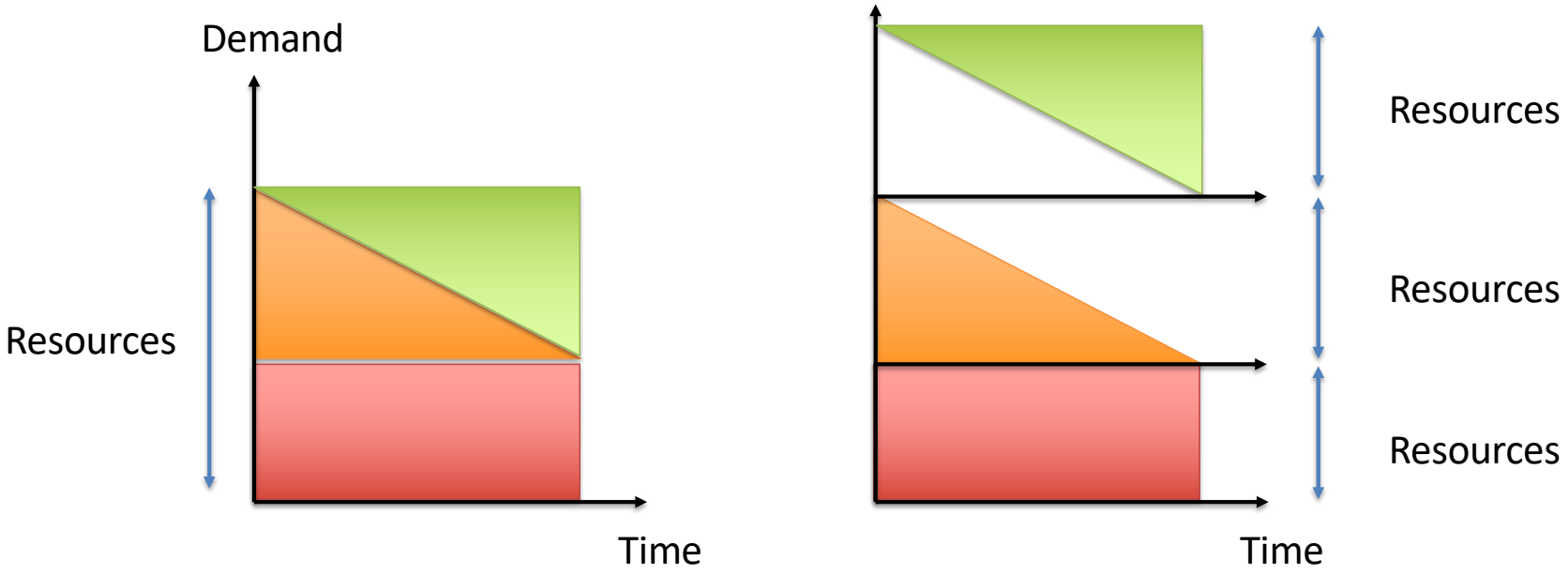


Network as a Service: Network Slicing

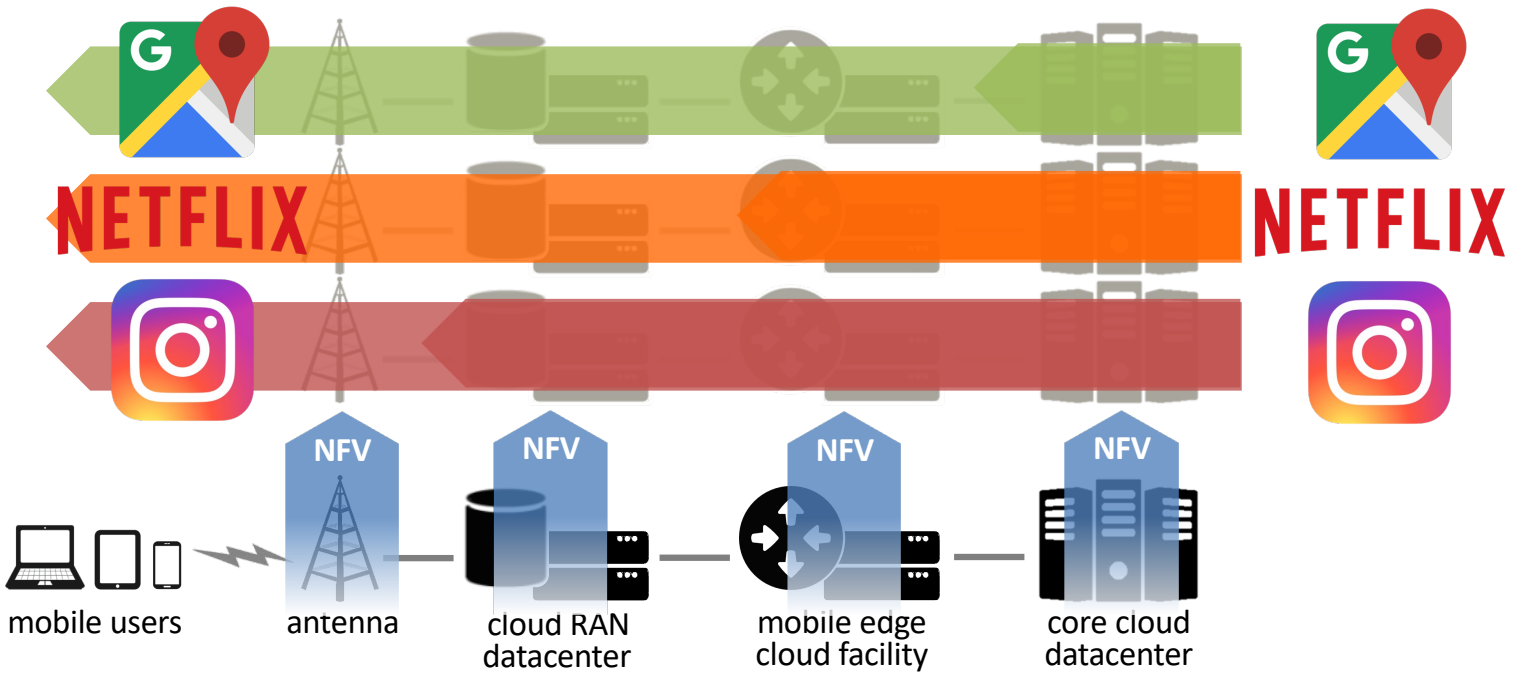


Guaranteeing Resources

- With multiple guaranteed services -> efficiency cost



Slicing depth / Aggregation level



Trade-off

No customization

No booking of resources

No QoS guarantees

High multiplex. efficiency

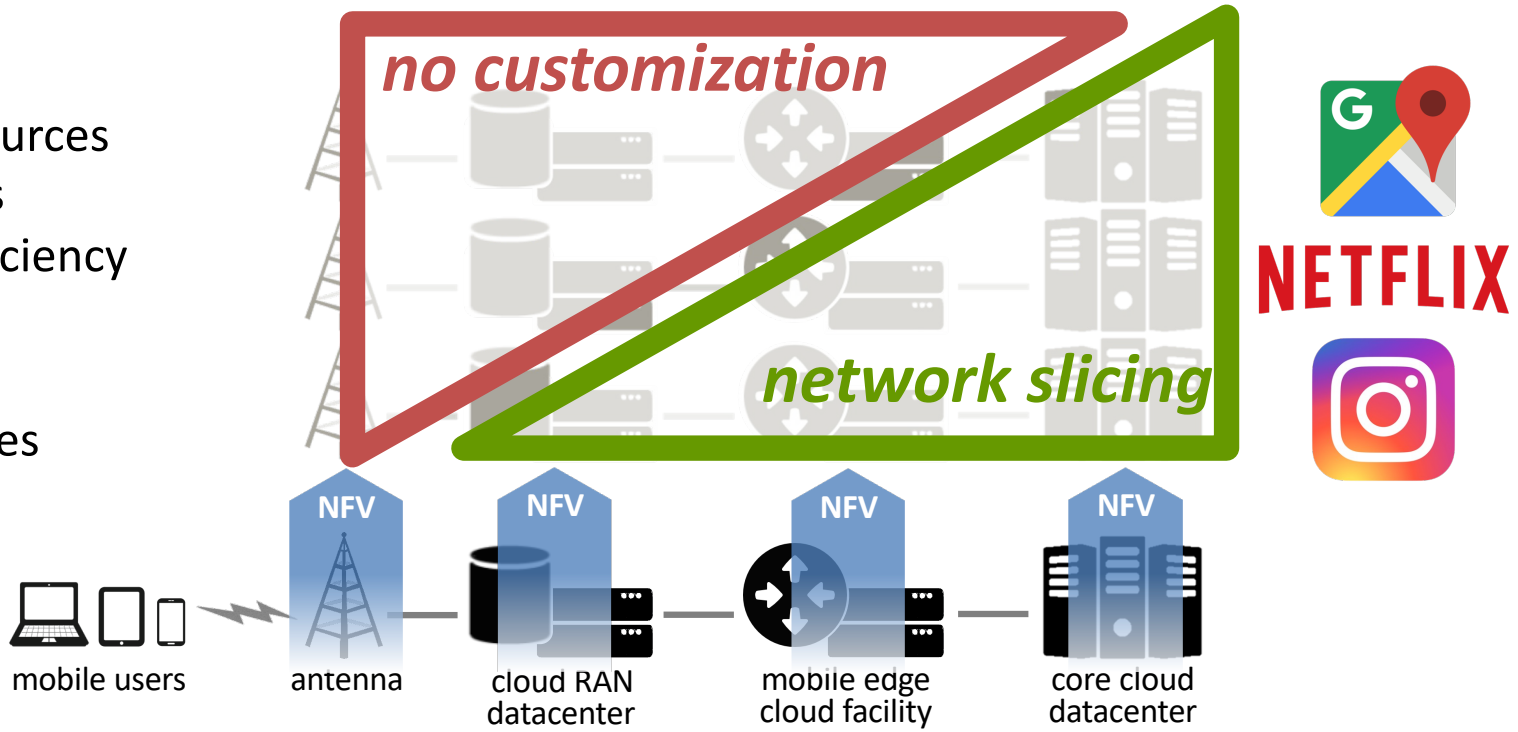
Network slicing

Booking of resources

QoS guarantees

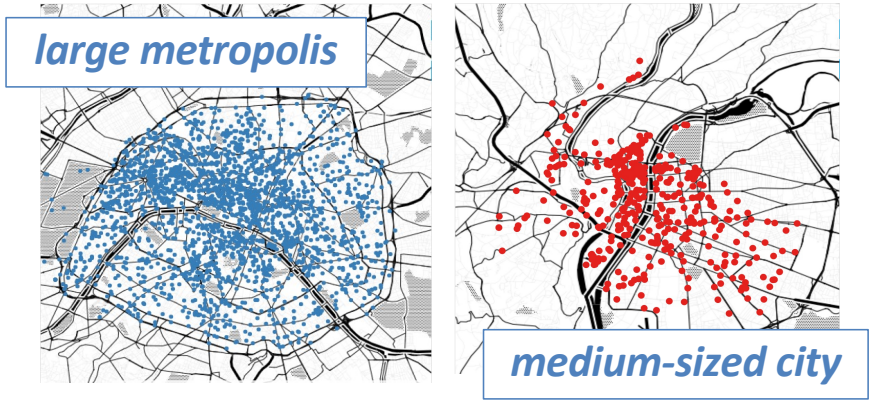
Poor efficiency

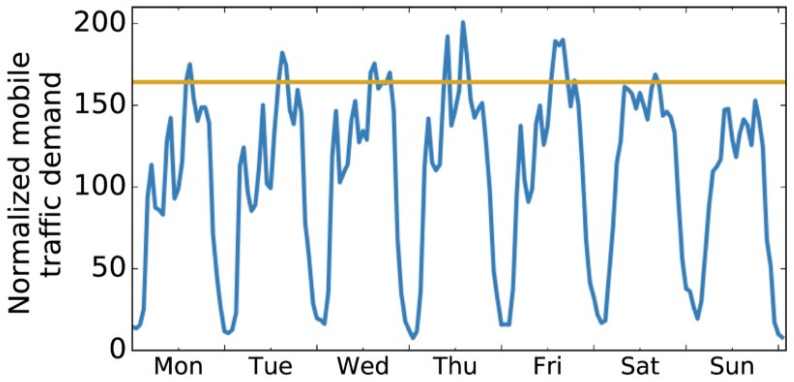
Objective: How to quantify this



Data

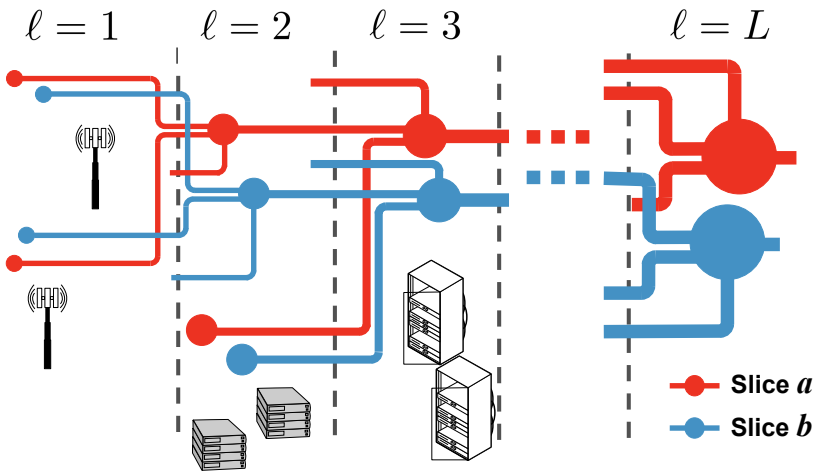
- Two urban areas in a European country
  - large metropolis + medium-sized city
  - 3 months data from a mobile network operator
- Service demands measured at the antenna sector

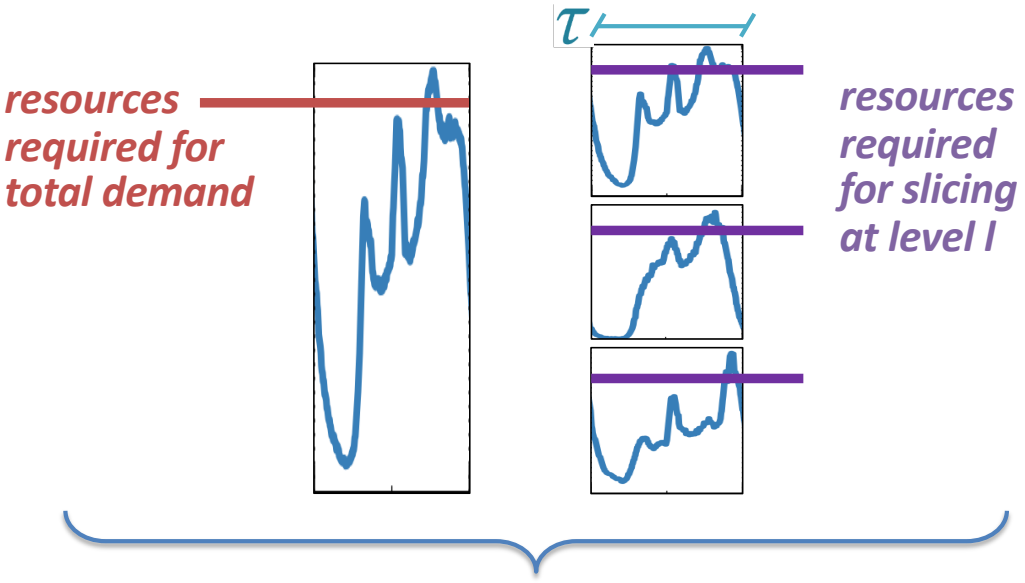




Depth (level) and Update freq.

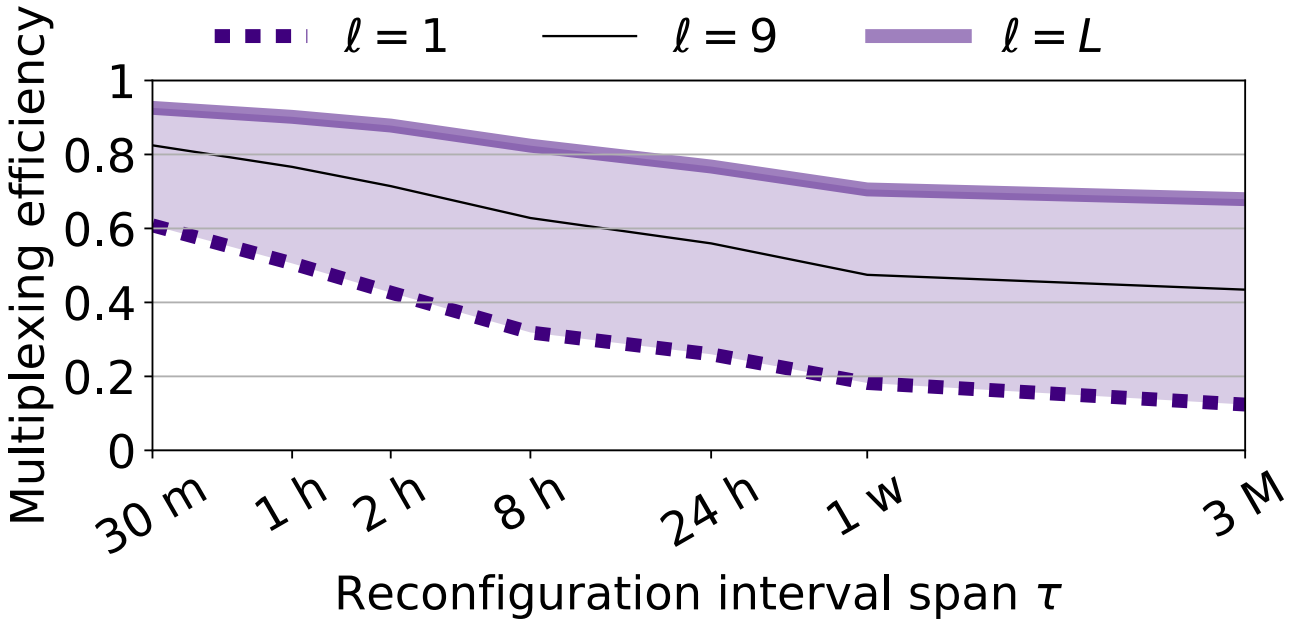
- Impact of depth and reconfiguration time





Software needs to be *agile*

- Impact of aggregation level and reconfiguration time

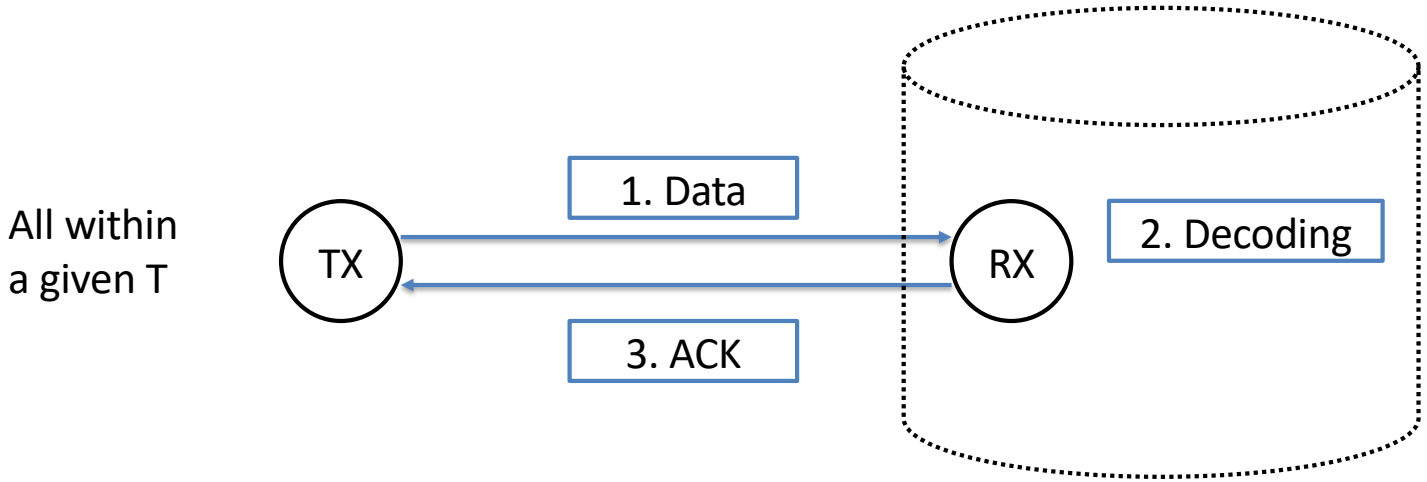


C. Marquez et al., "How should I slice my network? A multi-service empirical evaluation of resource sharing efficiency," ACM MobiCom 2018, New Delhi, India

RESOURCE ELASTICITY: RESILIENCY

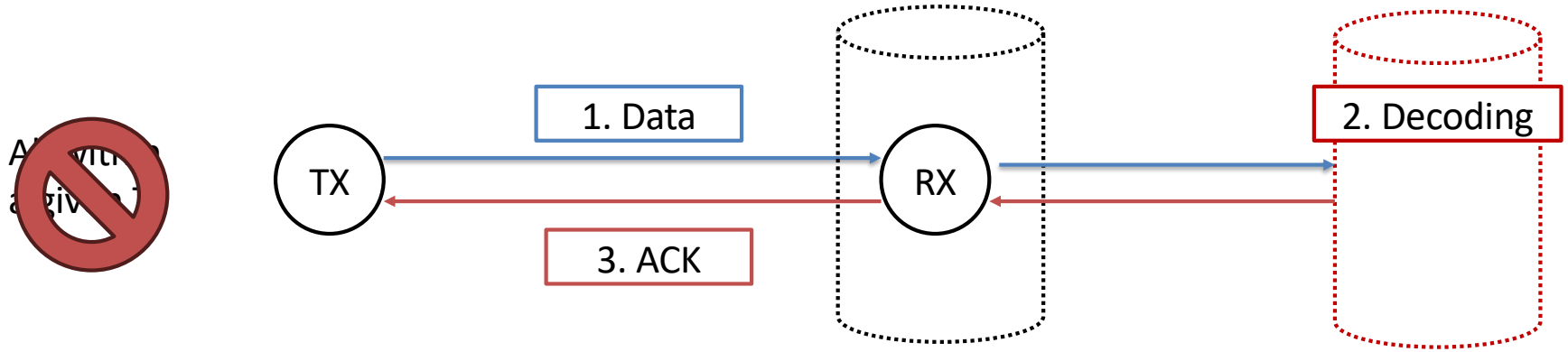
Resource elasticity

- Communication stack: tight interactions

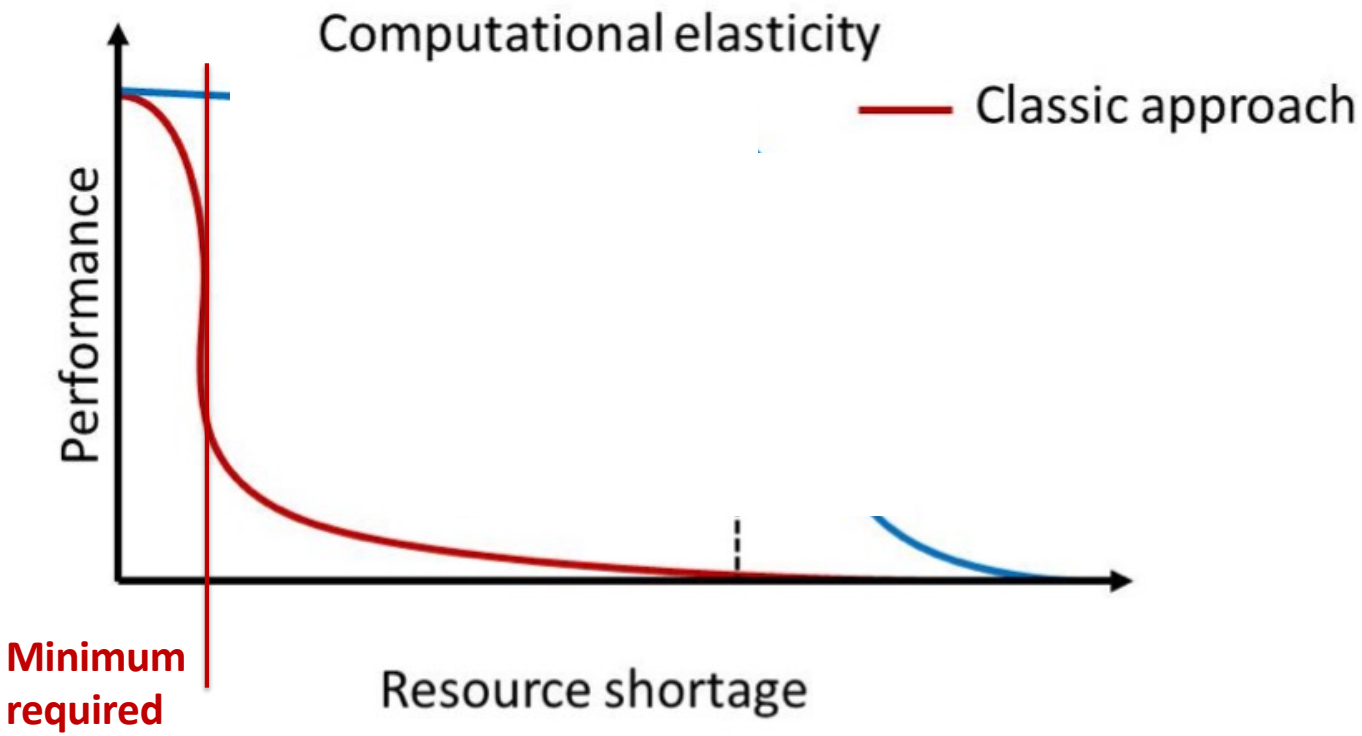


Resource elasticity

- What if we (careless) *cloudify* the decoding?

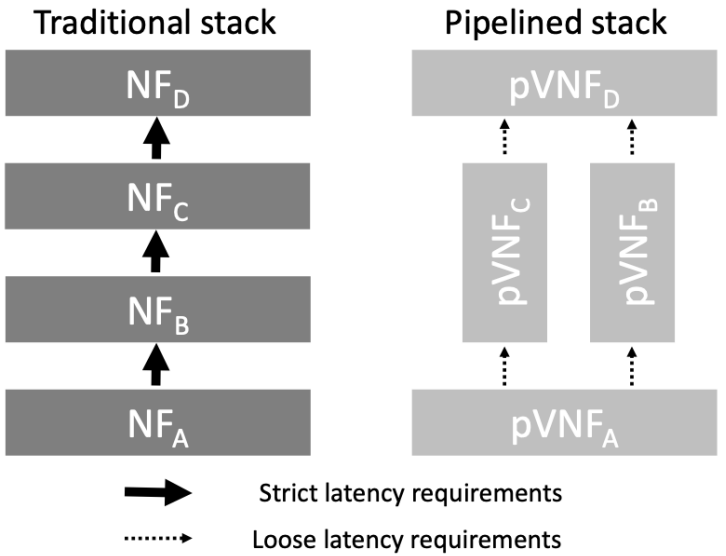


Inelastic vs. Elastic application

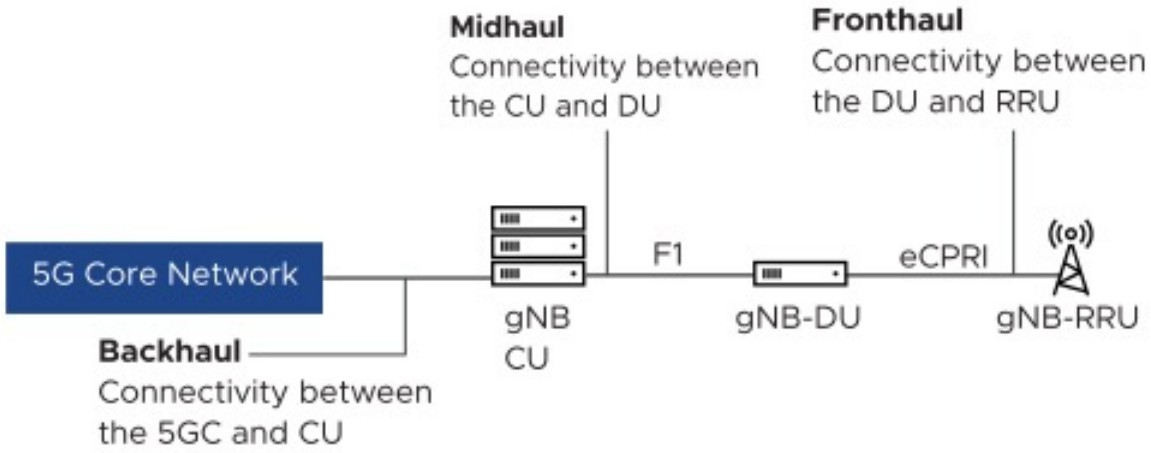


Challenge

- Need to re-desing VNFs
- Current RAN functions
  - High load on the CPU
  - Stringent timing requirements
- We need new functions
  - Lessen requirements
  - Resource-aware execution



Case Study: vRAN Architecture



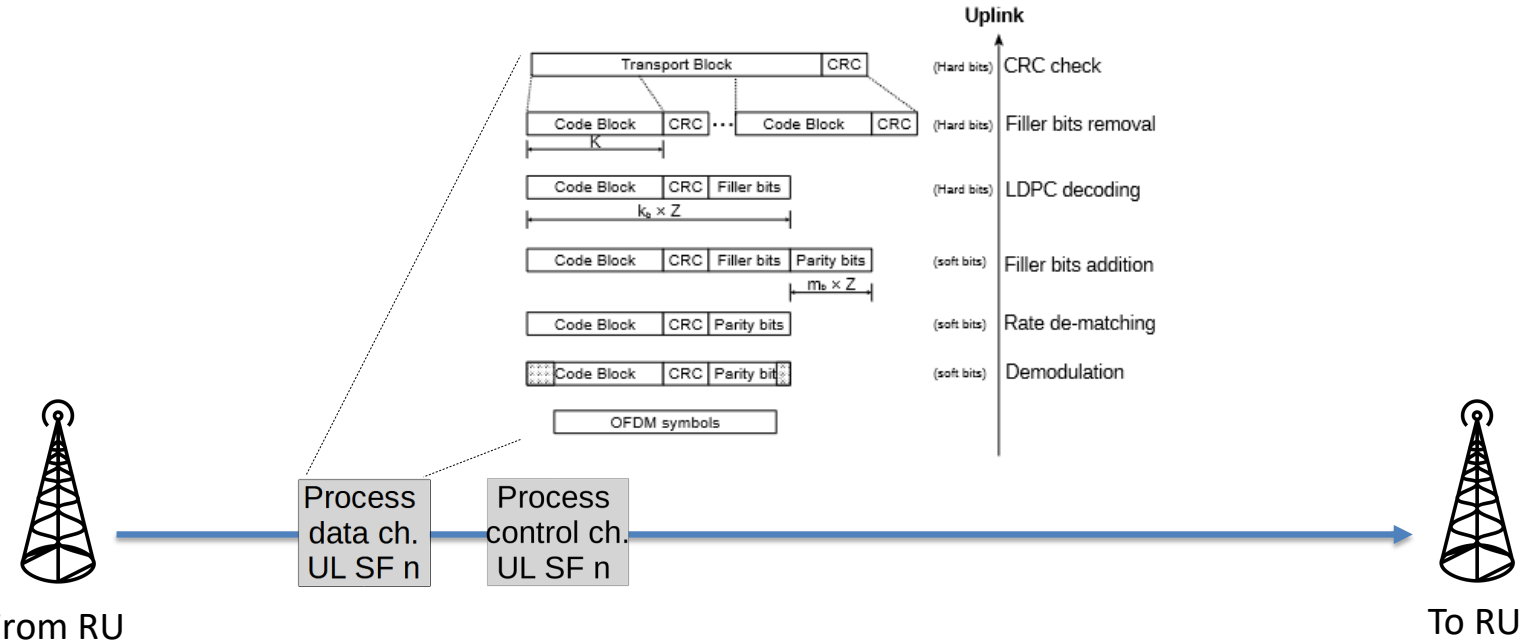
- Centralized Unit (CU): non-real-time processing
- Distributed Unit (DU): real-time processing and coordinates MAC, RLC and PHY
- Remote Radio Unit (RU): amp. & sampling

A DU has to perform many tasks

1. Receive Uplink (UL) subframe (SF) n (OFDM symbols, after FFT)

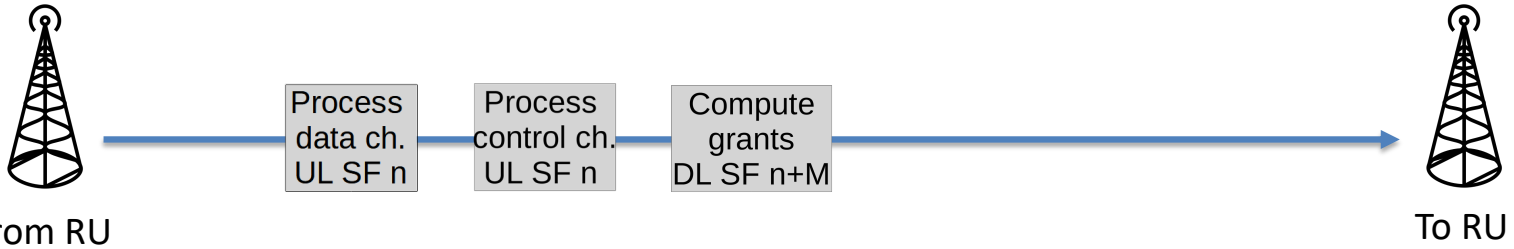
A DU has to perform many tasks

1. Receive Uplink (UL) subframe (SF) n (OFDM symbols, after FFT)
2. Process UL data channels in UL SF n
3. Process UL control channels in UL SF n



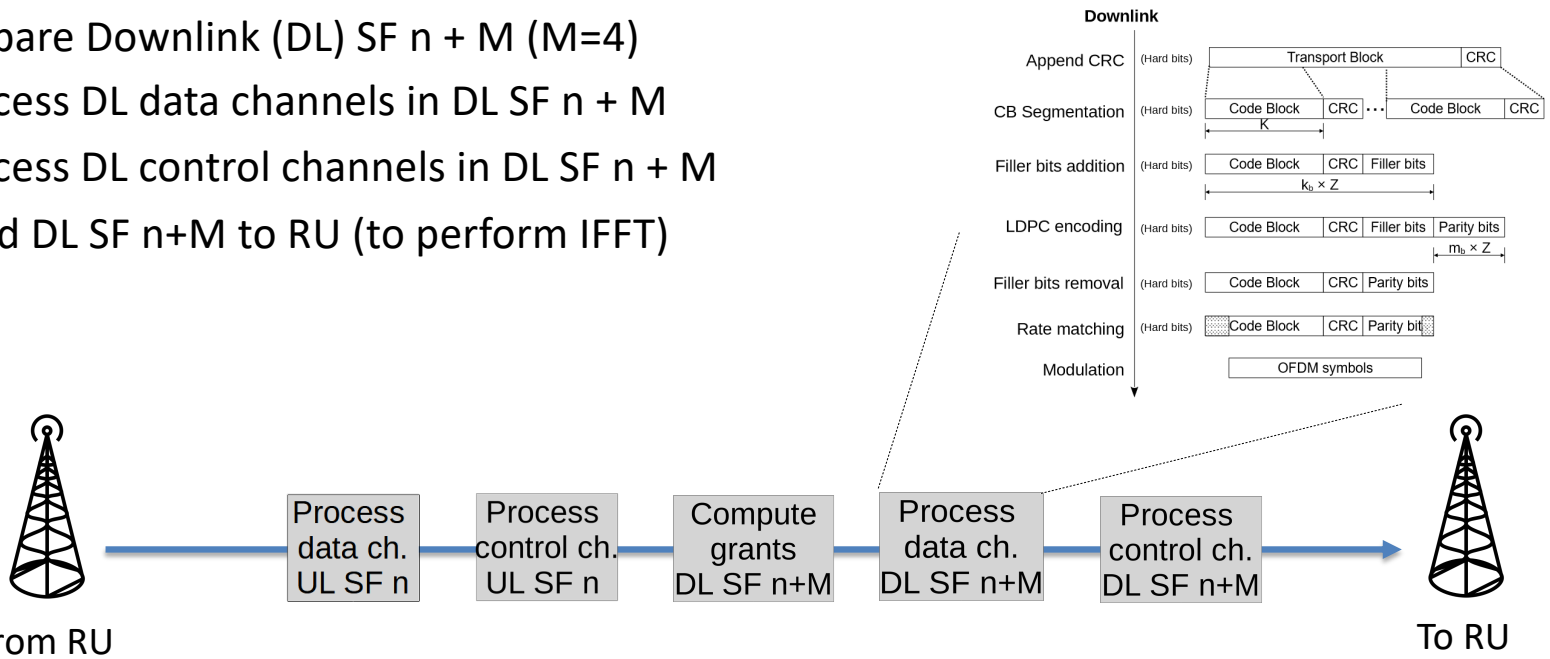
A DU has to perform many tasks

1. Receive Uplink (UL) subframe (SF) n (OFDM symbols, after FFT)
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

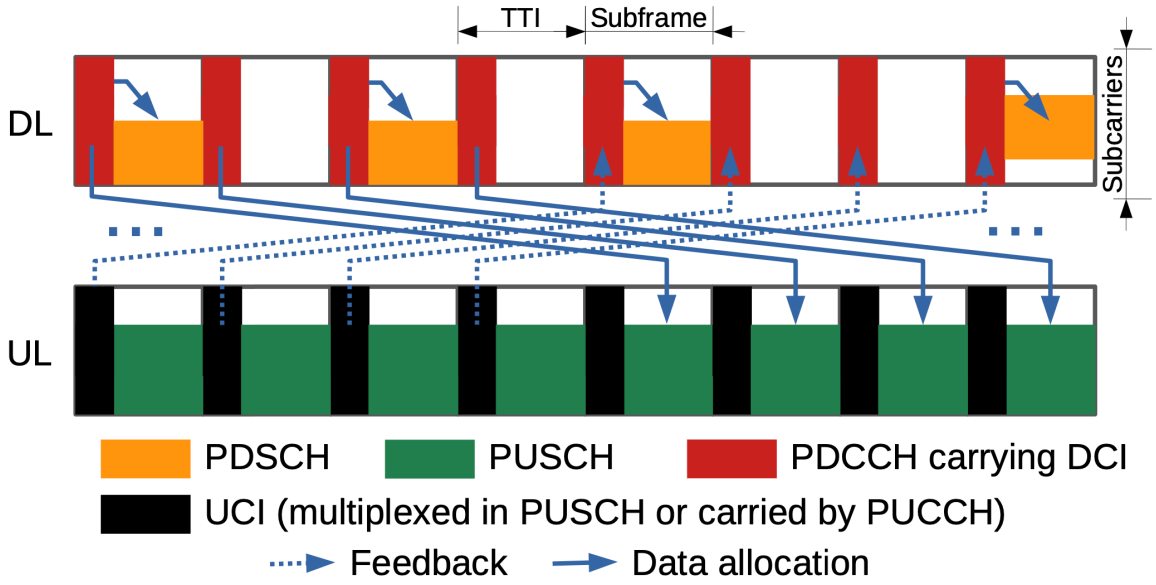


A DU has to perform many tasks

1. Receive Uplink (UL) subframe (SF) n (OFDM symbols, after FFT)
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)
5. Process DL data channels in DL SF n + M
6. Process DL control channels in DL SF n + M
7. Send DL SF n+M to RU (to perform IFFT)



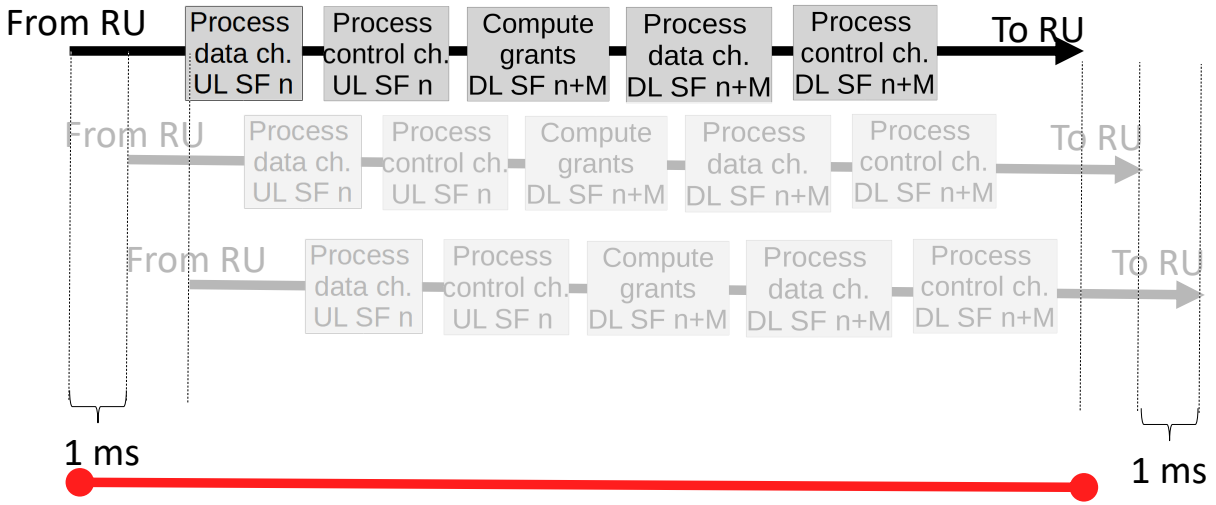
Dependencies



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

Timing is critical

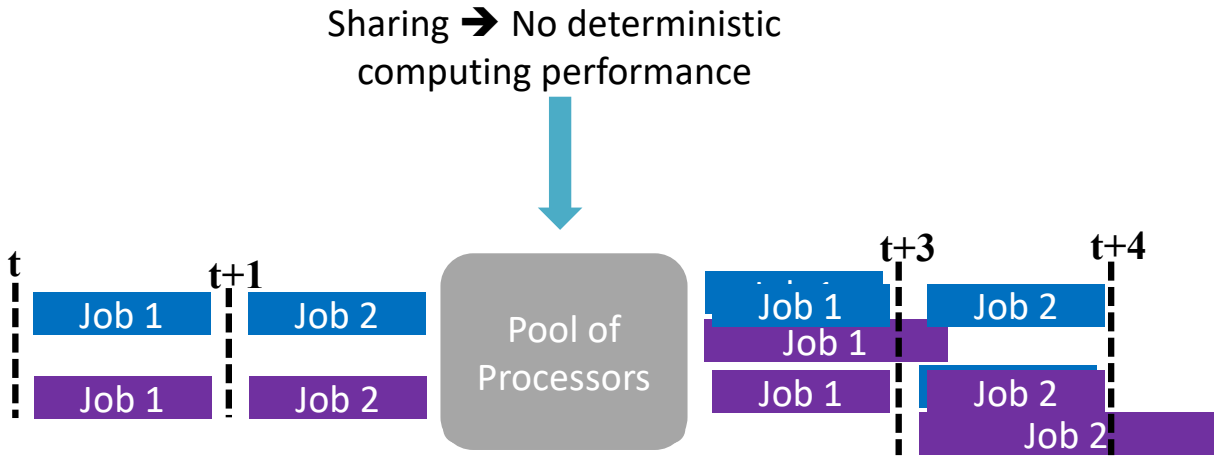
- Tight deadline to process each DU job
  - Otherwise sync is lost



Hard deadline: 3 ms

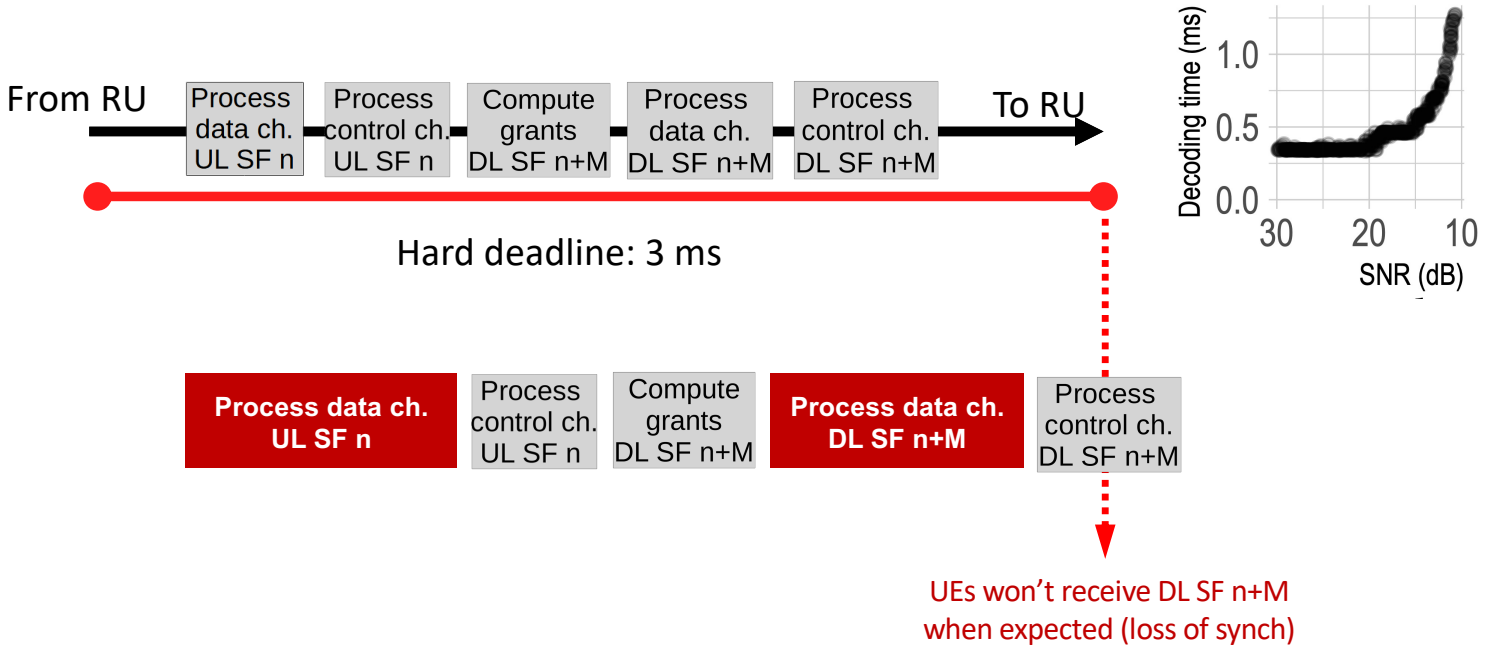
Dedlines and Shared resources

- Virtualizing a base station (eNB/gNB) is hard
  - Distributed Unit (DU) pipeline has tight computing deadlines
  - Violating deadlines loses UE-DU synchronization (network collapse)



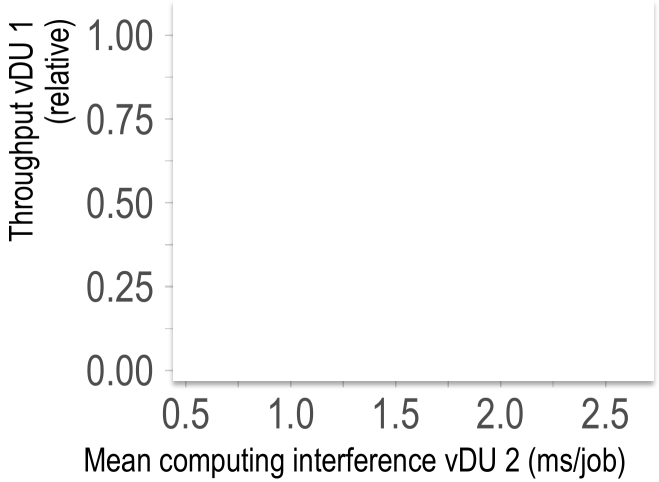
Challenge x2

- 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.)

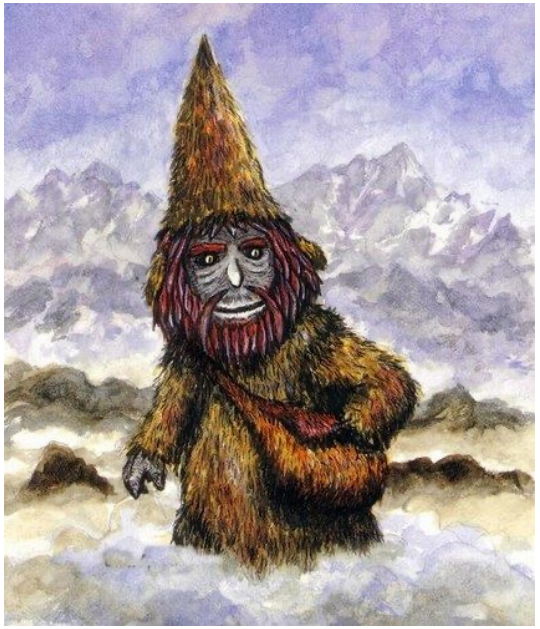


- vDU 1's throughput collapses
- Reason: Processing deadlines are violated

SOLUTION: NUBERU

Nuberu

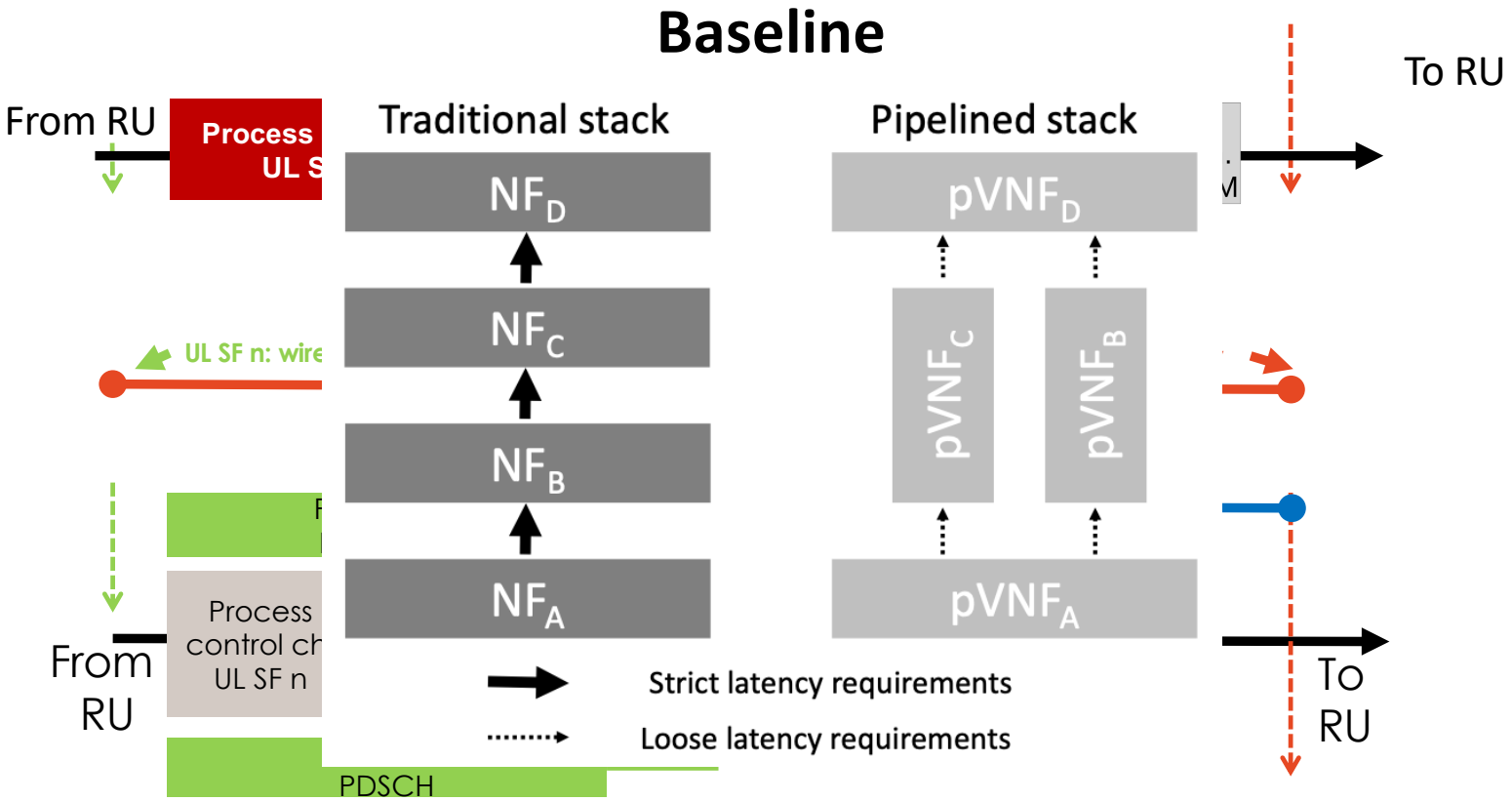
- "The Clouder”: the divinity of clouds (and storms)



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

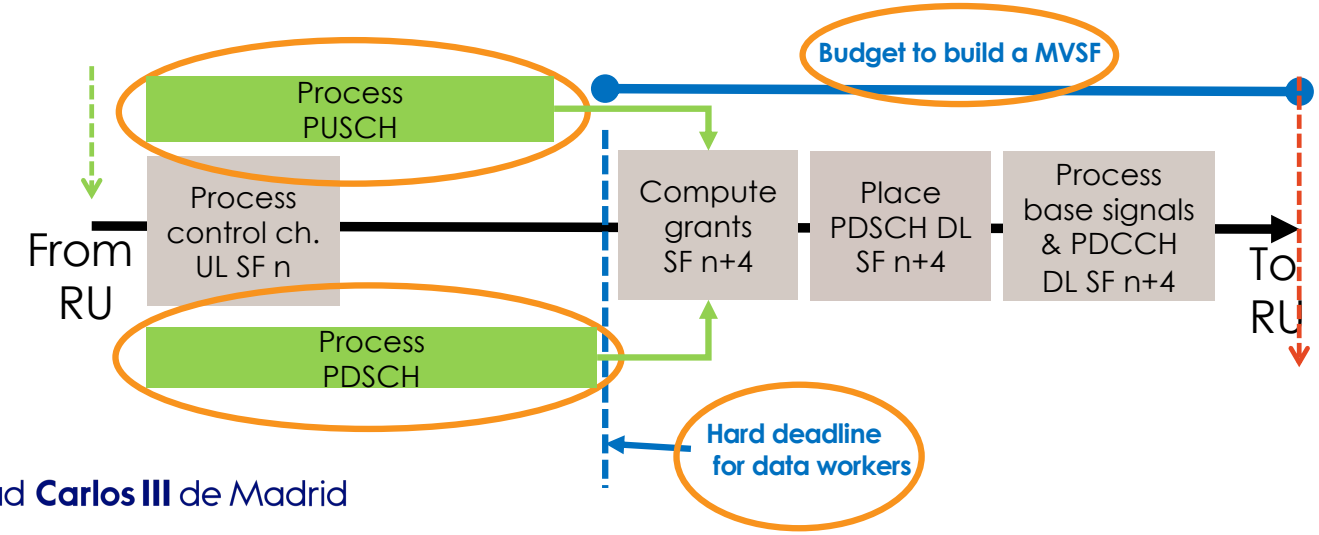
A. Garcia-Saavedra et al. “Nuberu: Reliable RAN Virtualization,” ACM MobiCom ‘21

A resilient pipelined stack

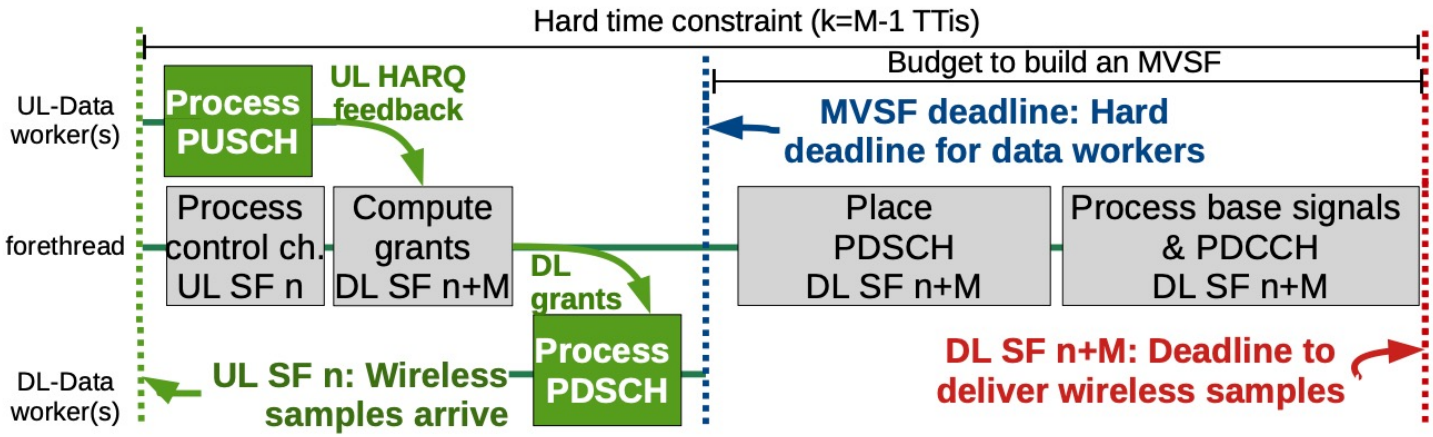


A resilient pipelined stack

- 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



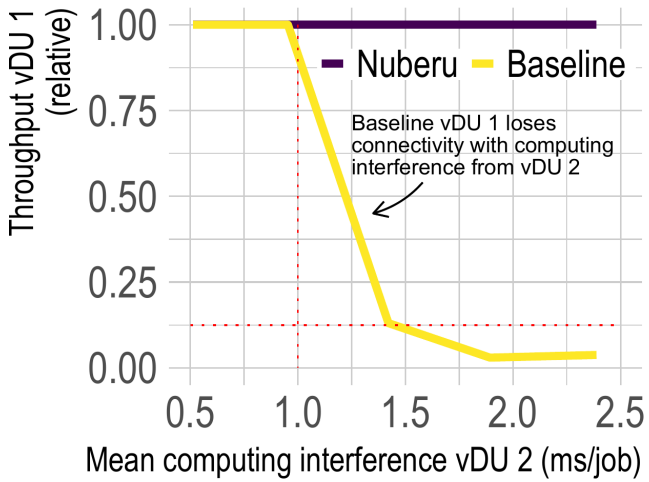
Approach: Three families of workers

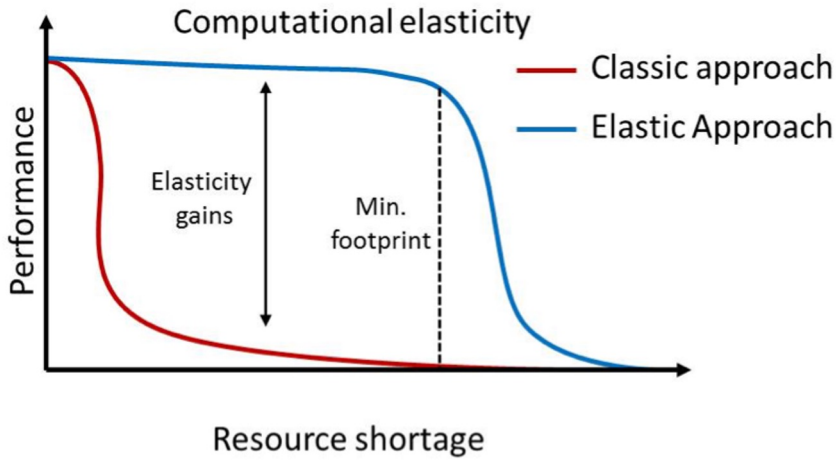


- DU forethread
  - (i) building the MVSF;
  - (ii) coordinating the remaining workers
- DL-Data DU workers: process PDSCH tasks
- UL-Data DU workers: process PUSCH tasks

Results: Validation

- Same toy experiment as before





Summary & Next Steps

- Cloud computing is already embracing microservices and serverless, while mobile networking is lagging
- There are gains, if the software is agile
- Main challenges
  - Re design VNFs (e.g., Nuberu)
  - Prepare the underlying infrastructure
  - Novel orchestration approaches

Call for Papers

- *LESS‘24 (a.k.a. *STARLESS* ‘24) is the 3rd edition of the workshop series on *serverless computing for pervasive cloud-edge-device systems and services*
- Co-located with IEEE Percom’24 (March 11–15, 2024, Biarritz, France)
- Submission deadline: November 17, 2023
- https://starless.iit.cnr.it

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- European Union's Horizon 2020 research and innovation programme under grant agreement no. 101015956 (Hexa-X).
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