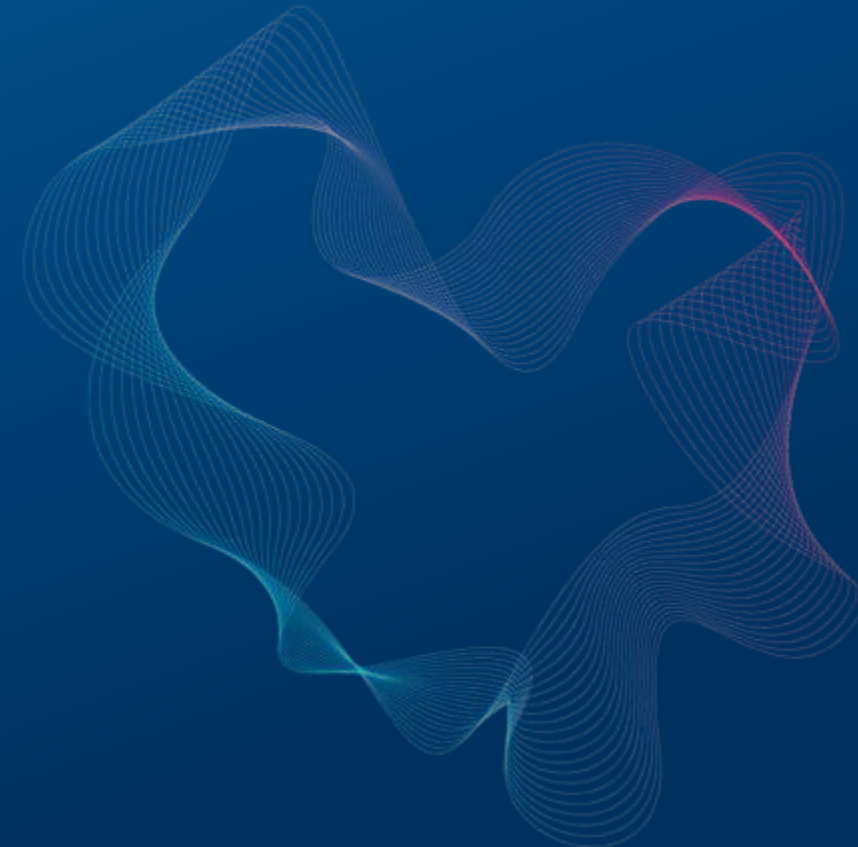


Jun.-Prof. Dr.-Ing. Giang T. Nguyen  
Haptic Communication Systems  
Faculty of Electrical and Computer Engineering, TU Dresden

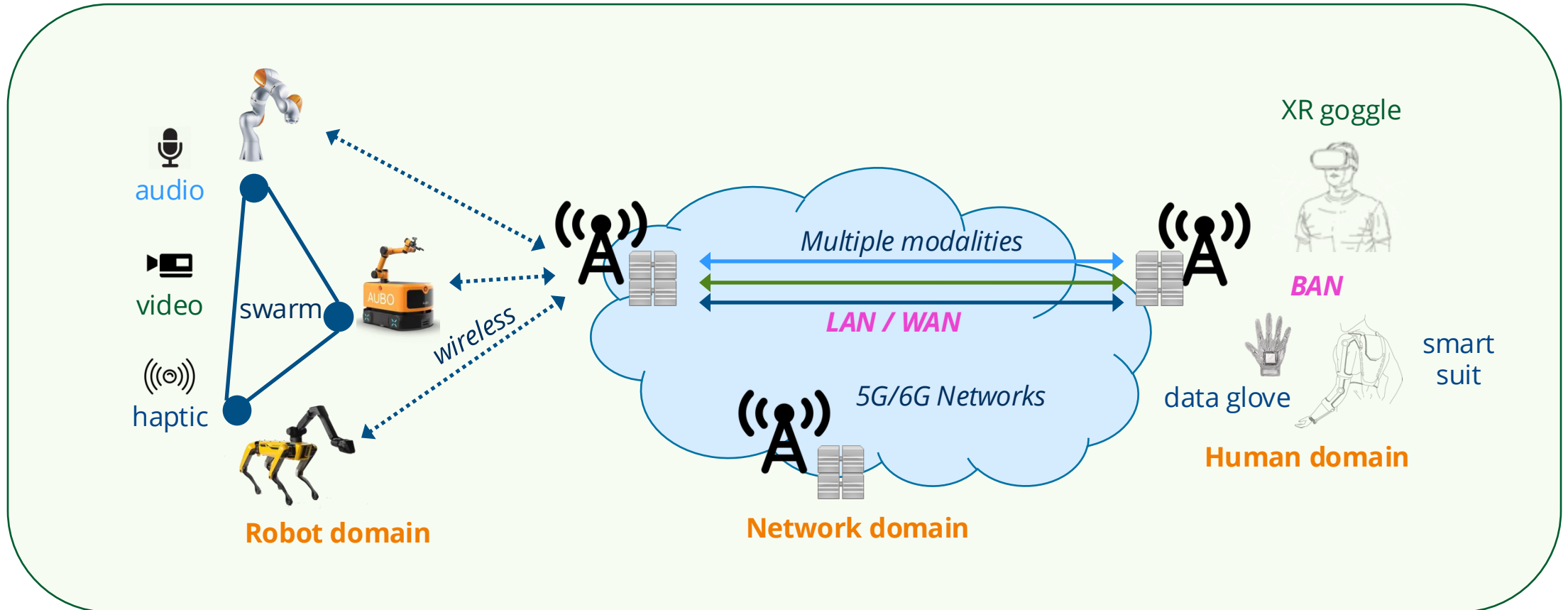
# Softwarized Networks for Resilient Cyber-Physical Systems

*KuVS*  
*Network Softwarization*  
*03.04.2025*



# Landscape

## Cyber-Physical Systems with Human-in-the-Loop



# Latency challenge

Humans are affected by latency



# Latency challenge

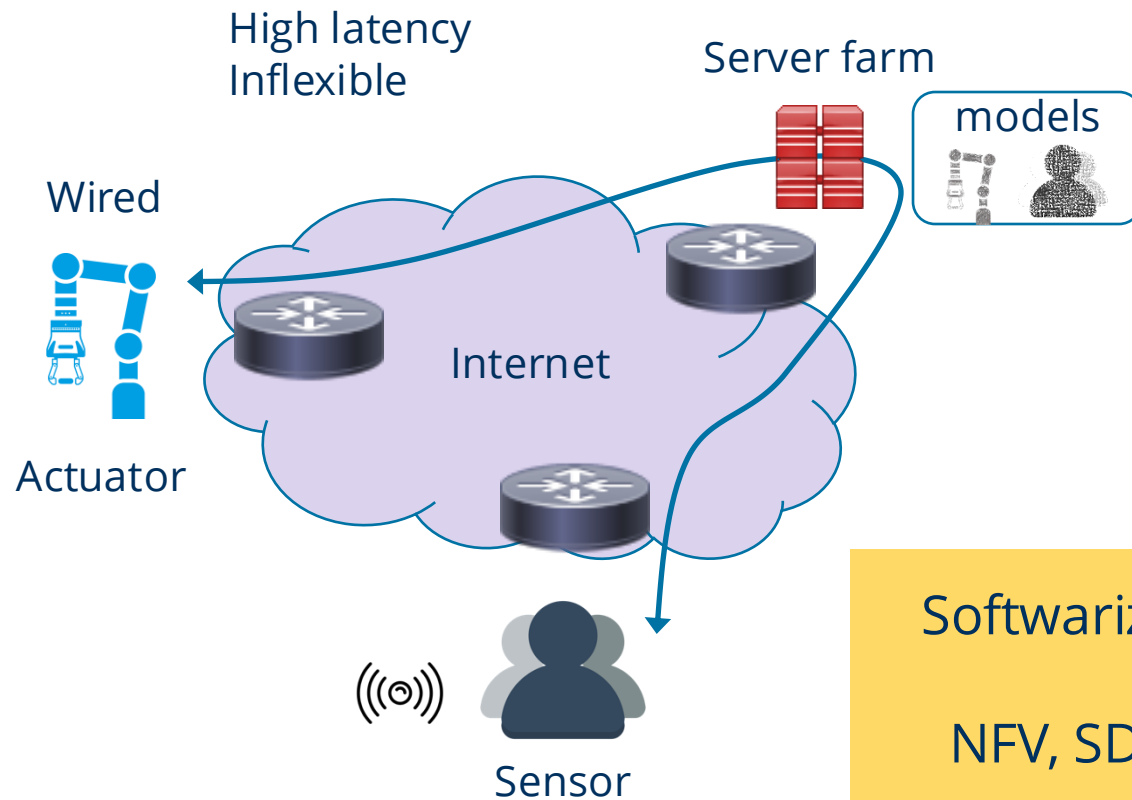
Machines are affected by latency



# Reduce Latency

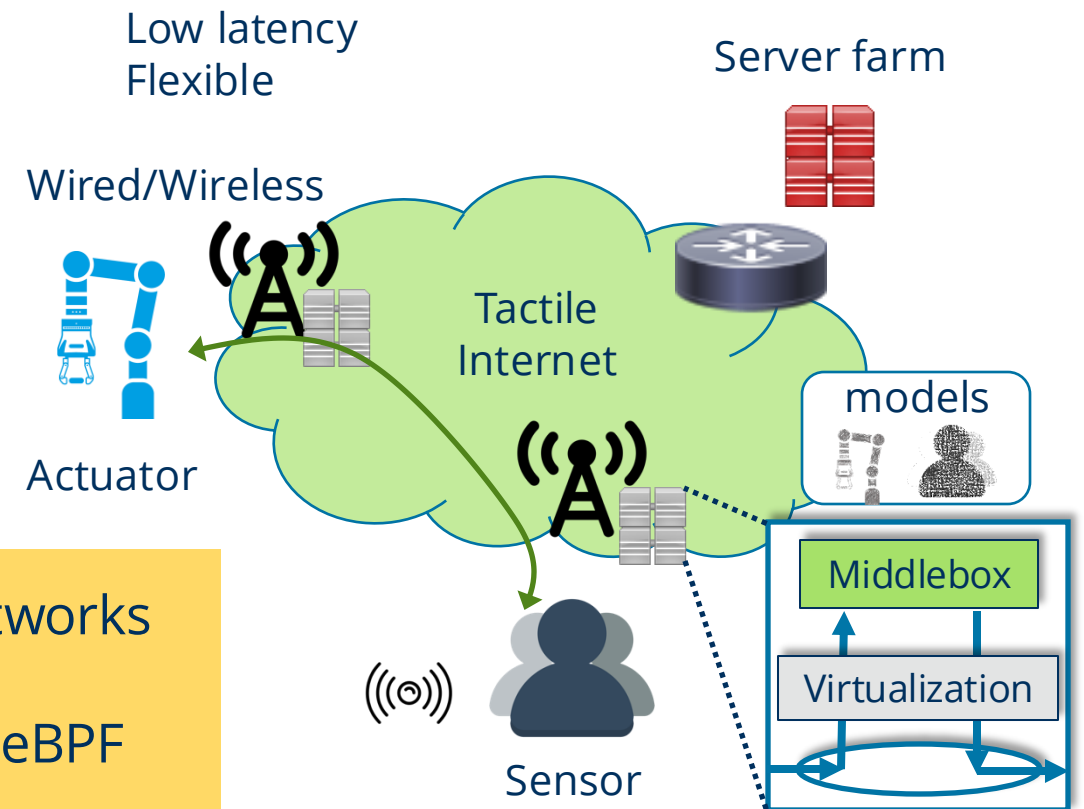
## Mobile Edge Computing

### State of the art



Softwarized Networks  
*with*  
NFV, SDN, P4, eBPF

### Mobile Edge Computing





# Research Highlights

**Computing  
Latency**

**CALVIN**

Xiang et al. **Reducing latency in virtual machines: Enabling Tactile Internet for human-machine co-working.** IEEE Journal on Selected Areas in Communications, vol. 37, no. 5, pp. 1098–1116, May 2019.

**Audio  
Processing**

**FastICA**

Wu et al. **Accelerating industrial iot acoustic data separation with in-network computing.** IEEE Internet of Things Journal, vol. 10, no. 5, pp. 3901-3916, May 2022.

**Resilience**

**StateOS**

Doan et al. **StateOS: Enabling Versatile Network Function Virtualization in Edge Clouds.** IEEE Network Operations and Management Symposium, May 2024.

CALVIN

## Reducing Latency in Virtual Machines: Enabling Tactile Internet for Human-Machine Co-Working

(link to paper: <https://ieeexplore.ieee.org/abstract/document/8672612>)

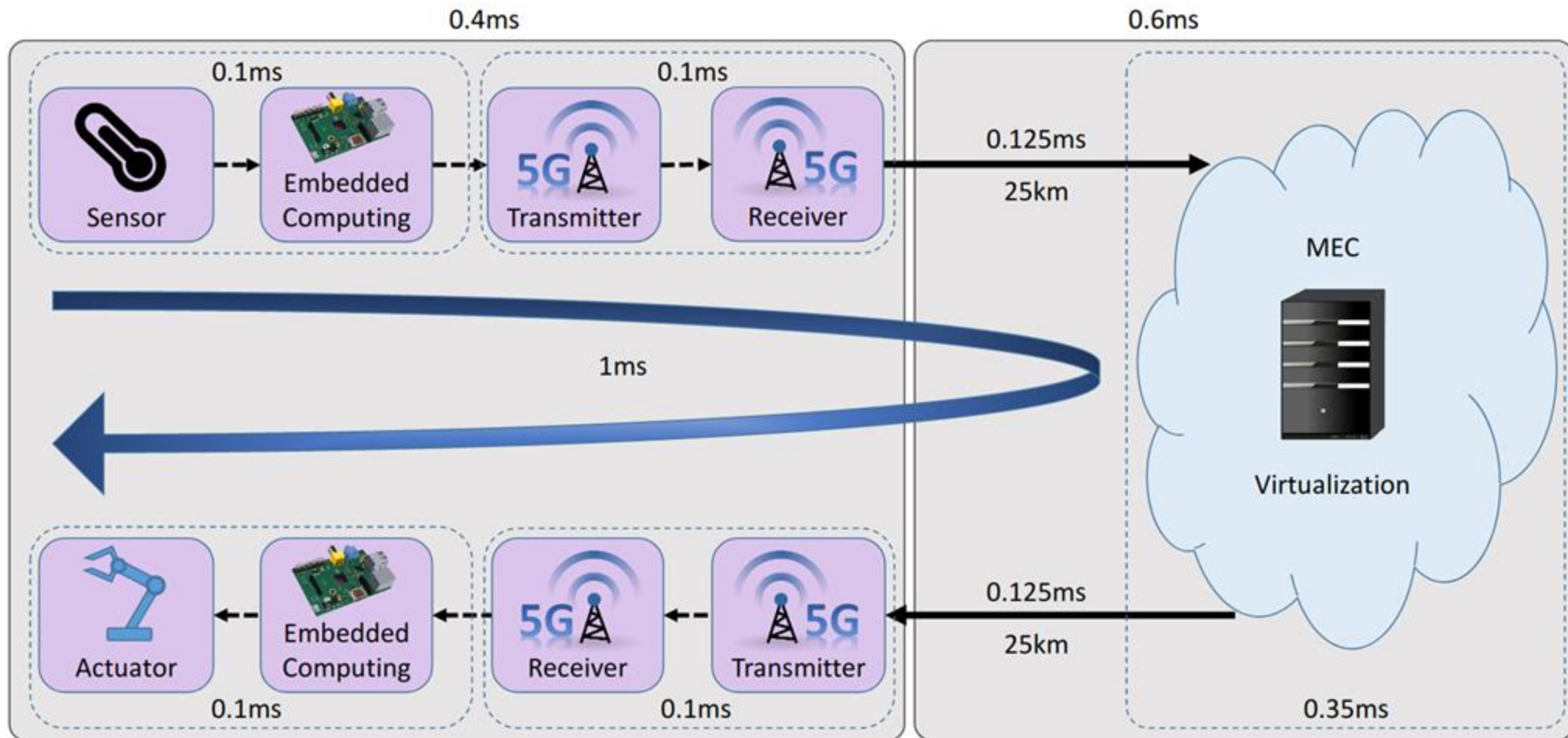
**Question:**

How ready are current networks for tactile applications?



# Low-latency vNF

## Delay budget



Delay budget for vNF: **0.35 ms**



# Low-latency vNF

Sources of latency

Open  
research  
question

(1) Packet processing in side VM

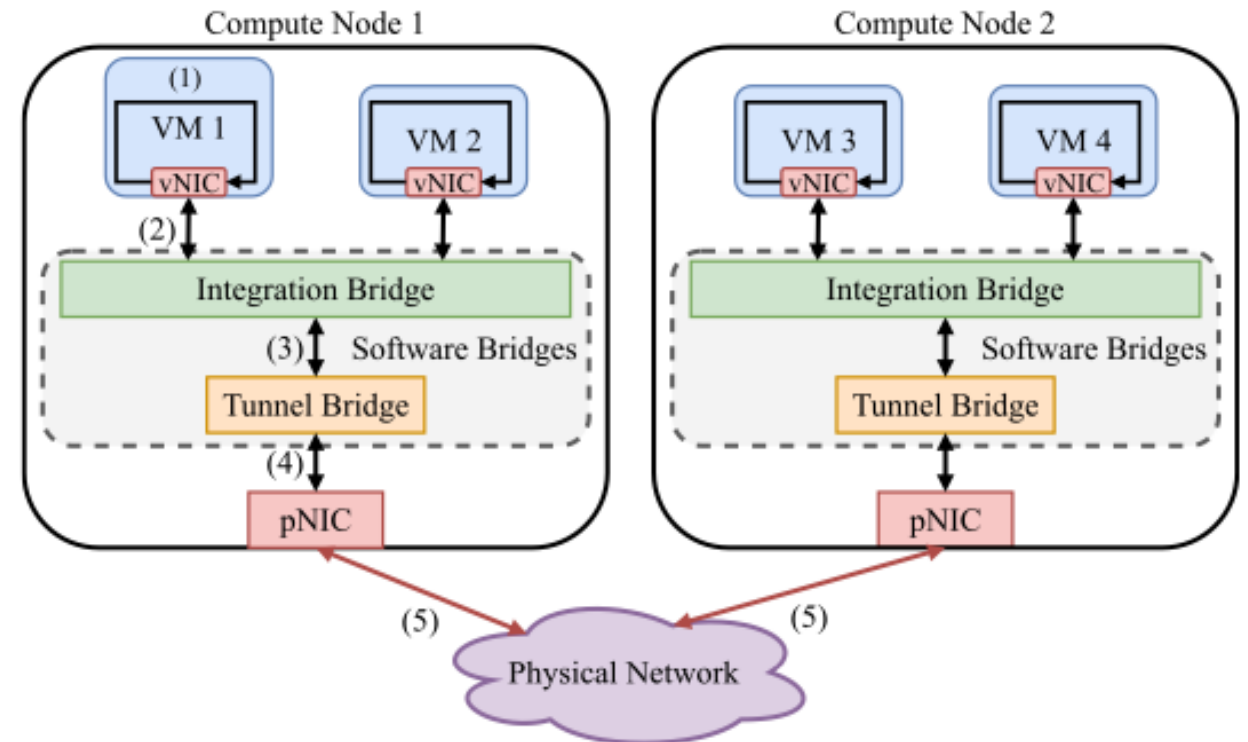
(2) Packet transfer between VM  
and VM bridge

(3 & 4) Relating to tunnel bridges

SoA:  
Openstack's OVS-DPDK

(5) Between physical NICs

Hardware dependent:  
COST

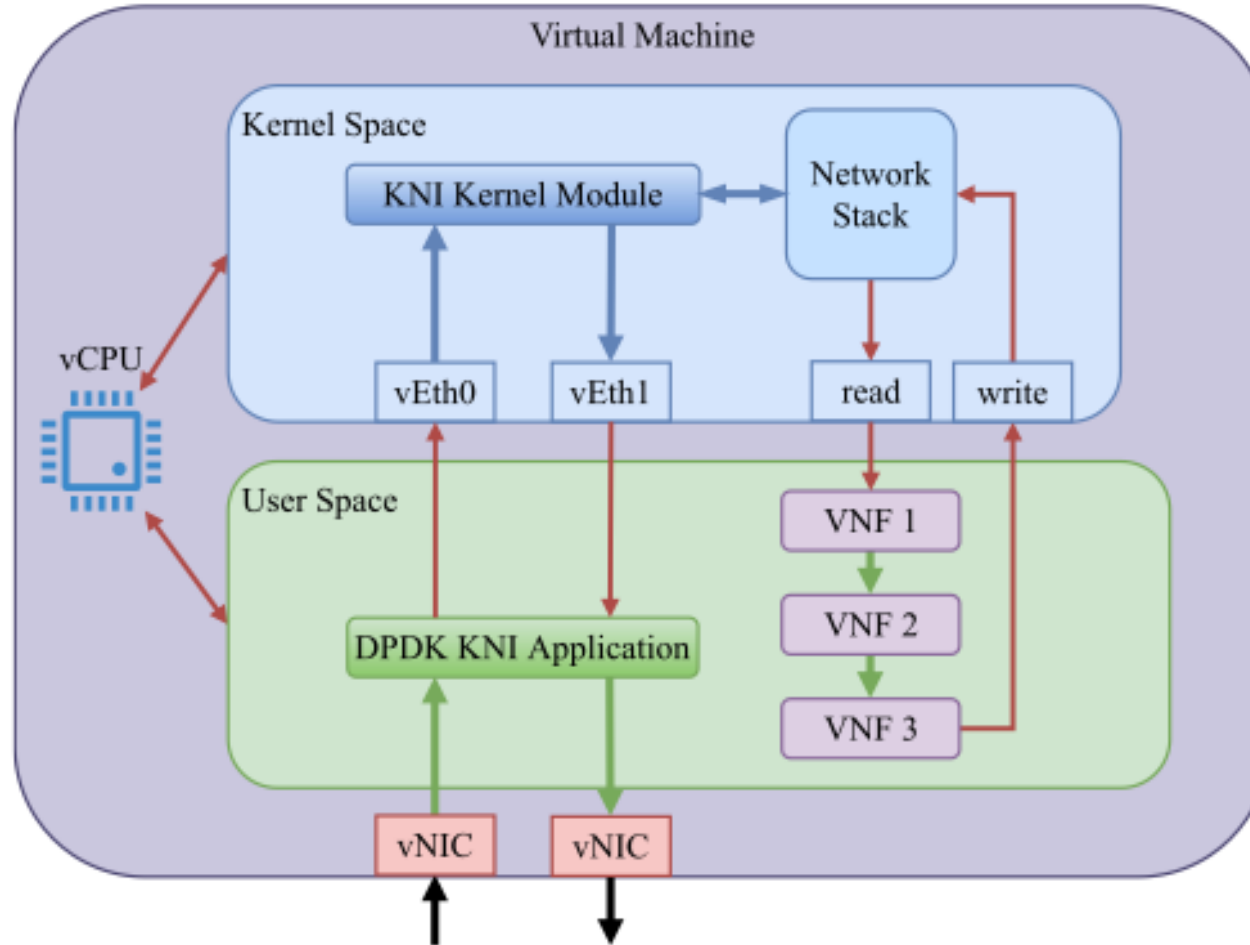


# Low-latency vNF

Centralized scheme

Issue 1:

CPU overhead,  
due to context  
switching

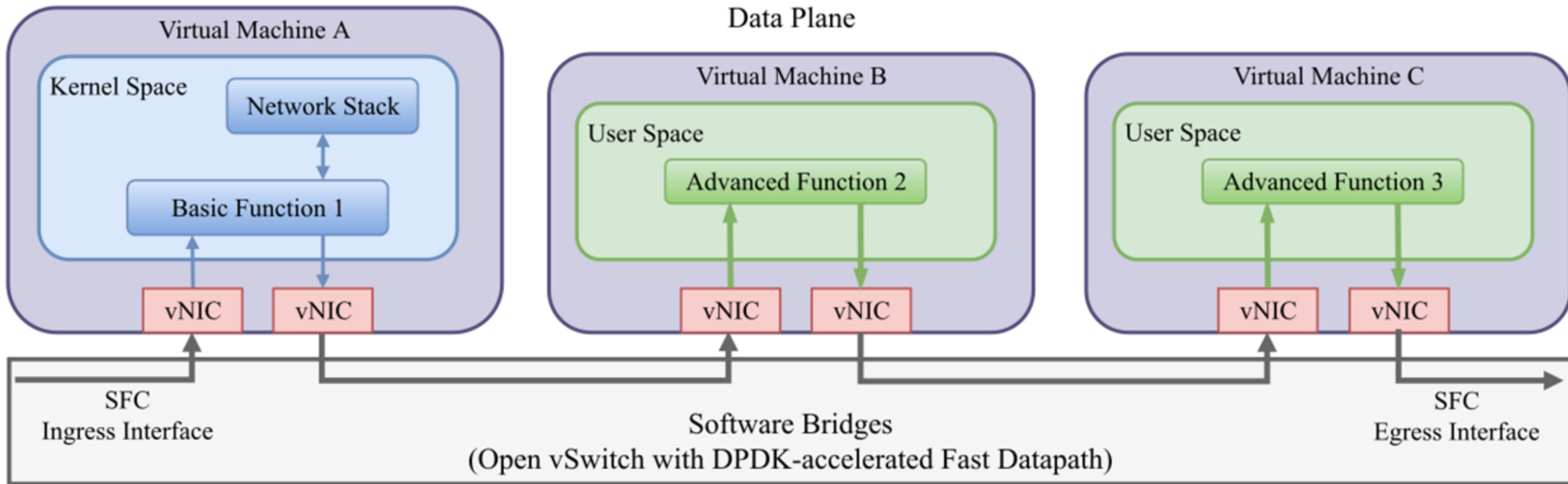


Issue 2:

Data read/write  
between kernel  
and user spaces

# Low-latency vNF

CALVIN: Illustration of strategies



# Low-latency vNF

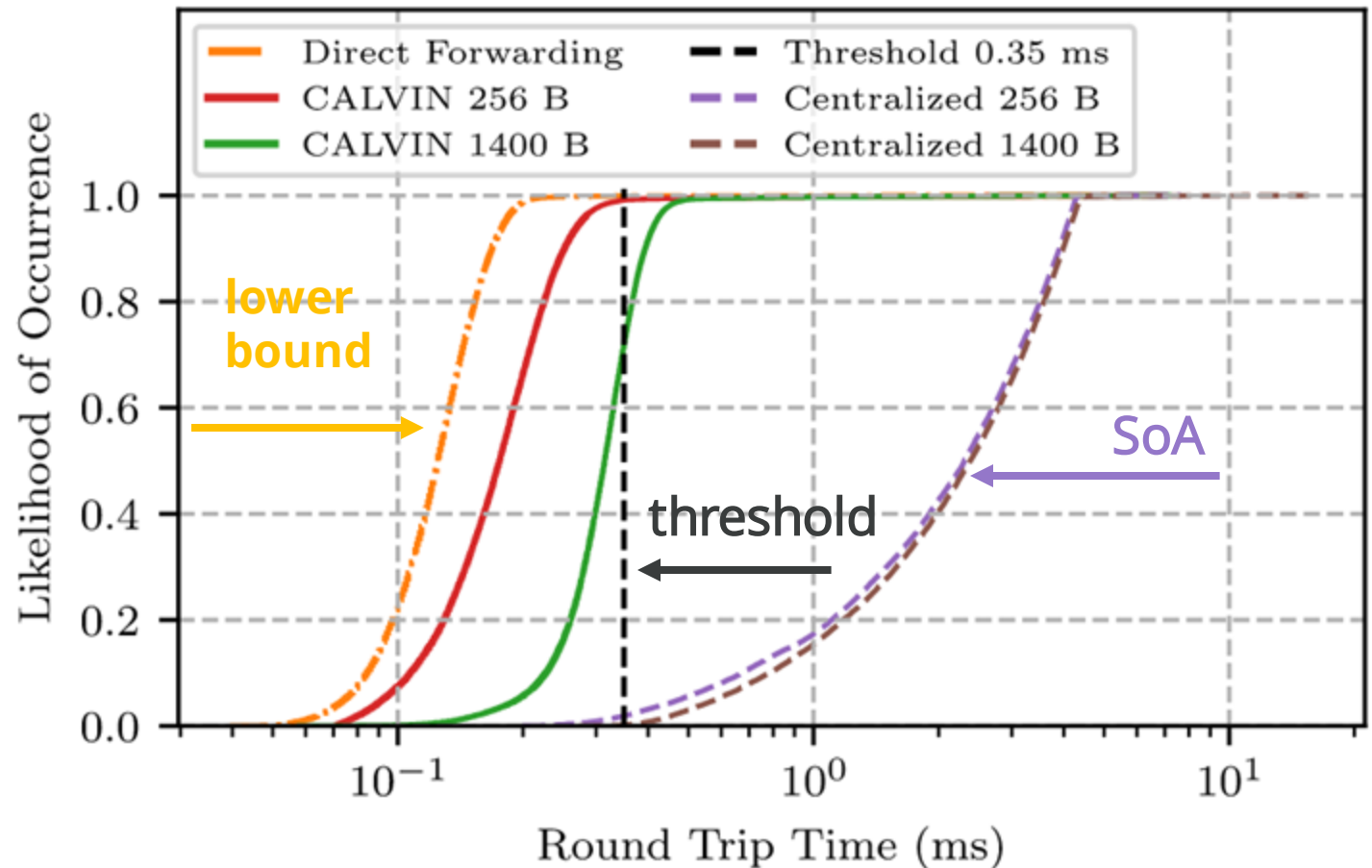
## CALVIN: Results

### **Fast:**

Possible to reach 1 ms latency for certain tactile applications

### **Light:**

Tradeoff in significantly lower bandwidth



## Softwarized Networks (SN) for Audio Processing

(link to paper: <https://ieeexplore.ieee.org/abstract/document/9779873>)

### **Questions:**

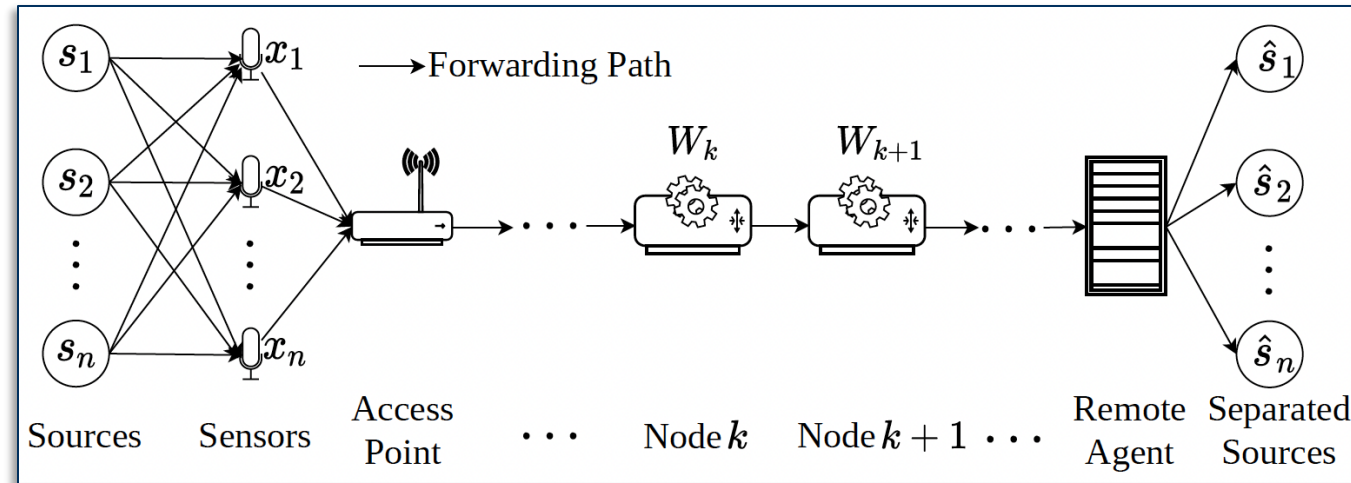
- 1) Is SN useful for multi-node scenarios?
- 2) Is SN helpful for high-bandwidth applications?





# Acoustic Data (*Blind Source*) Separation

## Problem formulation



|             |  |
|-------------|--|
| $s_i$       | Source data of the $i^{th}$ machine.           |
| $x_i$       | Noised data of the $i^{th}$ sensor.            |
| $X$         | Noised data matrix received by AP.             |
| $m$         | Total time span.                               |
| $n$         | Total number of IoT sensors.                   |
| $W$         | Solution matrix estimating $S$ with $X$ .      |
| $W_k$       | Temporal solution matrix on the $k^{th}$ node. |
| $\hat{s}_i$ | The $i^{th}$ estimated source signal.          |
| $\hat{S}$   | Estimated source data matrix.                  |

$$X = A \times S$$

$S$  is unknown  $\rightarrow$  receiver blinds to source signal

$$\hat{S} \leftarrow W \times X = A^{-1} \times X$$

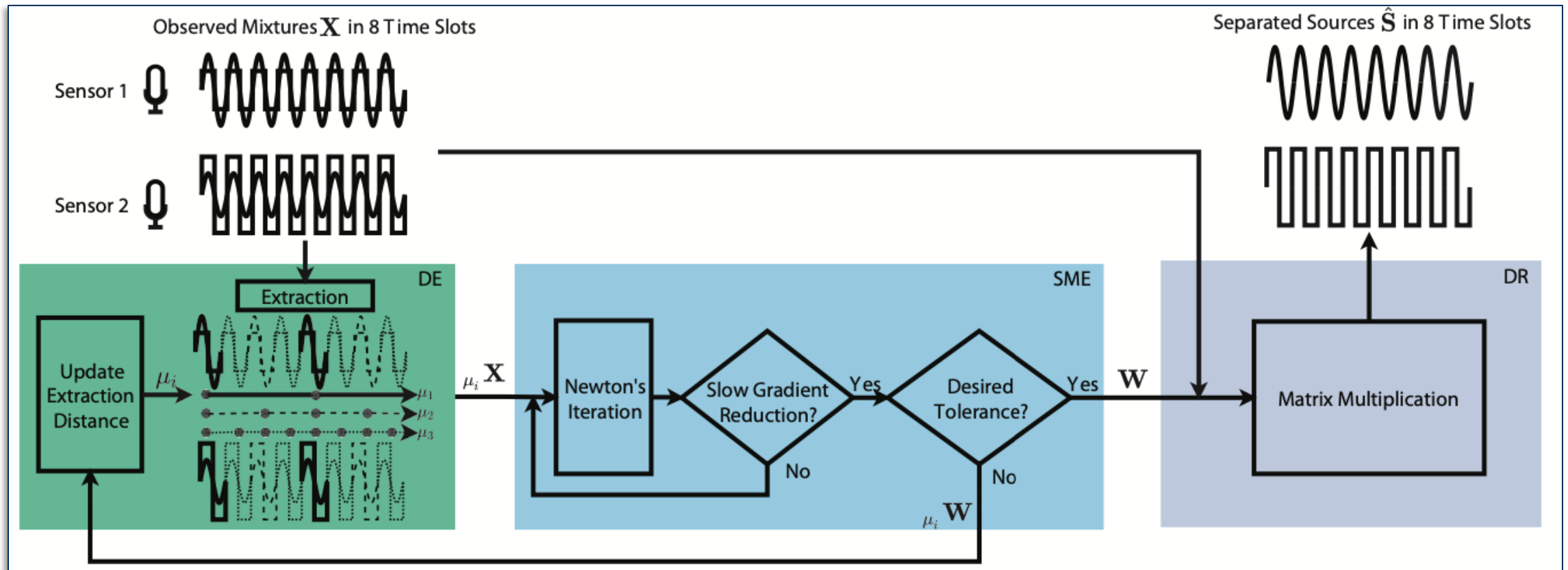
Blind Source Separation  $\rightarrow$  **Goal:** estimate  $W$

Challenge 1 (Computing):  
Transform a centralized algorithm into a decentralized one

Challenge 2 (Networking):  
Coordinate Forwarding and Computing functions

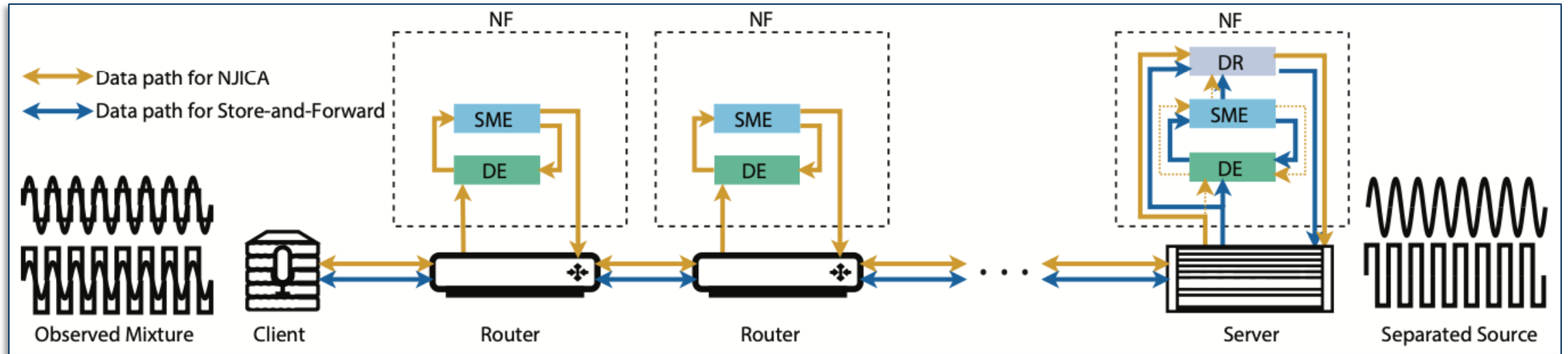
# ICA - Independent Component Analysis

Centralized algorithm (cICA)



# ICA - Independent Component Analysis

Distributed algorithm



## Greedy Strategy:

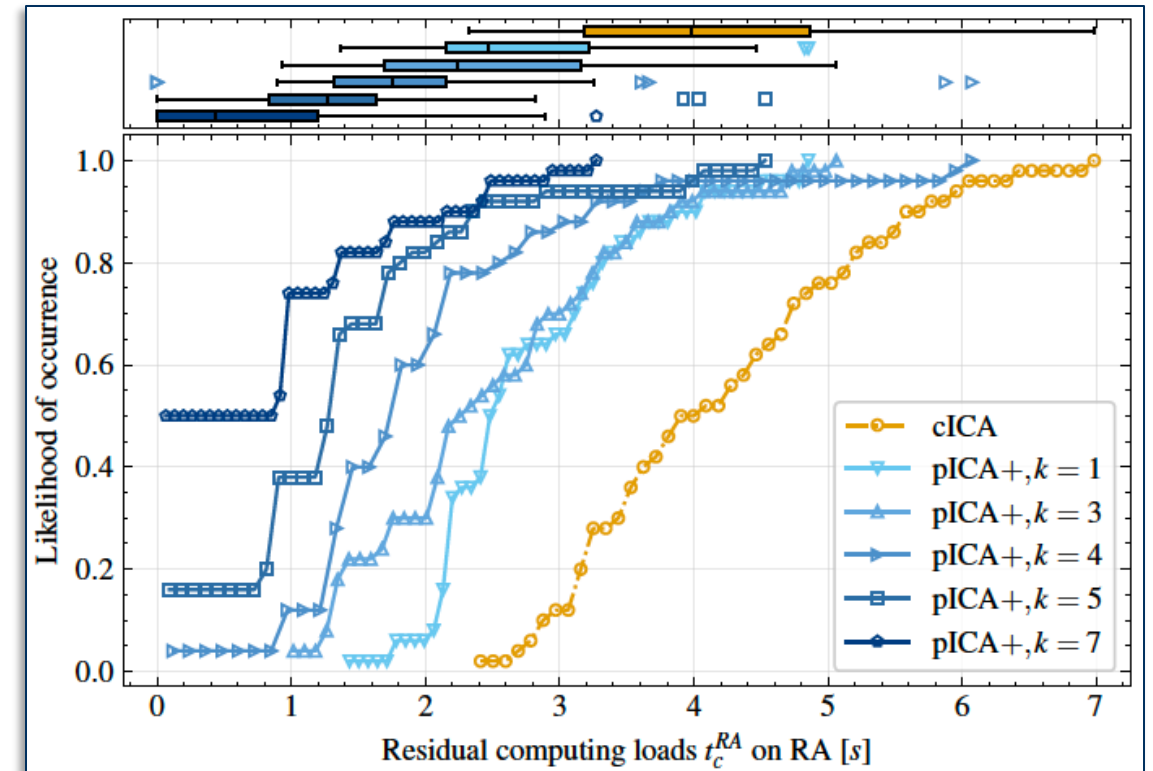
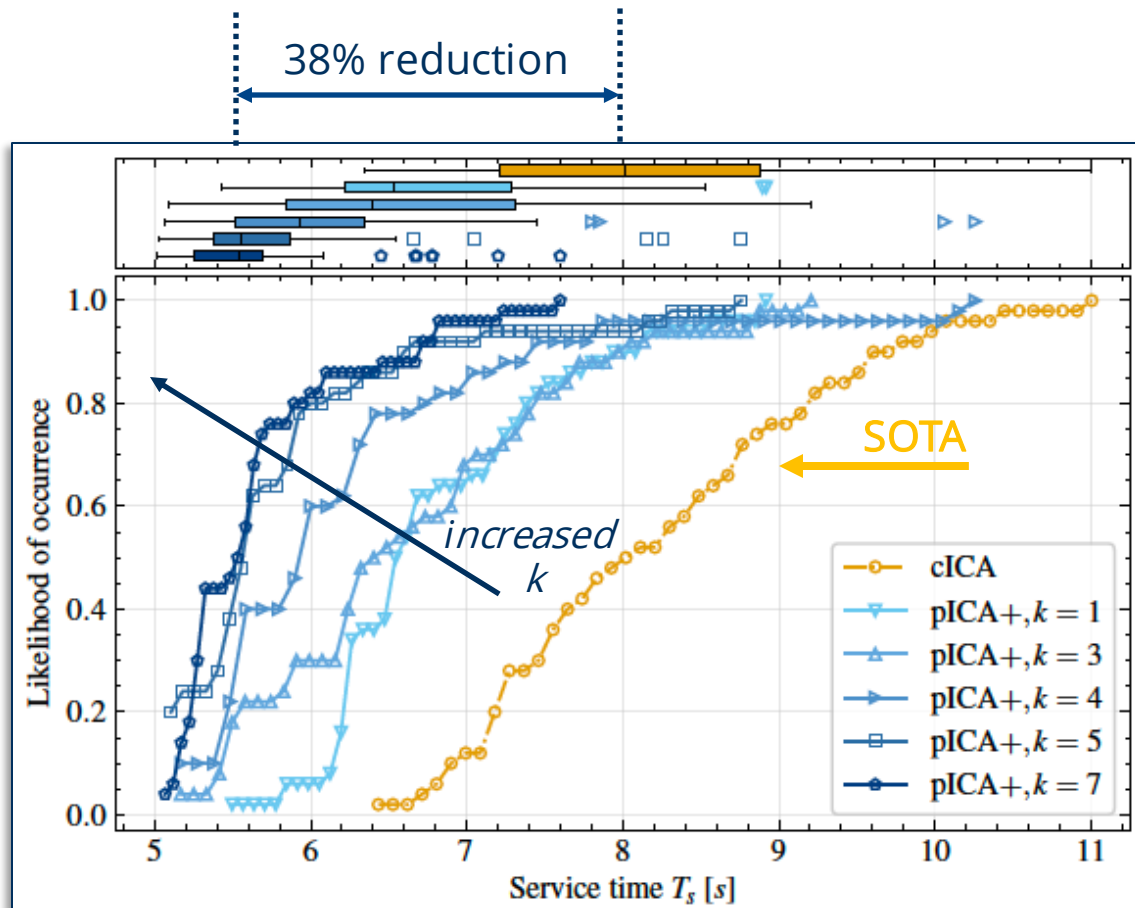
- Keeps running estimation (SME) until improvement from gradient-descent iterations gets slow down

## Progressive Strategy:

- Increases cached data on every node progressively along the forwarding path

# Acoustic Data Separation

## *pICA* -Results

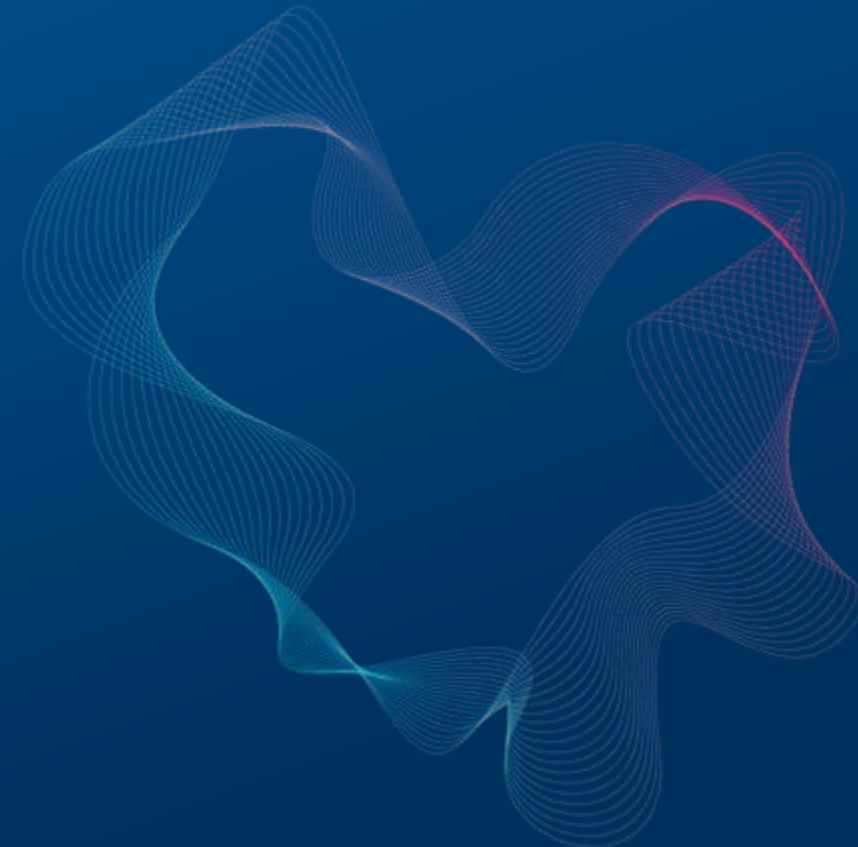


# StateOS Enabling Versatile Network Function Virtualization in Edge Clouds

(link to paper: <https://ieeexplore.ieee.org/abstract/document/10575285>)

## **Questions:**

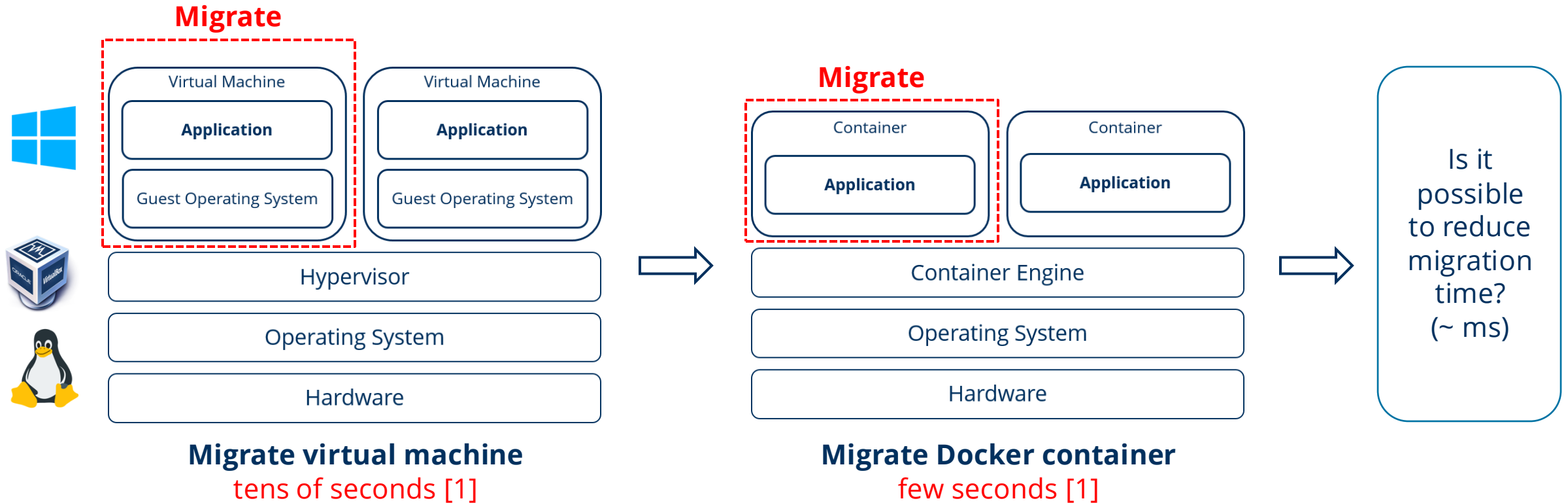
How to improve the resilience of virtualized apps?





# Resilience in MEC

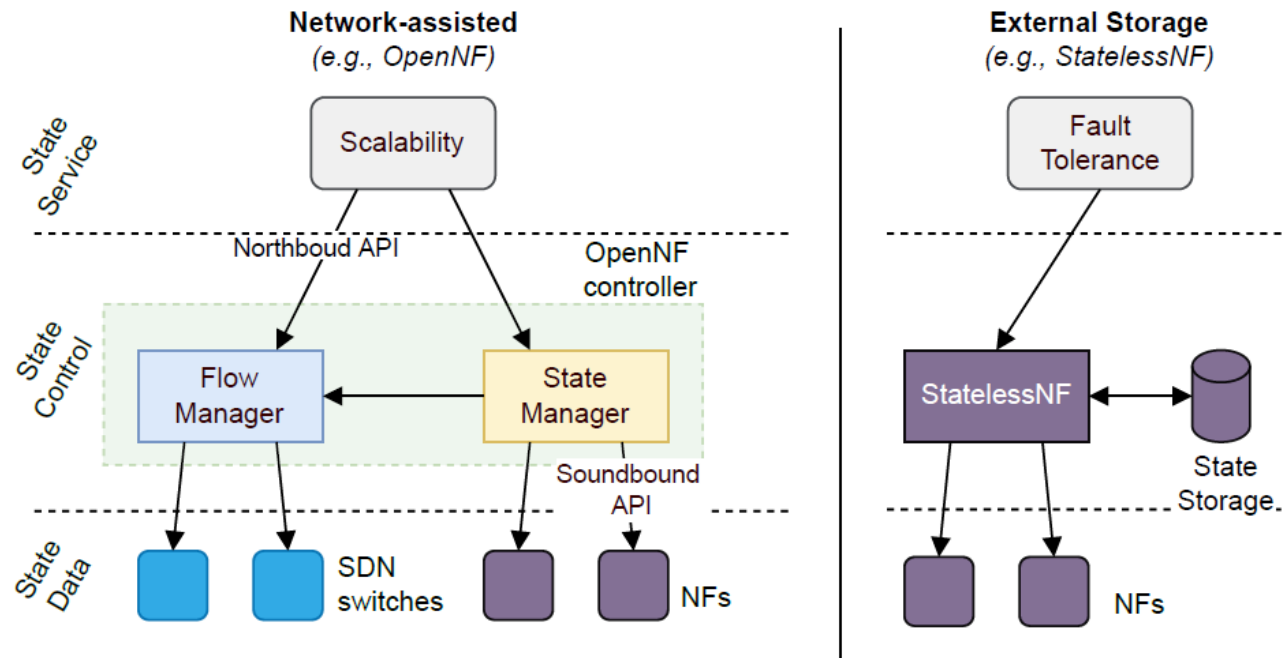
## Virtualization technologies



[1] Source: <https://www.bell-labs.com/institute/publications/itd-19-59189/#gref>

# State Management

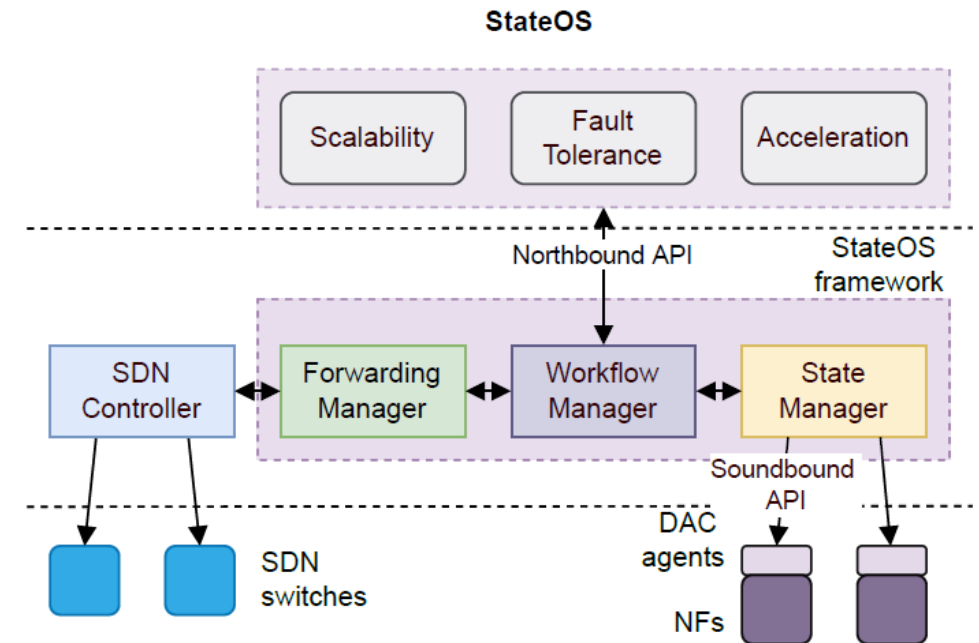
## StateOS – Beyond State of The Art



State-Of-The-Art

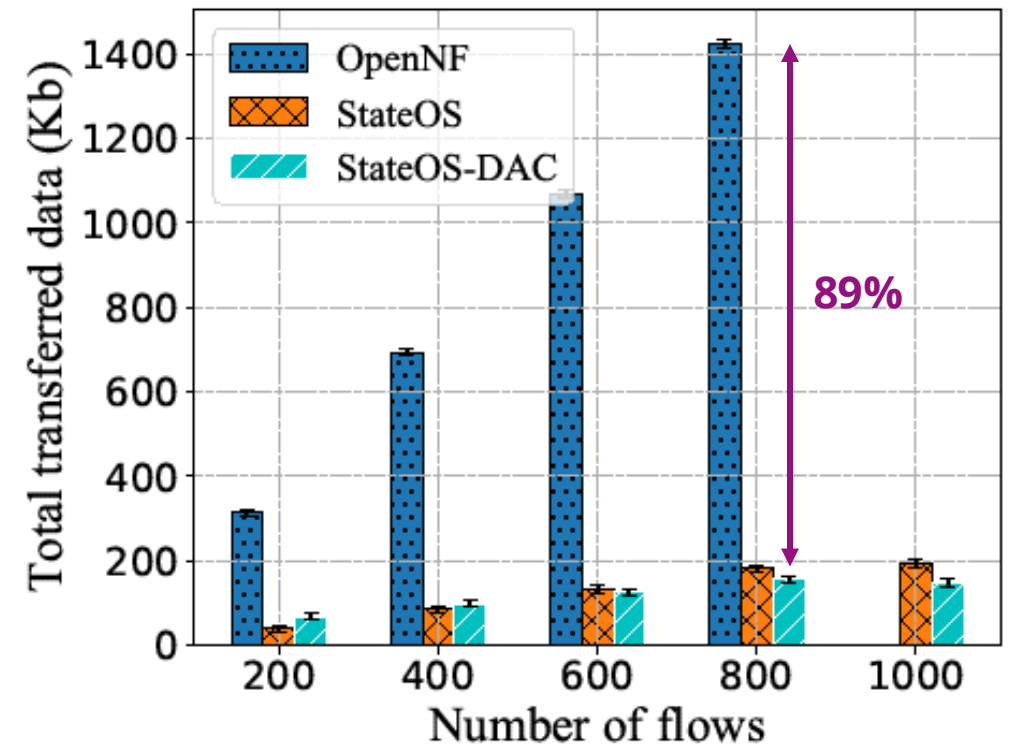
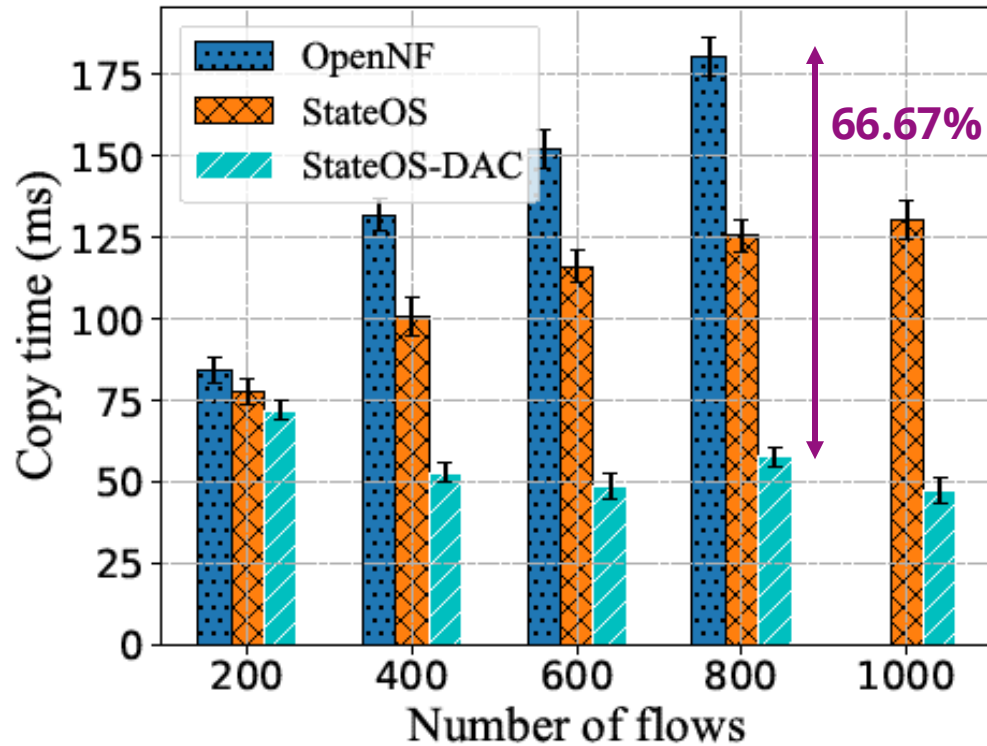
### Observations:

- Slow-changing states
- Fast-changing states



# Performance Evaluation

## Fault Tolerance



StateOS-DAC significantly outperforms OpenNF for PRADS in terms of move time and the total data for state transfer

# Summary of Research Highlights

**Computing  
Latency**

**CALVIN**

Xiang et al. [Reducing latency in virtual machines: Enabling Tactile Internet for human-machine co-working](#). IEEE Journal on Selected Areas in Communications, vol. 37, no. 5, pp. 1098–1116, May 2019.

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