



GrGym: When GNU Radio goes to (AI) Gym

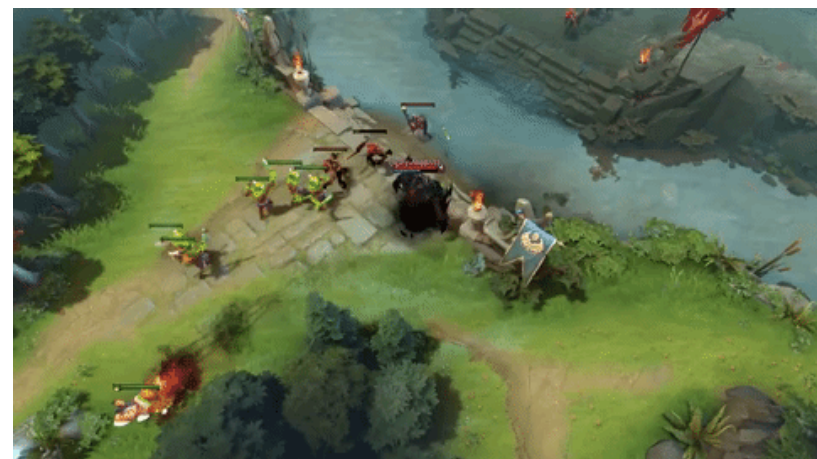
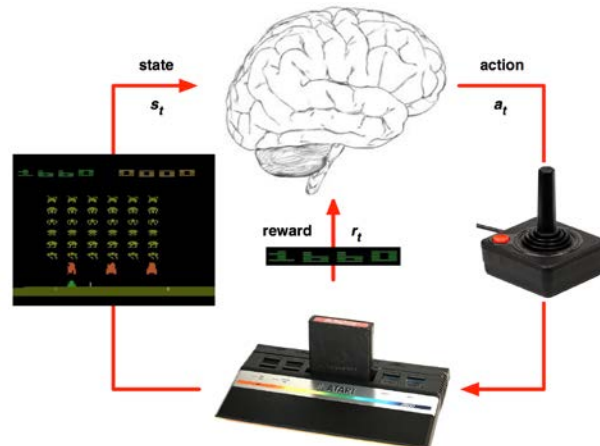
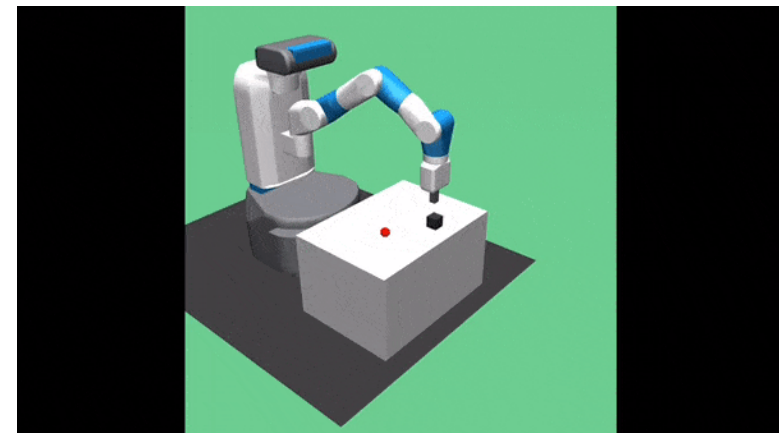
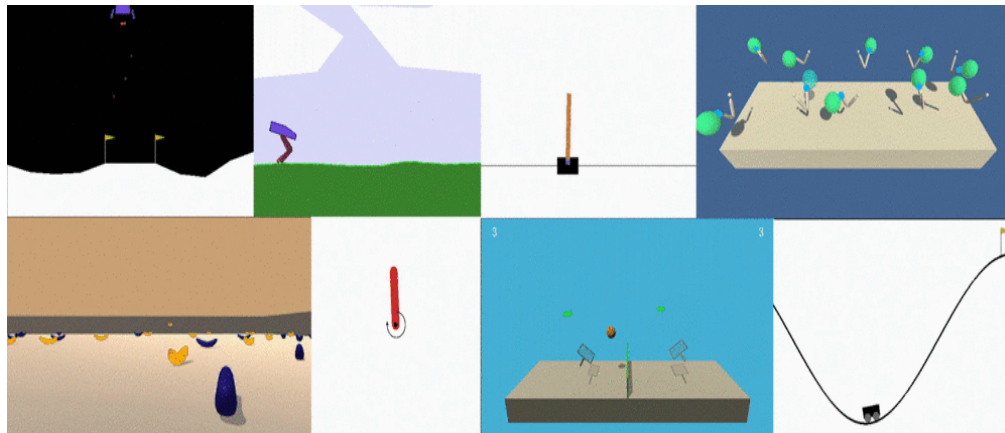
Anatolij Zubow, Sascha Rösler, Piotr Gawłowicz, Falko Dressler

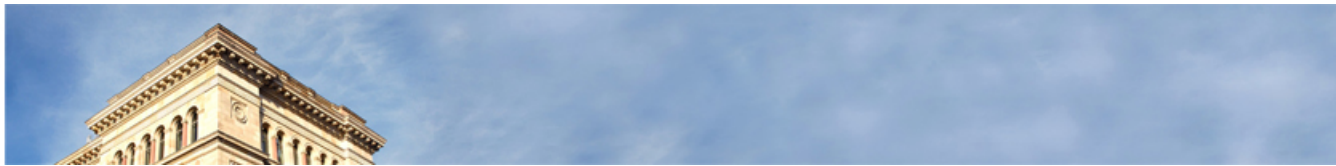
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Motivation

- Boom of applications using **Reinforcement Learning**





OpenAI Gym

- **Gym** is **open-source** framework with vast set of standardized environments including algorithmic examples, games and 3D robots
- **Gym** allows for developing and comparing **Reinforcement Learning** (RL) algorithms in the same virtual conditions



- **Gym** is a wrapper that provides an **unified environment API**:

- `reset()`
- `next_state = step(action)`
- (optional) `render()`

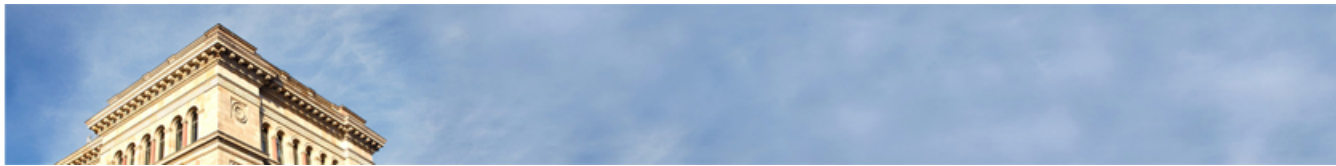
- New environment can be integrated:

- Need to represent state & actions as numerical values

```
import gym

env = gym.make('CartPole-v0')
obs = env.reset()
agent = MyGreatAgent()
done = False

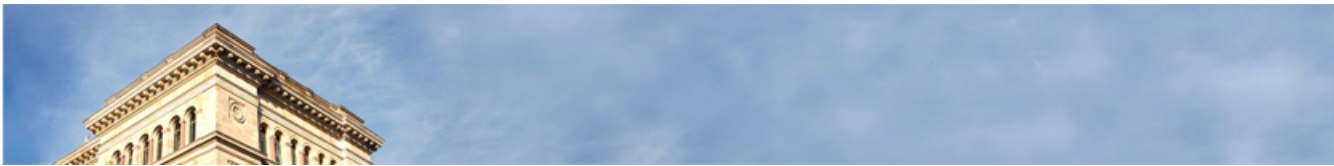
while not done:
    action = agent.get_next_action(obs)
    obs, reward, done, info = env.step(action)
```



GNU Radio

- Toolkit with rich library of signal-processing blocks for building **software-defined radios**
- Design of flow graph (XML/Python): vertices are signal processing blocks (C++), edges represent data flow between them
- Each block processes in real-time an infinite stream of data flowing from its input ports to its output ports
- Partial/full implementations of 802.11, 802.15.4, LTE
- GNU Radio programs run on **real hardware** (USRP) or loopback in a fully **simulated environment**





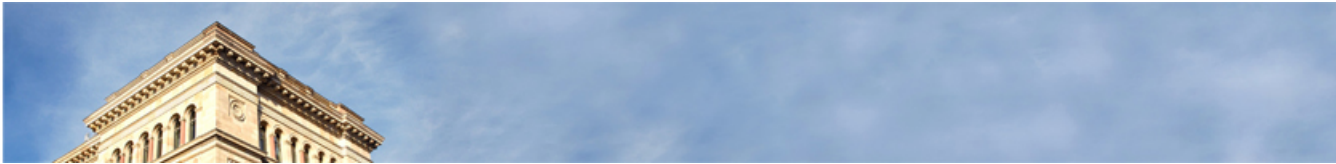
GrGym framework: Design Principles

- Modern (wireless) communication networks have evolved into **complex & dynamic systems**, e.g. hundreds of knobs in 802.11ax/be
- **New approaches** needed for control & management of such networks, i.e. application of ML techniques like RL
- **Goal:** facilitate and shorten time required for developing novel **RL-based communication networking** solutions
 - RL-driven control algorithms should be trained in a simulated environment before running in real world
 - Flexibility of SDR platforms allows to quickly switch from simulated environment to real-world
 - **Transfer learning**



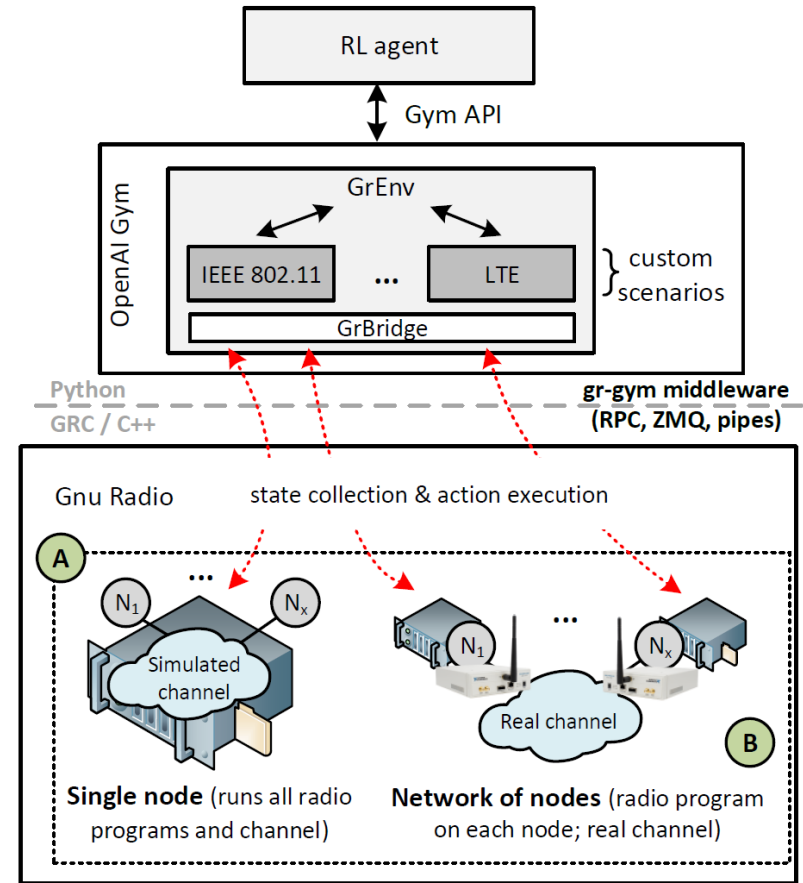
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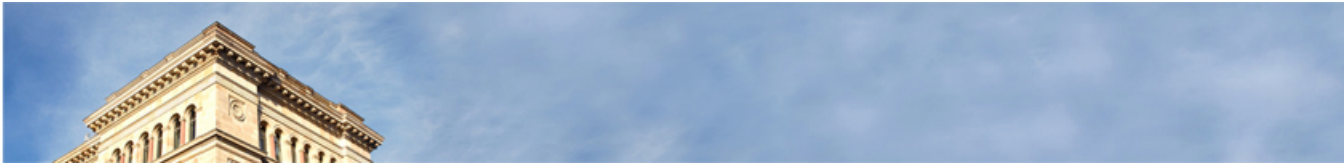


GrGym framework

- A **generic interface** between OpenAI Gym & GNU Radio
- Only **small changes** to radio programs (GRC flow graph) needed to make them usable by framework:
 - Blocks added for IPC with framework
 - Life-cycle management
 - Collection of observation & reward
- GrGym **middleware** takes care of transferring state (observations, reward) & control (actions) between agent and network of GNU Radio nodes:
 - Two parts: i) generic and ii) scenario-specific implementation



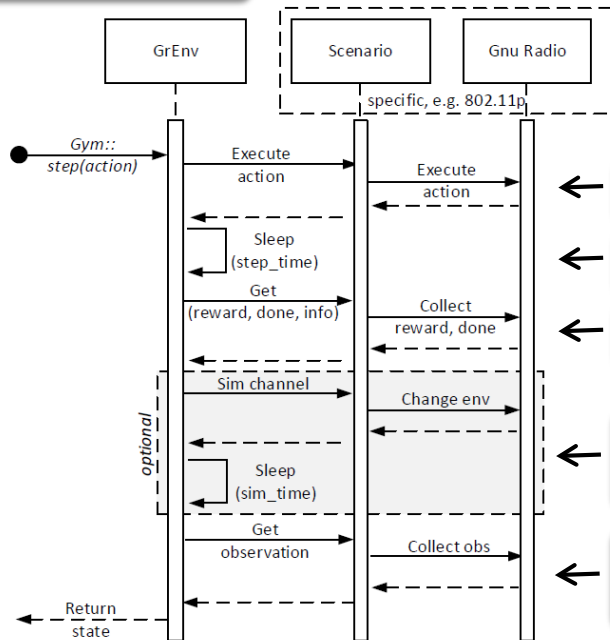
Architecture of **GrGym** framework



GrGym: Basic Example

1. Configuration file (YAML)
2. RL agent (Python)

Implementation of step()



```

1 grgym_environment:
2   run_local: True # GNU Radio is local or remote
3   timebased: # a step is progress in time
4     step_time: 0.5 # step duration (in s)
5   eventbased: True # if false use time based
6   max_steps_zero_reward: 30 # max steps with no reward
7 grgym_local: # used if grgym_environment.run_local == True
8   compile_and_start_gr: True # disable if remote
9   host: localhost # local GNU Radio process
10  rpc_port: 8080 # GNU Radio RPC port
11  gr_ipc: ZMQ # IPC between grgym and gnuradio
12  gr_grc: benchmark_ieee80211_wifi_loopback_zmq # used GRC flow graph
13 grgym_remote: # if grgym_environment.run_local == False
14  num_nodes: 1
15  node0:
16    name: TX_RX_channel
17    host: 10.0.0.2 # remote GnuRadio process
18    rpc_port: 8080 # RPC port of remote GnuRadio
19 grgym_scenario:
20  scenario_class: benchmark.BenchmarkScenario # used GrGym scenario
  
```

1 remote or local ?

GrGym scenario class

Exec action

Pause

Get reward

Sim channel

Get observation

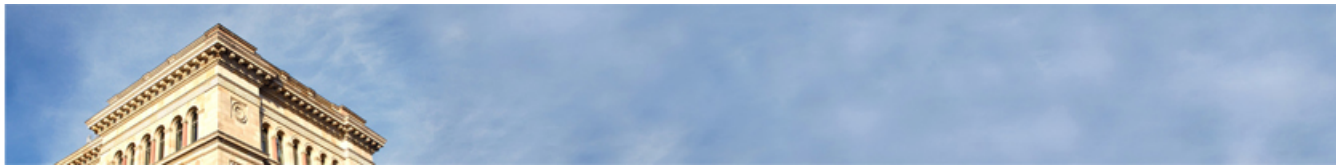
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Start GrGym

Interact with env. via step()

```

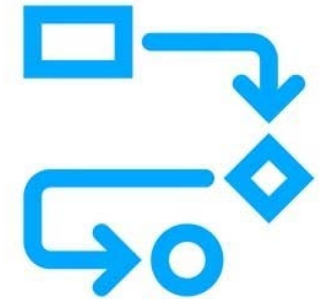
1 import gym
2 import MyAgent
3
4 env = gym.make('grgym:grenv-v0')
5 env.seed(47)
6 obs = env.reset()
7 agent = MyAgent.Agent()
8
9 while True:
10  action = agent.get_action(obs)
11  obs, reward, done, info = env.step(action)
12  if done:
13    break
14
15 env.close()
  
```

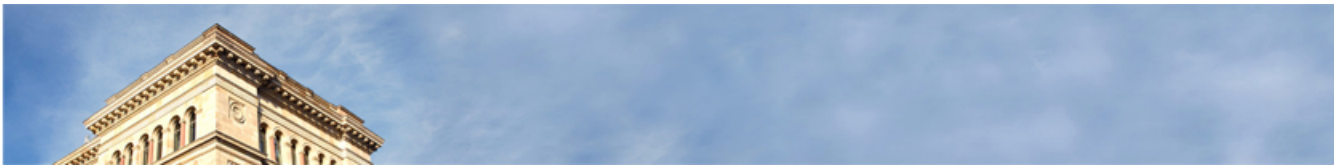


GrGym: Workflow

- **Workflow** consists of **6 steps**:

1. **Setup** single or network of GNU Radio nodes
2. **Modify** radio programs (described as GRC flow graph)
 - Add blocks to get data for observation/reward
 - Add blocks for IPC with GrGym (XML RPC, ZMQ/file)
3. **Write** GrGym scenario (Python) which implements all functions,
 - Maps generic framework functions to scenario, e.g., action= MCS index
4. **Wire** everything with *config.yaml*
5. **Write** RL agent which interacts with environment via Gym API
6. **Train** the agent and analyze results



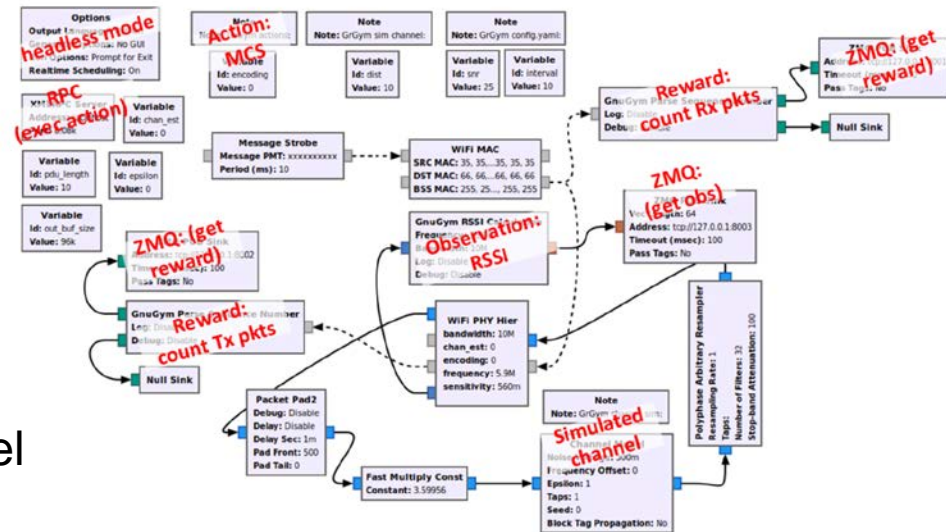


Example Scenario: IEEE 802.11 Rate Control

- 802.11p based on [1] as proof-of-concept scenario
- RL modeling for closed-loop rate control:**
 - Action (MCS)
 - Reward (effective data rate)
 - Observation (RSSI)



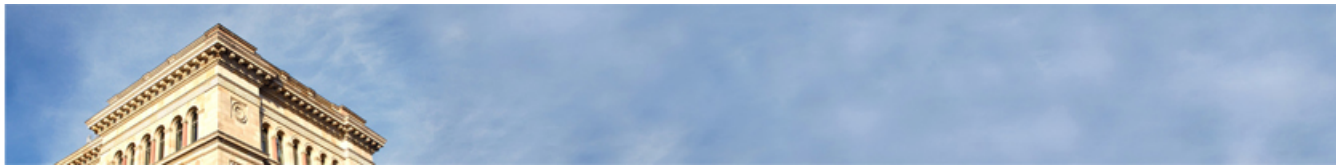
GRC flowgraph



- GrGym configuration:**

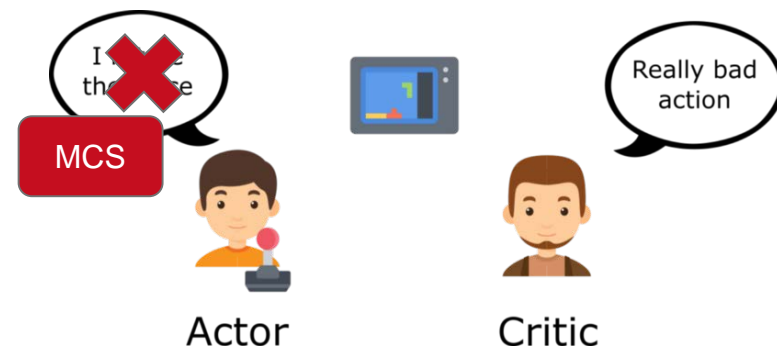
- Single flowgraph: TX & RX are connected by simulated channel
- Additional GNU Radio blocks added (counting sequence no., RSSI)

[1] Bloessl et al., „An IEEE 802.11a/g/p OFDM Receiver for GNU Radio“, ACM SIGCOMM 2013

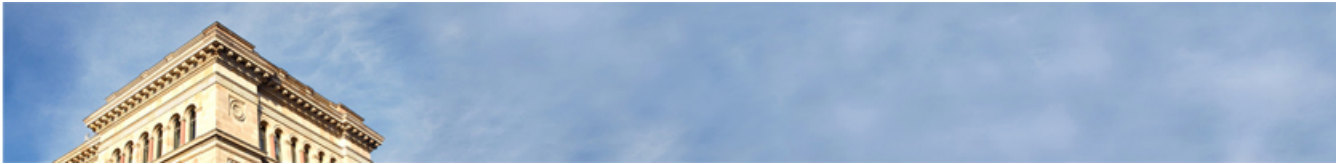


Case Study: RL-based Rate Control

- **Objective:** agent decides on MCS for next packet transmissions in 802.11p scenario
- Observation is current channel condition, i.e. absolute signal strength (RSSI) per OFDM subcarrier
- Challenging as RSSI is uncalibrated, i.e., unknown noise floor
- **Learn to map** absolute RSSI to MCS
- Agent uses **Actor-Critic** (AC) method
- Reward = effective throughput, i.e. PSR \times bitrate



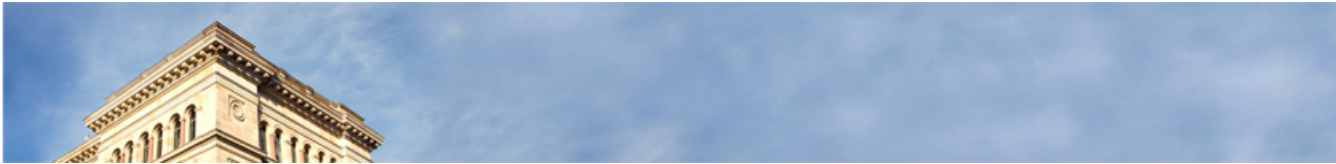
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Case Study: RL-based Rate Control (II)

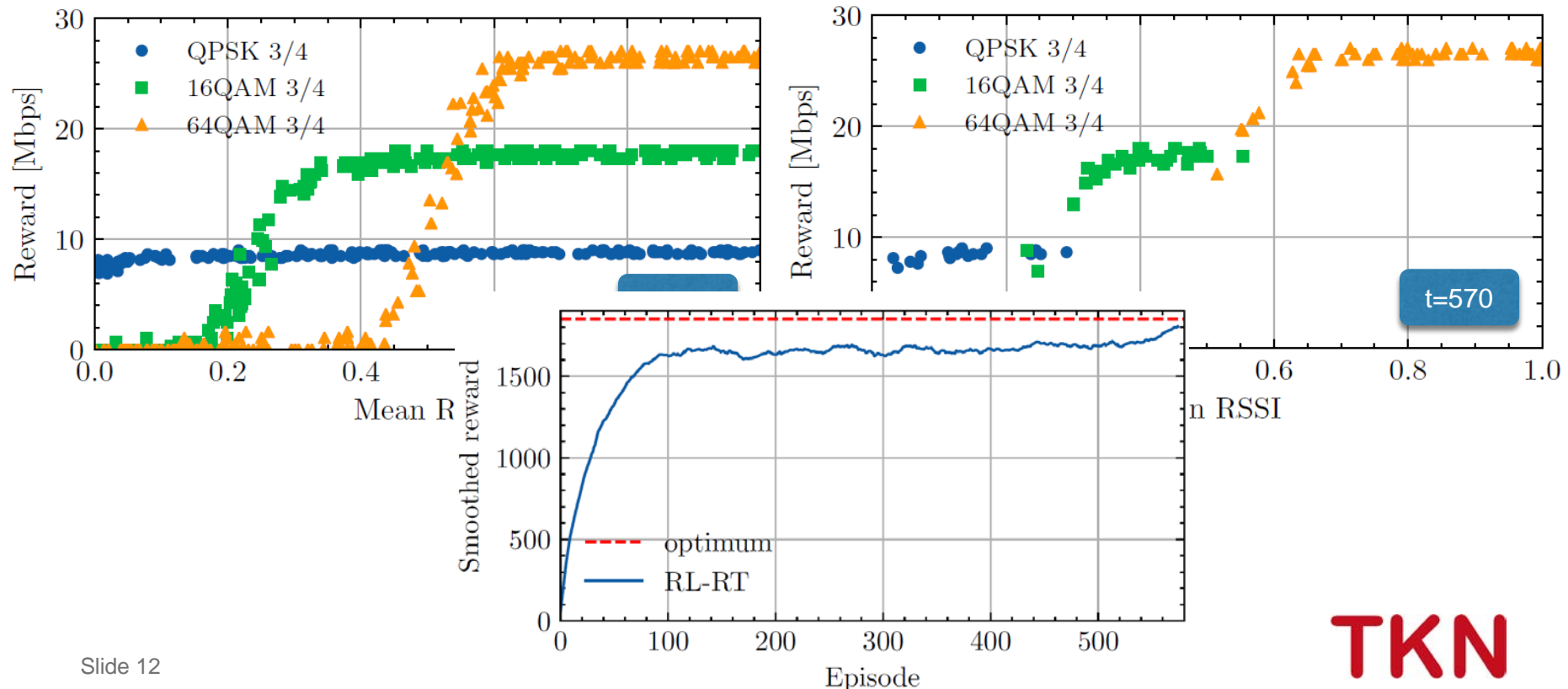
- GrGym setup:
 - Standalone mode with simulated channel
 - AWGN, mobility => distance changed randomly every 100 ms
- RL mapping due to further simplifications:
 - Observation — mean RSSI normalized into $[0, 1]$,
 - Action — MCS for next time slot,
 - Reward — effective throughput computed over last step,
 - Gameover — if effective throughput was 0 during last 10 time slots
- Neural network used:

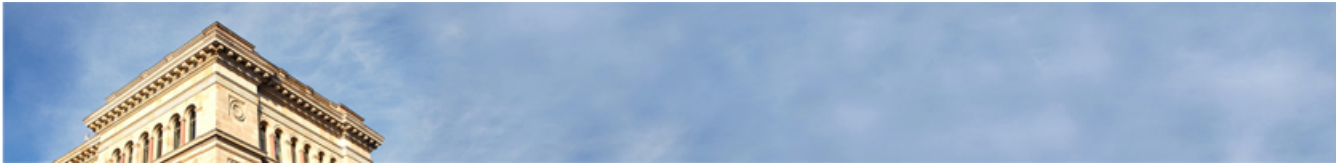
```
1 inputs = layers.Input(shape=(1,))
2 common = layers.Dense(128, activation="relu")(inputs)
3 action = layers.Dense(env.action_space.n, activation="softmax")(common)
4 critic = layers.Dense(1)(common)
5 model = keras.Model(inputs=inputs, outputs=[action, critic])
```



Case Study: RL-based Rate Control (III)

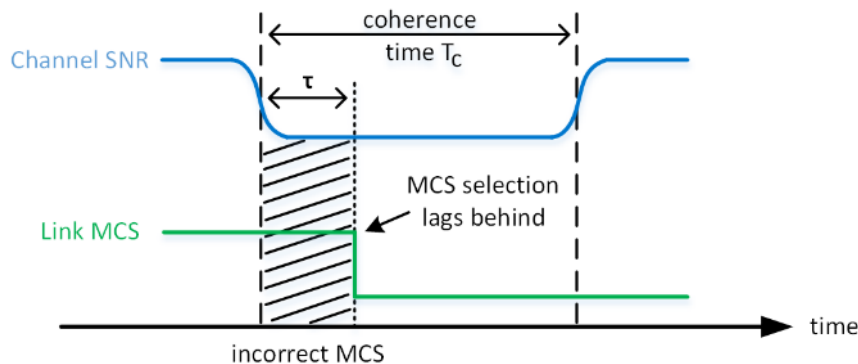
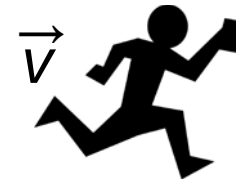
- Results:
 - At $t=0$ RL-agent randomly tests different MCS regardless of RSSI
 - After $t=570$ episodes agent perfectly selects correct MCS





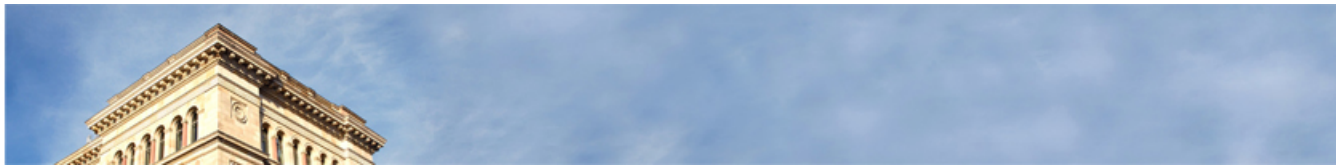
Case Study: RL-based Rate Control (IV)

- Can we use a **real wireless channel**?
 - ... so far RL agent trained in an environment with simulated channel
 - But agent can be trained in real testbed using SDR hardware with real **mobile (!)** wireless channel
- Here framework **latency** becomes an issue!
 - agent should not decide on an action based on outdated observation
- Let's analyze efficiency of RL-based rate control, i.e. miss ratio $M = \tau/T_c$



v [m/s]	T_c [ms]	M (% local)	M (% remote)
1	25.4	3.54	5.51
2	12.7	7.09	11.03
3	8.5	10.63	16.54
4	6.3	14.18	22.06
5	5.1	17.72	27.57

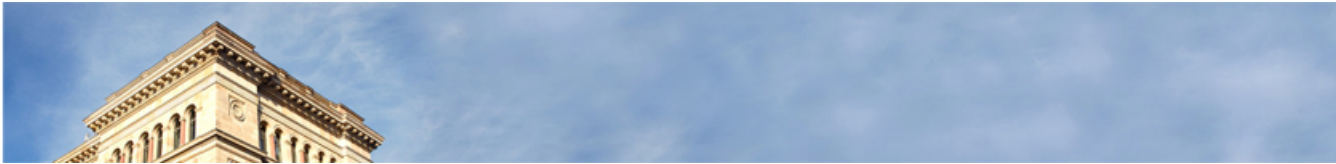
Coherence time vs. miss ratio



Conclusions

- GrGym – framework that simplifies usage of RL for solving problems in area of (wireless) communication networks
- It is based on OpenAI Gym and GNU Radio framework
- Plans for **future**:
 - Custom scenario implementations for ZigBee & LTE
 - Addressing framework limitations like latency
 - Going beyond simple parameter learning
- We hope for research community to grow around it





Thank you!

Q&A



Check GrGym on **GitHub**

<https://github.com/tkn-tub/gr-gym>