



# GrGym: When GNU Radio goes to (AI) Gym

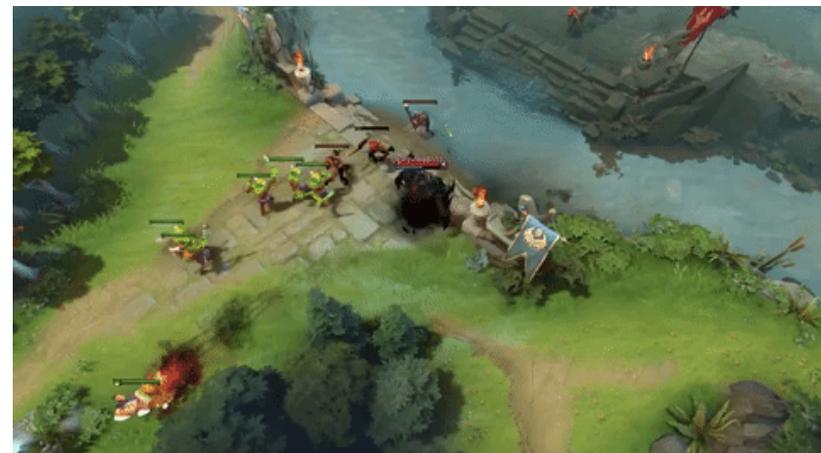
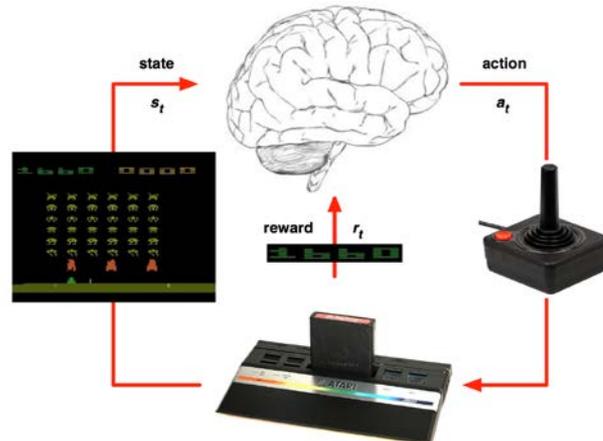
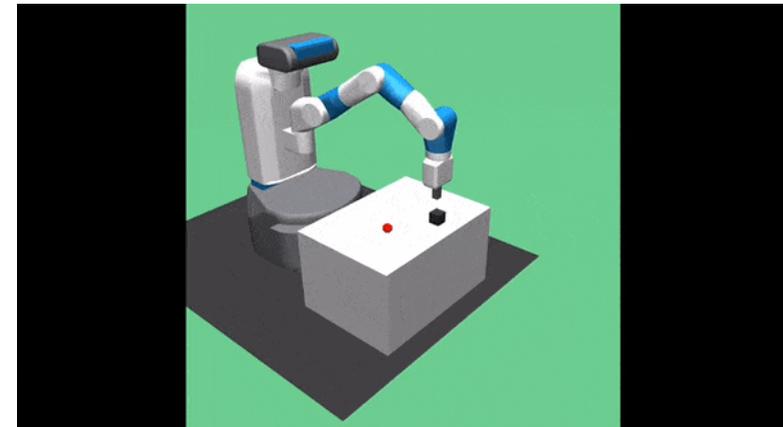
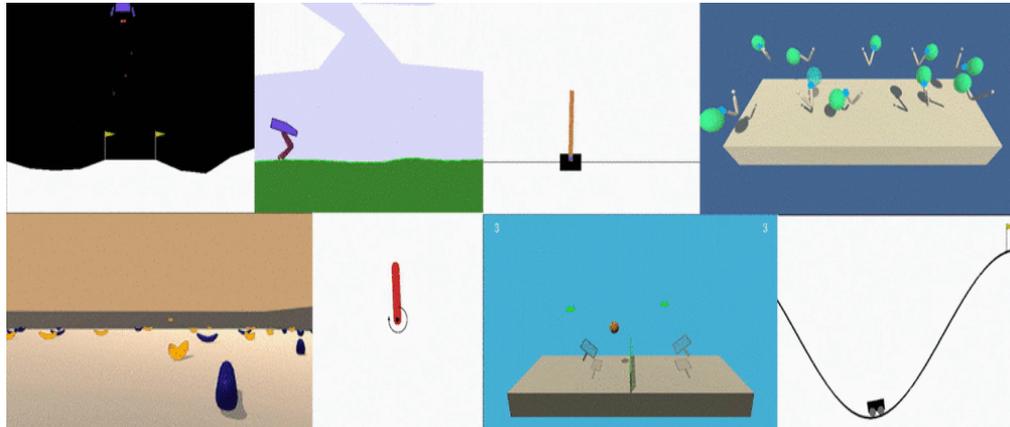
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Talk@ACM HotMobile 2021

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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**



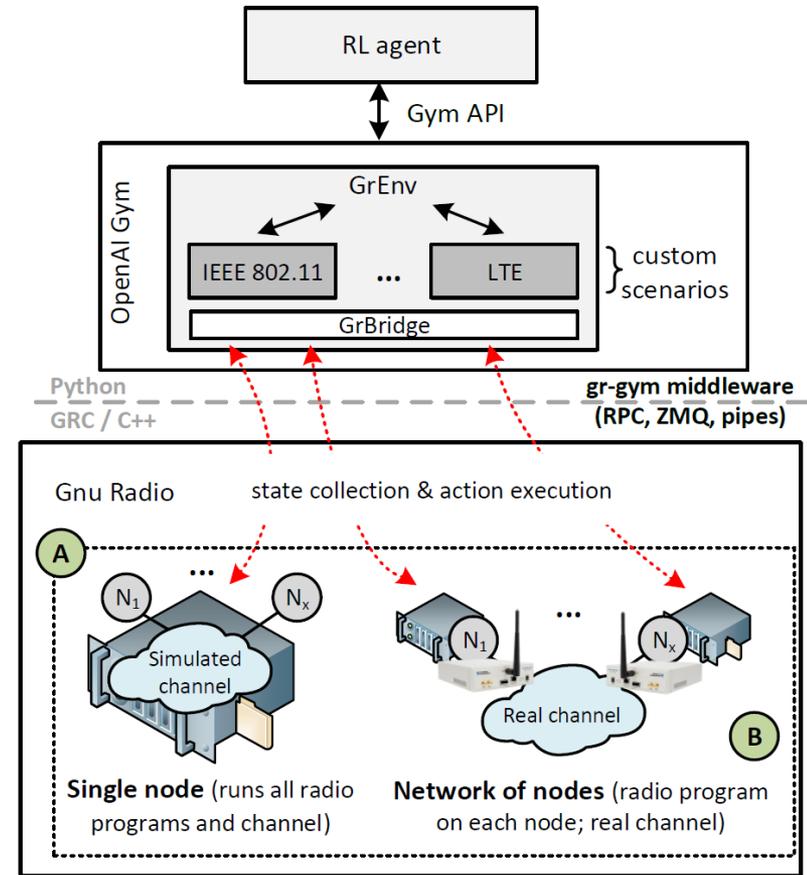
[bit.ly/3upLFk3](https://bit.ly/3upLFk3)

**TKN**



## 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



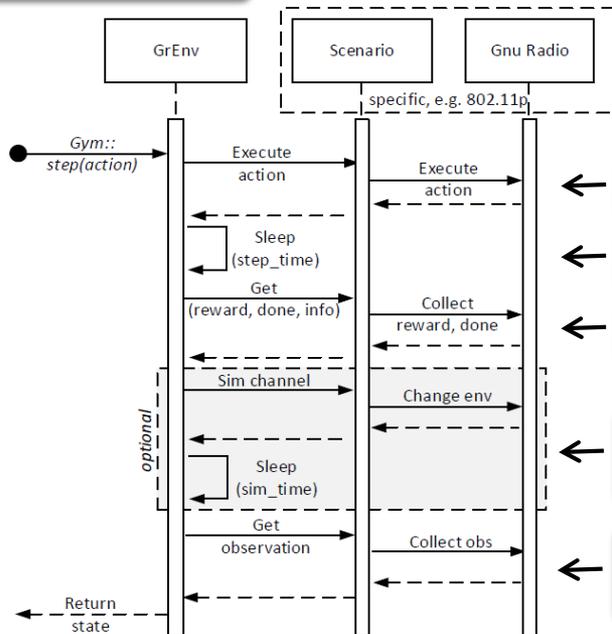
Architecture of **GrGym** framework



# 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

2

Start GrGym

Interact with env. via step()

```

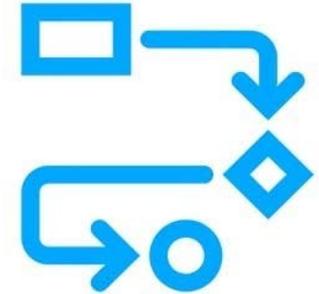
1 import gym
2 import MyAgent
3
4 env = gym.make('grgym:grenv-v0')
5 env.seed(47)
6 obs = env.reset()
7 agent = MyAgent.Agent()
8
9 while True:
10  action = agent.get_action(obs)
11  obs, reward, done, info = env.step(action)
12  if done:
13    break
14
15 env.close()
  
```



## 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



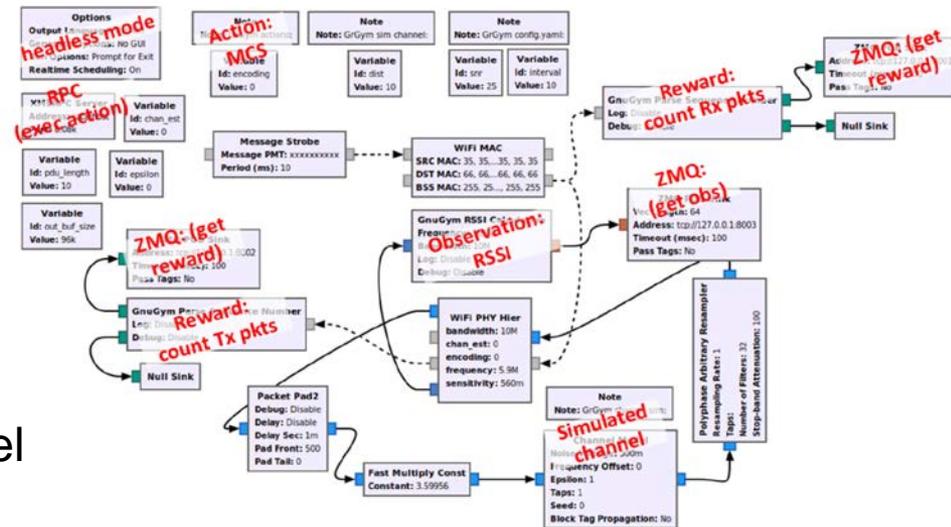


## Example Scenario: IEEE 802.11 Rate Control

- 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



[bit.ly/2Nul30i](https://bit.ly/2Nul30i)



## Case Study: RL-based Rate Control (II)

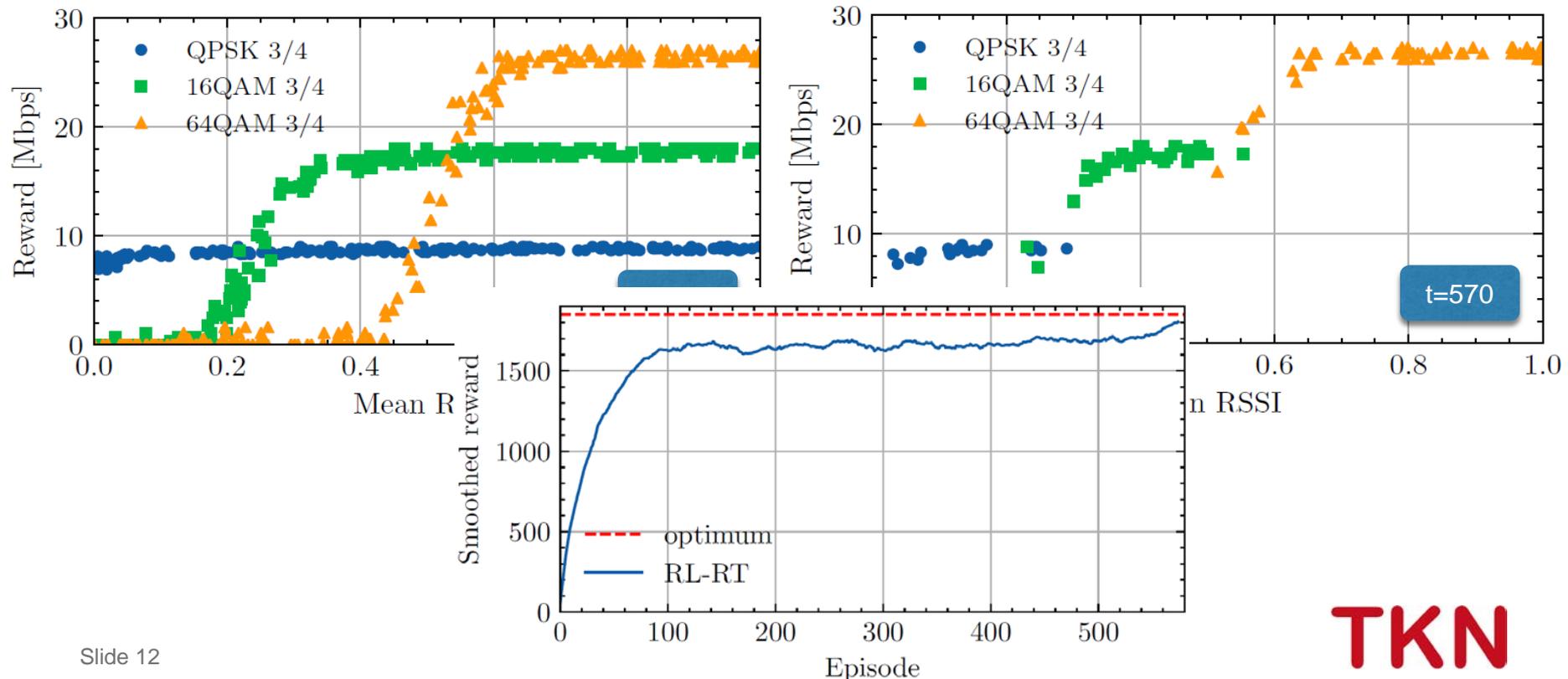
- GrGym setup:
  - Standalone mode with simulated channel
  - AWGN, mobility => distance changed randomly every 100 ms
- RL mapping due to further simplifications:
  - Observation — mean RSSI normalized into  $[0, 1]$ ,
  - Action — MCS for next time slot,
  - Reward — effective throughput computed over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

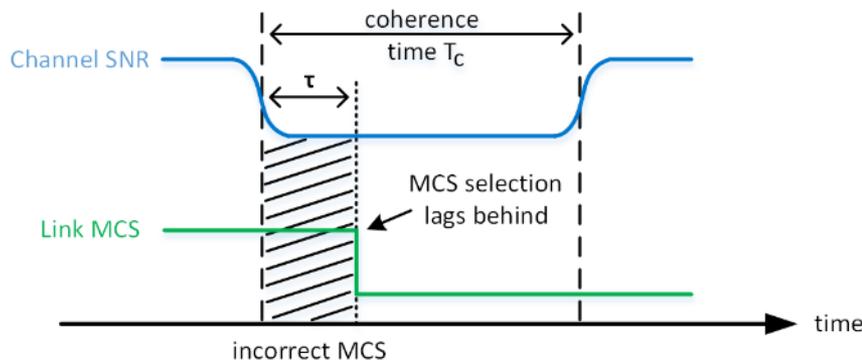
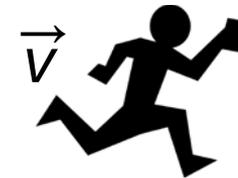
- Results:
  - At  $t=0$  RL-agent randomly tests different MCS regardless of RSSI
  - After  $t=570$  episodes agent perfectly selects correct MCS





## 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>