

Neural Emulation: Twinning a 5G Mobile Scheduler via High Resolution Telemetry

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This Talk

Problem

- **End-to-end performance** hinges on **mobile**
- Current network emulation **neglects causality**

Solution

- **Make digital twins** of black-box 5G schedulers
 - Enabled by **high-resolution telemetry** tools

Impact

- **Scaled and broadened** mobile network emulation for **reproducible and generalizable** experiments

Context: 5G is Crucial to Real-Time Application Performance

Rise in real-time applications:



Drones



Teleconferencing



Cloud Gaming



AR/VR

Require



Quality

Interactivity



High bandwidth

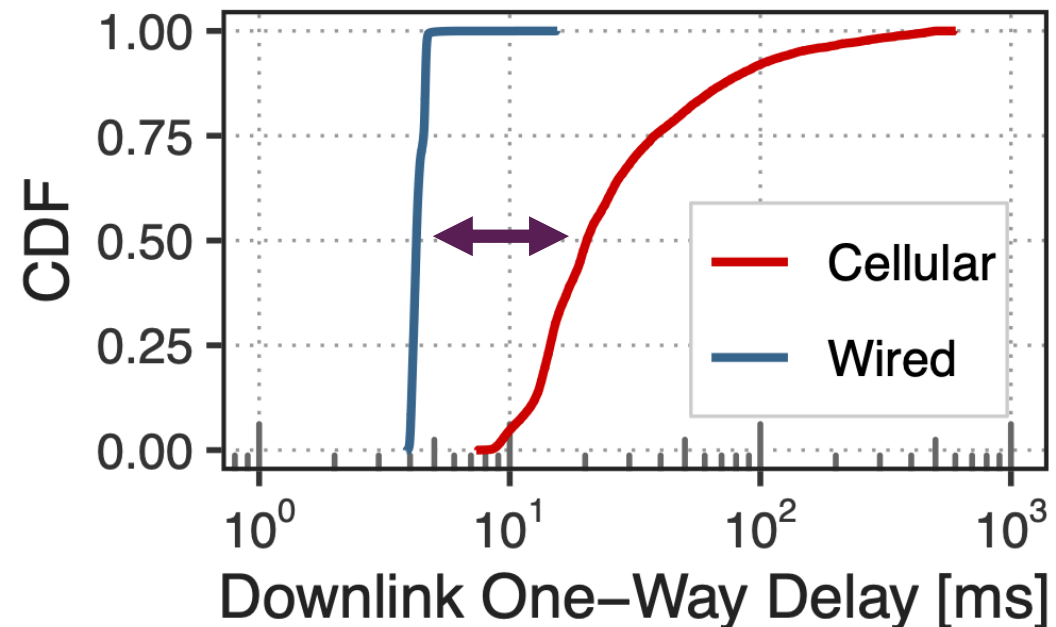
Low latency



**Requirements can outpace
5G network capabilities!**

Commercial 5G measurements:

T-Mobile 5G New Radio, 15 MHz bandwidth, frequency-duplexing division, Band 71 (622.85 MHz)



Gold Standard: Test in a Live Mobile Network

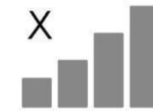


Mobile network behavior that application developers need to capture:

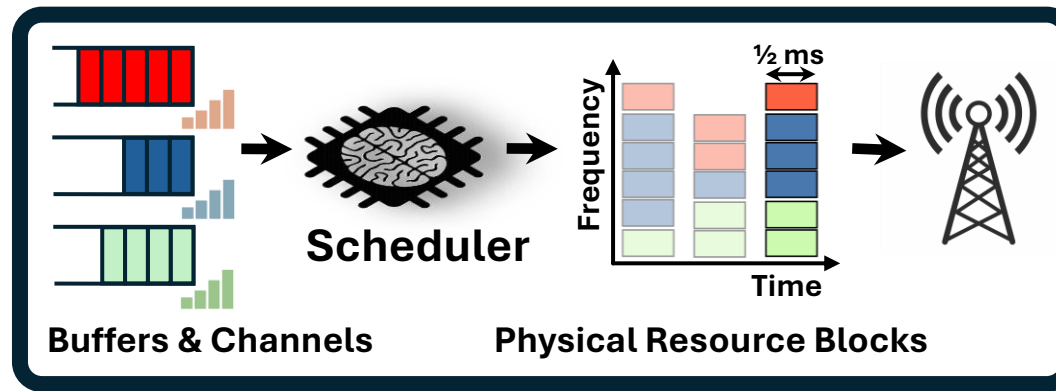
Inputs:



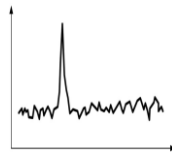
Highly dynamic user contention



Unpredictable, environment-dependent channel conditions



Output:

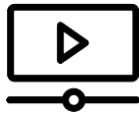


Significant jitter due to complex uplink and downlink scheduler patterns

- The scheduler is a “black box:” not standardized, **mobile vendor’s** intellectual property
- **Mobile operator** configures scheduler, possibly resulting in intra-vendor diversity

Live Mobile Network Testing: Unmet Needs

Scaling & Broadening Evaluation (“Reproducibility”)



Design



Evaluation

{Urban A, T-Mobile, 20 MHz,  x 5}



? Evaluate

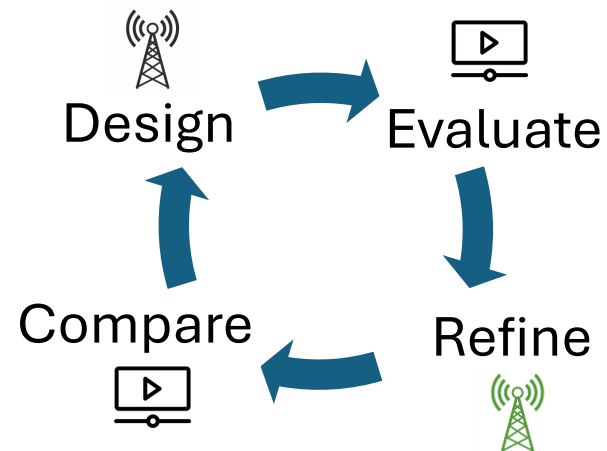
{Rural, AT&T, 40 MHz,  x 50}



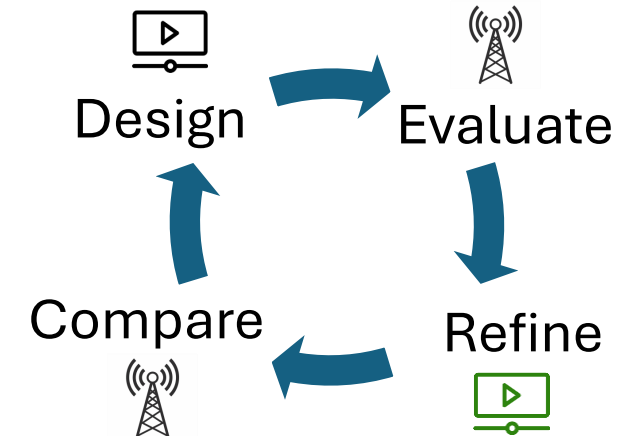
? Evaluate

{Urban B, O2, 100 MHz,  x 20}

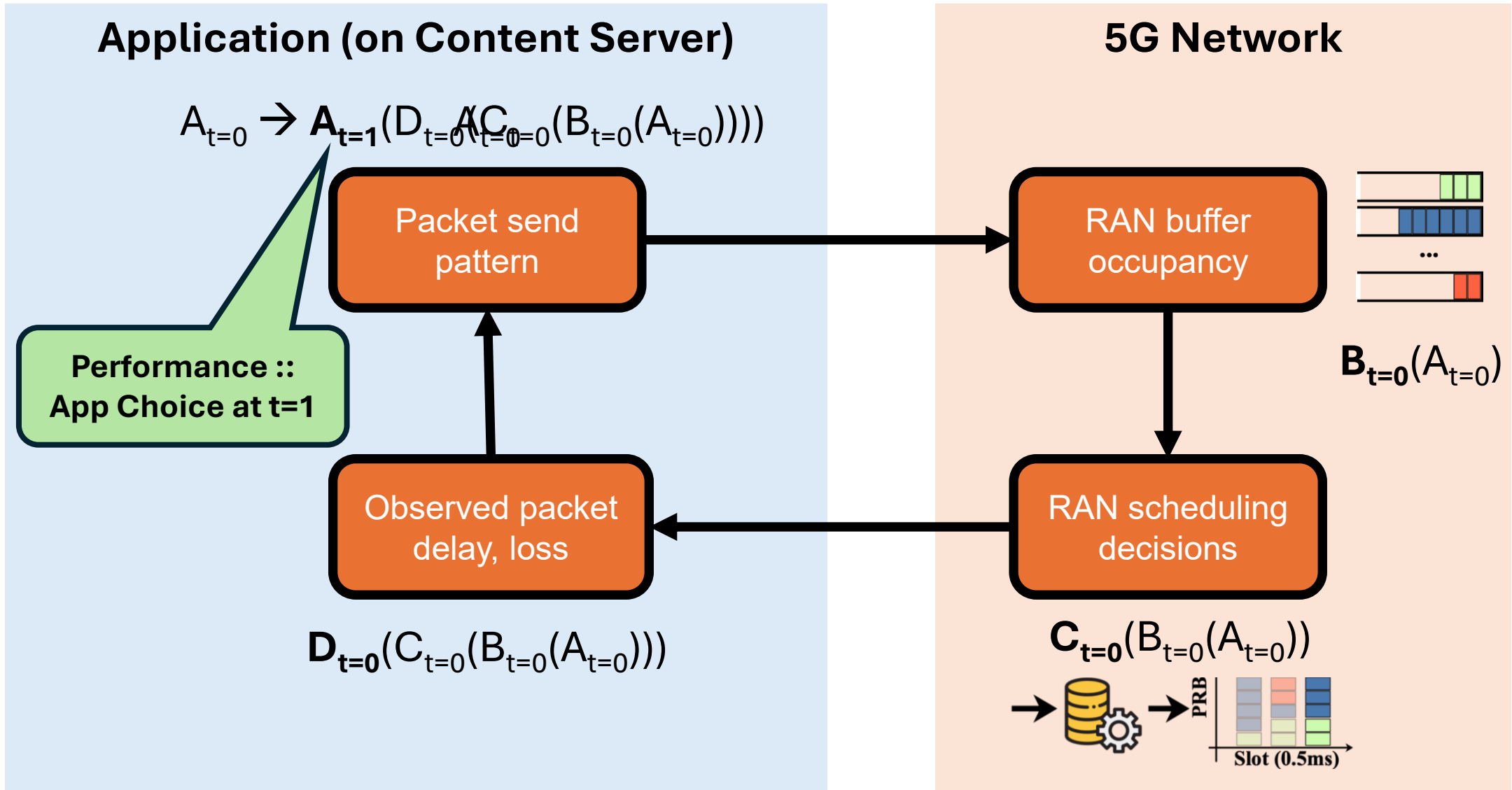
Cell Scheduler Refinement



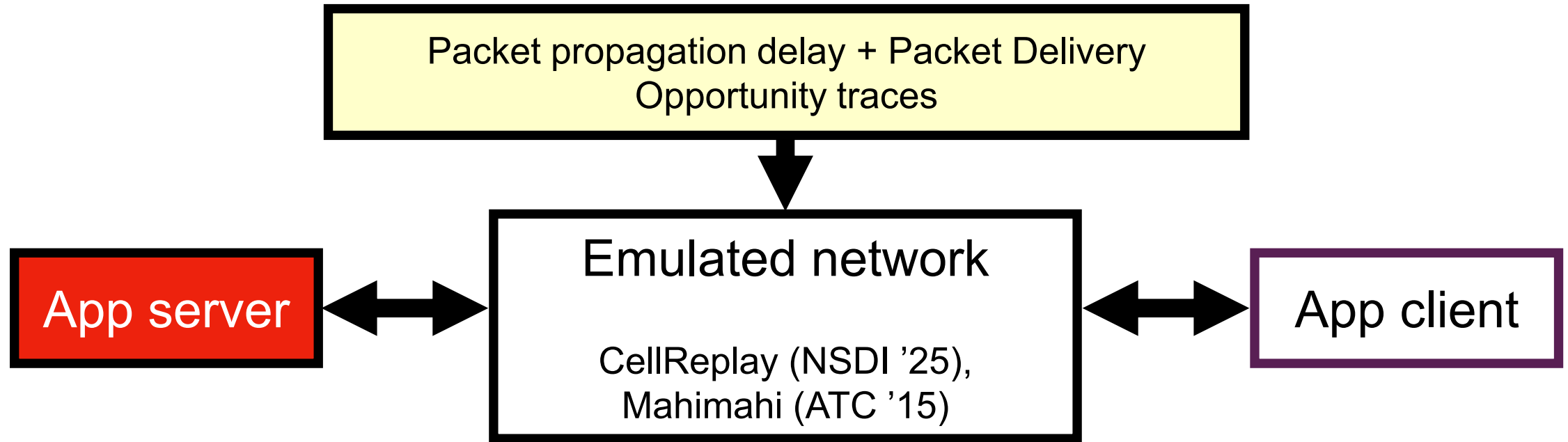
Application Refinement



Challenge: Feedback Loop between Applications, Network

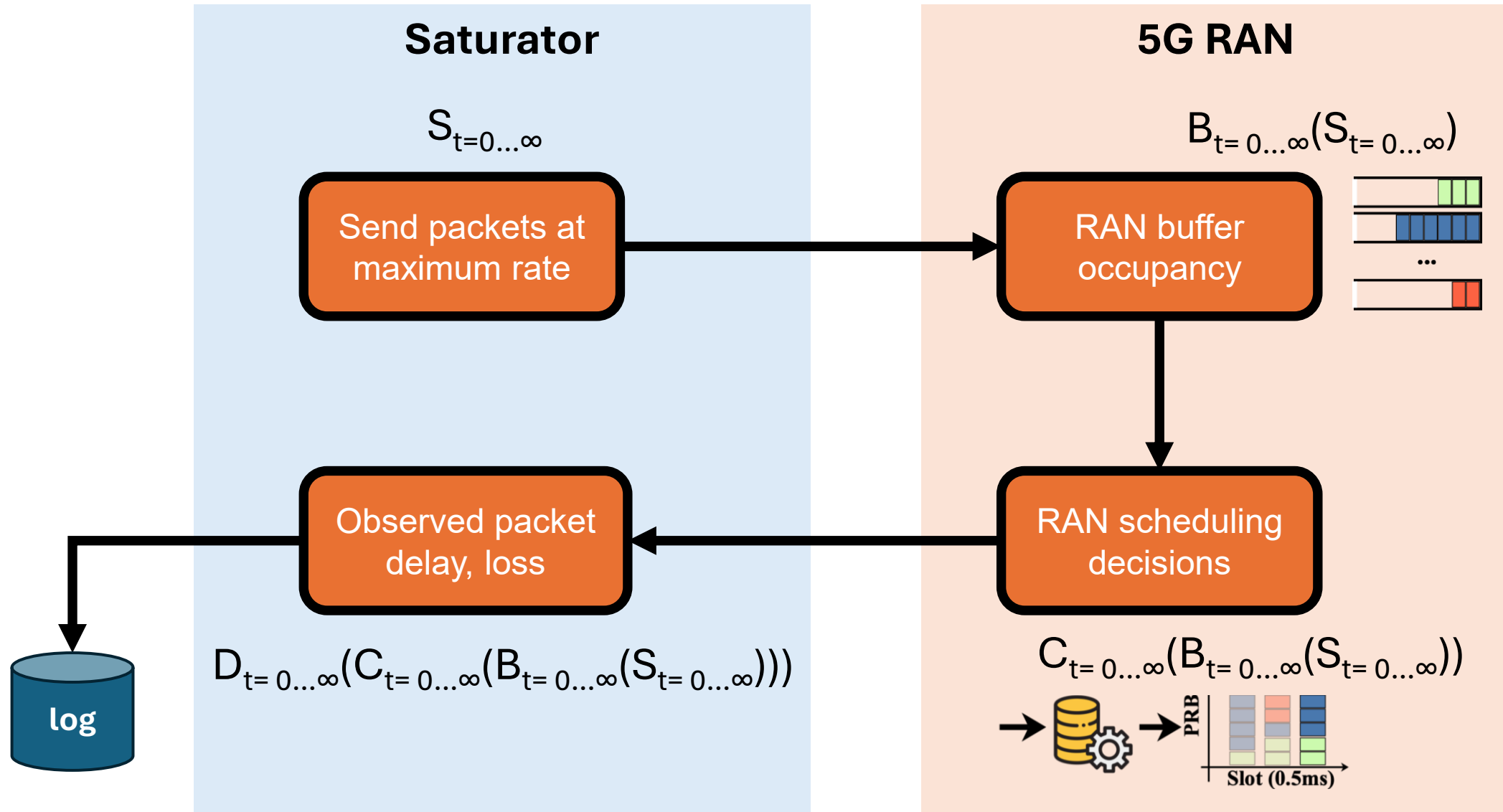


Evaluating Performance with “Record-and-Replay” Emulators

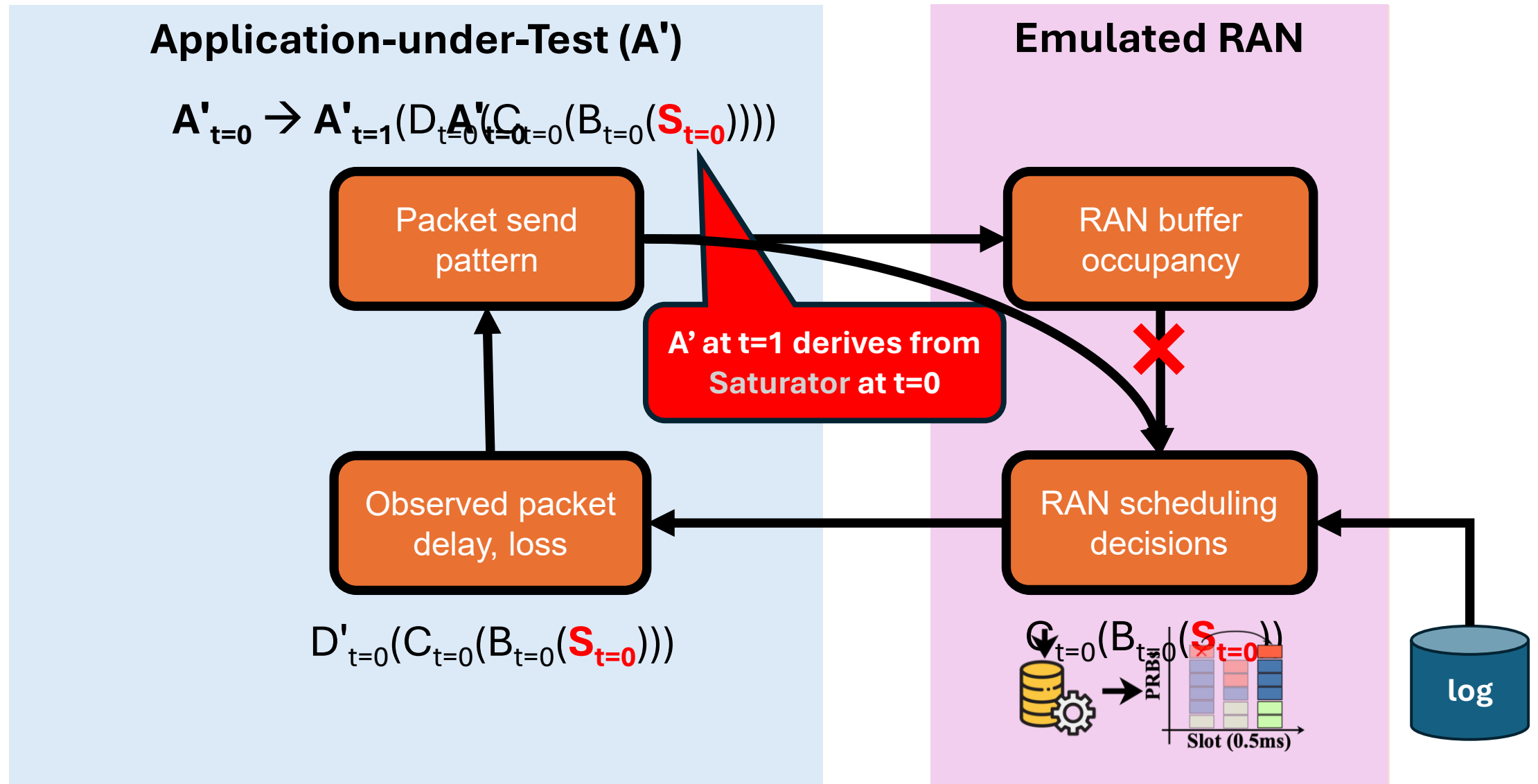


- **Record** fixed network traces under **conditions of interest** (e.g., contention, mobility) with a **predefined workload** (e.g., iperf3, packet trains).
- **Replay** the recorded trace in the **emulated network** for an **Application-under-Test**

Record and Replay: Saturate and Log

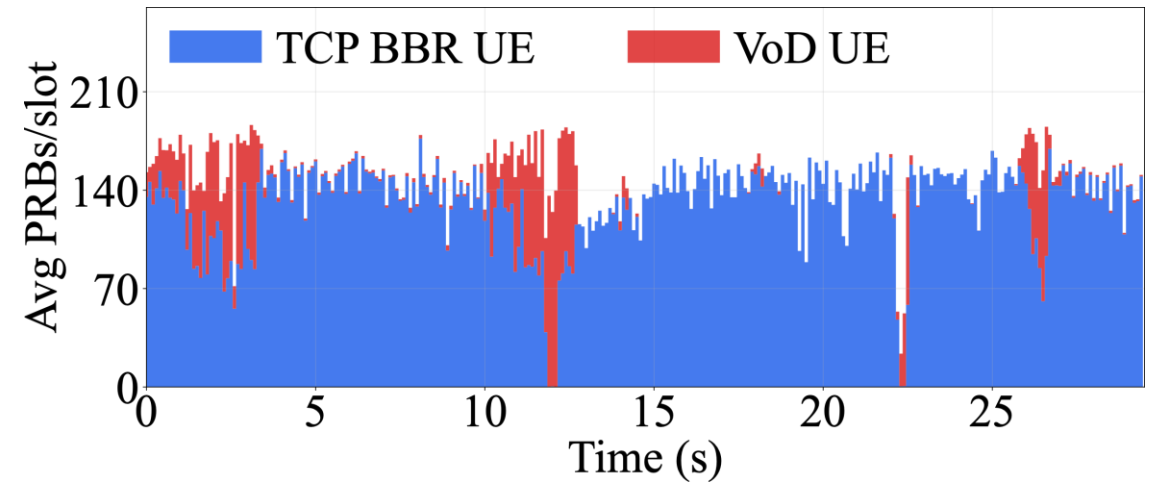
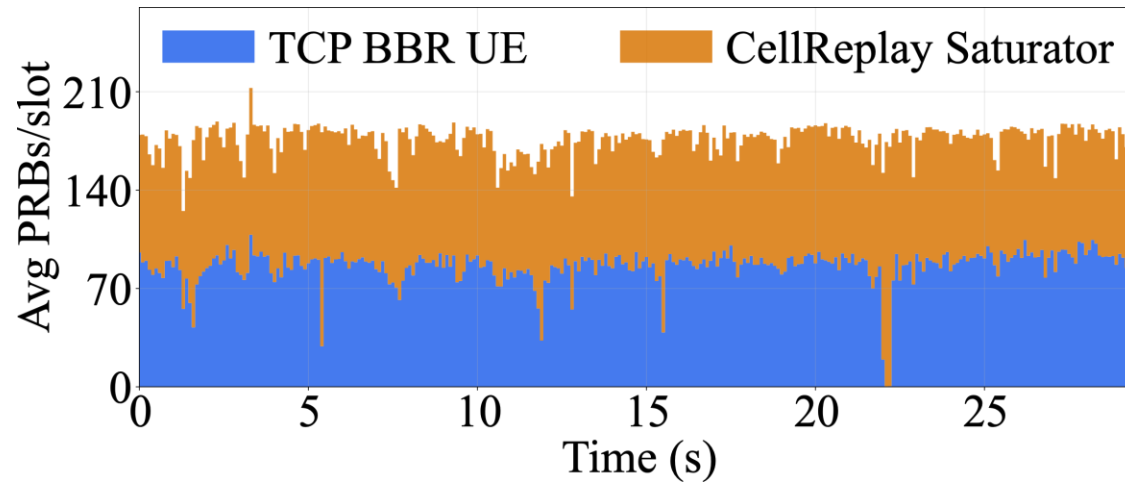


Record and Replay: Breaks the Causality Cycle



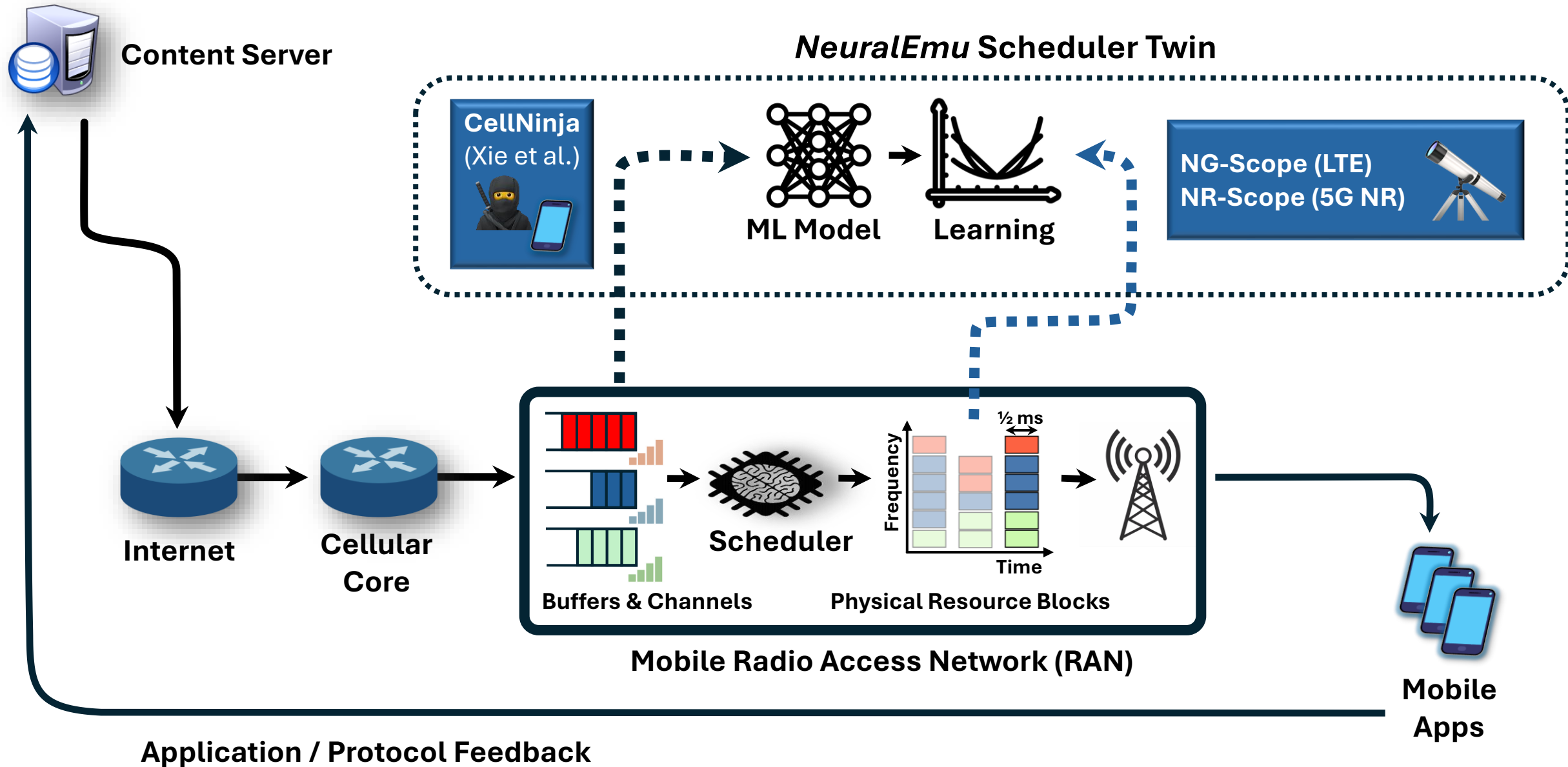
Record-and-Replay Distorts Contention

Example: emulate performance of **Video on Demand (VoD)** in the presence of **BBR background traffic**

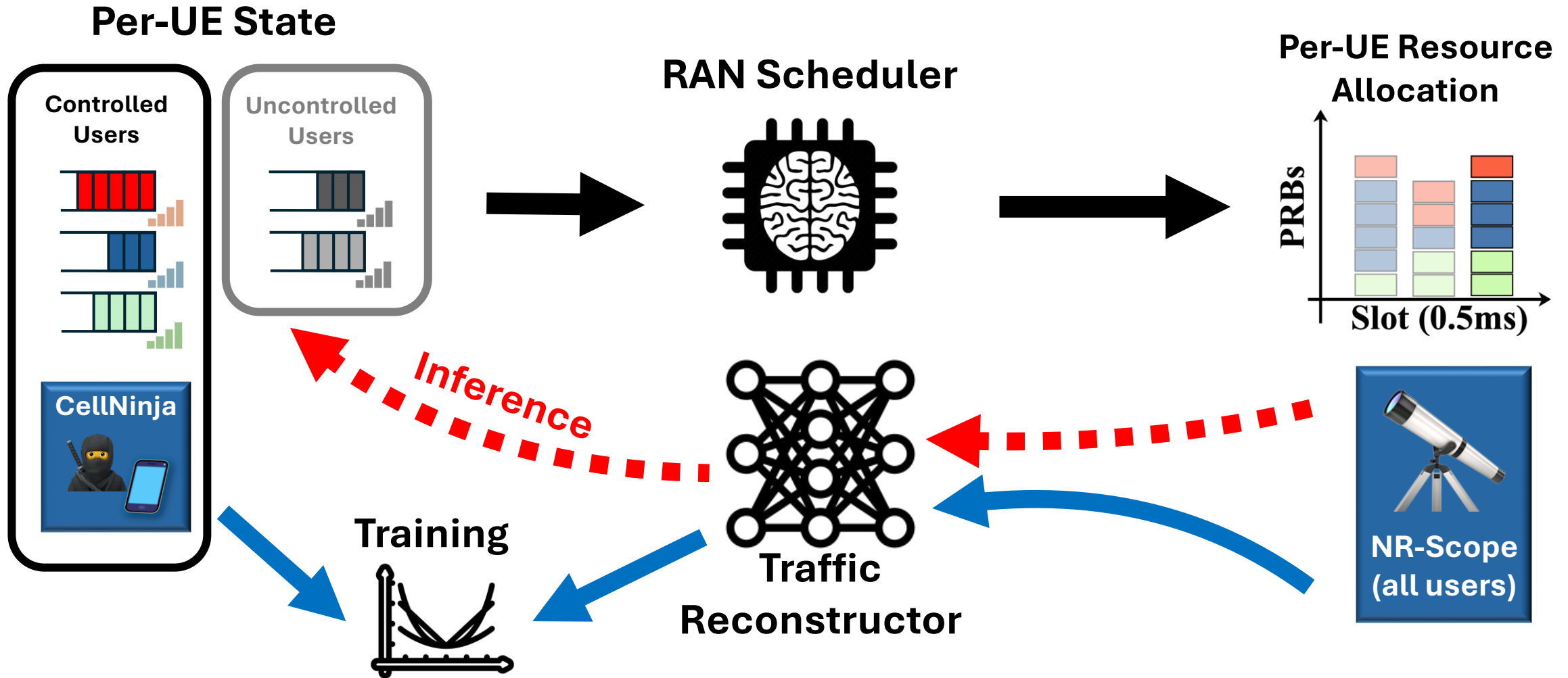


The **Saturator competes** with background traffic **differently** than Video on Demand (application under test)

NeuralEmu “Twins” any RAN Scheduler



NeuralEmu: Uncontrolled Traffic Reconstructor

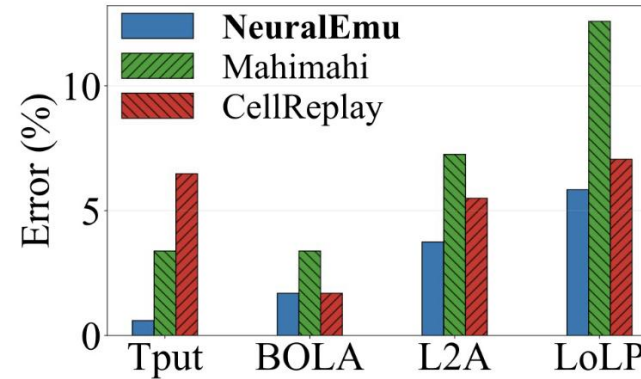


Now we have traffic data for every user!

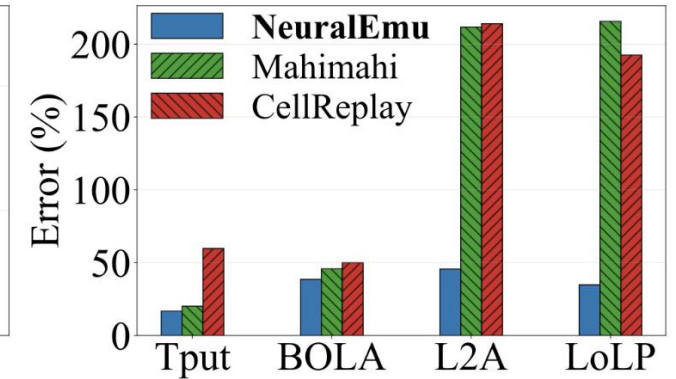
NeuralEmu Reduces Emulation Error up to 5x

- Compare application performance distributions
 - Emulation v. live T-Mobile 5G New Radio network (100 MHz bandwidth, band 41)
- **Emulation error:** average distance between distributions
 - Follows CellReplay methodology

Video-on-Demand

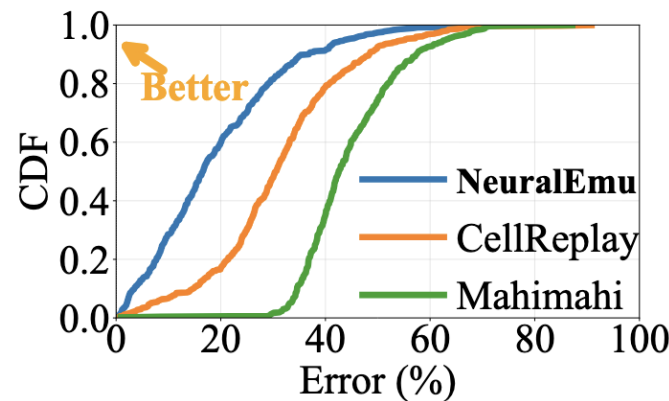


(a) VoD bit rate selection (kbps).

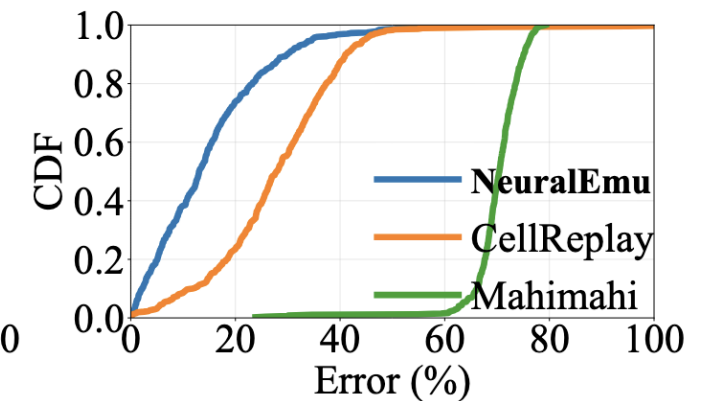


(b) VoD buffer level (seconds).

Webpage Load

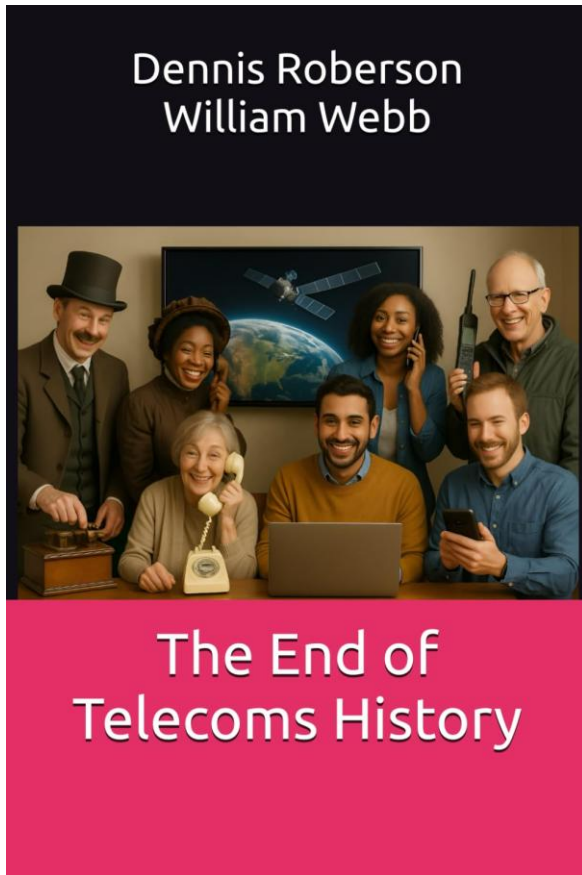


(a) HTTP/1.1



(b) HTTP/2

Over a Pint: Roberson & Webb's Position on Mobile Networks



- Exponential growth in **mobile data usage** **will not continue** from now to [2035-2045]
- You don't need more than ~20-30 Mbit/sec
 - can't watch more video on demand!
- **They also rebut:** AR/VR/IoT, the rise of AI, Fixed Wireless Access, developing world economy, etc.

What's next: Resilience & Reliability

Conclusion

- Bolun Zhang will talk about **causality in RAN configurations** in 30 minutes!
- *CausalSim* [NSDI '23] makes coupling observation but **in context of video streaming bit rate adaptation** (coarse, four-second chunk time-scales)
 - Millisecond-resolution telemetry brings concept to packet-level timescales
- Our Next Steps: MILCOM demo, scale to multiple RAN vendors & compare

CellNinja [GitHub]



NG-Scope [GitHub]



NR-Scope [GitHub]



NeuralEmu (this work) [arxiv]

