



# Compute and networking for edge cloud

## Is AI both the problem and the solution?

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CONNECT and IPIC research centres



**Trinity  
College  
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The University of Dublin



Ireland's European Structural and  
Investment Funds Programmes  
2014-2020

Co-funded by the Irish Government  
and the European Union

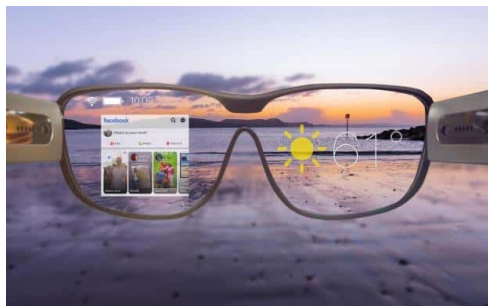


**European Union**  
European Regional  
Development Fund



# High performance VR today

- There is a large amount of computation, for which you need either external support... (cabled device)
- Or can do without PC and cable, sacrificing some performance
- Or wait for this...



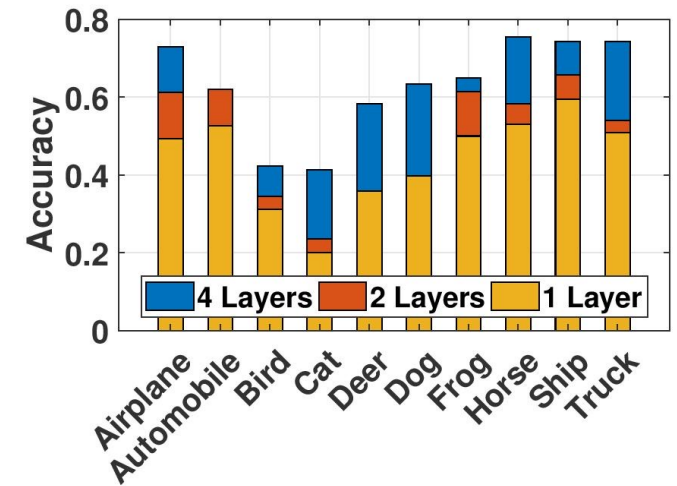
Object recognition

...and offload your computation elsewhere

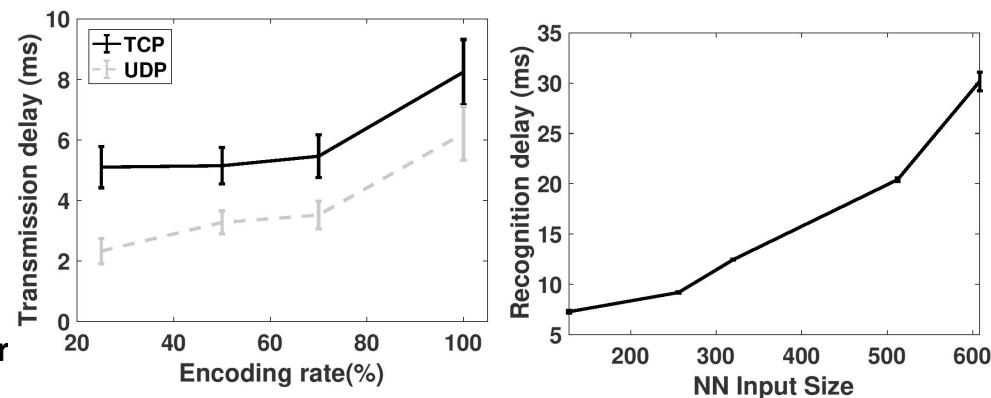
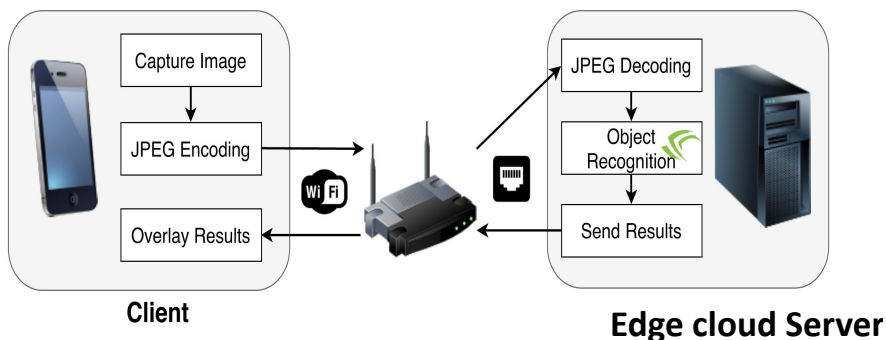
# Offloading to the edge

There is much research happening now on removing heavy computation altogether, i.e. offloading computation to the edge.

- Example of object recognition



A. Galanopoulos, et al. Improving IoT Analytics through Selective Edge Execution, in proc. of IEEE ICC, 2020



**Average Precision**

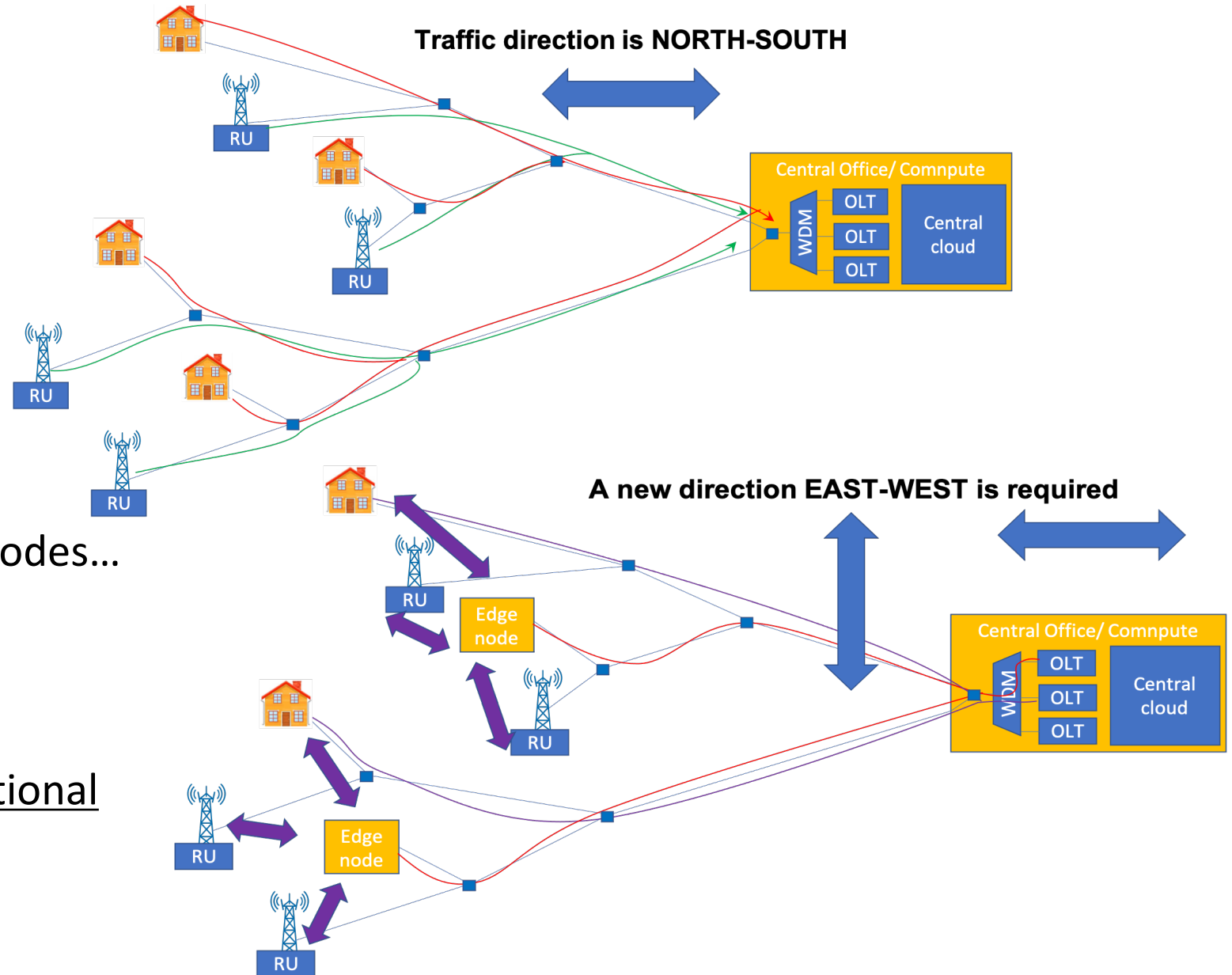
NN size	25	50	75	100
608	0.41	0.47	0.5	0.52
512	0.43	0.48	0.5	0.52
320	0.42	0.44	0.45	0.45
256	0.38	0.4	0.4	0.4
128	0.12	0.12	0.12	0.12

Encoding rate (%)

A. Galanopoulos, et al. Measurement-driven Analysis of an Edge-Assisted Object Recognition System, in proc. of IEEE ICC, 2020

# The edge connectivity problem

- PON are widespread for high-performance, low-cost access connectivity.
- For lower latency there are MEC nodes... that's why they were invented
- But traffic to edge nodes requires handling of direct end points communications (EAST-WEST)
- This is also crucial for mobile functional split





# The statistical multiplexing problem

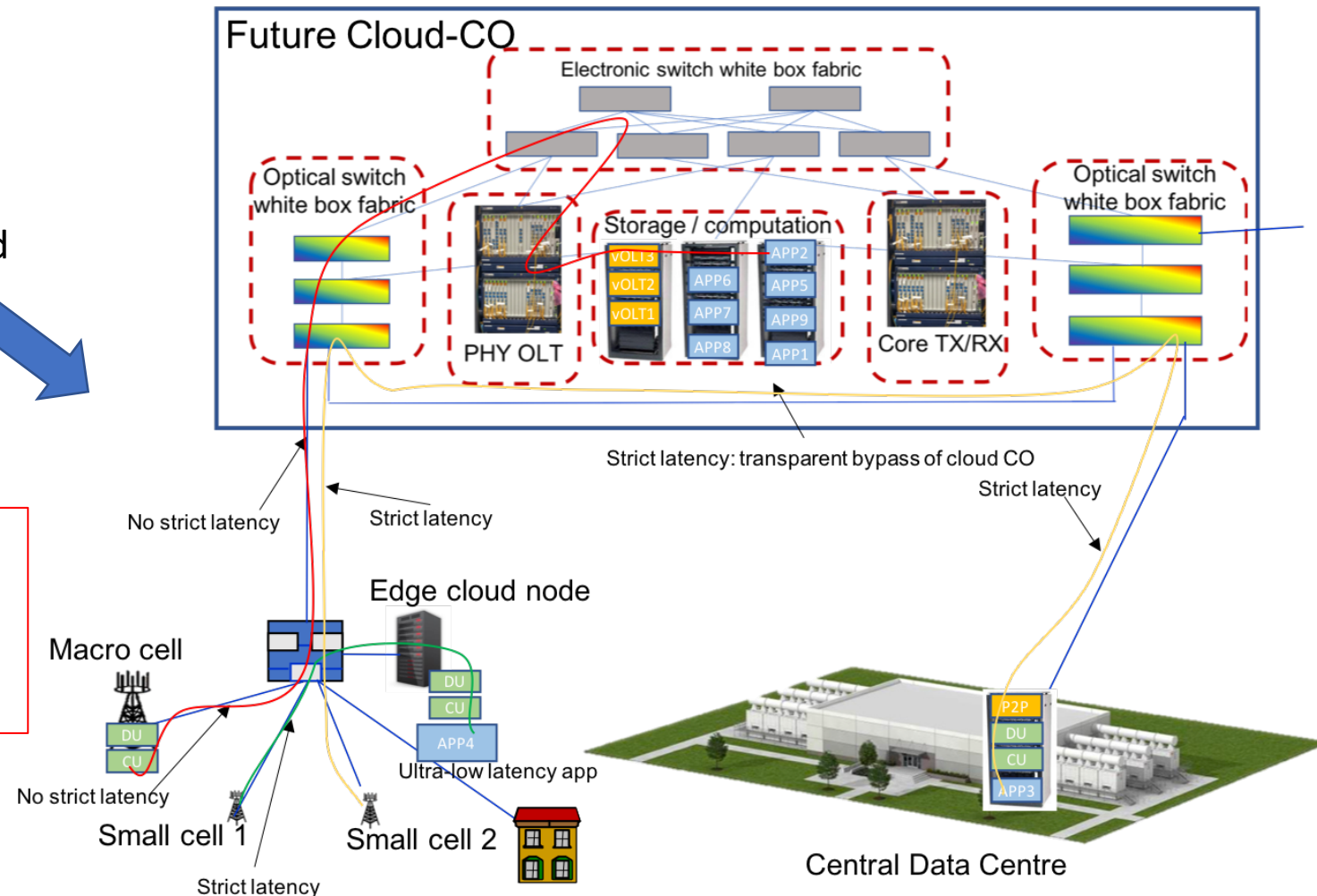
Demand varies in time and location:

→ take advantage of statistical multiplexing of compute capacity

→ This translates into any computing device should be reachable from anywhere

→ This brings up the network capacity and latency problem.

Dynamic optical connectivity can help on latency trade-off between distance (propagation time) and electronic bypass (routing and computation time).



# Mesh-PON for connectivity

Th. Pfeiffer, "Converged heterogeneous optical metro-access networks," ECOC 2010, paper Tu.5.B.1

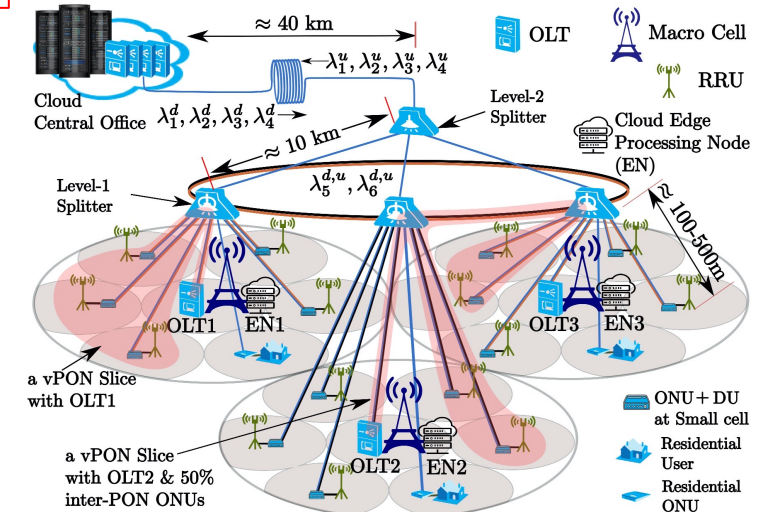
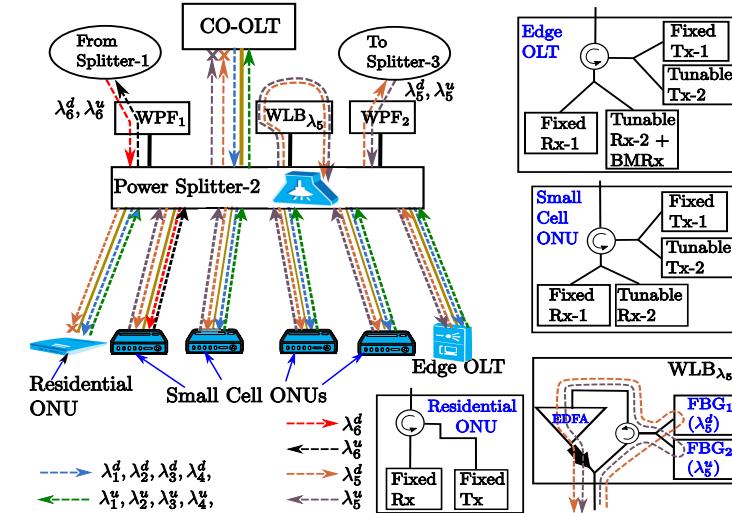
- S. Das, M. Ruffini. PON Virtualisation with EAST-WEST Communications for Low-Latency Converged Multi-Access Edge Computing (MEC). OSA Optical Fiber Communications Conference (OFC), March 2020

Dynamic solutions are more flexible and efficient but require power = this using reflections at splitter needs optical amplification.

Static solutions are less flexible (i.e., configuration of end points) and efficient (i.e., capacity usage) but can be totally passive.

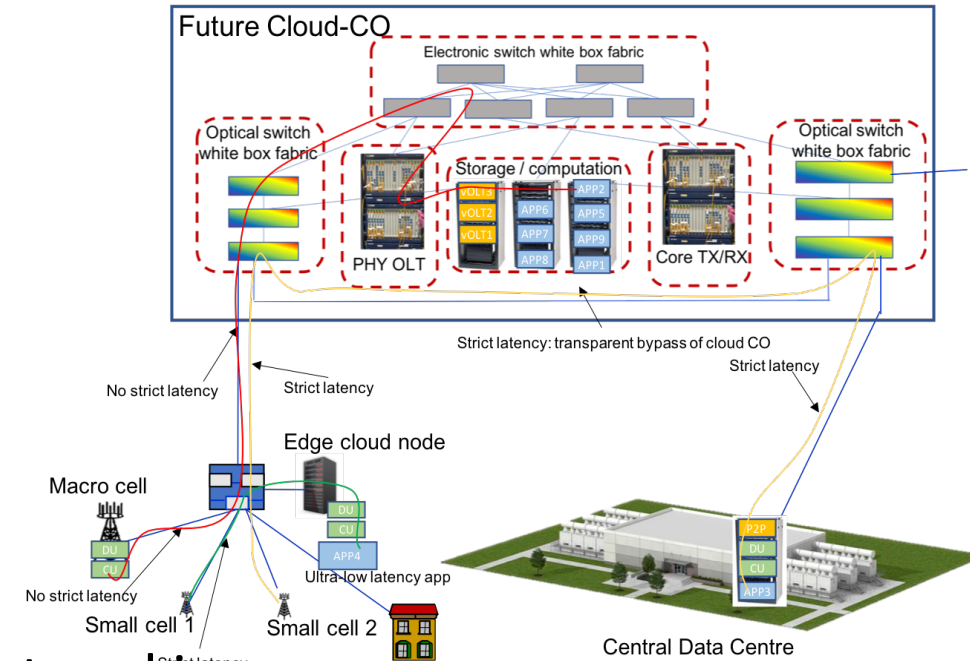
Here new technology at splitter nodes could be a game changer

- Whatever the splitter technology, virtualisation will play a defining role:
  - Dynamic organization/slicing of L2 scheduling across multiple wavelengths.
  - Organisation of wavelength routing in PON and across metro.
- Important constrained optimization problem...



# AI for application but also resource allocation: it's both the problem and the solution

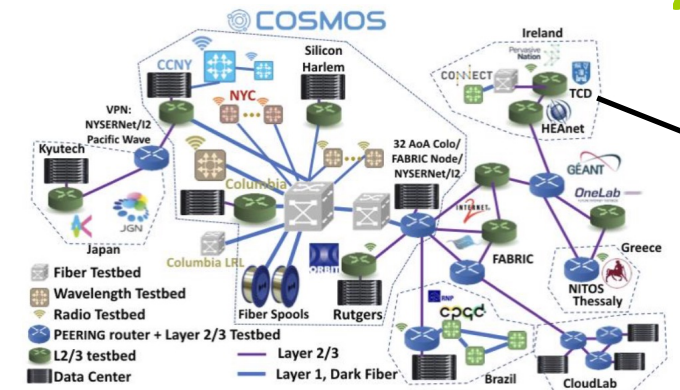
- AI computing is the problem: it sets the network and computing capacity and latency targets
  - The solution is a complex dynamic optimization of compute and network resource allocation, electronic and optical switching, transmission impairments.
  - Slicing and sharing adds inter-dependency between applications, requiring application/network performance monitoring.
  - AI is being applied to multiple aspects of computing and networking:
    - Demand and performance prediction
    - Estimating complex computing behavior, energy consumption, etc
    - Estimating optical transmission impairments
  - Can application-level AI and network/compute optimization AI cooperate rather than adopting client/sever approach?
- 
- The diagram illustrates the 'Future Cloud-CO' architecture, showing the integration of network and compute resources. At the top, a dashed red box labeled 'Future Cloud-CO' contains an 'Electronic switch white box fabric' connected to two 'Optical switch white box fabric' blocks. These optical fabrics are connected to a 'PHY OLT' (Physical Optical Line Terminal) and a 'Core TX/RX' (Core Transmitter/Receiver). The PHY OLT and Core TX/RX are connected to a 'Storage / computation' block, which contains several application-specific components (APP1, APP2, APP3, APP4, APP5, APP6, APP7, APP8) and virtualized optical line terminals (vOLT1, vOLT2). Below this, the architecture is divided into three main sections: 'Macro cell', 'Edge cloud node', and 'Central Data Centre'. The 'Macro cell' section shows a 'Macro cell' tower connected to a 'Small cell 1' and 'Small cell 2'. The 'Edge cloud node' section shows an 'Edge cloud node' connected to a 'Small cell 1' and 'Small cell 2'. The 'Central Data Centre' section shows a 'Central Data Centre' connected to a 'Small cell 1' and 'Small cell 2'. The diagram also shows an 'Ultra-low latency app' connected to the 'Edge cloud node'. The diagram is annotated with latency requirements: 'No strict latency' for the Macro cell and Small cell 1, 'Strict latency' for the Edge cloud node and Small cell 2, and 'Strict latency: transparent bypass of cloud CO' for the Central Data Centre.





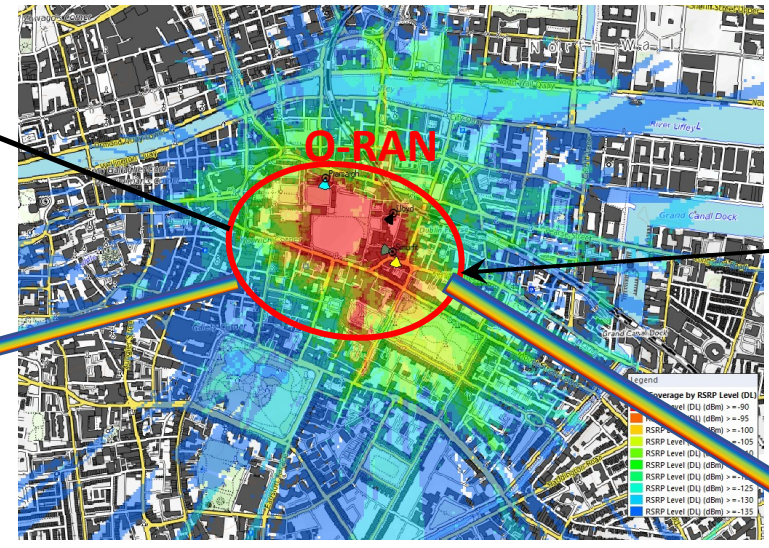
# Whatever you do: AI needs data and testing!

[www.openireland.eu](http://www.openireland.eu)

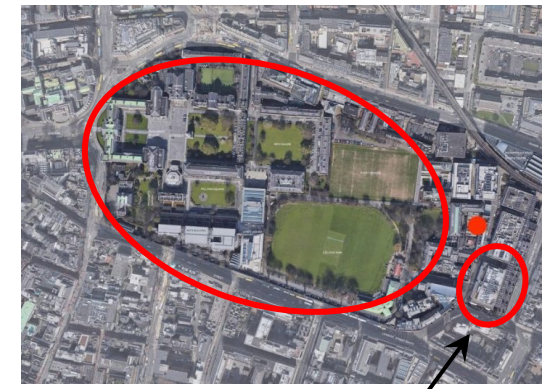


<https://wiki.cosmos-lab.org/wiki>

Radio and Optical Communications Laboratory



Based in Trinity College campus



CONNECT research centre building

Reconfigurable optical fibre layer: create any topology across wireless, optical computing

Wireless based on **OpenRAN** (outdoor RU+ DU-CU) and **OpenSource 5G** (using indoor USRP RF hardware)

Reconfigurable **Open Optical** system including:

- Full metro transmission: 2,000 km fibre, ROADMS, Coherent transponders, in-line EDFAs
- Virtualised optical access: virtual sliceable PON, mesh PON architecture
- Laboratory measurements: OSA, scope, power meters, etc.

Computing: **severs anywhere** in the topology, P4 capability, etc.

