

Explainable Reinforcement Learning: Towards Trustworthy Autonomous Network Operations

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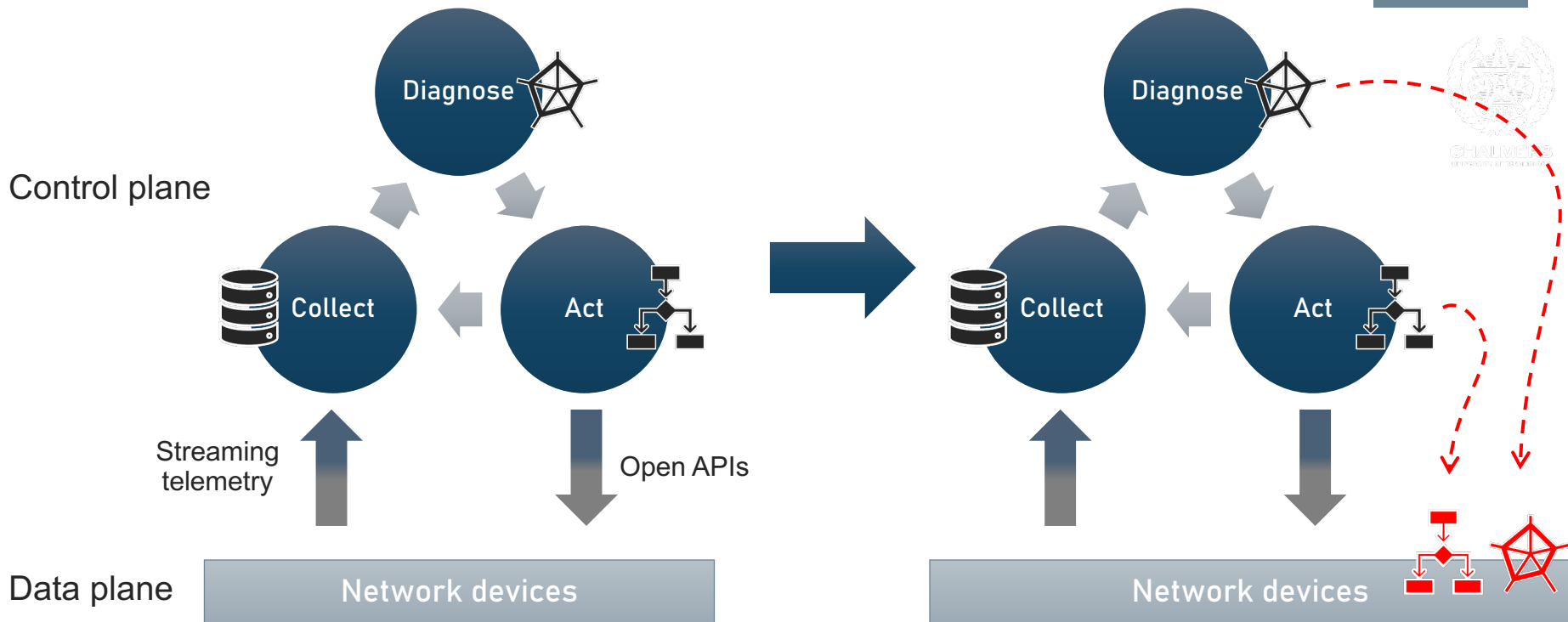
Chalmers University of Technology, Gothenburg, Sweden

Outline

- Network automation & programmability
- Trustworthy AI
- Understanding reinforcement learning
- Representative use case
- Preliminary investigation
- Challenges and opportunities



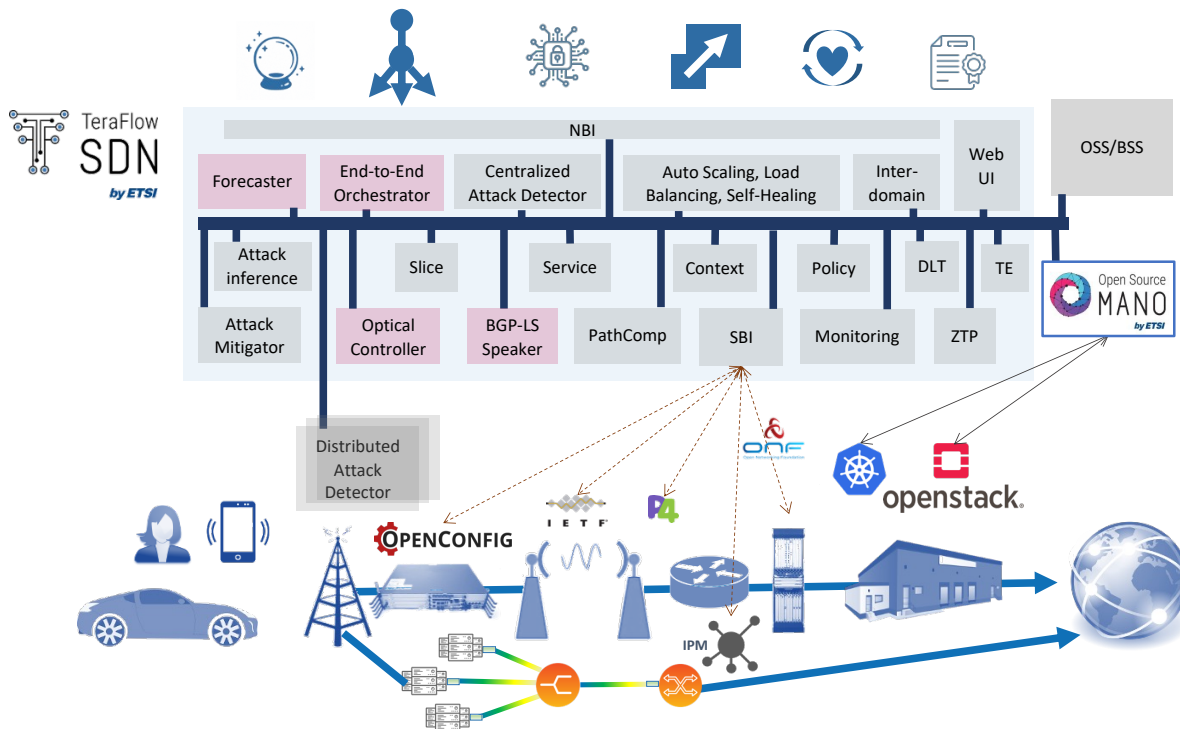
Network automation & programmability



*Achim Autenrieth, "Carrier Grade AI/ML for Network Automation", invited talk, OFC 2022, 9 March 2022

Fixed networks

Network automation and programmability



Source: ETSI SDG TFS

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Current level of network autonomy

Motivation: The journey of automation and connectivity

- Telefonica has been transforming its Transport Networks
 - **OpenFusion**: Disaggregating horizontal and vertically
 - **iFusion**: Introducing SDN across layers
- We are embarked in the **“Autonomous Network Journey”**
 - We are at level 2/3 in all Telefonica operations
 - We want to reach level 4 by 2025

Evolution of Network autonomy
Technology levels defined by TMForum



- There is an increased demand of **tailored connectivity** vs “one size fits all”
- **Slicing**: providing advanced connections
- Today, we’ll see our vision of the

Why are we still experiencing a low level of autonomy?

* Oscar Gonz  les de Dios, “AI-based automation of multi-layer multi-domain transport networks,” OFC, pp. W41.2, March 2024.

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Trustworthy AI



1 Human agency and oversight

- Including fundamental rights, human agency and human oversight

2 Technical robustness and safety

- Including resilience to attack and security, fall back plan and general safety, accuracy, reliability and reproducibility

3 Privacy and data governance

- Including respect for privacy, quality and integrity of data, and access to data

4 Transparency

- Including traceability, explainability and communication

5 Diversity, non-discrimination and fairness

- Including the avoidance of unfair bias, accessibility and universal design, and stakeholder participation

6 Societal and environmental wellbeing

- Including sustainability and environmental friendliness, social impact, society and democracy

7 Accountability

- Including auditability, minimisation and reporting of negative impact, trade-offs and redress.

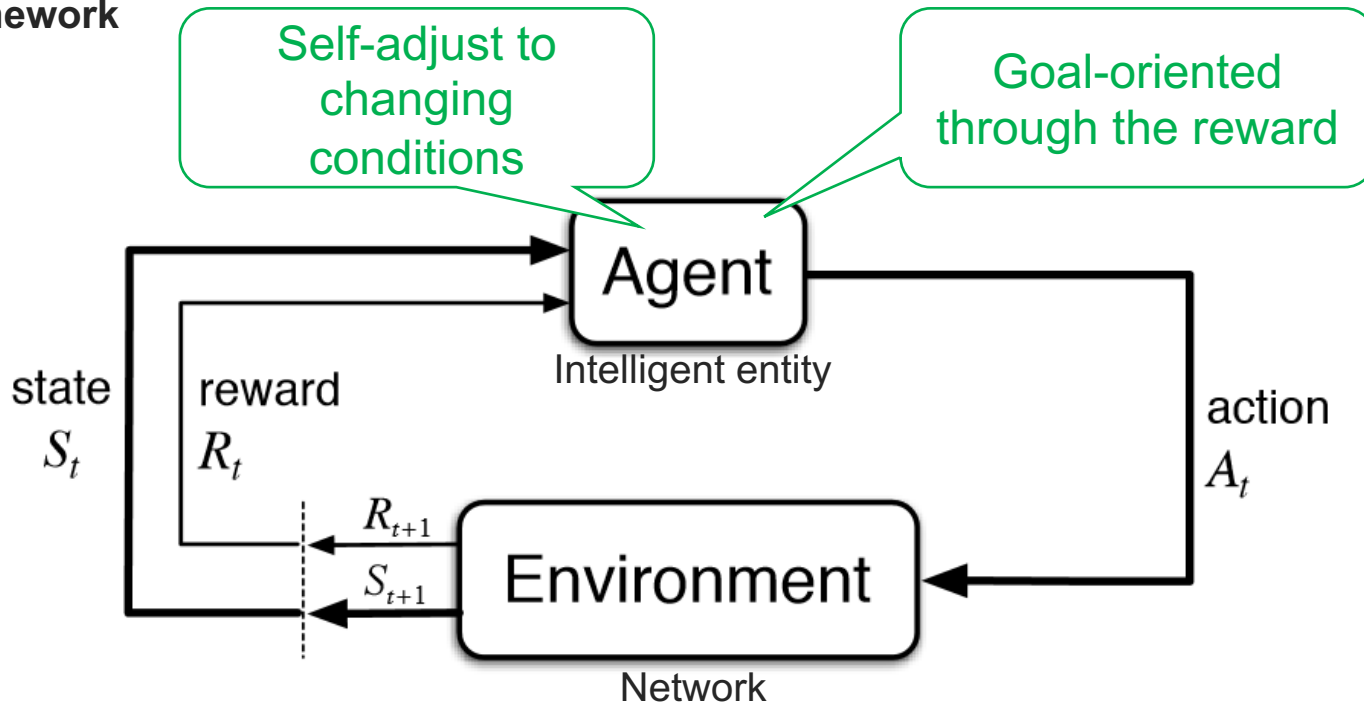
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The reinforcement learning loop

RL framework



Discounter reward

RL framework

- Long-term value of each state/action pair
- Term γ regulates the value of future rewards to the current action
- Number of interactions depends on the *episode length*

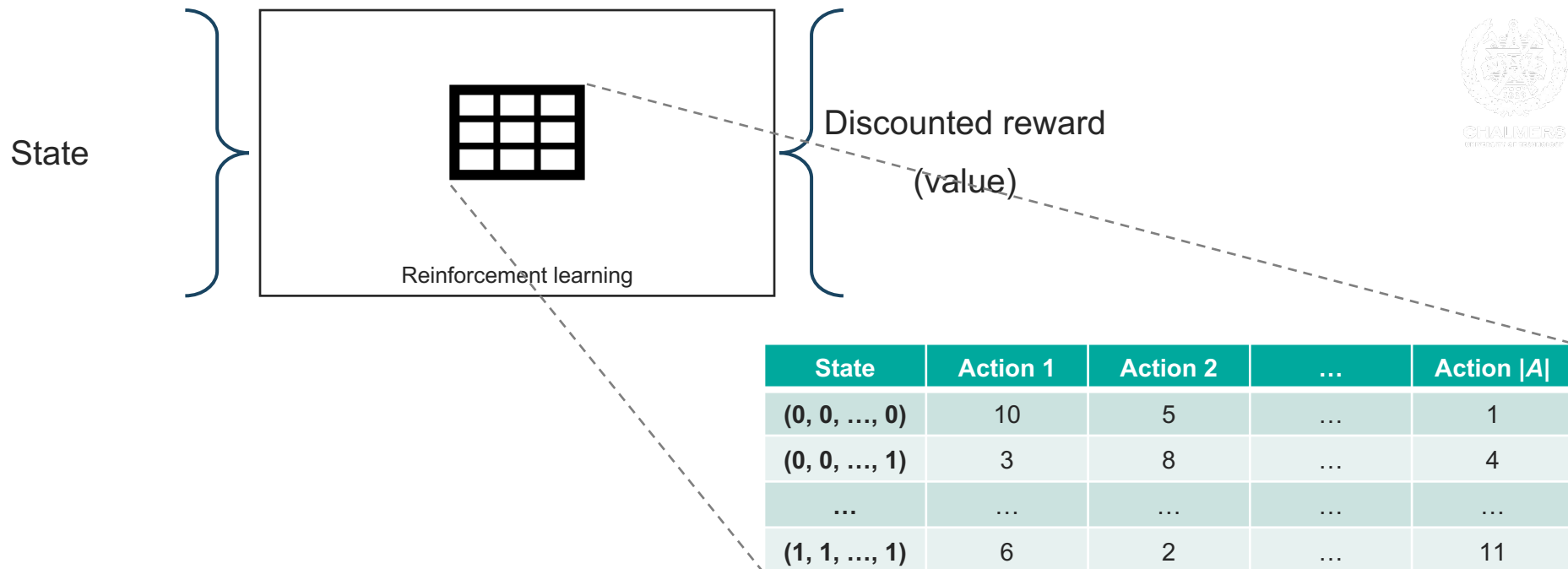
$$R_t = \sum_{k=0}^{\infty} \gamma^k \times R_{t+k+1}$$

$$R_t = R_{t+1} + \gamma \times R_{t+2} + \gamma^2 \times R_{t+3} + \dots$$



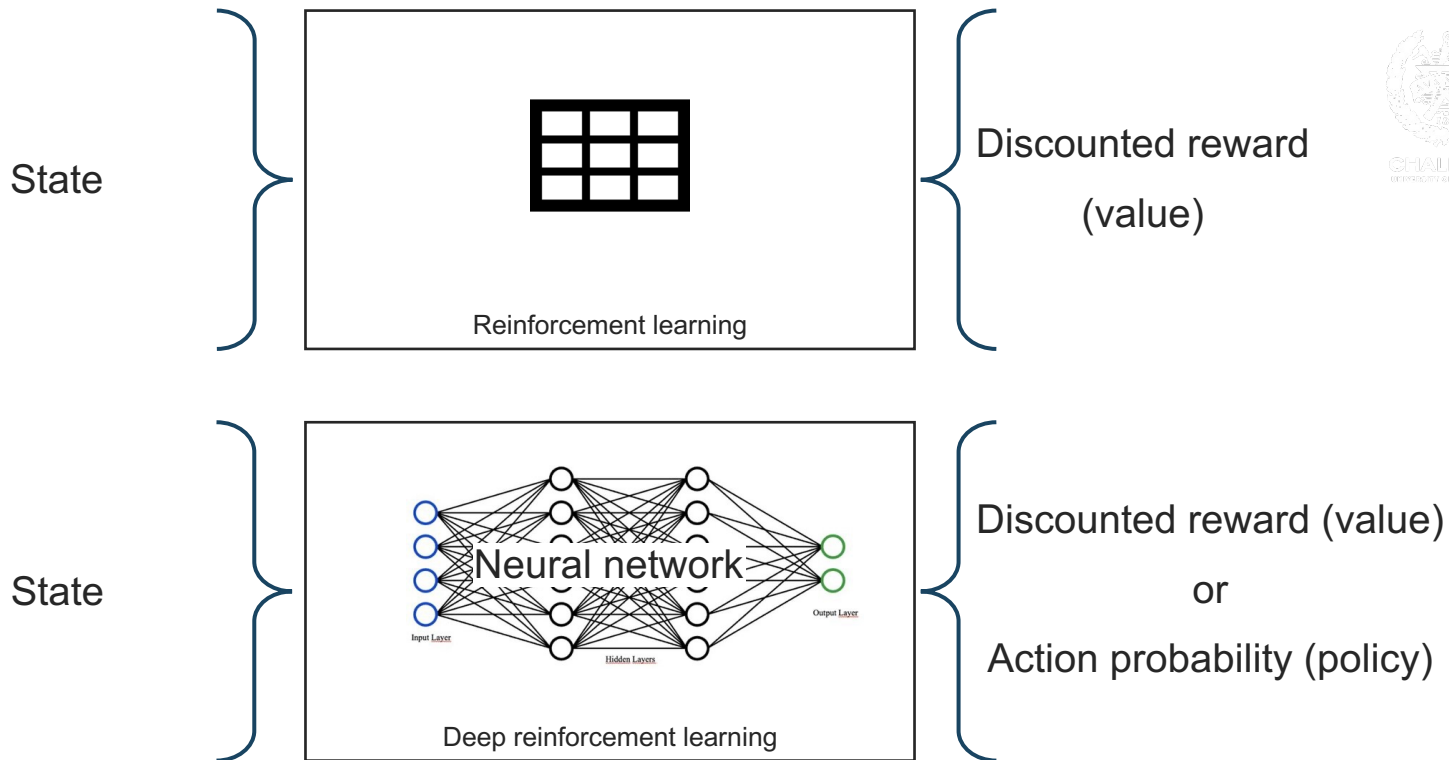
RL vs. DRL

RL framework



RL vs. DRL

RL framework



Inference

RL framework

State

- Source
- Destination
- Bit rate
- Block spectrum information
- Path spectrum information
- Etc.

RL model

Logit action 0

Logit action 1

Logit action 2

Logit action 3

Logit action 4

0

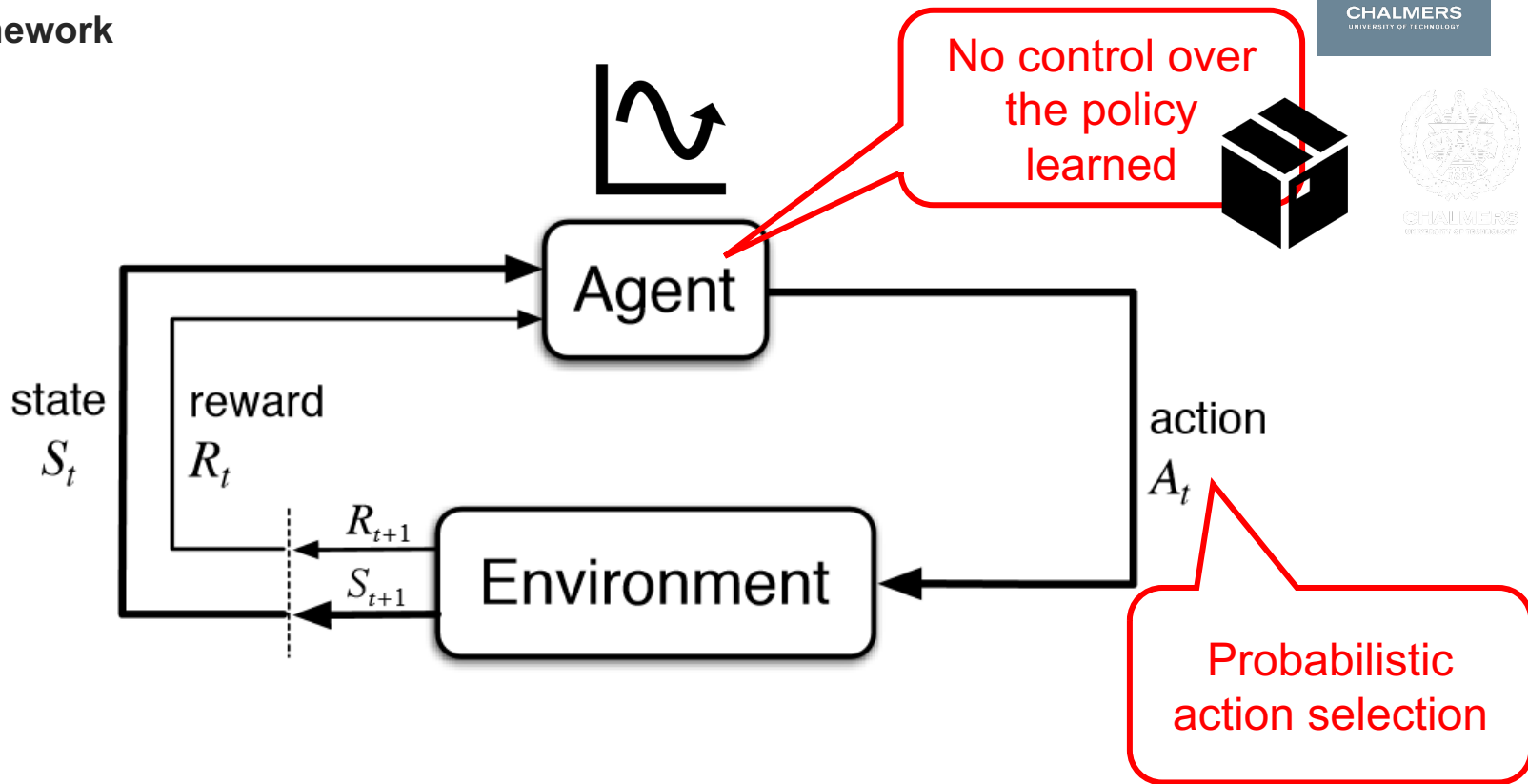
0.5

1

Sample action
from distribution

How does RL learn?

RL framework



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Use cases for reinforcement learning

Suitable use cases

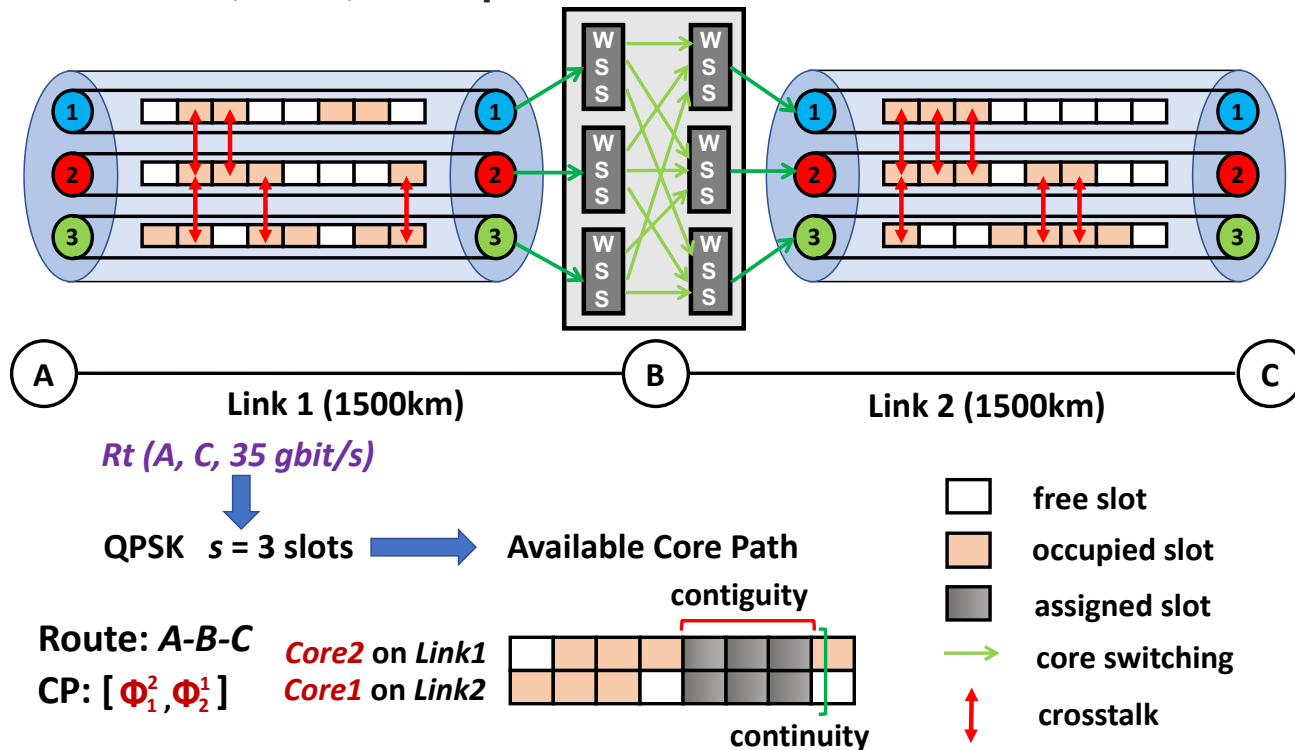
- Complex problems
 - Scenario-specific behavior
 - Need for context-specific thresholds
- Unknown future
 - Random arrivals
 - External events

Unsuitable use cases

- Simple problems
 - Heuristics are sufficient
- Known sequence of steps
 - Concurrent optimization (e.g., linear programming) is a better fit

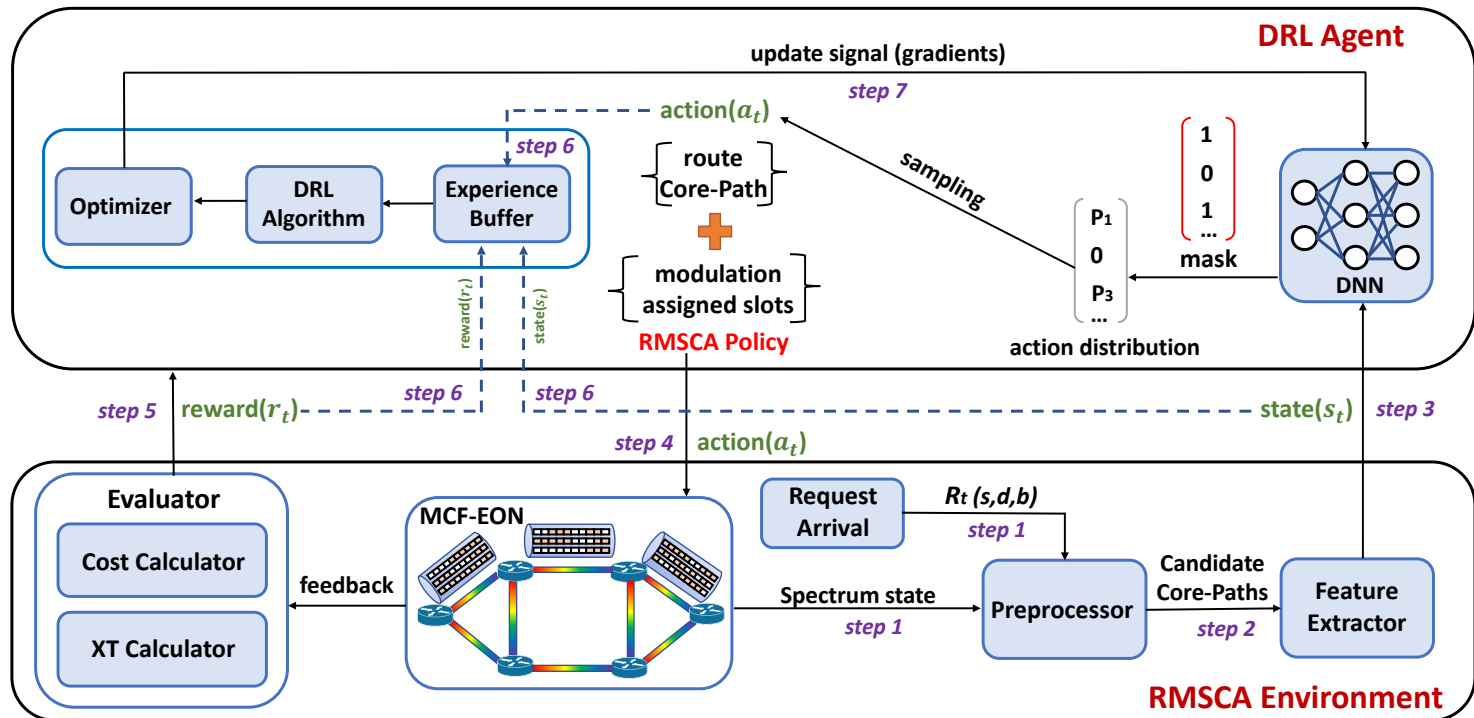
Problem statement

Routing, modulation, core, and spectrum allocation



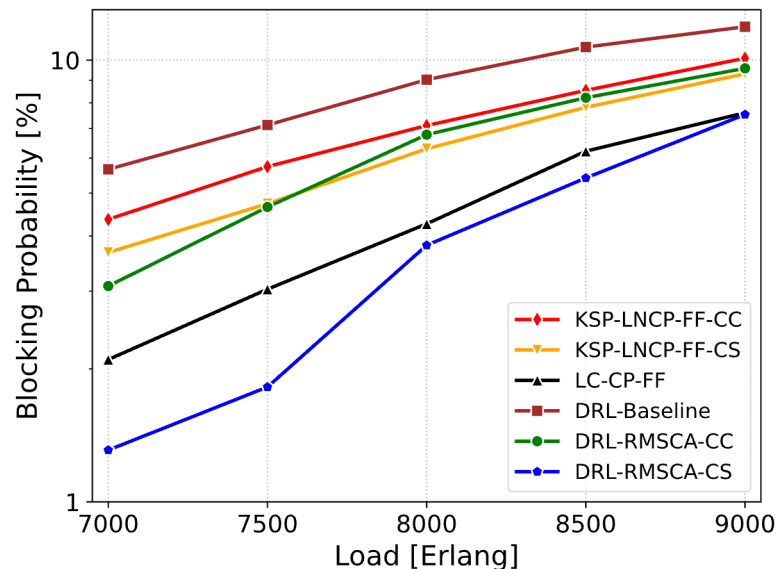
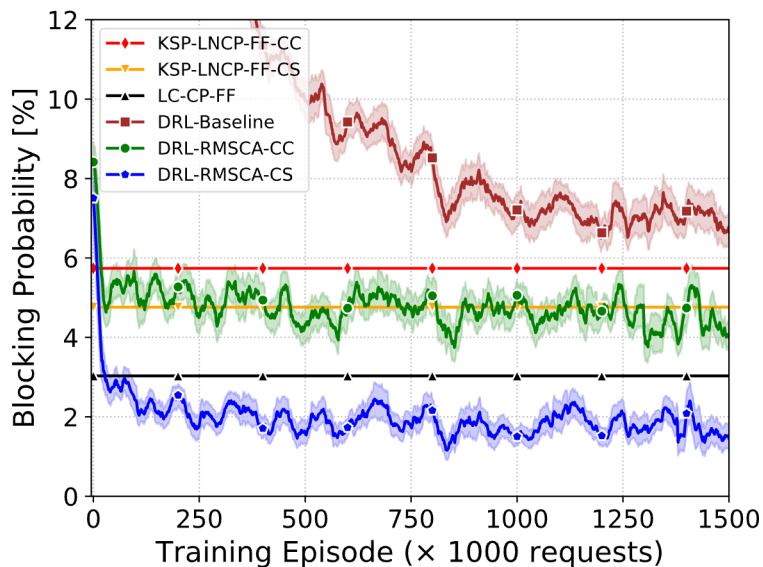
RL modeling

Routing, modulation, core, and spectrum allocation



Representative results

Routing, modulation, core, and spectrum allocation



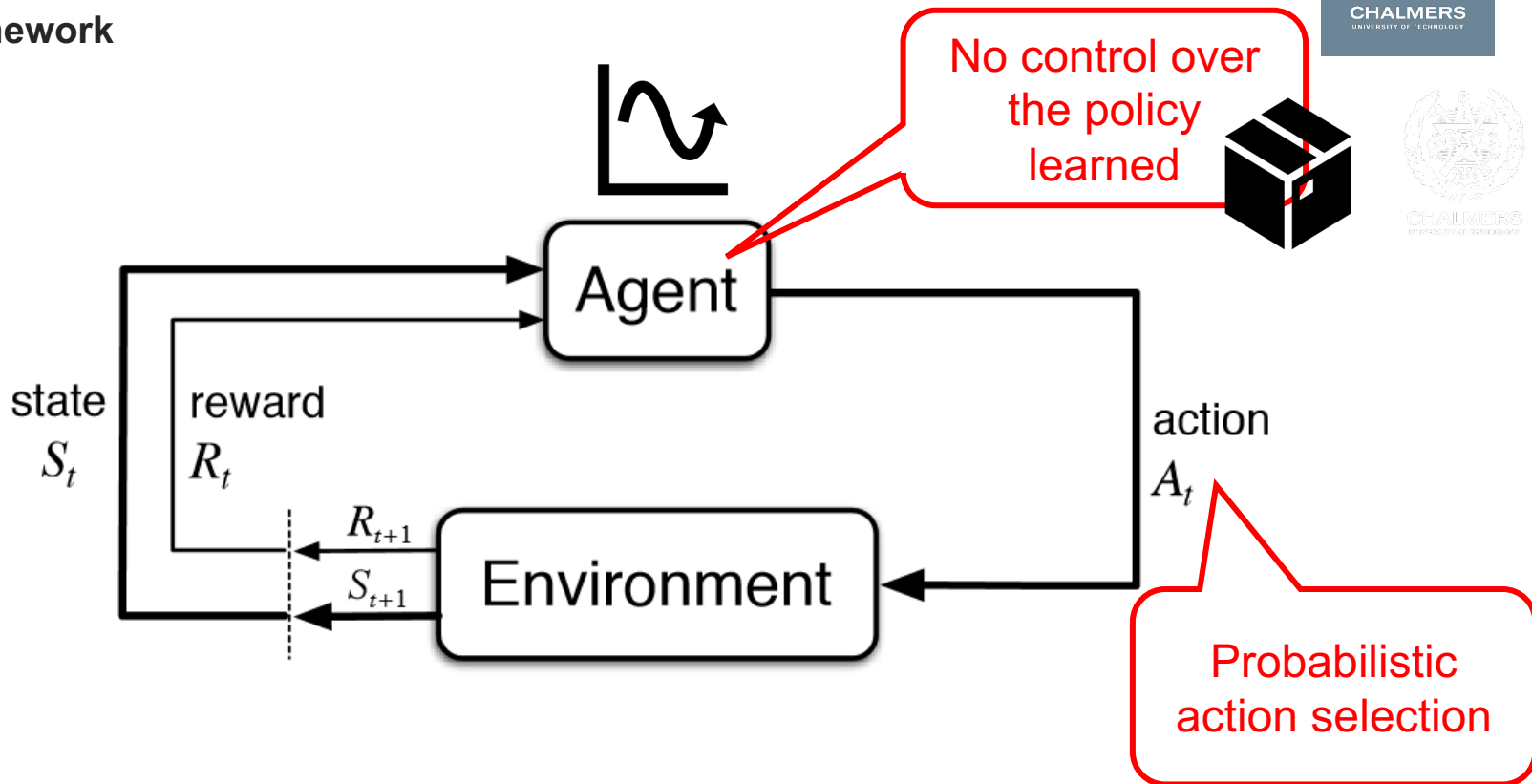
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How does RL learn?

RL framework



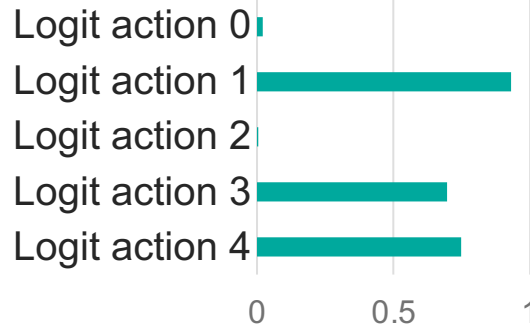
Research questions

RL framework

State

- Source
- Destination
- Bit rate
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- Path spectrum information
- Etc.

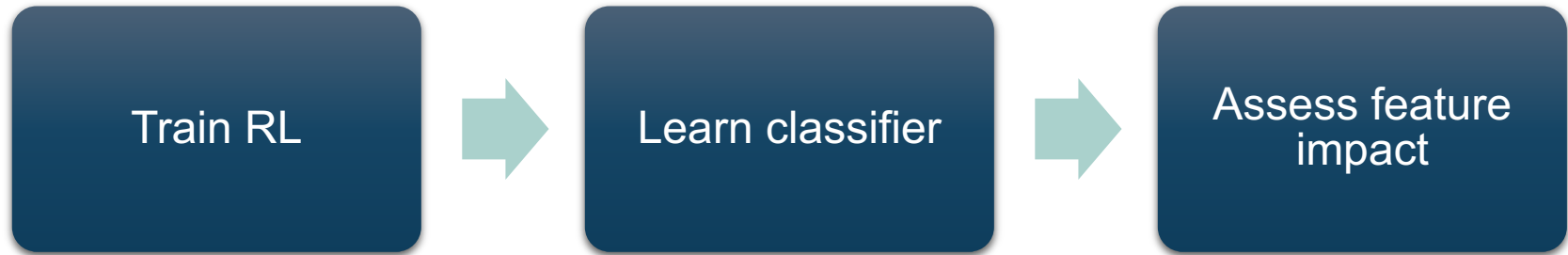
RL model



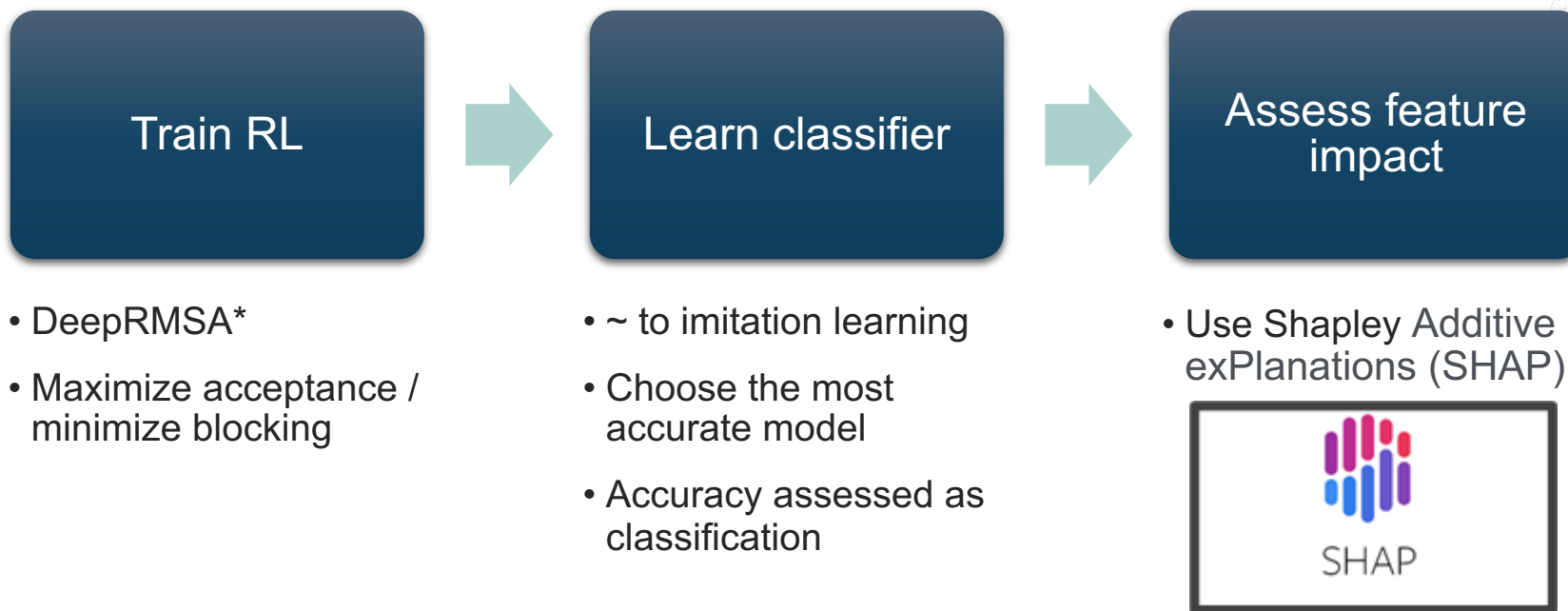
Sample action
from distribution

- Q1: How do features impact the RL decision?
- Q2: How does the impact of features change for different RL scenarios?
- Q3: Can we identify unwanted behavior?

Proposed approach



Proposed approach



* Chen et al., JLT 37 (16), 2019.
Ayoub et al., OFC'24, p. W4I.6

RF classifier performance

Results



Model	Infeasible allowed	Infeasible penalized	Infeasible masked
F1-score	0.75-0.85	0.74-0.84	0.77-0.84
Accuracy	0.84-0.94	0.77-0.91	0.84-0.94
Precision (class 5)	0.75-1.00	0.67-0.90	0.75-1.00

Fairly uniform accuracy across scenarios

Feature importance

Results

Features:

Request:

- 0. Bit rate
- 1. Source node
- 2. Destination node

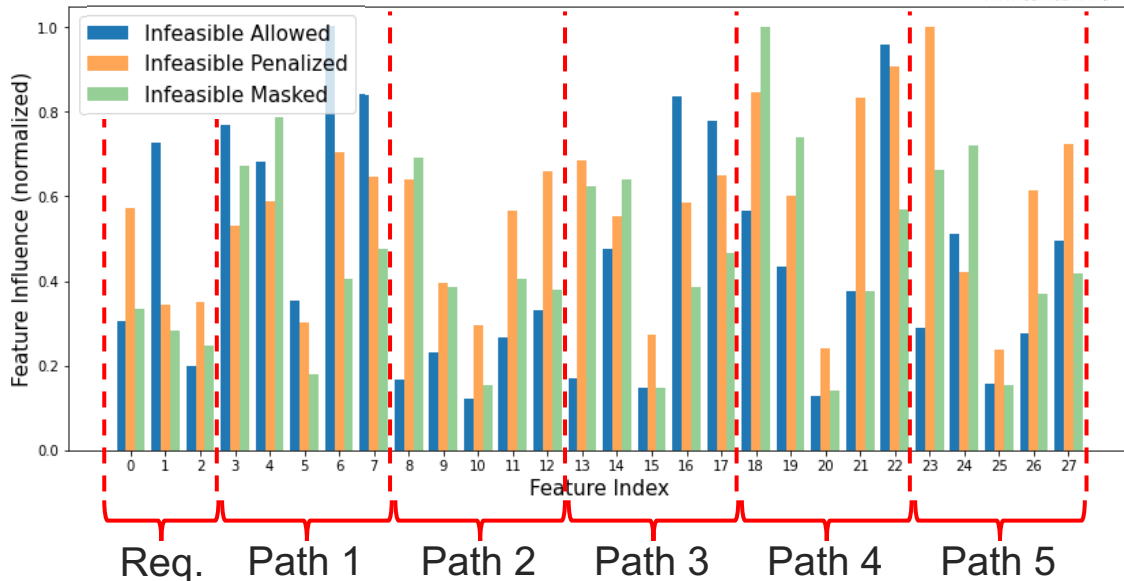
Path/block option:

Block:

- 3. Initial index
- 4. Number of free slots

Path:

- 5. Number of requested slots
- 6. Total free slots in the path
- 7. Average free block length



Feature importance

Results

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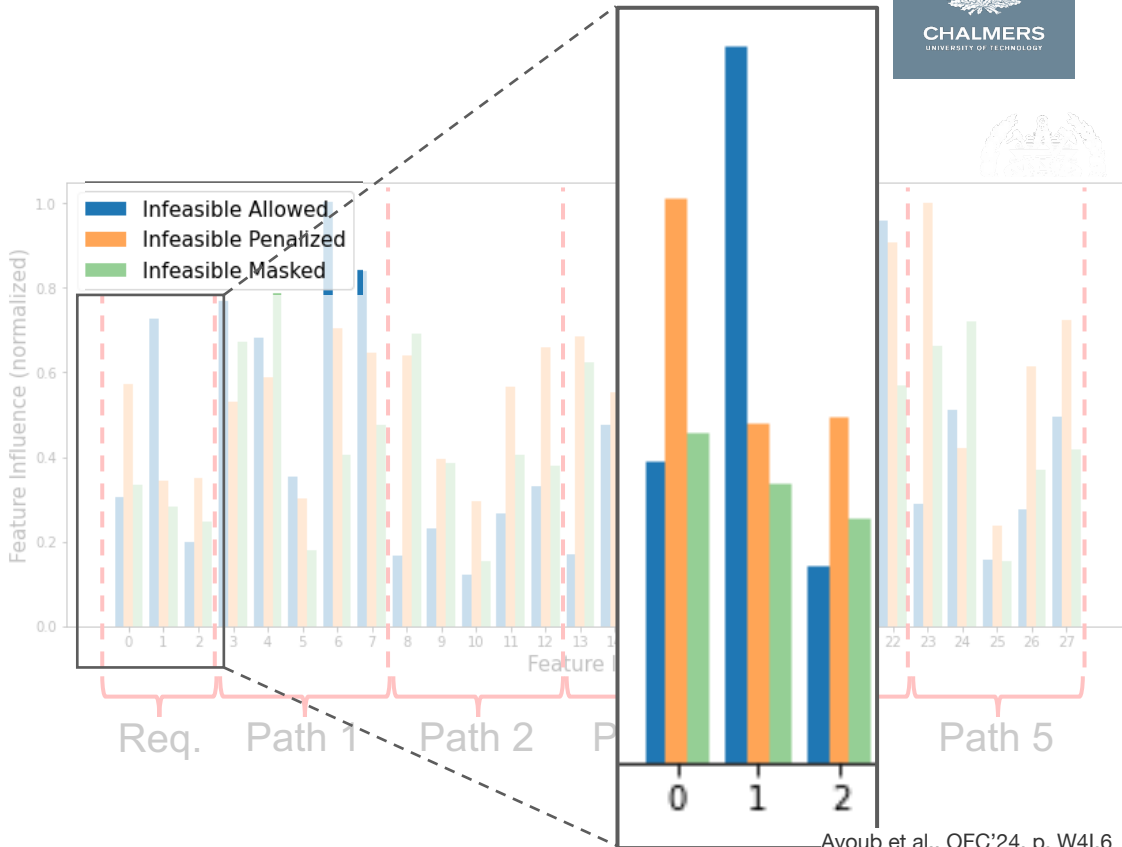
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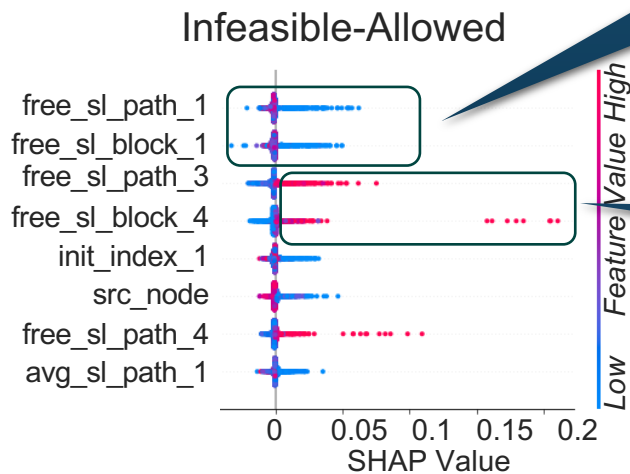
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Feature influence/impact on rejection

Results

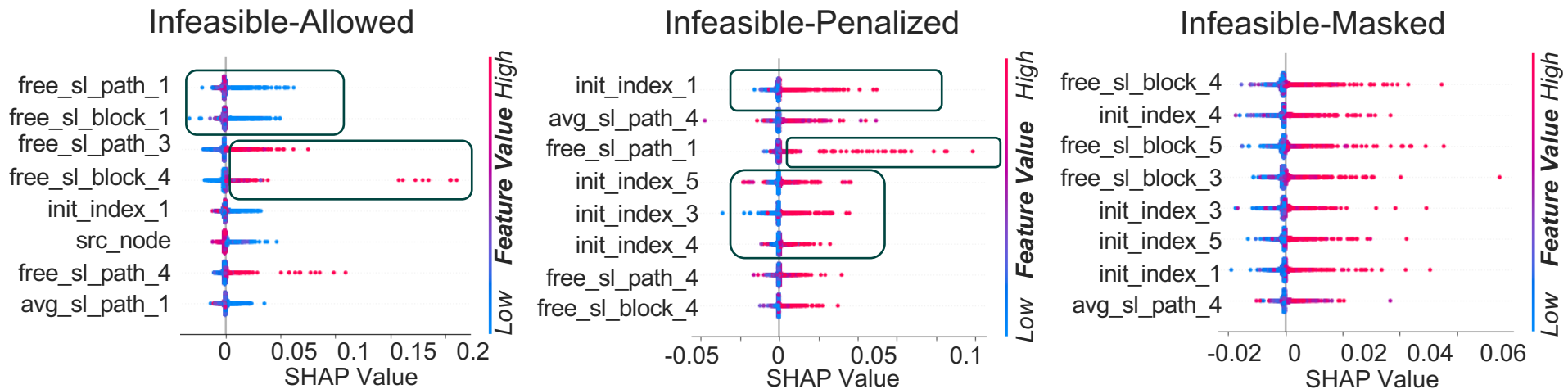


Low values in path 0
influence rejection

High values in paths
2 and 3 also
influence rejection

Feature influence/impact on rejection

Results



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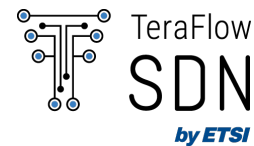
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- Anders Lindgren
- Stefan Melin
- Achim Autenrieth
- Wolfgang John
- Ali Balador

- Celtic-Next project AI-NET-PROTECT
- ECO-eNET



References and further reading



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*In chronological order

Thank you! 😊



Chalmers profile



GitHub page



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