**ITU AI/ML in 5G Challenge – Participation guidelines**

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# 1 Executive Summary

Artificial Intelligence (AI) will be the dominant technology of the future and will impact every corner of society. In particular, AI / ML (machine learning) will shape how communication networks, a lifeline of our society, will be run. Many companies in the information and communication technology (ICT) business are exploring how to make best use of AI/ML. ITU has been at the forefront of this endeavour exploring how to best apply AI/ML in future networks including 5G networks.

The time is therefore right to bring together AI/ML stakeholders to brainstorm, innovate and solve relevant problems in 5G using AI/ML. Building on its standards work, ITU is conducting a global ITU AI/ML in 5G Challenge on the theme “How to apply ITU’s ML architecture in 5G networks”.

* Participants will be able to solve real-world problems, based on ITU standards for ML in 5G networks. Teams will be required to enable, create, train and deploy ML models such that participants will acquire hands-on experience in AI/ML in areas relevant to 5G.
* Participation is open to ITU members and any individual from an ITU Member State. There are two categories: “student” and “professional”.
* The incentives for sponsors, partners, and participants include:
* Accelerated problem solving of AI/ML problem statements in 5G
* Generating solutions through crowdsourcing of AI/ML problem statements for data and/or problem owners
* Talent development in the field of AI/ML in 5G
* Networking with experts in the field of AI/ML in 5G
* The AI/ML in 5G Challenge consists of:
* Global Round. The best solutions from this Global Round will be shortlisted as invitees to the final event. These will compete for the winning prize at a Final Conference.
* Final Conference: The final conference consists of demos and presentations. ITU AI/ML in 5G Challenge winners will be announced at this event. This event will be conducted online.

NOTE: In previous version of this document, the Challenge had 1st Round = Regional Round, followed by a 2nd round = Global Round and from May - October, we now collapsed the two into a single “Global Round” from May/June until October.

* The AI/ML in 5G Challenge consists of the following stages:
* Call for interest: April 2020
* Global Round: May/June – Oct. 2020
* Final Conference (online): November or December 2020
* ITU has developed a range of standards-based Machine Learning mechanisms in 5G. Participants of the ITU AI/ML in 5G Challenge are encouraged to base their work on those standards. Use cases (“problem statements”) can be taken from the relevant ITU specification, but participants can also tackle new use cases relevant to AI/ML in 5G.
* Participants are encouraged to submit open-source implementations. However, solutions based on proprietary implementations are also accepted.
* The Challenge will have four technical tracks:
1. Network-track,
2. Enablers-track,
3. Verticals-track,
4. Social-good-track,
* Four type of data will be used:
	1. Real data (secured)
	2. Open data
	3. Synthetic data
	4. No data
* Data privacy: Different security levels (role-based access) to access training and testing data will be applied to accommodate privacy issues: a secure-track would make sure isolated, segregated sandboxes and best practices are in place for secure data handling.
* A unique feature of this Challenge is that mentoring will be offered to students and sponsors who participate in the Challenge.

# 2 Motivation

Demand by network operators to master the application of ML in networks is strong. Neither today’s networks nor up-and-coming 5G networks are designed to make best use of ML. However, every company in the networking business is investigating the introduction of ML in order to optimize network operations, increase energy efficiency and curtail the costs of operating a network. ML will enhance network management and orchestration and make predictions to optimize network operations and maintenance. This optimization is becoming increasingly challenging and important as networks gain in complexity to support the coexistence of a diverse range of services. Network operators aim to fuel ML models with data collected from multiple technologies and levels of the network. They are calling for deployment mechanisms able to future-proof their investments in ML. They also need interfaces to transfer data and trained ML models across ML functionalities at multiple levels of the network.

# 3 Participation

Participation is open to ITU members and any individual from an ITU Member State.

“Participants” are individuals or companies that participate in the ITU AI/ML in 5G Challenge, providing solutions to problem sets of the Challenge.

There are two categories of participants: student and professional.

## 3.1 Students

Students need to be registered as students at a university when they sign up for the ITU AI/ML in 5G Challenge.

Students can form teams comprising 1-4 members. Experts will mentor students on problems, providing guidance and good practices for participation in this Challenge.

## 3.2 Professionals

Anyone else is considered a “professional”. A professional usually works in a company and has the necessary skills to complete the problem sets they choose to tackle in the Challenge.

Professionals are also welcome to form teams comprising 1-4 members.

# 4 Problem statements and Technical Tracks

Participants will be able to solve real-world problems (including those with social relevance), based on ITU standards for ML in 5G networks. Teams will be required to enable, create, train and/or deploy ML models (such that participants will acquire hands on experience in AI/ML) in areas relevant to 5G. Problem statements will be taken either from ITU’s specification on use cases or can be decided by the participant(s) themselves. Problem statements will be organized into four technical tracks: Network-track, Enablers-track, Verticals-track and Social-good-track.

## 4.1 Problem statements

The ITU specification [“Machine learning in future networks including IMT-2020: use cases” (Supplement 55 to ITU-T Y.3170 series)](https://www.itu.int/rec/T-REC-Y.Sup55-201910-I/en) classified thirty use cases into five categories as below. For each use case, the requirements are further classified into those for data collection, data storage and processing, and application of ML output. The section headings are copied from the ITU specification:

* 6.1 Network slice and other network service related use cases: This category of use cases is related to the creation or management of network slices (e.g., resource management for network slices). Similarly, the use cases related to the creation or management of network services have also been classified into this category.
	+ 6.1.1 Cognitive heterogeneous networks and ML-based SON
	+ 6.1.2 Radio resource management for network slicing (RRM-NS)
	+ 6.1.3 End-to-end network operation automation – Service design
	+ 6.1.4 End-to-end network operation automation – Network resource adaptation
	+ 6.1.5 End-to-end network operation automation – Logical network design and deployment
	+ 6.1.6 End-to-end network operation automation – Fault detection and recovery
	+ 6.1.7 Application-specific network slicing through in-network machine learning
	+ 6.1.8 Smart traffic mirror – an ML-assisted network service
	+ 6.1.9 ML-based end-to-end network slicing for 5G
	+ 6.1.10 ML-based utility maximization of sliced backhauls
	+ 6.1.11 Energy efficient trusted multi-tenancy in IMT-2020 cross-haul
	+ 6.1.12 Network slice SLA assurance based on ML
	+ 6.1.14 Automated testing of services
* 6.2 User plane-related use cases: This category of use cases is related to the user plane of the network. The use cases which belong to this category may use the user plane in different manners, for example as a source of data or sink for configurations (e.g., traffic classification).
	+ 6.2.1 Traffic classification
	+ 6.2.2 Long-term traffic forecasting
	+ 6.2.3 Emergency services based on ML
* 6.3 Application-related use cases: This category of use cases is related to the applications running on the network, e.g., using application data for machine learning in the network.
	+ 6.3.1 AN-assisted transmission control protocol window optimization
	+ 6.3.2 Retention and storage intelligence function
	+ 6.3.3 Data-driven architecture for ML at the edge
* 6.4 Signalling or management related use cases
	+ 6.4.1 ML-based mobility pattern prediction
	+ 6.4.2 Load balance and cell splitting/merging
	+ 6.4.3 ML-based QoE optimization
	+ 6.4.4 ML-based network management for Industry 4.0
	+ 6.4.5 ML-based correlations between transport KPIs and radio KPIs
	+ 6.4.6 ML-based end-to-end network management
	+ 6.4.7 ML-aided channel modelling and channel prediction
	+ 6.4.8 ML-based link adaptation optimization
* 6.5 Security related use cases: This category of use cases is related to the security aspects of the network.
	+ 6.5.1 Combating use of counterfeit ICT devices – ML-assisted network service
	+ 6.5.2 ML-based identification of illegal exchanges using SIM boxes

For the network-track (see below), the use cases mentioned in Supplement 55 can be used as a reference or the participants can decide their own problem statement.

In addition, participants will be guided by ITU standards providing an architectural framework for the integration of machine learning into 5G and future networks ([ITU-T Y.3172](https://www.itu.int/ITU-T/recommendations/rec.aspx?rec=13894&lang=en)), a framework to evaluate intelligence levels across different parts of the network ([ITU-T Y.3173](https://www.itu.int/ITU-T/recommendations/rec.aspx?rec=14133)), and a framework for data handling in support of machine learning ([ITU-T Y.3174](https://www.itu.int/ITU-T/recommendations/rec.aspx?rec=14134)). These and other ITU resources are listed in Appendix A.

Appendix B contains the template for a problem statement and an example.

## 4.2 Network-track

This track is designed considering the use cases of AI/ML in 5G networks.

In this track, participants will build, train and deploy ML models for use cases in the network. Problem statements and data sets will be geared towards the challenges of distributed ML Pipeline as described in ITU-T Y.3172, e.g. optimization techniques, distribution mechanisms, federated learning mechanisms, etc.

NOTE- The problem statements in this track may mostly use real data (see clause 5.1) depending on the nature of the problem statement.

## 4.3 Enablers-track

ML models alone are not sufficient to integrate intelligence in future networks. Training, evaluation, deployment, inference, and application of ML output in the network requires enabling technologies and tools in the network. An end-to-end solution may therefore include an ML model, a set of APIs, data, metadata and other resources to realize the full capabilities of the models in a network.

In this track, participants will design and implement toolsets that can help in an end-to end implementation of ML model deployment in a real network. These toolsets consist of APIs, metadata, and other software such as Adlik, Acumos, ONAP, and O-RAN OSC.

NOTE- The problem statements in this track may mostly use no data (see clause 5.1) depending on the nature of the problem statement.

## 4.4 Verticals-track

In this track, participants will apply AI/ML in 5G networks to other verticals such as manufacturing, education, health, public safety, transportation/automotive, finance, government, retail, agriculture, energy, smart cities, and media and entertainment. This track allows the combination of verticals and 5G to exploit the green-field opportunities for AI/ML applications.

## 4.5 Social-good-track

The [AI for Good Global Summit](https://aiforgood.itu.int/) identifies practical applications of AI/ML with the potential to accelerate progress towards the [United Nations Sustainable Development Goals](https://sustainabledevelopment.un.org/?menu=1300).

In this track, participants will propose socially relevant applications (“AI for Good”) in 5G using AI/ML. Solutions are invited in fields such as education, healthcare and wellbeing, social and economic equality, space research, and smart and safe mobility.

Selected teams will be invited to participate in the AI for Good Summit.

# 5 Data

## 5.1 Types of data

Three different types of datasets will be offered: real data, open data, and synthetic data. In some instances, no data will be required to address relevant problem sets.

* **Real data:** This is anonymized network data from operators. The problem sets derived from this data can span across all four tracks but are more likely to play a role in the Network and Verticals tracks. Network data is sensitive and cannot be shared on an open platform and requires a high level of security. However, this type of dataset is important for inference using ML in 5G networks. Different security levels to access training and testing data would be offered to accommodate privacy issues: tracks that run with real data will ensure that isolated, segregated sandboxes (see ITU-T Y.3172) and best practices are in place for secure data handling (“secure-track”). Access to this data may be restricted on role-basis and need-basis. Secure data-handling techniques (see ITU-T Y.3174) would be put in place for the “secure-track”.
* **Open data**: This is data that is open and freely available on the Internet related to network operations. This type of data can span across multiple tracks.
* **Synthetic Data**: This data is from simulations. This will be used to solve problems from different tracks depending on application.
* **No data**: In some instances, there will be no data required to address relevant problem sets. An example is the enablers-track in which development of toolsets to support/enable an end-to-end implementation of AI/ML in 5G networks does not require any data.

## 5.2 Data sets

* **Real data:** This type of dataset will be provided by ITU AI/ML in 5G Challenge partners. The partners will provide datasets from real networks in accordance with relevant privacy policies.
* **Open data**: A compiled list of open datasets has been made available on the Challenge website in the document providing problem statements and data resources.
* **Synthetic data**: Simulation platforms with associated data will be provide by ITU AI/ML in 5G Challenge partners.

## 5.3 Data provider

A “data provider” is any entity willing to identify and/or provide data which could be used for solving a specific problem statement. The data may be open (available to anyone) or private (available to select sets of participants who satisfy the conditions set forth by the data provider).

## 5.4 Data privacy policy

Data will be handled in accordance with policies and regulations relevant to the entities and data concerned. Data may be pre-processed and provided using pre-published APIs, and may be secured using login/token. Data handling APIs (according to ITU-T Y.3174) will be provided based on the use case and filtered based on the policies of the involved organization(s). Data anonymization may be applied according to relevant policies and regulations. A non-disclosure agreement (NDA) may be included in the terms of participation. In cases where the Challenge involves local user data, the results may be presented in the form of a competition paper not including local user data. API access to data shall be monitored and licensed based on agreement. Some test data set may be private and will not be disclosed.

# 6 Mapping of Tracks to Data and Participation

The table below maps the data types to the technical tracks.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Technical Track** | **Real Data****(“secure track”)** | **Open Data** | **Synthetic Data** | **No Data** |
| Network | ✓ | ✓ | ✓ |  |
| Verticals | ✓ | ✓ | ✓ |  |
| Enablers |  |  |  | ✓ |
| Social good | ✓ | ✓ | ✓ | ✓ |

Table 1: Mapping of tracks to types of data

Students can participate in any of the four technical tracks and with any type of data. However, students’ ability to participate in the track with real data (“secure-track”) will be at the discretion of the relevant problem/data owners.

Mentoring will be offered to students.

# 7 Structure of the ITU AI/ML in 5G Challenge

The structure of the ITU AI/ML in 5G Challenge is outlined below including timelines and joint workflow;

* There will be only one round (called “**Global Round**”) for the ITU AI/ML in 5G challenge. The best solutions from this Global Round will be shortlisted as invitees to the final event (online).
* Regional hosting of the Global Round: We have partners e.g. Artificial Intelligence Industry Alliance (AIIA) in China, Federal University of Para (UFPA) in Brazil, Barcelona Neural Networking Center -Universitat Politècnica de Catalunya (BNN-UPC) in Spain who will host problem statements including data (real or synthetic) for the Global Round. We call these partners “**Regional Hosts**”.
* Timeline: Please see the revised timeline below:
	+ Start of Global Round: May/June 2020

NOTE- Different Regional Hosts may start any time in May – June as and when they are ready.

* + End of Global Round : Oct 2020
	+ Final Event (online): Nov/Dec 2020
	+ **ITU AI/ML in 5G Challenge winners** will be announced in the final event.
* International participation: Participation in Global Round is international, i.e. open to all registered participants. E.g. a registered participant from Denmark can take part in the problem statement hosted by Regional Host in Brazil.

NOTE- some problem statements are “**restricted problem statements**”. These are available in the ITU document but the registration to the Regional Host’s website to such problem statements and data are subject to conditions set forth by the Regional Host. E.g. currently the problem statements offered by AIIA-ITU challenge are restricted problem statements and are available only to Chinese citizens with authorized Chinese identification.

NOTE- some problem statements use “**restricted data**” which is available only under a certain conditions set forth by the Regional Host as follows:

Example-1: Restricted data may be made available after signing a non-disclosure agreement (NDA),

Example-2: Restricted data may be available only for use within the hosted platform and not for moving out of the hosted platform (i.e. no downloading of data may be allowed).

Example-3: Restricted data may be available to citizens of a particular country or region e.g. under data privacy regulations of EU or China.

* Registration: Participants can register in the ITU website. Participants who register at the ITU website will be guided to select problem statements (and allocated to specific Regional Hosts based on their discussion with ITU experts).

NOTE- for participants who register directly with the Regional Hosts, the Regional Hosts will coordinate with ITU to extend support and guidance. E.g. invitees from the Global Round for the final event will be published by the Challenge Management Board in coordination with the Regional Hosts.

* Training and testing data: will be provided by Regional Hosts, can be hosted in regional websites and optionally mirrored in ITU website.
* Continuous guidance and follow-ups: led by the Challenge Management Board, a judgment panel will be setup and a continuous engagement model and follow-ups will be followed for registered participants in the Global Round.
* Finding the Challenge winners:
	+ CMB judgment panel will come up with the judgement criteria.
	+ During/at the end of Global Round, candidate solutions are accepted and will be evaluated and tested by Regional Hosts as discussed in the CMB judgment panel. A leaderboard may be maintained and published by the Regional Host.

NOTE- International experts nominated by CMB may support Regional Hosts in this evaluation and testing.

* + At the end of the Global Round, top entries in the leaderboard of each Regional Host can be published and felicitated by Regional Hosts.
	+ The Regional Host will provide leaderboard with scores for top teams.
	+ The selected teams of invitees for the final event will be chosen by CMB judgment panel and published by ITU. This selection is based on the above leaderboard scores and CMB judgement criteria.
	+ Final event: selection of winners will be done during the event e.g. based on quality of output. **ITU AI/ML in 5G Challenge winners** will be announced by the CMB judgment panel after the presentations during the final event.





Proposed joint workflow for the ITU AI/ML in 5G Challenge

# 8 Global Round, and Final Conference

## 8.1 Overview

As described in clause 7 above, The ITU A/ML in 5G Challenge will consist of:

* Global Round, hosted by “**Regional Hosts**” e.g. AIIA, UFPA, BNN-UPC who will host different problem statements and data for the Global Round. Best teams from the Global Round will be invited to present their solutions at the Final conference.
* Final Conference. ITU AI/ML in 5G Challenge winners will be announced by the CMB judgment panel after the presentations during the final event (online). These will be chosen from the best teams of the Global Round.

NOTE- Observers: In addition to the winners of the Global Round, selected teams from the Challenge participants may be invited to the final conference as observers, at the discretion of the judgment panel.

## 8.2 Global Round

The participants registered to the ITU AI/ML in 5G Challenge will choose problems depending on their interests, and provide solutions based on criteria set by the CMB judgment panel in conjunction with the Regional Host. The best teams or participants from the Global Round will compete at the Final Conference of the Challenge where winners of the ITU AI/ML in 5G Challenge will be declared.

We define a “Regional Host” as entity which hosts the regional website for the ITU AI/ML challenge in a specific country or region. The Regional Host may be an umbrella body which coordinates and runs the Global Round for specific problem statement(s).

* The Regional Host will arrange sponsorship, resources and coordinate with local entities on problem statements, datasets, and how to run the Global Challenge within the ITU timeline in conjunction with the CMB.
* The Regional Host will setup a local management committee with local entities such as operators, vendors, companies and universities in the country.
* Regional Host may bring existing challenges run by various entities in the region into the fold of the ITU AI/ML in 5G Challenge while keeping in mind the focus of the Challenge.
* Regional Host may use local languages and practices for the hosting of the Global Round in respective countries.
* Regional Host may design the website for the Global Round in their local language and other promotional material in coordination with the CMB (see below).
* The Regional Host will host the datasets securely (within the region, in compliance with relevant laws and regulations for data handling and privacy) in coordination with local collaborators.

NOTE- Regional Host may adjust the tracks to local requirements in coordination with the CMB.

NOTE- It is possible for one entity to assume different roles simultaneously (unless prevented to do so by an identified conflict of interest).

NOTE- Possible conflict of interest: those who provide problem statements + data are not allowed to compete for the same problem statement and judge the problem statement (CMB will decide on conflict of interest on a case-by-case basis).

## 8.3 Final Conference

To mark the conclusion of the ITU AI/ML in 5G Challenge, a Final Conference will be organized. The best teams of the Global Round will compete at the Final Conference.

NOTE- Observers: In addition to the winners of the Global Round, selected teams from the Challenge participants may be invited to the final conference as observers, at the discretion of the Judging Panel.

The aim of the Final Conference is many-fold:

* **Climax:** The Final Conference will bring together outstanding Challenge participants and decide the final winners.
* **Spotlight**: Demonstration and presentations from teams participating in the ITU AI/ML in 5G Challenge.
* **Edu-fun:** Lectures, presentations and tutorials addressing the latest developments in ICT.
* **Peer-**l**earning**: Teams, mentors, sponsors and partners will come together to share the knowledge and experience gained during the Challenge.
* **On-track:** Multi-track sessions to cover various domains e.g. verticals, networks, ML methods.
* **Hack:** Hackathon sessions may be collocated with the Final Conference.
* **Work:** Workshops specifically for students to solve problems collaboratively.

# 9 Standards, open source and IPR

## 9.1 Standards

ITU has developed a range of standards-based Machine Learning mechanisms in 5G. The goal is to provide a full toolkit to build Machine Learning into networks. Participants of the ITU AI/ML in 5G Challenge are encouraged to base their work on those standards which can be found in the appendix- clause 16.

## 9.2 Open Source

The Challenge encourages the submission of open-source implementations, based on ITU standards. Open-source implementations will enable a broad range of stakeholders to access the outcomes of the Challenge and continue collaborating with relevant Challenge participants.

However, solutions based on proprietary implementations are also accepted.

## 9.3 IPR

The IPR (intellectual property rights) are determined by the submitter. The declarations by the submitter would be stored by ITU and made be available online.

Intellectual Property related to the submissions

* Participant should do due diligence on the intellectual property related to the submissions. E.g. if the participant considers it necessary to secure IP before submissions, via a patent application, she should do so before submitting the solution to the challenge.
* In terms of transparency, being an open competition, if the participant wins the challenge, she would need to have a publicly available version of her solution.

# 10 Judging the submissions

## 10.1 Common output format

The Challenge participants may produce the following as output:

* Demo video (short, can be uploaded to the Challenge website)
* Demonstration explaining the concept and solution using AI/ML in 5G.
* Brief paper explaining the problem and solution, with a section explaining the relationship to standards e.g. ITU-T Y.3172, Y.3173, Y.3174 and partner resources.

## 10.2 Additional output for open-source code

In the case that the output will be shared as open source, participants are expected to provide the following, in addition to the outputs described by clause 10.1:

* Final version of the code;
* Reproducibility: It is recommended that participants create a docker image which contains all dependencies and environments required for the algorithm to run;
* ReadMe file containing the description of the algorithm;
* Minimum system configuration required to run the algorithm;
* Details of any data used to train the model (metadata);
* Another key value add would be the alignment of open source with standards – the application of standards-based ML mechanisms in 5G would be encouraged in open source as part of this Challenge. Wherever applicable, outcomes of the Challenge will be encouraged to be shared in an open forum as an open-source project.
* Test cases and results which proves the benefits of the solution.

## 10.3 Additional output for proprietary code

In the case that the output is proprietary (not open source), participants are expected to provide the following, in addition to the outputs described by clause 10.1:

* Reproducibility: It is recommended that participants create a docker image which contains all dependencies and environments required for the algorithm to run;
* ReadMe file containing the description of the algorithm;
* Minimum system configuration required to run the algorithm;
* Details of any data used to train the model (metadata);
* Test cases and results demonstrating the benefits of the solution.

## 10.4 Evaluation Criteria

The final criteria to be used to select winners in the Global Round and the Final Conference will be published by the “Challenge Management Board” (see below).

The final criteria are expected to cover areas such as:

* Novelty & originality
* Status and maturity of technical implementation, reproducibility.
* Viability & impact on market (practicality of the solution and significance of its impact)
* Interoperability and mapping to international standards (including ITU standards).
* Performance (evaluation based on performance measures such as accuracy, speed, scalability and quality).
* Quality of demonstration, documentation and presentation.

## 10.5 Prizes

The top three teams selected by the Judging Panel will be recognized and certificates of appreciation shall be presented as below:

* 1st prize winning team: "Global Champion of ITU AI/ML in 5G Challenge"
* 2nd prize winning team: "First Runner-Up of ITU AI/ML in 5G Challenge"
* 3rd prize winning team: "Second Runner-Up of ITU AI/ML in 5G Challenge"

Additional prizes and letters of appreciation may be awarded on a per-topic basis at the discretion of the judges during the event.

## 10.6 Judging Panel

The Judging Panel is a collection of individuals from across the world who may evaluate, on an ongoing basis, the progress and merit of the solutions proposed by the participants. The Judging Panel will monitor and passively evaluate entries during the Global Round and the Final Conference. The Judging Panel will provide a score for each participant or team at the end of the Global Round. Individuals in the Judging Panel will be selected by the Challenge Management Board.

11 Administration of the ITU A/ML in 5G Challenge

The ITU secretariat will provide administrative support for the ITU AI/ML in 5G Challenge, in collaboration with Regional Hosts, collaborators, participants and the “Challenge Management Board”.

The Challenge Management Board comprises individuals with the expertise to advise on technical aspects of the ITU AI/ML in 5G Challenge. The Challenge Management Board is active in the Global Round and the Final Conference.

NOTE- The Challenge Management Board will coordinate the Global Round in alignment with the Regional hosts, working together to ensure, for example, that the uniform selection criteria defined for the Global Round take into account the needs of all participating regions.

12 Resources

The following resources will be available to the participants of the ITU AI/ML in 5G Challenge:

* Mentors: Experts mentoring students to enhance their skills and understanding of AI/ML in 5G

Note: "Mentors" may mentor students participants in the "students track" or sponsor-nominated students and professionals. The mentors are active in the Global Round and the Final Conference.

* Links to software: Adlik, ONAP, O-RAN OSC Resources, Acumos (based on partner support)
* Cloud Credits (based on partner support)
* Toolsets and APIs from partners (setup by sponsors)
* ITU AI/ML in 5G Challenge website
* Datasets:
	+ hosted on contest platforms: provided by sponsors, partners and collaborators
	+ open datasets from e.g. Kaggle, AIcrowd, OpenML
	+ Simulated datasets from collaborators

NOTE- Please see the document “Problem statements and data resources” on the Challenge website for a compilation of resources.

# 13 Sponsorship

The sponsorship types for the ITU AI/ML in 5G Challenge can be found in the sponsorship package. The package is available on the Challenge website. However, Regional Hosts are responsible for arranging sponsorship for the problem statements they are hosting during the Global Round, in coordination with ITU and/or collaborators in the relevant region.

# 14 Benefits

## 14.1 Benefits for partners and collaborators

The Challenge offers partners the following (see sponsorship package for details):

* The visibility afforded to partners and collaborators will continue throughout the Challenge, from the Challenge announcement through the Global Round to the Final Conference.
* Collaborative feedback from the Challenge for partners: learnings from the Global Round and Final Conference may be looped back into the partner organizations for further advancements in technology.
* Publish the results in the “ITU Journal: *ICT Discoveries*” (subject to acceptance).

## 14.2 Benefits for participants

* Shape the future: Opportunity to define, provide inputs and shape the technologies related to AI/ML and 5G networks.
* Create your network: Network with ITU experts and peers.
* Be practical: Platform to gain hands-on experience related to AI/ML and concepts related to future networks.
* Be known: Gain global recognition in the form of prizes, appreciation and publications of the results in the ITU Journal: *ICT Discoveries* (subject to acceptance).
* Enact your dreams: Receive support to implement use cases and technology ideas using software and access to platforms, e.g. cloud credits and licenses.
* Be social: Solutions targeted at socially relevant issues may be selected for presentation and demonstration at the 2020 AI for Good Global Summit.

## 14.3 Special Benefits for certain sponsor categories

* Focused onsite and remote mentoring for host-nominated participants (e.g., for “Super sponsor”: two-week mentoring sessions onsite twice in 2020, conducted by experts; for “Platinum sponsor”: one-week mentoring session onsite in 2020, conducted by experts).
* Mentoring throughout the Challenge, e.g. setting up an ML Sandbox (Platinum, Gold++)
* Mentoring for post-processing and publishing the results (Platinum).
* Workshop presentation slots (different number of days for Platinum, Gold++, Gold, Silver)
* Co-branding of the ITU AI/ML in 5G Challenge or its constituent tracks.
* Channeling curated output to the sponsoring organization in the form of skills, presentations, standards, open-source, and academic and industry partnerships.

# 15 Contact

Email: AI5GChallenge@itu.int

Website: <https://www.itu.int/en/ITU-T/AI/challenge/2020/Pages/default.aspx>

# 16 Appendix A: ITU standards on Machine Learning for 5G

* [ITU-T Y.Sup55] ITU-T Supplement “ITU-T Y.3170-series - *Machine learning in future networks including IMT-2020: use cases”*: For each use case description, along with the benefits of the use case, the most relevant possible requirements related to the use case are provided.
* [ITU-T Y.3172] ITU-T Recommendation “*Architectural framework for machine learning in future networks including IMT-2020*”: The standard offers a common vocabulary and nomenclature for Machine Learning functionalities and their relationships with networks, providing for ‘Machine Learning Overlays’ to underlying technology-specific networks such as 5G networks. It describes a ‘loosely coupled’ integration of Machine Learning and 5G functionalities, minimizing their interdependencies to account for their parallel evolution. The language developed in ITU-T Y.3172 gives network operators complete power over the extension of Machine Learning to new use cases, the deployment and management of Machine Learning in the network, and the correlation of data from sources at multiple levels of the network.

The components of the architectural framework include ‘Machine Learning Pipelines’ – sets of logical nodes combined to form a Machine Learning application – as well as a Machine Learning Function Orchestrator’ to manage and orchestrate the nodes of these pipelines.

‘Machine Learning Sandboxes’ are another key component of the framework, offering isolated environments hosting separate Machine learning pipelines to train, test and evaluate Machine Learning applications before deploying them in a live network.

* [ITU-T Y.3173] ITU-T Recommendation “Framework for evaluating intelligence levels of future networks including IMT-2020”: this standard supports the assessment of intelligence levels across different parts of the network and develops a standard way for different parties to look at the intelligence level of the network, helping operators to evaluate vendors and regulatory authorities to evaluate the network.
* [ITU-T Y.3174] ITU-T Recommendation “Framework for data handling to enable machine learning in future networks including IMT-2020”: The requirements for data collection and processing mechanisms in various usage scenarios for ML in 5G are identified along with the requirements for applying ML output in the machine learning underlay network. Based on this, a generic framework for data handling and examples of its realization on specific underlying networks are described.

# 17 Appendix B: Problem Statement Sample

The template below is the sample to be used when developing problem statements.

NOTE- please see the document “Problem statements and data resources” on the Challenge website for a compilation of problem statements and data resources.

|  |  |
| --- | --- |
| ID-number | ITU-ML5G-PS-TEMPLATE |
| Title | Do not modify this particular table, this serves as a template, use the one below. |
| Description | NOTE 3- include a brief overview followed by a description about the problem, its importance to IMT-2020 networks and ITU, highlight any specific research or industry problem under consideration. |
| Challenge Track | NOTE 4- include a brief note on why it belongs in this track |
| Evaluation criteria | NOTE 5- this should include the expected submission format e.g. video, comma separated value (CSV) file, etc.NOTE 6- this should include any currently available benchmarks. e.g. accuracy. |
| Data source | NOTE 7- e.g. description of private data which may be available only under certain conditions to certain participants, pointers to open data, pointers to simulated data. |
| Resources | NOTE 8- e.g. simulators, APIs, lab setups, tools, algorithms, add a link in clause 2. |
| Any controls or restrictions | NOTE 9- e.g. this problem statement is open only to students or academia, data is under export control, employees of XYZ corporation cannot participate in this problem statement, any other rules applicable for this problem, specific IPR conditions, etc. |
| Specification/Paper reference | NOTE 10- e.g. arxiv link, ITU-T link to specifications, etc. |
| Contact | NOTE 11- email id or social media contact of the person who can answer questions about this problem statement. |

For example:

|  |  |
| --- | --- |
| ID-number | ITU-ML5G-PS-001 |
| Title | 5G+AI+AR |
| Description | **Background**: Remote collaboration has been an important tool to fight the recent COVID-19 outbreak. Effectiveness of such tools could be augmented using the support of AR/VR over IMT-2020 networks. Similar applications of AR/VR over IMT-2020 are emerging in sports, medicine, public welfare, socializing, and entertainment. eMBB specifications of 5G NR can address the needs of rich media needs of AR/VR. Device ecosystem is maturing with examples like Google Glass and Microsoft HoloLens. Infrastructure support with edge computing is already standardised. However certain specific areas needs to be further addressed using AI/ML.**Problems**: <<This requires further work>> Mobile AR/VR applications require low-latency to overcome motion sickness and alignment problems of head movements. Predictive content management and rendering could be a studied under this Challenge. Mobility when combined with coverage or interference can lead to connectivity problems for AR/VR applications, which are especially sensitive even to short interruptions. Line of sight requirements when using certain frequency bands can add to this problem. An environment based inference on mobility (indoor and outdoor) could benefit AR/VR experience by end-users as well as adaptive options for application developers.<<TBD: add more>> |
| Challenge Track | Vertical-track (invite participant to make solutions for 5G, AI and AR application in vertical industries) |
| Evaluation criteria | Solution, criteria hasn’t been determined |
| Data source | Training data from existing AR/VR testbeds over IMT-2020 networks, with feedback on connection, quality, responsiveness to head movements, and time-aligned network data. |
| Resources | AR IDE (we are negotiating with partner), SDK which can plugin intelligent agents, simulators like [Unity]. |
| Any controls or restrictions | This problem statement is open to all participants. |
| Specification/Paper reference | [1] ` "Very Long Term Field of View Prediction for 360-degree Video Streaming", Chenge Li, Weixi Zhang, Yong Liu, and Yao Wang, 2019 IEEE Conference on Multimedia Information Processing and Retrieval.[2] "A Two-Tier System for On-Demand Streaming of 360 Degree Video Over Dynamic Networks", Liyang Sun, Fanyi Duanmu, Yong Liu, Yao Wang, Hang Shi, Yinghua Ye, and David Dai, IEEE Journal on Emerging and Selected Topics in Circuits and Systems (March 2019 )[3] “Multi-path Multi-tier 360-degree Video Streaming in 5G Networks”, Liyang Sun, Fanyi Duanmu, Yong Liu, Yao Wang, Hang Shi, Yinghua Ye, and David Dai, in the Proceedings of ACM Multimedia Systems 2018 Conference (MMSys 2018),[4] “Prioritized Buffer Control in Two-tier 360 Video Streaming”, Fanyi Duanmu, Eymen Kurdoglu, S. Amir Hosseini, Yong Liu and Yao Wang, in the Proceedings of ACM SIGCOMM Workshop on Virtual Reality and Augmented Reality Network, August 2017; |
| Contact | China Unicom |

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