

# **Digital Twin of Wireless Systems: Overview, Taxonomy, Challenges, and Opportunities**

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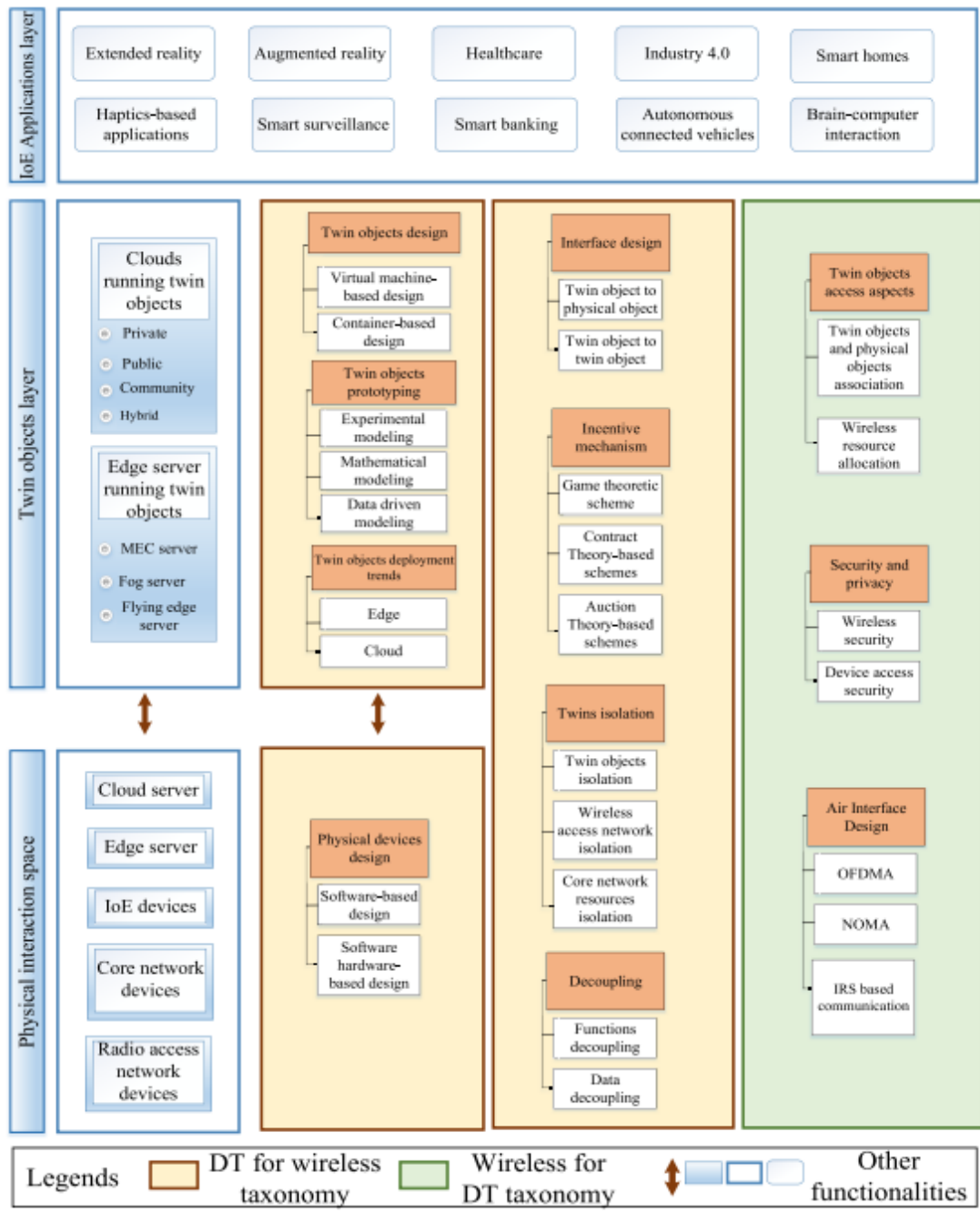
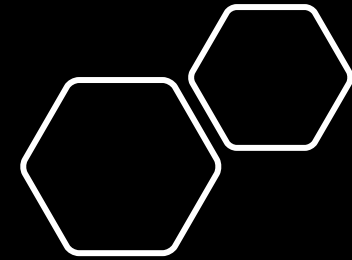


Fig.8 Digital Twin and wireless systems



# Taxonomy: Wireless for Twin

- Wireless for twins deals with twin signaling.
- Air interface deals with efficient communication.
- Twin object access allows efficient association of twin and physical devices.

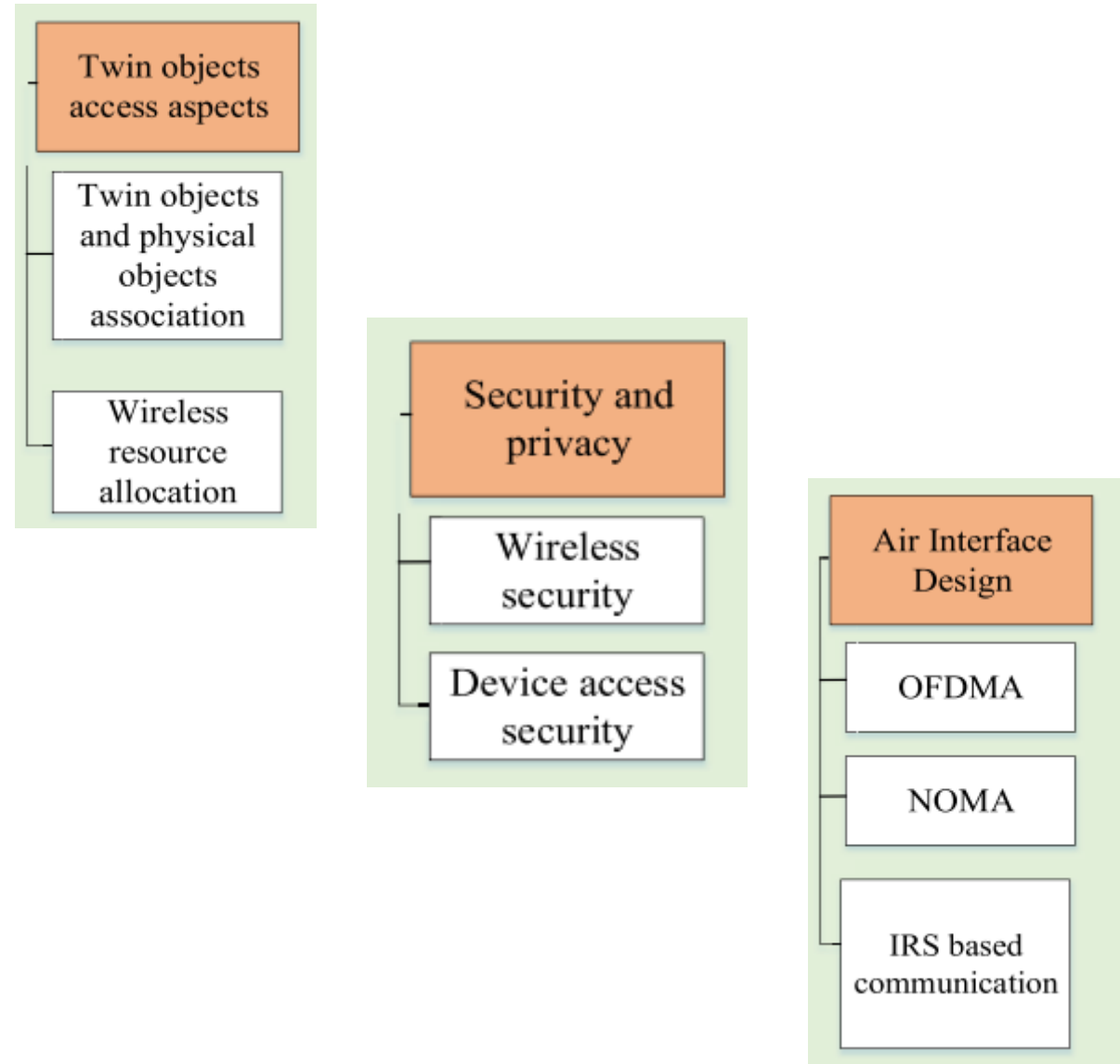


Fig.1 Digital Twin and wireless systems (associated with its imp aspects )

# Accessing Twin Object

- Two Key concepts related to accessing the twin objects are :
  - Association between twin objects and physical devices
  - Allocation of computing and communication resources.
- Association occurs due to the presence of binary variables:

- Represented by the equation:

$$x_{n,m} = 1$$

- Relaxation-based solution transforms binary association variable to continuous variable.
  - Heuristic scheme overcomes approximation error.
  - Matching was found to be solving approximation problems with reasonable complexity.
  - Wireless resources are required for transfer of control signal to/from the software-defined network.
- Computing resources are required for twin processing tasks.
    - For machine learning models at edge/cloud.
    - Running blockchain consensus algorithm.
    - Analysis of virtual twin.

## Security and Privacy

- Security attacks are of two types physical device security and interface security.
- Authentication schemes are required for unauthorized access to the device and edge cloud server and Blockchain.
- In SDN-based architectures include the vulnerability of network controller, forged control packets injection misconfigured policy enforcement, and weak network policy enforcement, weak network device authentication.
- Misconfigured interface twin to twin interface and protocol twin packet routing protocols results in various security vulnerabilities.
- Weak or improper authentication schemes and plain text channels lead to security attacks.

## Security and Privacy

- Training the twin model in centralized learning scenario leads to loss of privacy. On device training models mitigates this problem.
- Differential privacy and homomorphic encryption schemes helps end devices overcome malicious aggregation server attacks.
- Dispersed federated learning computes sub-global model repetitively and are shared and global model is computed.
- Collaborative federated learning model depends on local aggregation at end devices. helps in condition where communication resources are limited.

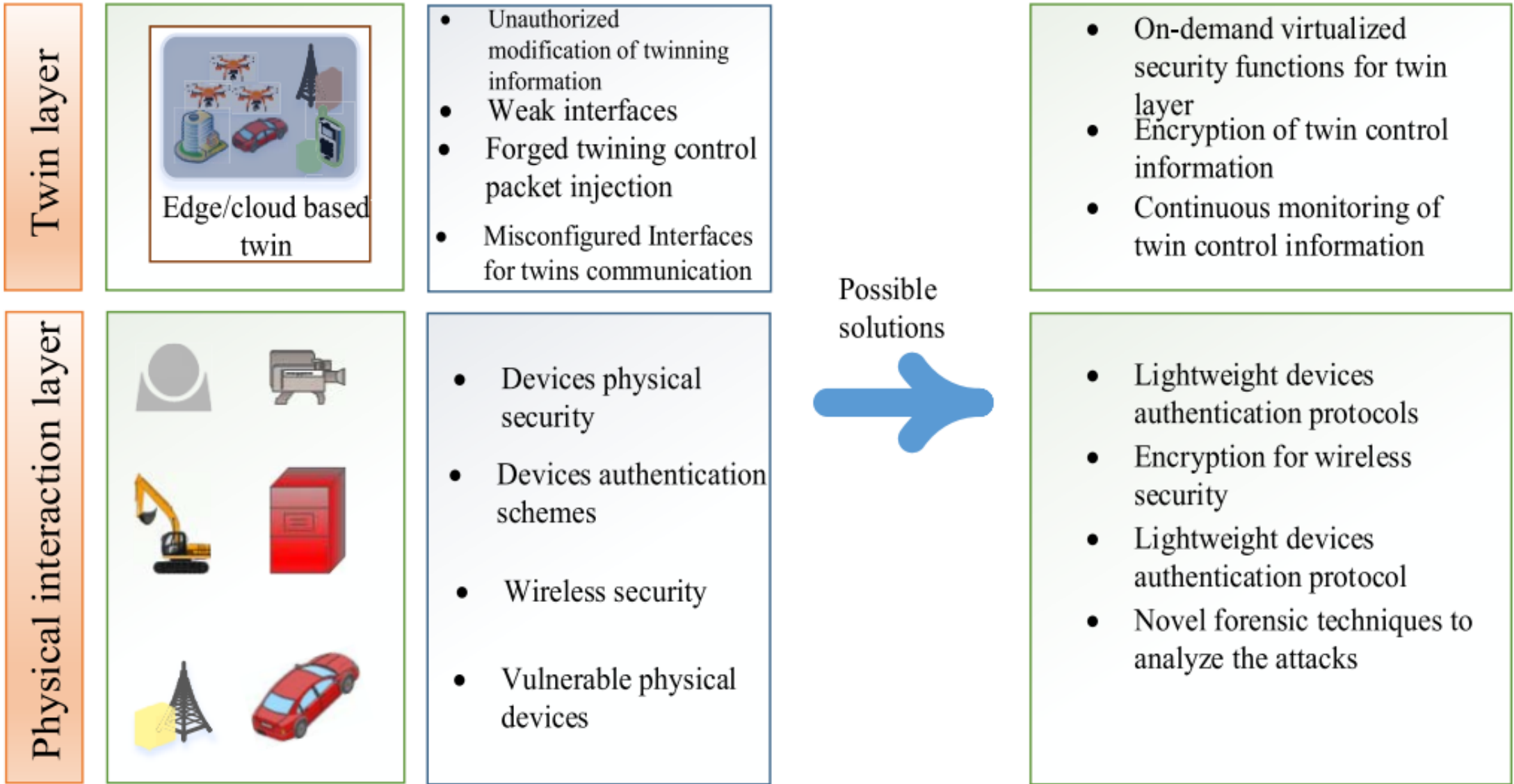


Fig. 2 Security attacks in digital twin-based wireless systems



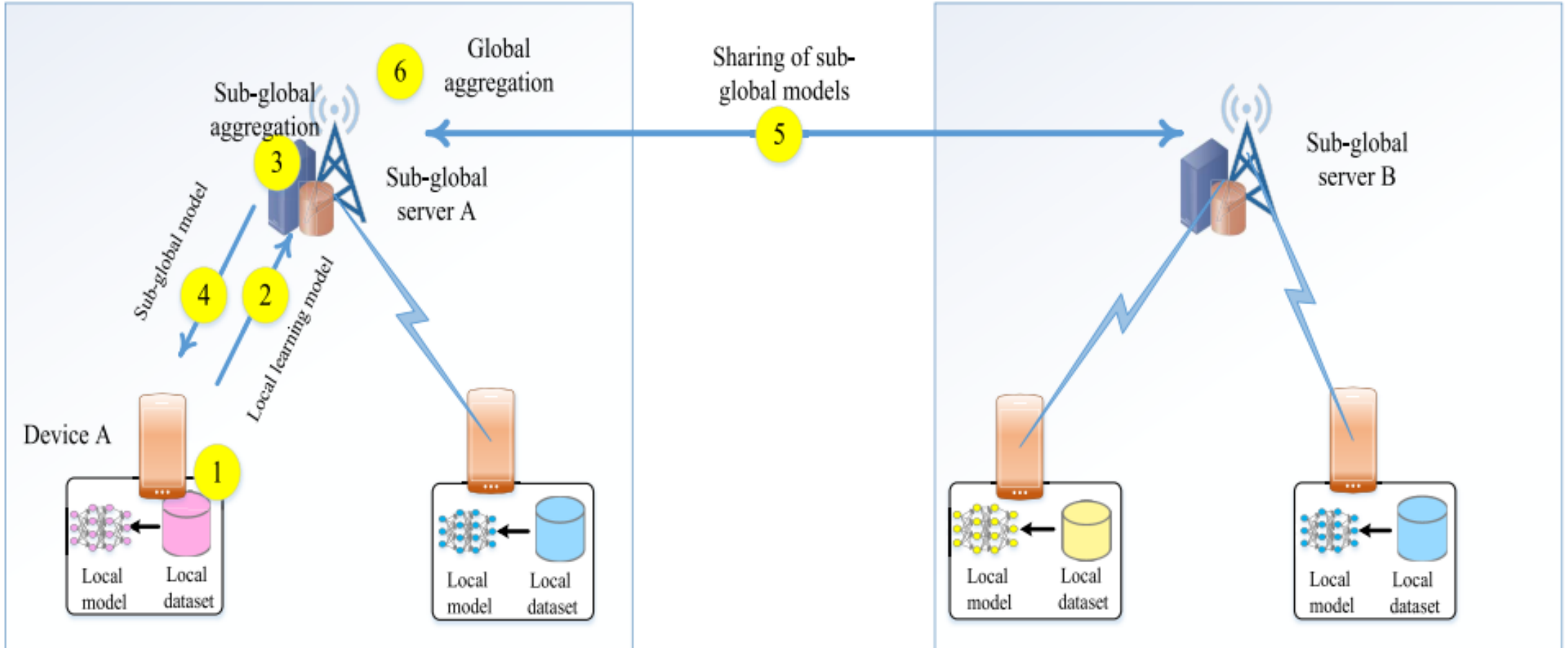


Fig. 3 Dispersed federated learning

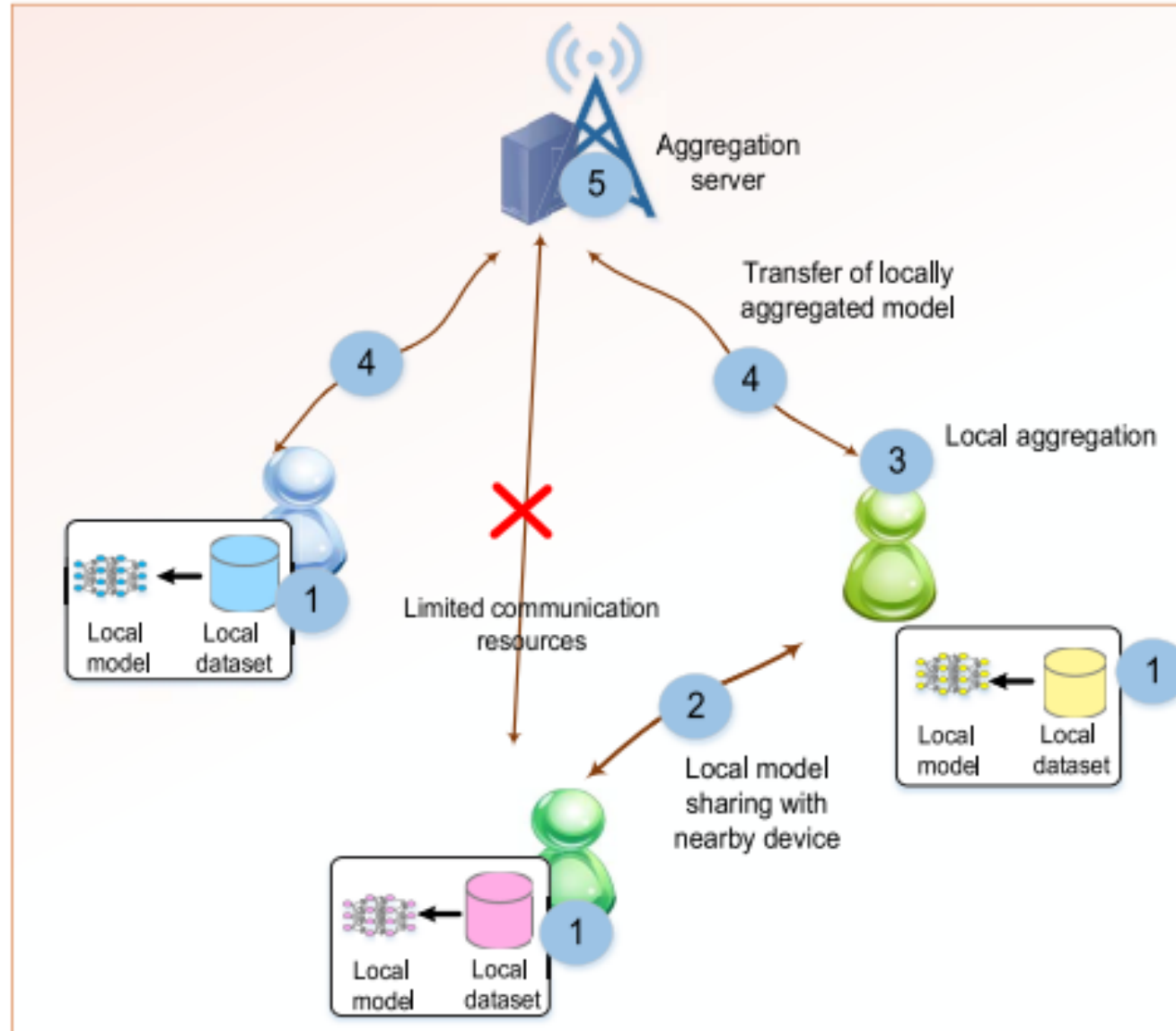


Fig. 4 Collaborative federated learning

# Air interface Design

- Air interface interacts with sensors and wireless users for communication.
- Two aspects of digital twinning frequency band for wireless access and access scheme.
- Main wireless access discussed are :
  - Orthogonal frequency division multiple access(OFDMA) propagation of signal are independent of each other, at 90 degrees.
  - Time-division multiple access(TDMA)
  - Non-orthogonal multiple access(NOMA) (whole bandwidth for all users )
  - Code division multiple access
- A large transmission bandwidth or higher frequency band suffers attenuation. Configurable intelligent surface are used for (RIS).this can change polarization, frequency, amplitude allows communication with no line of sight .

# Lessons learned and Recommendations

- Forensic schemes are required to investigate before the security scheme.
- Lightweight and effective authentication schemes are required.
- Effective encryption schemes are required for the transfer of data and control signal.
- Forged twinning control instruction will significantly degrade the performance of digital twins.
- Careful selection of design is needed. Heterogeneous requirements of designs of twins have different computing resources.
- Energy efficient algorithm is required for the twinning of wireless network.
- Association of physical end devices with edge servers running twin objects should be considered for energy efficiency.

Table 1 Summary of open research challenges in Existing Survey and Tutorials

## Open challenges

Reference	Challenges
Minerva <i>et al.</i> , [13]	Standardization, scalability, composability, and business model
Wu <i>et al.</i> , [14]	Security vulnerability, privacy leakage, cost-effective solutions, and two-way real-time interaction
Barricelli <i>et al.</i> , [15]	Ethical issues, security and privacy, cost of development, equally distributed wealth, government regulations for medical twins, and technical limitations
Yaqoob <i>et al.</i> , [16]	Accurately representing an object and affordability of digital twins, ethical, legal, and societal issues, cybersecurity, and barriers to Blockchain Adoption in digital twins
Suhail <i>et al.</i> , [17]	Digital twin representation, data related issues, expenditure on infrastructure.
Khan <i>et al.</i> , [5]	Isolation between digital twin-based services, mobility management for edge-based twins, digital twin forensics.
Our Tutorial	Dynamic twins, interoperability for twins migration, twins prototyping of physical objects, incentive mechanism for twinning, and efficient twin objects chaining.

# Dynamic Twin

- Due to wide benefits of reusability of Digital twin model it is highly desirable for various services.
- Twin machine learning model can train using more general data sets to provide more applicability in different services and applications.
  - Ex: using Image data sets in applications for classification task for mini-imageNet data set.
- Training a twin machine learning model for general data might not perform well because it being domain specific ,being data complex and model complexity.

# Interoperability for migration of twin objects

- Mobile devices in wireless systems with edge servers running twin objects move to a coverage area of another base station.
- Connection to the oriented base station can be maintained by the core network through the newly associated base station.
- Some Internet of things devices suffer strict latency.
- Migration to the new small base station is suggested. Ex. twin objects based in virtual machines can be migrated dynamically.
- Easy migration of twin objects can be done with a Unified cloud interface/cloud broker, enterprise cloud orchestration platform/orchestration layer, and open cloud computing interface.

# Prototyping of physical object

- For twin modeling, it is necessary to know measurable aspects of a physical object.
- To reduce complexity we can focus on the limited set of parameters.
- Various modeling schemes are experimental modeling, three-dimensional modeling, and data-driven modeling.
- Experimental modeling involves full-scale experimentation of a physical phenomenon.
- 3-D modeling develops a mathematical model of physical objects. The exact representation of the exact model is challenging.
- Data-driven modeling uses data for delivering the functional form of the physical object. Proper selection of a machine learning model can be challenging.



# Incentive Mechanisms for Twinning

- In Digital twinning, a variety of players such as edge/cloud servers, miners, end-devices, and network operators interact with each other to enable wireless services.
- perform tasks of training twin models, twin operation and mining for management of twin pre-trained models.
- End devices and edge/cloud servers Participate in the Distributed machine learning model. Expect incentives and Contributes to their local model to update to the central server that aggregates them into a global model.
- To model and design incentives Stackelberg game model is used.

# Twining forensics and security

- Edge/cloud computing server, end-devices, twin-to-device interface and twin-twin interface, twin objects.
- Twin object attack and twin interface attack.
- Blockchain-based defence and video-based evidence system.
- Mobility of nodes causes challenges in implementing defence against attacks. Mobility-aware forensics schemes can be used.
- Security schemes for digital objects and edge cloud servers are different that of twin signaling.

# Hardware-Software Co-design of Devices

- Focus is to design a physical interaction space for hardware and software co-design.
- Virtual prototyping using automated computer design, co-verification-based embedded systems, and high-level synthesis.

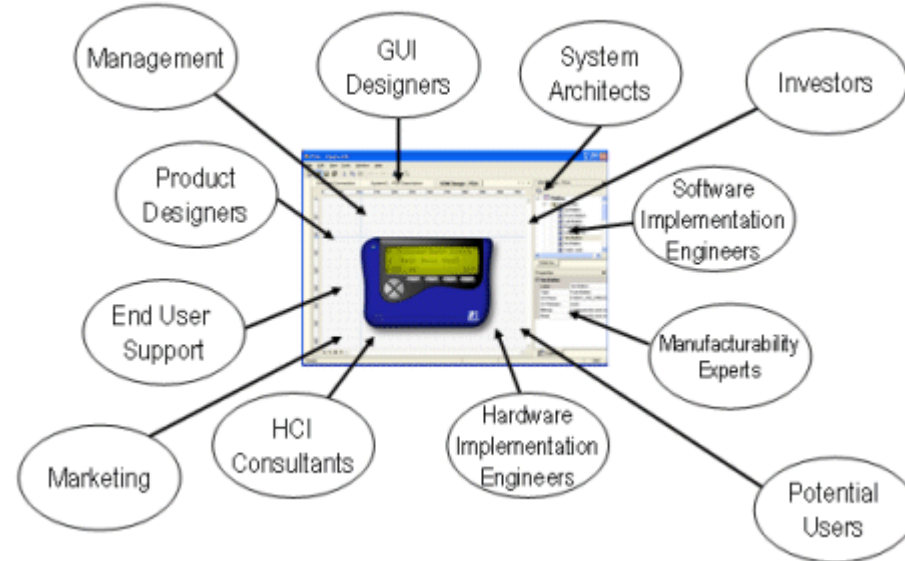


Fig. 5 stakeholder in virtual prototyping(site reference)

## Efficient Chaining of twin objects

- Wireless systems are memory constraints and chaining of twin objects allows efficient memory allocation.
- Twin-based AR service may require multiple twin objects deployed at the network edge.
- For AR service combining multiple twins for services may incur communication and computing costs.
- Twin objects running at the edge and cloud are affected by latency: location of objects, network infrastructure, processing power, data volume, and computing power.

# Energy-efficient Twinning

- Twinning for wireless network involves computational task at the end devices ex: edge/cloud.
- Depends on operating frequency.
- Energy consumption is directly proportional to the operating frequency.
- Computing time is inversely proportional to the operating frequency.
- Depending on twin and wireless propagation characteristics and resources allocation and object association depends on matching theory.
- Energy resources act depending on block successive upper bound minimization(BSUM) and deep reinforcement learning.

Table 2. Summary of open Research Challenges And Solution Guidelines

Challenges	Taxonomy relevancy	Causes	Guidelines
<b>Dynamic twins</b>	Twin object prototyping	<ul style="list-style-type: none"> <li>• Physical objects'/system dynamic states</li> <li>• Long design time of new twin objects</li> </ul>	<ul style="list-style-type: none"> <li>• Centralized machine learning-based twins</li> <li>• Distributed machine learning-based twins</li> </ul>
<b>Interoperability for twin object migration</b>	Twin object deployment trends	<ul style="list-style-type: none"> <li>• End-devices mobility</li> <li>• Strict latency constraints of the various services</li> </ul>	<ul style="list-style-type: none"> <li>• Open cloud/edge computing interface based design</li> <li>• Similar architecture for edge servers running the twin objects.</li> </ul>
<b>True prototyping of physical objects</b>	Twin object prototyping	<ul style="list-style-type: none"> <li>• Accurate estimation of twin objects measure</li> <li>• Dynamic nature of the physical systems</li> </ul>	<ul style="list-style-type: none"> <li>• Experimental modeling</li> <li>• 3D modeling</li> <li>• Data driven modeling</li> </ul>
<b>Incentive mechanisms for twinning</b>	Incentive design	<ul style="list-style-type: none"> <li>• End-devices consume their resources for training a distributed twin model.</li> <li>• Miners also perform mining for managing twin object pretrained models.</li> </ul>	<ul style="list-style-type: none"> <li>• Game theory-based incentive mechanism</li> <li>• Contract theory-based incentive mechanism</li> <li>• Auction-based incentive mechanism</li> </ul>
<b>Twinning forensics and security</b>	Security and privacy	<ul style="list-style-type: none"> <li>• Wide variety of players are susceptible to security attacks</li> <li>• Different players (e.g., edge server, routers) have different architecture</li> </ul>	<ul style="list-style-type: none"> <li>• Video-based forensics schemes</li> <li>• Blockchain-based forensics schemes</li> <li>• Mobility-aware forensics schemes</li> </ul>

Table 3. Summary of open Research Challenges And Solution Guidelines

Challenges	Taxonomy relevancy	Causes	Guidelines
Efficient chaining of twin objects	Accessing twin objects	<ul style="list-style-type: none"> <li>• Design a new twin is computationally expensive</li> <li>• Long design time for training, testing, and validation for newly designed twins</li> <li>• High cost associated with new twins design</li> </ul>	<ul style="list-style-type: none"> <li>• Optimization-based schemes</li> <li>• Game theoretic schemes</li> <li>• Machine learning-enabled schemes</li> </ul>
Energy-efficient twinning	Twin objects access aspects	<ul style="list-style-type: none"> <li>• Massive number of devices in twin-based wireless system will consume significant energy.</li> <li>• Transmission of data between devices and edge/cloud server consumes transmit power.</li> </ul>	<ul style="list-style-type: none"> <li>• Convex optimization-based scheme for devices computing resource optimization</li> <li>• Matching-based energy efficient resource allocation and association</li> <li>• Energy efficient power allocation using deep reinforcement learning and BSUM</li> </ul>
Hardware-software design of devices	co- Design of physical devices	<ul style="list-style-type: none"> <li>• Massive number of devices in digital twin-based wireless system will result in high cost (e.g., energy consumption, high processing delay)</li> </ul>	<ul style="list-style-type: none"> <li>• Virtual prototyping</li> <li>• High-level synthesis</li> <li>• Co-verification-based embedded systems</li> </ul>

## Conclusion

- Presents key design aspects and high-level framework.
  - Outlined currently available digital twin framework.
- Digital twin for wireless need proactive analysis and machine learning schemes.
  - Enables the wireless system to make on-demand decisions.
- Most promising technology for :
  - 6G and its diverse requirement for novel applications.



## Referred site

- <https://www.design-reuse.com/articles/11104/a-systemc-based-virtual-prototyping-methodology-for-embedded-systems.html>

Thank you

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