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6G Transformation Systems: AI-Powered Slicing for IoT and Terahertz Waves Applications

Mohamed Khalif Ali*
Department of Computer Science, Faculty of Engineering and Computer Technology,
Somali International University (SIU), Mogadishu, Somalia
[**Corresponding author*]

Nur Ali Abdullahi
Department of Computer Science, Faculty of Engineering and Computer Technology,
Somali International University (SIU), Mogadishu, Somalia

Abdinor Abukar Ahmed
Department of Computer Science, Faculty of Engineering and Computer Technology,
Somali International University (SIU), Mogadishu, Somalia

Abdullahi Mohamoud Amir
Department of Computer Science, Faculty of Engineering and Computer Technology,
Somali International University (SIU), Mogadishu, Somalia

Abstract

The arrival of 6G networks potentials to revolutionize telecommunications, driving innovation in key extents like the Internet of Things (IoT) and Terahertz (THz) wave applications. One of the most transformative features of 6G is the incorporation of Artificial Intelligence (AI) in network management, particularly through AI-powered network slicing. This approach enables dynamic resource allocation, ensuring that IoT devices and THz wave applications receive the optimal bandwidth and latency for their specific requirements. Moreover, the study evaluates the efficacy of different machine learning models across various categories within a 6G dataset. Bayesian Methods, K-Nearest Neighbors (KNN), Support Vector Machine (SVM), and Decision Trees (DT) are examined for their performance in distinct sectors. Bayesian Methods exhibit effectiveness in IoT-related applications but show limitations in categories such as Industry 4.0. KNN demonstrates high compatibility in IoT and non-GBR sectors, while SVM displays strong performance in non-GBR applications but struggles in others. Decision Trees perform well in IoT, non-GBR, and Industry 4.0 categories.

Ultimately, the research concludes that each machine learning model exhibits strengths and weaknesses, emphasizing the importance of selecting the appropriate model based on the specific requirements of each category within the 6G dataset. This nuanced understanding is critical for leveraging machine learning effectively in optimizing connectivity within 6G networks.

Keywords

6G Network Slicing, 5G, Beamforming, Non-Orthogonal Multiple Access MIMO, QoS, Entertainment Content

INTRODUCTION

The emergence of fifth generation (5G) technology signifies a revolutionary achievement in the telecommunications domain. Crafted to exceed its forerunners, 5G introduces unparalleled progress in terms of data speed, dependability, and connectivity [1]. A crucial factor driving the development of 5G systems is the necessity to cater to diverse vertical industries, including manufacturing, automotive, healthcare, energy, and media and entertainment [2]. Indeed, the 5G is geared towards not only catering to data-intensive smartphones but also supporting billions of Internet of Things (IoT) devices [3]. These devices span a spectrum from basic, economical, and energy-efficient ones utilizing massive machine-type communications (mMTC) to sophisticated ones demanding ultra-reliable and low-latency communications (URLLC) [4].

Moreover, the user base is experiencing rapid exponential growth, necessitating the need for the 5G technology that transforms communication through enhanced speed and capacity. Consequently, the demand for seamless and high-quality entertainment experiences grows exponentially. This increase in network traffic requires efficient implementation of a 5G network with high-speed data transfer and low latency [5]. Quality of service (QoS) plays a pivotal role in ensuring that the delivery of entertainment content meets or exceeds user expectations by addressing factors such as data speed, latency, and reliability. In the era of ultra-high-definition streaming, virtual reality, and immersive gaming experiences, the effective management of QoS in 5G networks becomes paramount [6].

Moreover, as 5G networks aim to provide ultra-reliable low-latency communication [7, 8], meeting the diverse requirements of streaming high-definition videos [9], virtual reality experiences [10] , and online gaming [11] becomes increasingly complex. The need for consistent low latency, high data rates, and seamless connectivity poses a significant challenge in maintaining QoS for diverse entertainment content. Furthermore, the potential for network congestion, varying device capabilities, and the integration of edge computing for real-time processing adds layers of complexity to the QoS framework [12, 13]. Balancing these factors to ensure a smooth and immersive user experience in entertainment content delivery within the 5G ecosystem is a critical challenge that requires careful optimization and innovative solutions.

On one hand, the escalating demand for capacity and the widespread use of smart devices, featuring applications that demand high speeds, necessitate the development of more efficient network generations to facilitate a substantial improvement in performance. The challenges facing 5G extend beyond addressing increasing traffic volumes to encompass connecting billions of devices with diverse service requirements. As global commercialization of 5G begins, the research focus has shifted to the sixth generation (6G), attracting significant attention from both academia and industry. Initiatives center on identifying key drivers, performance requirements, and technological innovations associated with the prospective 6G. In pursuit of this, the International Telecommunication Union (ITU) has established the "Focus Group on Technologies for Network 2030" (FG-NET2030), dedicated to shaping the future network known as " Network 2030” [14-16]".

Furthermore, Anticipated 6G communication systems are poised to offer extensive coverage, enabling seamless communication for subscribers globally at high data rates, thanks to the adoption of innovative technologies. These include unconventional features like an exceptionally broad bandwidth utilizing Terahertz waves and advanced artificial intelligence incorporating operational, environmental considerations, and network services [17]. The hallmark of 6G lies in its support for massive device connectivity, facilitating the integration of a wide range of IoT devices and sensors. By optimizing spectrum usage and delving into higher frequency bands, 6G aims to meet the growing bandwidth demands effectively bandwidth [18-20].

In our research, we aim to assess various sectors such as IoT, LTE/5G, healthcare, smart cities, and more, using the 5G network slicing method. The focus is on thoroughly examining service quality metrics like Packet Loss, Rate Delay, and Throughput within these areas. Our objective is to understand and address the complex issues and potential obstacles in network performance across these sectors, enhancing overall connectivity. We plan to develop and apply innovative solutions to these challenges, ensuring the 5G slicing technique is effectively customized for each sector’s specific requirements. For this study, we will employ an existing dataset and follow a structured timeline and budget for our project’s execution.

Our study investigates the following essential inquiries to guide the examination of smart homes for optimizing connectivity via 5G network slicing:

- In what ways do SDN (Software-Defined Networking) and NFV (Network Functions Virtualization) facilitate the segmentation of 5G networks, thereby improving connectivity across the 12 identified categories?
- What are the primary obstacles in implementing network slicing within 5G infrastructures, and how can we overcome these challenges to improve deployment and connectivity?
- How do the solutions we propose enable a more customized approach to connectivity, meeting specific needs effectively?
- We utilize a regression model to assess and forecast network performance across various LTE/5G categories. This model’s accuracy is determined by analyzing its predictions against test data, using metrics like mean squared error (MSE), mean absolute error (MAE), and the R^2 score.

The rest of our paper is structured as follows, commencing with an introduction elucidating the significance of 5G network slicing in smart homes. paper then navigates through an exploration of SDN and NFV as pivotal facilitators for implementing network slices in 5G systems, emphasizing their potential in meeting slicing requirements. Drawing on current 5G integration in different industries like IoT, VR/AR, smart Cities, healthcare and content delivery. Moreover, the paper identifies the potentials of 6G and current primary challenges entailed in implementing network slicing for 5G systems.

RELATED WORK

While initial research focused on network slicing in LTE and 4G networks [21] , the rise of 5G networks with their diverse use cases has made network slicing a crucial topic in the telecommunications field. Recent literature has explored 5G network slicing, often concentrating on the core network. In [21], the need for SDN/NFV-based technology to manage IoT data growth was highlighted. [22, 23] described 5G network slicing from an architectural perspective, emphasizing flexibility in RAN design and explained the core concept of network slicing. Elaborated on 5G network slicing and its synergy with SDN and NFV. [24] discussed 5G network architecture and introduced the PERMIT approach for network slicing. [25] explored various network slicing techniques and identified research challenges. [25] focused on network slicing in V2X services in 5G net- works. Proposed a network slicing architecture with RAN abstraction and compared different RAN slicing approaches.

[26] Discussed the importance of network slicing in a runtime environment. Introduced a cloud-native approach for 5G network slicing. Presented a common framework for categorizing existing works in 5G network slicing by architectural layers. Introduced a resource allocation framework for wireless network virtualization in 5G. [26] Proposed RAN slicing with control and user plane separation. [27] Examined the structure of plastic networks and presented a comprehensive net- work slice selection system. Furthermore, they offered a structure for implementing RAN slicing within 5G networks and highlighted the integration of SDN (Software-Defined Networking) and NFV (Network Functions Virtualization) in the design of network slicing. Additionally, they carried out an extensive review of network slicing, with a particular focus on its applications in the Internet of Things (IoT) [28].

The Technological Foundation Of 5G Networks

The integration of millimeter-wave frequencies in daily life is a distinctive feature of this technology, fostering instantaneous and uninterrupted communication across electronic devices. The 5G era is poised to catalyze a myriad of applications and innovations, influencing autonomous transportation, remote healthcare diagnostics and patient care, virtual/augmented reality, smart retail, digitized logistics, precision agriculture, and smart homes [29, 30]. Achieving extreme network densification, accommodating multi-radio access technologies, leveraging millimeter-wave spectrum, and supporting an increased number of parallel communication streams through massive MIMO will be imperative for the air interface in future networks. Additionally, the establishment of ad-hoc virtual networks with diverse features and purposes, dynamically layered atop shared physical resources, poses a necessity [31, 32].

Moreover, in the realm of air interface development, extreme network densification, the integration of multi-radio access technologies, utilization of millimeter-wave spectrum, and support for increased parallel communication streams via massive MIMO become imperative. [30, 33]. Another notable 5G technology is beamforming, which enhances wireless communication by optimizing the transmission direction of signals between base stations and user devices. In contrast to conventional omni-directional antennas, beamforming allows for precise concentration of radio frequency signals, facilitating a more efficient and targeted approach to data transmission. Through the enhancement of signal strength and reliability, beamforming significantly contributes to achieving the promised benefits of increased data rates and reduced latency in 5G networks. Adaptive beamforming, which operates based on closed-loop precoding, provides the flexibility to dynamically steer a radio beam toward a specific user, leveraging array gain to improve signal quality, enhance network coverage, and minimize inter-cell interference [34, 35].

Fig. 1 illustrates the key technological foundations of 5G, highlighting the crucial elements such as millimeter-wave frequencies, massive MIMO systems, small cells, advanced beamforming techniques, and the full duplex. This figure serves as a concise overview, providing a visual reference to the core components that contribute to the high-speed, low-latency, and interconnected nature of 5G networks.

Fig. 1 key technological foundations of 5G

5G-Empowered IoT

In today's world, there is a growing demand for wireless communication with high-speed internet and increased data rates, playing a crucial role in digital transformation and economic development [36]. Existing wireless technologies like 3G and 4G are unable to meet the requirements of fifth generation (5G) networks, particularly for low-power wide-area (LPWA) applications and long-distance communication [37]. 5G technology on the Internet of Things (IoT) is expected to utilize unlicensed or underutilized spectrum bands, which can be accessed through LPWANs such as SigFox, LoRa, WiFi, ZigBee, and NB-IoT. Narrowband IoT (NB-IoT) operates in three modes: standalone, in-band, and guard band, each with specific applications [38]. The new radio (NR) technology integrates cognitive capabilities, where the standalone mode enables spectrum reuse, the in-band mode optimizes spectrum utilization, and the guard band utilizes unused resource blocks [39].

Currently, the number of mobile users is increasing at an annual rate of approximately 25%, with projections estimating around 80 billion connections by 2030 [40]. Wireless communication has become a key component in building a smart world. 5G NR technologies enhance mobile broadband (eMBB), machine-type communication (eMTC), and ultra-reliable low-latency communication (URLLC). These advancements facilitate communication between devices (D2D), machine-to-machine (M2M) interactions, and the Internet of Vehicles (IoV) [40-42]. To ensure cost-effectiveness and efficiency, IoT systems must prioritize low cost, size, weight, and power consumption (CSWAP). Although IoT networks have been deployed, they have yet to achieve massive connectivity with optimal energy efficiency. Massive machine-type communication (MTC) enables the connection of various smart applications, including e-health services, smart cities, digital farming, and intelligent transportation systems (ITS), where cost-effective and secure communication is essential [43].

Future communication networks will demand high-speed connectivity and the ability to support numerous devices, forming heterogeneous networks (HetNets) composed of small base stations like femtocells and picocells, as well as millimeter-wave (mmWave) technology and multiple-input multiple-output (MIMO) antennas. These developments will have a significant impact on everyday life. To design and implement 5G IoT, it is necessary to understand 5G network requirements, associated technologies, and their challenges, including security concerns [44, 45].

Potentials of 6G in IoT

The growing need for capacity and the increasing use of smart devices, particularly for high-speed applications, necessitates the creation of more advanced network generations to significantly improve performance [46]. The challenge for 5G is not just to handle more traffic, but also connecting billions of devices with varying service needs. As 5G becomes commercially available worldwide, there's a notable increase in research for the sixth generation (6G) in both academic and industrial sectors [47]. These efforts are mainly aimed at identifying the main factors, performance criteria, and technological advancements for future 6G networks. The International Telecommunication Union (ITU) has established the "Focus Group on Technologies for Network 2030" (FG-NET2030) to research and define the future network, often called "Network 2030" [19, 48].

The advancement of compact sensors utilizing WiFi connectivity plays a vital role in modern IoT infrastructures. These sensors, when combined into electronic modules, can be used to monitor home conditions, forming the foundation for innovative smart home technologies [49]. Future networks built on 6G communication standards will enable significantly faster data transmission, allowing seamless information flow to cloud-based services where advanced algorithms can analyze real-time conditions in monitored areas. These advancements in 6G technology will facilitate the development of human-centric solutions for smart homes, enhancing everyday living experiences [49].

Moreover, to effectively process massive amounts of real-time data from connected devices, 6G cellular IoT must ensure both efficient computation and seamless communication. However, achieving these capabilities with limited wireless resources presents significant challenges. Traditional data processing methods, such as the transmit-then-compute approach, are unsuitable for handling the large-scale data aggregation required by 6G networks due to high latency and low spectrum efficiency [50, 51]. A promising alternative, known as over-the-air computation (AirComp), addresses this issue by directly computing summation-based target functions over wireless multiple-access channels (MACs) [52]. AirComp leverages the superposition property of MACs to aggregate pre-processed data through simultaneous transmissions, allowing the base station to derive the final computational result with post-processing. In the context of 6G cellular IoT, AirComp can be further enhanced with multiple-input and multiple-output (MIMO) techniques, which enable multi-function computation and reduce errors through spatial beamforming [53].

In terms of communication, conventional orthogonal multiple access (OMA) methods are insufficient for supporting the vast number of connected devices due to spectrum limitations [54]. To overcome this challenge, non-orthogonal multiple access (NOMA) is implemented in cellular IoT, ensuring seamless connectivity for a large number of devices without excessive bandwidth constraints [55]. Furthermore, expected 6G communication systems are set to provide broad coverage, enabling high-speed communication for users almost everywhere. This is due to the inclusion of new technologies in 6G, like using extremely large bandwidth with terahertz waves and advanced AI integration. This AI will handle operational, environmental, and network services aspects [15, 19, 56, 57].

6G in healthcare

The advent of 6G technology can revolutionize smart healthcare systems by enabling reliable remote monitoring, remote diagnosis, remote guidance, and even remote surgery. With its ultra-fast data transmission, minimal latency, precise localization, and exceptional reliability, 6G will facilitate the rapid and secure transfer of vast amounts of medical multi-sensory data. This advancement will enhance both healthcare accessibility and service quality [58]. When integrated with artificial intelligence (AI), medical data can be effectively analyzed, allowing doctors to make more accurate diagnoses [59].

Moreover, the advent of 6G technology is expected to bring transformative changes across various sectors, particularly in healthcare. With healthcare becoming increasingly AI-driven and reliant on 6G communication networks, our perception of lifestyle will undergo a significant shift. Presently, time and space serve as major obstacles in healthcare delivery, but 6G is poised to eliminate these constraints [58]. Moreover, 6G is anticipated to be a groundbreaking innovation for the healthcare industry. From this standpoint, we explore the vision of a healthcare system tailored for the 6G communication era. This perspective also highlights the necessity of introducing novel methodologies to enhance daily life, including advancements in Quality of Life (QoL), Intelligent Wearable Devices (IWD), the Intelligent Internet of Medical Things (IIoMT), Hospital-to-Home (H2H) services, and innovative business models [60, 61].

5G and 6G in VR/AR

One of the most notable advancements in the 21st century is Mixed Reality (XR), which offers a revolutionary way to interact with our surroundings. Both Augmented Reality (AR) and Virtual Reality (VR) hold great potential across various applications. For example, AR can enhance driving experiences by overlaying warning signs and essential instructions onto a driver's view, improving road safety [62]. Additionally, XR can be utilized to control and manage environments such as smart homes and workplaces, providing more intuitive and interactive functionalities. Holographic communication is another emerging technology anticipated to enhance immersive experiences and introduce new forms of interaction. This technology can significantly improve the authenticity of human conversations, particularly in scenarios involving telepresence or real-time translation of spoken words into visualized virtual objects [62, 63].

The combined impact of XR and holographic communication is expected to be particularly transformative in the education sector. These technologies could lead to the establishment of entirely virtual educational institutions, enabling real-time remote learning on an unprecedented scale [14]. Furthermore, advancements in 5G and 6G networks are set to bridge critical gaps in telecommunications, particularly in supporting AR, VR, and XR applications. These next-generation networks will deliver high-speed, low-latency connectivity, operating within the 600 MHz to 6 GHz frequency range [14, 64]. This development not only enhances commercial applications but also improves efficiency in military training and RF communications equipment. The components aligned with 3GPP standards (versions 15, 16, and 17) are being developed in collaboration with industry leaders, including Verizon's 5G Innovation Program, ensuring cutting-edge performance and reliability [65, 66].

Entertainment Content Delivery in 5G

The advent of 5G wireless network technology, marks a significant leap from the decade-long use of fourth-generation long-term evolution (4G LTE) [67]. Key enhancements in 5G, driven by higher carrier frequencies, wider channel bandwidths, increased connection density, reduced latency, and enhanced throughput, promise more dependable and faster connections for devices like mobile phones and intelligent machines. The Media and Entertainment (M&E) sector, a notable vertical industry, has undergone a transformative revolution in recent years, reshaping user habits and expectations. The consumption of media has evolved significantly, with a notable expansion in user experience, particularly for on-demand content, user-generated content, and interactive games across various devices like smartphones, tablets, TV sets, wearables, and more. As a result, M&E services face the pressing need to adapt and meet the increasing demand for higher data transfer rates, enhanced quality of service, and accommodating a growing number of connected users [68-70]. Simultaneously, the proliferation of high-quality entertainment content adds an additional layer of complexity, necessitating strategies that harmonize the demands of bandwidth-hungry applications with the imperative of maintaining QoS standards [71, 72]. Achieving this delicate equilibrium is not only essential for meeting the expectations of consumers but also for unlocking the full potential of 5G as a transformative force in the digital era.
Furthermore, the figure illustrates the process of entertainment content delivery in the context of 5G communications. It visually outlines the key stages and components involved in the seamless transmission of entertainment content over 5G networks.

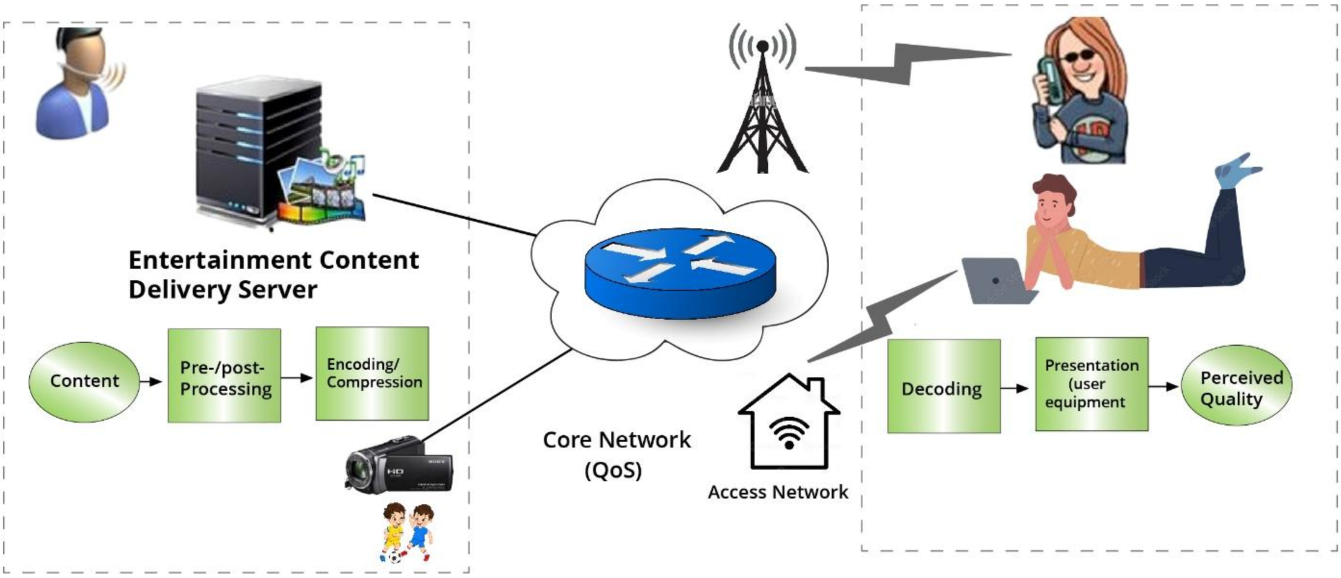

Fig. 2 Process of entertainment content delivery in the context of 5G communications

Table A summarizes the features and progressions of 4G, 5G, and 6G across multiple application domains, such as IoT, AR/VR, Healthcare, Public Safety, Smart Cities, and Smartphones.

Table A The features and progressions of 4G, 5G, and 6G

Application Area	4G Potential & Limitations	5G Potential & Limitations	6G Advancements
IoT	Limited bandwidth, high latency, support basic IoT applications but not optimized for large-scale connectivity.	Enhanced IoT connectivity with low-latency and high-speed data transfer, supports massive machine-type communications (mMTC), but limited spectrum efficiency for growing IoT demand.	Terahertz communication, extreme low-latency, enhanced AI-driven IoT, supports billions of connected devices efficiently.
AR/VR	Limited support for AR/VR due to latency and bandwidth constraints, lower resolution and response time.	Improved AR/VR experiences with reduced latency, supports real-time rendering but struggles with ultra-high-resolution content.	Seamless AR/VR integration with holographic displays, AI-enhanced immersive experiences, real-time multi-sensory interactions.
Healthcare	Limited real-time monitoring, inefficient telemedicine support, slower data transmission.	Enables remote monitoring and telemedicine, enhances AI-driven diagnostics, but still limited in real-time surgeries.	Supports AI-powered diagnostics, real-time remote surgeries, H2H (Hospital-to-Home) services, intelligent wearable devices.
Public Safety	Basic emergency communication, lacks real-time data analytics and predictive safety measures.	Enhances emergency response systems, real-time analytics, but lacks predictive AI-driven public safety measures.	AI-driven predictive public safety measures, real-time surveillance, improved response times using big data analytics.
Smart City	Limited smart city integrations, slow real-time data processing, not efficient for massive connectivity.	Enables smart city infrastructure with connected IoT devices, optimized traffic management but requires more efficient data aggregation and processing.	Smart city enhancements with AI-powered infrastructure, intelligent traffic management, real-time environmental monitoring.
Smartphone	Supports high-speed browsing but struggles with ultra-HD content and real-time applications.	Supports 4K streaming, faster downloads, and cloud gaming but still faces limitations in handling multi-device ultra-high-speed connectivity.	Ultra-fast speeds, AI-powered automation, real-time content creation and streaming, support for next-gen smart devices.

NETWORK SLICING

Network slicing, a crucial technology in the 5G era, involves creating customized network segments, or ”slices,” tailored to specific needs. These slices can offer attributes like low latency, high bandwidth, or mobile broadband, catering to diverse use cases. For instance, real-time streaming apps benefit from low- latency slices, while high-definition video streaming benefits from ultra-high bandwidth slices. This adaptability makes 5G networks versatile for various applications. However, despite its potential, network slicing is still in its early stages and faces challenges.

Implementing it in 5G networks, especially in the radio access network (RAN), requires complex modifications to the existing network architecture [73]. Moreover, network slicing, essentially creating tailored network segments, is essential in 5G due to the diverse needs of end users. Traditional physical infrastructure can't efficiently meet these varying demands without significant cost and complexity [74].

Softwarization and virtualization: Softwarization and virtualization of network infrastructure make it feasible. In the context of 5G, which serves a wide range of use cases, network slicing becomes crucial. It involves creating, isolating, and managing slices in both the core network and RAN, allowing users to access specific network portions rather than the entire service [75]. To enable network slicing, software-defined networking (SDN) abstracts net- work functions, while network function virtualization (NFV) virtualizes these functions. Together, they enable flexible slicing of the virtual network as needed. In this article, we explore how SDN and NFV serve as key enablers for implementing network slices in 5G systems. While not yet widespread, their integration holds great promise in meeting slicing requirements [30].

Furthermore, 5G facilitates increased speeds through the implementation of the new radio (NR) and provides QoS based on data flow. It takes advantage of virtualization progress, utilizing the cost and flexibility advantages of SDN/NFV5, and establishes control and user plane separation as well as a Service-Based Architecture (SBA). The introduction of open interfaces via the Network Exposure Function (NEF) in 5G allows the customization of networks for specific verticals. However, the virtualization process introduces latency, prompting the necessity for additional research in hardware acceleration [76].

5G NETWORK TRAFFICS

When establishing QoS requirements for 5G networks, it is imperative to initially consider two primary traffic models: the high-speed video flow in the "server-subscriber" context and the extensive Machine-to-Machine (M2M) communication. The provision of video transmission services and the delivery of entertainment content are anticipated to be pivotal drivers for development and represent rapidly expanding segments of 5G network traffic. The projected user base is expected to reach 37.445 million people by March 2025, with further growth estimated to reach approximately 45.248 million people by March 2030. Forecasts indicate that the volume of content for Ultra High Definition (UHD) and immersive video formats (Virtual Reality, Mixed Reality) is anticipated to initiate at 10%, experiencing consistent annual growth of 90% [77, 78].

Moreover, the European development strategy for 5G also seeks to empower subscribers by 2025, allowing them the option to select their preferred method of connecting to TV broadcasts—whether through a 5G modem or an antenna equipped with digital video broadcasting (DVB-T) technology. This choice necessitates the implementation of suitable quality management mechanisms to ensure seamless and effective connectivity [77, 79].

Evaluation of 5G Performance By Machine Learning Models

Prior to deploying machine learning models on a dataset, it's essential to evaluate the different types of models and their suitability for 5G mobile and wireless communication technologies [80]. Here's an overview of the relevant models:

1. Supervised Learning

In the realm of 5G, supervised learning is highly regarded due to its competency in handling labeled datasets. This category of machine learning is integral for functions such as estimating path-loss, approximating channel state information, and configuring adaptive networks within self-organizing networks (SONs). Tools in this arsenal include decision trees, linear models, support vector machines, and neural networks. These models are instrumental for a variety of tasks, including the allocation of dynamic frequency and bandwidth, as well as ensuring quality of service [81]. An example of their efficacy is seen in bagging tree prediction methods, which enhance performance in dynamic frequency and bandwidth allocation (DFBA) [82, 83].

2. Unsupervised Learning

For scenarios where data lacks labels, unsupervised learning steps in to uncover hidden patterns and connections within datasets. It has been successfully employed to cluster edge devices in mobile networks. Autoencoders, a subset of neural networks, are particularly utilized for reducing dimensionality and learning significant features. Techniques like unsupervised soft-clustering have been effective in identifying and positioning fog nodes to decrease network latency [28]. Additionally, k-means clustering has contributed to the selection of efficient relay nodes and has been a part of cooperative spectrum sensing algorithms in the evolution of wireless networks [84, 85].

3. Reinforcement Learning

Reinforcement learning thrives in unpredictable and evolving environments typical of wireless networks [86]. It leverages the Markov decision process to drive the optimization of objectives and is involved in various operational aspects such as admission control, load balancing, and mobility and resource management. Q-learning, a variant of reinforcement learning, is particularly noted for optimizing network parameters like cell range expansion bias and aids in decision-making within heterogeneous network settings. Moreover, reinforcement learning is a cornerstone in cognitive radio networks, equipping secondary users with the capability to independently sense and adjust to their radio surroundings [87, 88].

Calculation of the Network Throughput

In our quest to gather data for analytical purposes, we secured a dataset from the Kaggle. The dataset includes a wide range of internet user categories of twelve internet users, specifically: IoT, LTE/5G, GBR, Non-GBR, AR/VR/Gaming, Healthcare, Industry 4.0, IoT Devices, Public Safety, Smart City&Home, Smart Transportation, and Smartphones. The dataset provides information on LTE/5G categories, packet loss rate, packet delay, and slice Type. However, it does not include direct measurements of Throughput, which is a crucial factor for network performance. To address this gap, we use two formulas to estimate Throughput rate.

$$\text{Throughput} \approx \frac{\text{MSS}}{\text{RTT} \times \sqrt{\text{Loss}}} \qquad (1)$$

$$\text{Throughput} \approx \frac{\text{Constant}}{\text{Packet delay} \times \text{Packet Loss Rate}} \qquad (2)$$

These formulas involve parameters like packet loss rate and packet delay. The first formula suggests that throughput is approximately equal to the Maximum Segment Size (MSS) divided by the product of Round Trip Time (RTT) and the square root of the loss probability (L loss), which is a variant of the well-known. The second formula proposes that throughput is inversely proportional to the product of packet delay and packet loss rate, scaled by a constant. By applying machine learning models to this data, we aim to predict the Throughput (target value) for each category based on LTE/5G category, type of network slice, and time (features)[89] . These predictions will help draft preliminary results and can be crucial for planning network improvements and resource allocation. However, the project requires more than just a robust dataset; it needs adequate time, budget, and equipment to gather data and perform the analyses. The text implies that while initial steps have been taken using available data, more extensive work and resources are needed to reach comprehensive conclusions.

1. Bayesian Methods

Upon applying this Methods to the dataset, the subsequent analysis yields a variety of insights into the model's efficacy across different sectors:

Category	Mean Squared Error	Mean Absolute Error	R^2 Score
IoT	71.59	5.95	0.98
LTE/5G	55.03	5.61	0.00
GBR	74.98	6.72	0.01
Non-GBR	293.13	11.08	0.93
AR/VR/Gaming	53.14	7.29	0.00
Healthcare	3.23×10^{-27}	5.68	-3.00
Industry 4.0	1.85×10^{-24}	1.36	1.00
IoT Devices	7.89×10^{-31}	8.88	0.75
Public Safety	8.08×10^{-28}	2.84	0.00
Smart City&Home	145.11	12.04	0.00
Smart Transportation	3.23×10^{-27}	5.68	0.00
Smartphone	38.77	5.06	0.00

Table 1: Bayesian Methods: Performance Metrics by Category

Based on the provided R^2 Scores and error metrics, the Bayesian model appears to be most appropriate for the following categories: IoT: The model exhibits excellent fit for the IoT category, with a very high R^2 Score indicating that the model predictions closely match the actual data; Non-GBR: Despite a high MSE, the strong R^2 Score suggests that the model is quite reliable in predicting variance for the Non-GBR category; IoT Devices: With an R^2 Score of 0.75, the model is deemed to be quite suitable for this category, capturing a significant portion of the variance in the data. The model's suitability for Industry 4.0 is questionable despite the perfect R^2 Score of 1.0, as this often points to overfitting or an error in the model or data. For other categories, especially those with negative R^2 Scores like LTE/5G, AR/VR/Gaming, Smart City & Home, and Smartphone, the model is not appropriate as it fails to provide accurate predictions. In the case of ”Healthcare” and ”Smart Transportation,” the R^2 Scores are at or below zero, or in the case of Healthcare, a negative R^2 Score, which is theoretically impossible and thus suggests a significant issue with the data or model for these categories. These require further investigation and potentially a different modeling approach.

2. K-Nearest Neighbors (KNN)

Upon applying KNN to the dataset, the subsequent analysis yields a variety of insights into the model's efficacy across different sectors:

Category	Mean Squared Error	Mean Absolute Error	R^2 Score
IoT	90.83	6.21	0.98
LTE/5G	67.81	6.62	-0.23
GBR	96.04	7.73	-0.26
Non-GBR	110.92	5.68	0.97
AR/VR/Gaming	68.38	7.83	-0.29
Healthcare	0.00	0.00	1.00
Industry 4.0	480.51	12.92	0.86
IoT Devices	0.00	0.00	1.00
Public Safety	0.00	0.00	1.00
Smart City&Home	185.74	12.88	-0.28
Smart Transportation	0.00	0.00	1.00
Smartphone	46.82	5.58	-0.21

Table 2: K-Nearest Neighbors (KNN): Performance Metrics by Category

The model appears to be most appropriate for categories where the R^2 Score is close to 1, indicating a good fit between the model predictions and the actual data. Based on the R^2 Scores provided, the model is most suitable for the following categories: IoT: With an R^2 Score of 0.978, the model provides a very good fit for this category; Non-GBR: An R^2 Score of 0.972 suggests that the model predictions are highly reliable for this category; Healthcare: An R^2 Score of 1.0 indicates a perfect fit, though this could potentially be due to overfitting or lack of variance in the data; Industry 4.0: The R^2 Score of 0.859 shows that the model is quite appropriate, capturing a significant portion of the variance in the data; IoT Devices: Similarly, an R^2 Score of 1.0 suggests a perfect fit; Public Safety: Another category with an R^2 Score of 1.0, indicating an excellent fit; Smart Transportation: The R^2 Score of 1.0 suggests that the model is very well-suited for this category. For categories such as LTE/5G, GBR, AR/VR/Gaming, Smart City&Home, and Smartphone, where the R^2 Score is negative, the model is not appropriate as it fails to accurately predict the observed data. Negative R^2 Scores indicate that the model performs worse than a simple mean of the target variable and thus is not suitable for making predictions in these categories.

3. Support Vector Machine (SVM)

Upon applying SVM to the dataset, the subsequent analysis yields a variety of insights into the model's efficacy across different sectors:

Category	Mean Squared Error	Mean Absolute Error	R^2 Score
IoT	3144.261154	47.858176	0.257732
LTE/5G	55.458659	5.455304	-0.008367
GBR	87.038542	5.780434	-0.145728
Non-GBR	536.530773	17.618066	0.866538
AR/VR/Gaming	81.414856	7.105021	-0.533887
Healthcare	0.0	0.0	1.0
Industry 4.0	4316.358561	53.241956	-0.266311
IoT Devices	0.0	0.0	1.0
Public Safety	0.0	0.0	1.0
Smart City&Home	250.057013	12.106082	-0.723556
Smart Transportation	0.0	0.0	1.0
Smartphone	40.264434	4.775207	-0.038671

Table 3: Performance Metrics by Category

The Support Vector Machine (SVM) model seems to be most appropriate for the following categories based on their R^2 Scores: Non-GBR: With an R^2 Score of 0.8665, the SVM model shows a strong predictive performance, indicating a good fit between the model predictions and the actual values for this category; Healthcare: An R^2 Score of 1.0 suggests a perfect fit. However, this could also indicate overfitting or lack of variability in the data. It is quite rare for a real-world model to achieve a perfect score, so this result should be further investigated; IoT Devices: Similar to Healthcare, an R^2 Score of 1.0 indicates a perfect fit, which again should be treated with caution for potential overfitting; Public Safety: Also has an R^2 Score of 1.0, presenting the same considerations as Healthcare and IoT Devices; Smart Transportation: Has an R^2 Score of 1.0, indicating perfect model predictions but, as with the other categories with a score of 1.0, should be scrutinized for overfitting For the other categories with negative or very low R^2 Scores, such as LTE/5G, GBR, AR/VR/Gaming, Industry 4.0, Smart City&Home, and Smartphone, the SVM model does not seem to be appropriate as it fails to provide accurate predictions.

4. Decision Trees (DT)

Upon applying DT to the dataset, the subsequent analysis yields a variety of insights into the model's efficacy across different sectors:

Category	Mean Squared Error	Mean Absolute Error	R^2 Score
IoT	82.25	6.14	0.9806
LTE/5G	58.16	5.91	-0.0576
GBR	88.07	7.33	-0.1593
Non-GBR	36.62	3.50	0.9909
AR/VR/Gaming	71.14	7.87	-0.3403
Healthcare	7.29e-25	7.50e-13	-901.00
Industry 4.0	6.50e-24	1.81e-12	1.00
IoT Devices	2.07e-26	1.44e-13	-6560.00
Public Safety	1.39e-23	3.72e-12	-17160.00
Smart City & Home	194.06	12.99	-0.3376
Smart Transportation	5.72e-25	7.10e-13	-175.93
Smartphone	41.11	5.20	-0.0604

Table 4: Performance Metrics by Category

Based on the provided performance metrics, the Decision Trees model shows its effectiveness in several categories, particularly where the metrics indicate a balance between accuracy and generalization (not overfitting). The notable categories include: IoT: The model performs well with Mean Squared Error (MSE) of 82.25, a Mean Absolute Error (MAE) of 6.14, and a high R2 Score of 0.9806. These metrics suggest that the model is accurately predicting outcomes with a high degree of variance explained. Non-GBR: This category also shows strong performance without signs of overfitting. The MSE is 36.62, the MAE is 3.50, and the R2 Score is impressive at 0.9909, indicating a model that is both accurate and reliable.

Challenges Of 5G Future Works

The high demand of 5G networks for different industries could introduce fresh challenges in delivering content, with emphasis placed on throughput, low latency, and extensive device connectivity [90, 91]. Throughput, or the rate at which data can be transmitted, is crucial for delivering high-quality content seamlessly. The increased demand for bandwidth-intensive applications, such as 4K video streaming and augmented reality, strains network resources and necessitates efficient management to maintain optimal throughput [74].

Low latency, achieving consistently low latency across diverse network conditions may poses a significant challenge [92]. The intricate interplay between network architecture, signal processing, and data transmission requires meticulous optimization to minimize delays. Additionally, ensuring low latency becomes more complex in scenarios with varying device capabilities and network loads. Simultaneously, the promise of massive device connectivity in 5G may exacerbates these challenges, as the network must efficiently handle the simultaneous communication of a vast number of devices [93].

Future Works: Future research based on this study could encompass several key areas:

- Sector-Specific Network Slicing Analysis: Conduct in-depth analysis of network slicing in sectors like healthcare and smart cities.
- Advanced Machine Learning Models: Develop and test advanced machine learning techniques for improved predictive accuracy in 5G network slicing.
- Integration with Emerging Technologies: Investigate the integration of network slicing with technologies like AI and IoT.
- Addressing Implementation Challenges: Focus on developing solutions to implementation challenges in RAN.
- Preparation for 6G Networks: Explore how methodologies can be applied to the upcoming 6G networks.
- Real-world Testing: Validate research findings through real-world tests and deployments in 5G networks.

1. These areas promise to extend the current understanding and efficiency of network slicing in 5G, and potentially 6G, networks.

CONCLUSION

This study focuses on network slicing in 5G networks. It explains how network slicing creates customized network segments for specific needs like low latency or high bandwidth. This technology is crucial for meeting diverse demands in 5G but faces challenges in implementation, especially in modifying existing network architecture. The chapter highlights the role of software-defined networking (SDN) and network function virtualization (NFV) as key enablers for network slicing. It discusses the importance of virtualization and orchestration in managing and delivering network services efficiently in 5G systems. Then we meticulously analyzed the efficacy of various machine learning models across different categories within a 5G dataset. in this study we explore the performance of four distinct models: Bayesian Methods, K-Nearest Neighbors (KNN), Support Vector Machine (SVM), and Decision Trees (DT).

Bayesian Methods: Effective for: IoT: Shows a strong compatibility. Non-GBR: Performs well despite certain challenges. IoT Devices: Proves to be a good fit. Less Effective for: Industry 4.0 : Susceptible to overfitting. Categories like LTE/5G, AR/VR/Gaming, Smart City&Home, and Smartphone: Not the best fit due to poor performance.

K-Nearest Neighbors (KNN): Effective for: IoT: Demonstrates high compatibility. Non-GBR: Reliable in this category. Healthcare, Industry 4.0, IoT Devices, Public Safety, and Smart Transportation: Shows excellent compatibility but with a risk of overfitting. Less Effective for: Categories like LTE/5G, GBR, AR/VR/Gaming, Smart City&Home, and Smartphone: Unsuited for these categories.

Support Vector Machine (SVM): Effective for: Non-GBR: Strong performance noted. Healthcare, IoT Devices, Public Safety, and Smart Transportation: Highly compatible, though overfitting could be a concern. Less Effective for: Categories like LTE/5G, GBR, AR/VR/Gaming, Industry 4.0, Smart City&Home, and Smartphone: Shows inadequate performance. Decision Trees (DT): Effective for: IoT, Non-GBR, and Industry 4.0 : Good overall performance.

The study concludes that each machine learning model has particular areas where it excels and others where it is less suitable. While some models demonstrate excellent compatibility and reliability in certain sectors, they may fall short in others. This highlights the importance of selecting the appropriate machine learning model based on the specific nature and requirements of each category within the 5G dataset.

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