

Original Article

Optimization of Router Testing Procedures Using Advanced Machine Learning Techniques

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Received Date: 19 February 2024

Revised Date: 29 February 2024

Accepted Date: 24 March 2024

Abstract: The term machine learning refers to the capability of a program or application to learn and optimize its performance as a consequence of its exposure to a multitude of external conditions. The development of ML technologies has reached the level where they can be introduced to address logical operations and tasks that are typically carried out by highly skilled technical personnel in the repetitive and mundane day-to-day product testing phase of the manufacturing process. Various ML applications already exist for PHY layer technologies and products. This paper discusses the use of machine learning technologies in developing automated testing schemes for testing router software. In particular, we discuss an application where a specific machine learning technology is used to analyze and evaluate patterns of call flows resulting from the execution of the software under test. Not only the presence or absence of specific call flow patterns is of interest, but in addition, the system can categorize call flow patterns into behavioral subgroups. Such subgroups reflect the responses of the system to specific stimuli. Both sensible responses and out-of-the-ordinary responses are of interest, as they may hold the key to faults or other out-of-spec behavior that deserves additional attention.

Keywords: Optimization of Router Testing, Industry 4.0, Internet of Things (IoT), Artificial Intelligence (AI), Machine Learning (ML), Smart Manufacturing (SM), Computer Science, Data Science, Vehicle, Vehicle Reliability.

I. INTRODUCTION

The world of communication has undergone considerable change and growth over the past century, from the arrival of the first basic telegraph systems to the superfast telecommunication and multimedia systems we have today. The development of communication systems over the previous century has occurred through the development of radio technologies and the advent of cellular phone networks. A broadband communication system that is different from the two mentioned above and is one of their latest noticeable developments is the Internet. Technologies such as Digital Subscriber Line and Cable Modems fueled widespread adoption of Internet access technology. The demand for the broadband communication system remained high and the importance of routing and report technologies remained significant.

Research trends in these fields are mainly characterized by the fact that the increase of end users, in combination with the rapidly increasing multimedia data production due to advancements in hardware and software, are the main reasons for researchers to enhance and develop new concepts and new sciences. At the same time, as the packet routing ratio increases, the number of routers present in major router systems has increased to handle the increasing demands for performance and speed. The demand for test systems that verify a router is functioning as expected has also increased, as there is added complexity due to increased router routing ratios. The traditional approach to assigning resources for testing a router and other similar network elements focuses on state-based methodologies, attempting to capture all of the essential state information present on the router, and using that information to assign marginal and mostly disjoint functional test sets to dedicated testers, which separately run testing of network elements. However, this approach fails to recognize the fact that routers in major network systems are non-trivial, multimode systems.

A. Background and Significance:

During non-intrusive optical fiber network deployment processes, the network architecture is designed from the point of view of component allocation and the optimal connectivity between nodes. The physical connectivity design and virtual data protocols are critical to the overall network behavior. For instance, the demand for consumer and commercial broadband requires a high insertion time of router components. During commissioning, all router interfaces must be certified by the electronic measuring process before transmitting data. The outcome of this process is a guarantee that the network will suffice in



terms of bit error thresholds. Pre-packaged certification testing usually occurs in isolated ramps and is currently tested with various traffic patterns to verify that each router is producing a valid response.

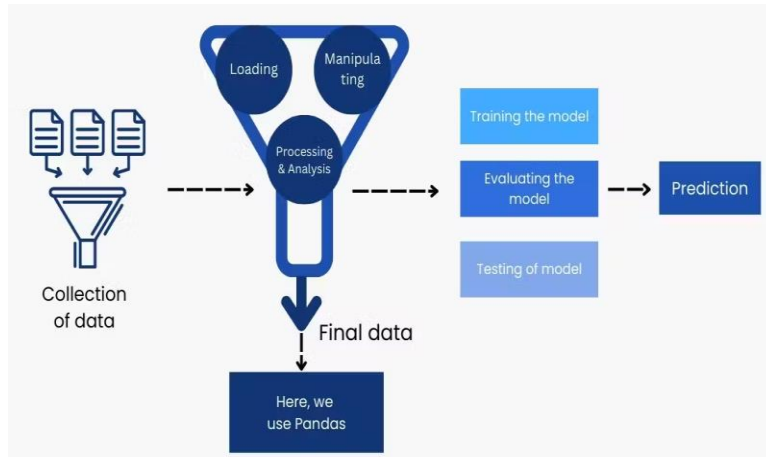


Figure 1: Machine Learning Process

The process is limited by the increasing demand for the insertion of routers on the assembly line. The time taken to execute router certification tests large-scale statistical resources, reaching initial measurements in terms of the number of interfaces that are simultaneously submitted to the certification procedure. Typically in a modern production process, each router may have different individual router interfaces, of the orders of varying degrees, depending on the router design. The certification of each module usually takes a fixed lifetime, but the time requirement of the overall production process increases exponentially with the percentage of untested module failures. The cumulative process automation of program verification during the electronic router board certification is carried out on an individual slot basis. Automated procedures and quality classes are tested for specific data related to the certifiable designs and software. This report focuses on the potential for artificial intelligence and machine learning techniques to perform additional test procedures for each device under investigation and how to optimize the set of test conditions for multiple network conditions.

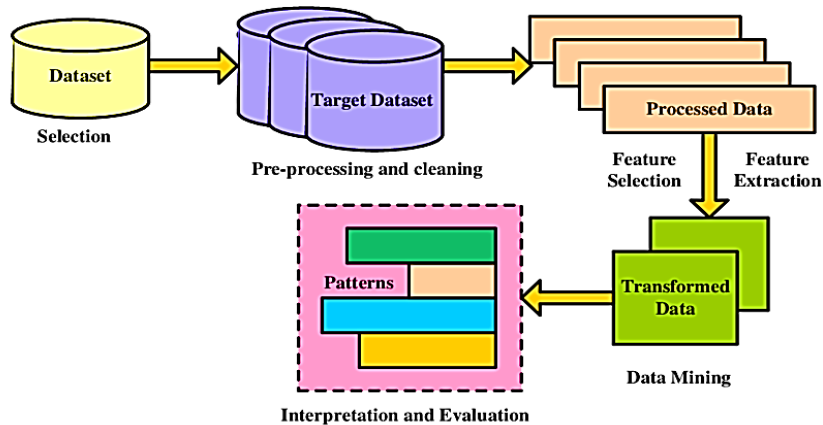


Figure 2: Feature Selection and Feature Extraction

II. LITERATURE REVIEW

In the literature, we observe that approaches to testing are, in many aspects, focused on the statistics connected to actual usage. In the practical field, testers are using techniques, tools, and testers created for various telecommunication services. The purpose of all testers cannot be only to detect problems and explore the use of complex mathematical algorithms. Much more important is to generate real service parameters stemming from communication protocols. The problem lies in the similarities between the packets generated by network protocols and packets generated by crackers. These packets can be injected into the tested network and can have fatal consequences. It is much more important to generate a service that, in the carrier used by the tester, is difficult, costly, or not at all possible to generate. Problems connected with networks are not new, and there are many

modern solutions for them. Quite a several scientific studies are focused on intrusion detection. Since these are the problems that occur constantly, we especially focus on the means for counteracting this kind of behavior. The possibilities are endless. Therefore, the question is what possibilities provide the chosen implementation of the network testing to make it optimal and computationally lean. The problems were already mentioned as problems, and possible solutions in testing were stated. We make the implementations as optimal as possible and lean so that the tester operating model can capture all the possible packet behavior appearing in a real network.

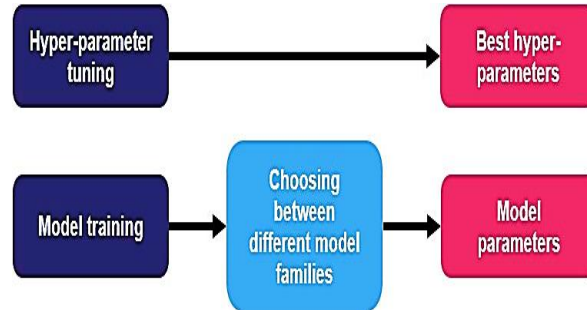


Figure 3: Hyper-Parameter Tuning vs Model Training

III. MACHINE LEARNING TECHNIQUES FOR ROUTER TESTING OPTIMIZATION

At present, the main method for combining router testing and machine learning techniques is not to use machine learning for behavior detection but to optimize testing procedures. However, some methods of calculating router testing procedures using machine learning methods are also implemented. The general concept of technique implementation is based on a training selection when the comparison is based on a priority of source data and additional (for router) control checks. For every router, the dataset is split into two parts—a training and a testing part. The loss ratio is calculated using the testing part of the data samples. The priority of the checks of all the control points for any router is changed by moving the points on the contrary to the detected routers with the loss ratio. Sets of control points with the minimal expected loss of packets are selected to minimize the total loss ratio. All additional checks in the testing part of the dataset are distributed by the evaluation of their loss ratio, as in the previous step.

The same procedure can be used for each router personally to check their behavior in the same network conditions. A modern approach to solving this problem is to create training and testing networks that closely emulate the real network, using network behavior, settings, and settings of specialized routers and switches as a result. The main problem of this approach is how to control the exact settings of the controlled objects of the network. Also, a lot of training data is still required for this approach. This approach is completely unsuitable for software systems where the product of the solution is software to control routers' work (self-improved software). In the first section of the paper, the above-mentioned compiled review was done. Some important points of selecting a training procedure for a given problem were presented. In the second section, routers' DDoS attacks were reviewed and possible methods for their testing were listed. Also presented was an overview of modern machine learning methods to choose the best possible and general method to solve the problem of using the machine learning approach to router testing, and the main concepts used in a basic physical training model.

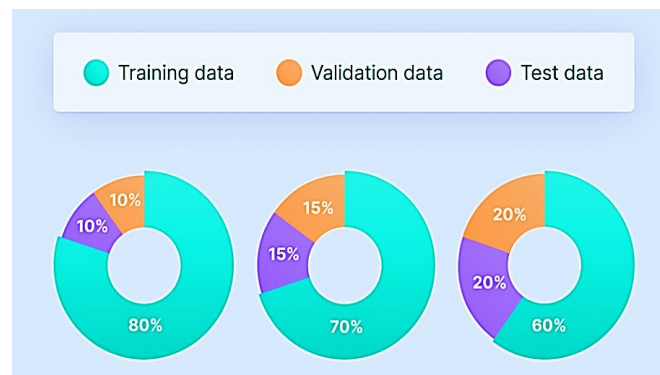


Figure 4: Training Data Needs

A. Supervised Learning Algorithms:

Supervised learning is the subfield of machine learning and artificial intelligence that is used for modeling and analyzing diverse kinds of data, for example, to classify the data. In this study, supervised learning is used to model the relation between the input data of the designed experiments and the output results. The main task is to estimate the model using so-called training data, which contains the input-output pairs. Supervised learning is performed in two steps. In the first step, the learning algorithm passes through the training set of provided examples and in this way, it forms the relationship between the input and output for predicting unseen examples. Then in the evaluation step, it evaluates the model to be used with the data that were not used for training.

The notion of learning new examples according to the paradigm of supervised learning means utilizing a model in a way that individuals can use the model to predict the outcome (e.g., numerical quantity, class membership) of unseen inputs. In the context of supervised learning, the model is a hypothesis obtained by optimizing a function. The aim is to optimize the function based on the outputs of the hypothesis so that the error of the outputs is minimized. For parameterized models, the slope of the loss function concerning the parameters is utilized to perform the optimization. In the literature, some algorithms are classified into two main categories, optimization-based and probabilistic-based approaches. The optimization-based algorithms directly optimize the loss function concerning the model parameters, while the probabilistic-based algorithms try to model the data by specifying a combined satellite probability distribution over the input-output pairs.

B. Unsupervised Learning Algorithms:

We will focus on different unsupervised learning algorithms to solve our problem. In particular, we have selected the k-means algorithm as well as the agglomerative clustering. Next, we detail simple problems of usage of each algorithm to solve our first problem. We describe in more detail the agglomerative clustering due to its ability to handle a set of flexible possible business constraints that are interesting to ponder. By default, it can be computationally expensive due to the high computational cost of hierarchical clustering. To solve our first case study, we also select two different clustering techniques where the number of clusters is fixed. The k-means algorithm is an iterative algorithm that is based on two steps. First, an initial guess, the centroids are defined. After that, at each iteration, every object is associated with the nearest centroid. In the second step, the centroid is recalculated. It is a minimization model in which the objective is to minimize the sum of squares within each cluster. The agglomerative algorithm starts by putting each object as a single cluster. Then, iteratively clusters two objects until a single cluster remains. To do that, the distance among all the clusters is calculated. After that, the distance matrix is updated. To obtain the number of clusters comparable to k, the user should cut a tree at the proper level.

C. Reinforcement Learning

Reinforcement learning, one of the branches of machine learning based on unsupervised learning, is a process in which an agent interacts with a predefined environment, resulting in some transition in the state of the system. Furthermore, the process is guided by a decision policy to maximize the cumulative sum reward. Reinforcement learning aims to find this decision policy. Contrary to supervised learning, in which teacher labels support the learning process, and unsupervised learning, in which the reinforcement signal is missing, reinforcement learning has a certain exploration stage, which means in some cases the decision policy that must be found has to cope with possible lack of proper information about the typical state-action pair behaviors. This fundamental and distinguishing nature of reinforcement learning situations is the reason why exploration methods play such an important role in reinforcement learning: balancing between exploration and exploitation is considered the key to intelligent sequential decision-making. Furthermore, learning performance depends on the amount and quality of collected data, as well as the time required to process this information. The major drawback of RL is its high computational cost and significantly long training times. In applications exploiting DRL such as communication networks that support computer systems, devices communicate with one another through message datasets. Examples of communication networks are local network cards, Ethernet switches, and routers. Found at the edge of such communication networks, a router plays an essential role in transmitting data packets between communication networks. In typical router operational models, a packet must traverse multiple internal components of the router in a sequential manner, such as the queue, scheduling entity, forwarding database, etc. If the probability distribution inside the internal components changes dramatically in a short time and the internal components can exhibit symptoms such as frame loss, jitter, and excessive delay, the router will undergo a fault that affects the transmission time of all transmitted packets, thus reducing the quality of user data transmission. Data must be authenticated and checked regularly. Thus, router testing is very necessary. Meanwhile, the conventional router testing model that relies on a high rate of spontaneous packet arrival from the optical time-domain reflectometer (OTDR) is both time-consuming and inaccurate. Therefore, a useful and versatile equipment model to support router testing is required.

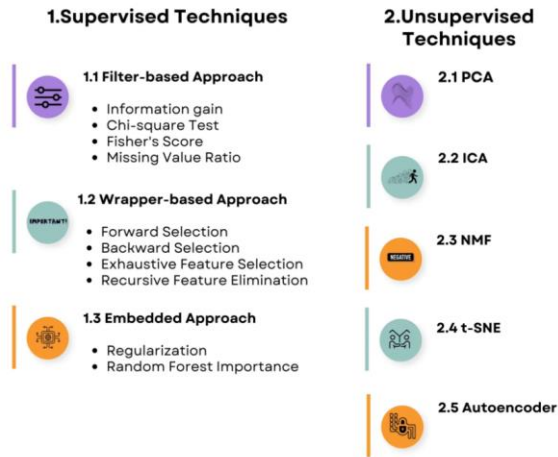


Figure 5: Advanced Feature Selection Techniques

IV. CASE STUDIES AND APPLICATIONS

We now demonstrate applications of the techniques proposed in this chapter to concrete circuit datasets. The first problem we address is that of generating full statistical fault coverage for a circuit. To do so, we first construct a large set of tests for a circuit with a sequential ATPG procedure, and then score each test on the comprehensiveness and quality of its suggested services. We try two different scoring mechanisms: a manifold scoring assignment in feature space, and an assignment based on suggested indistinguishability. In conjunction with each scoring method, we then use a large amount of sample data to estimate a scoring cutoff, such that suggestions with a score above the cutoff can successfully test the circuit. Finally, using further sample data, we train a classifier to predict testing performance using the estimated suggestion scores. These advances both save ATPG CPU time and put test quality and ATPG more directly under machine learning control, with important implications since testing is more naturally described as a supervised learning task. Having seen that by carefully and accurately describing samples, we can learn a classifier that can suggest responses for further improvements and then use this feedback to achieve faster and more complete learning in whole problems, we now demonstrate the promise of this approach by considering two important concrete circuit applications. First, we wish to generate a set of ATPG-learned suggestions that achieve large full statistical fault coverage for the 2QGQ circuit, by building testing control flow into the active learning procedure. Our approach comes in a few parts: first, we create a large space of test configurations according to multiples, and then score their comprehensiveness and quality using two largely orthogonal criteria outlined in Section IV. After that, we suggest services during each active learning iteration in the usual way, using classifier feedback to help drive our examples to suggest indistinguishability. The procedure is as follows.

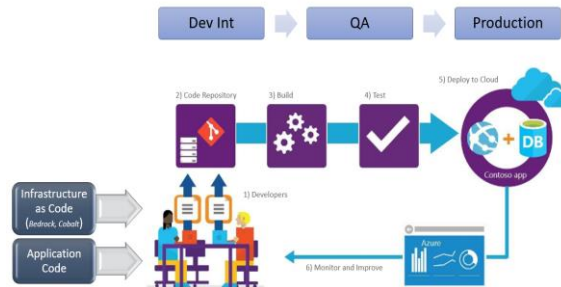


Figure 6: Continuous Integration

V. CHALLENGES AND LIMITATIONS

The synthesized UV data demonstrates the rapid advances the soundness of the method is highly dependent on the quality of the training data. With imprecise, incomplete, and too small data, it is difficult to build ML models that work satisfactorily. Thus, massive descriptions of the effects caused by defects during operational traffic are prohibitively expensive and are very difficult to obtain. Further, there is always an under-appreciated possibility that it is impossible to build practical models of defects caused by traffic, witnessed "at all the possible protocol layers, at all the possible defect-causing code paths in the router." Without sound data, it is difficult to justify the models or make the alerts/logs that motivate the methods convincing.

The method presupposes that the training data are representative; that is, the collected defects encountered while running with testing layers resemble those defects encountered during production. It is infeasible to guarantee that the training data can represent all of the possible defects during operational traffic. As throughput degrades due to too many defective packets, how can the defective packets appear and how fast do they get discarded at various protocol layers within the router? What does the discarded packet look like? Should we discard it sooner? Without this "validation," the tool cannot be applied. Overly aggressive concepts require a significant increase in rejection ratio based on little to no throughput degradation, which challenges the very reliability of the approach to detect defects with a very low defect severity.

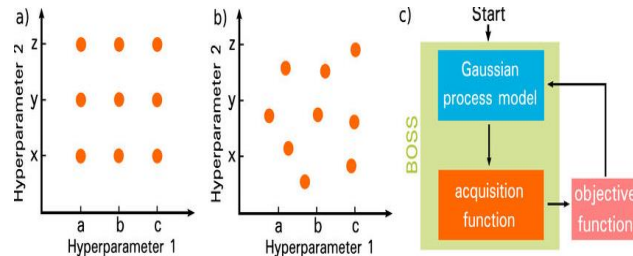


Figure 7: Hyper parameter Optimization

VI. CONCLUSION

In high-volume electronics manufacturing, such as the production of routers, it is essential to minimize the testing cost. One way to achieve this is to minimize the number of parts that need to be tested. This results in less expensive testing hardware and faster testing times. By being able to separate parts that fail the final test at an earlier stage, the fault identification procedure becomes simpler. Minimizing the number of parts that are tested in a parallel test setup implies a reduction in the number of used test heads, and this saves money and increases throughput. By minimizing the number of tested parts in a sequential test, this results in less expensive test racks. The next benefits can be achieved: by compressing the test time by moving the final test from a sequential situation to a parallel test setup, which can waste a lot of valuable testing time. Furthermore, we can tackle problems with fault detection to achieve faster feedback to the operator and facilitate a problem with defect isolation.

A. Future Trends

As the industry trends approximate higher bandwidth requirements and a more complex quality of service, testing procedures will need to evolve as well. One of the major trends already being perceived is the increase in internet traffic over wireless media, both in access and backhaul segments. Moreover, this reality is propelled more by the advent of supporting new business models than by personal access to data. This will lead to a delineated set of service providers with divergent revenue generation concerns. Another trend can be inferred from the set of services connoted by the IMS architecture: the perimeter of network control will move out of the usual internet service provider domain and into that of media content and service providers. This will allow for an efficient real-time service provision, and mostly, it will allow detection and classification of the contents carried according to their billing, or ultimately, it will allow authorization procedures for billing purposes, possibly by integral real-time billing systems. Concurrent access for voice and high-speed data both seem like obvious options for access devices, yet difficulties still abound. The voice-over IP access devices can be seen as clients to an IP network. The onus is shared by access and core network elements to ensure quality of service, for voice stream, packet latency and jitter must be kept low. Audio and video streams will be bandwidth consuming and their sending over best-effort IP networks is likely to lead to packet dropping. Lastly, security is still a network task to assure protection and privacy for all seismic private data. These evolutions in the profile of the flows carried by routers are taken as links to the future. From the laboratory work carried out with early releases, we foresee that the appropriate set of implemented performance indicators will need to grow into a rather comprehensive list and hope that the multicriteria test process can evolve to help manufacturers in their drive for the best new services. In particular, the recent advances of intelligent algorithms, learned in the deep neural networks, watermark, and retina-based techniques, that spare content inspection to identify, will most probably be the focus of further study due to the anticipation of time to market innovative products.

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