

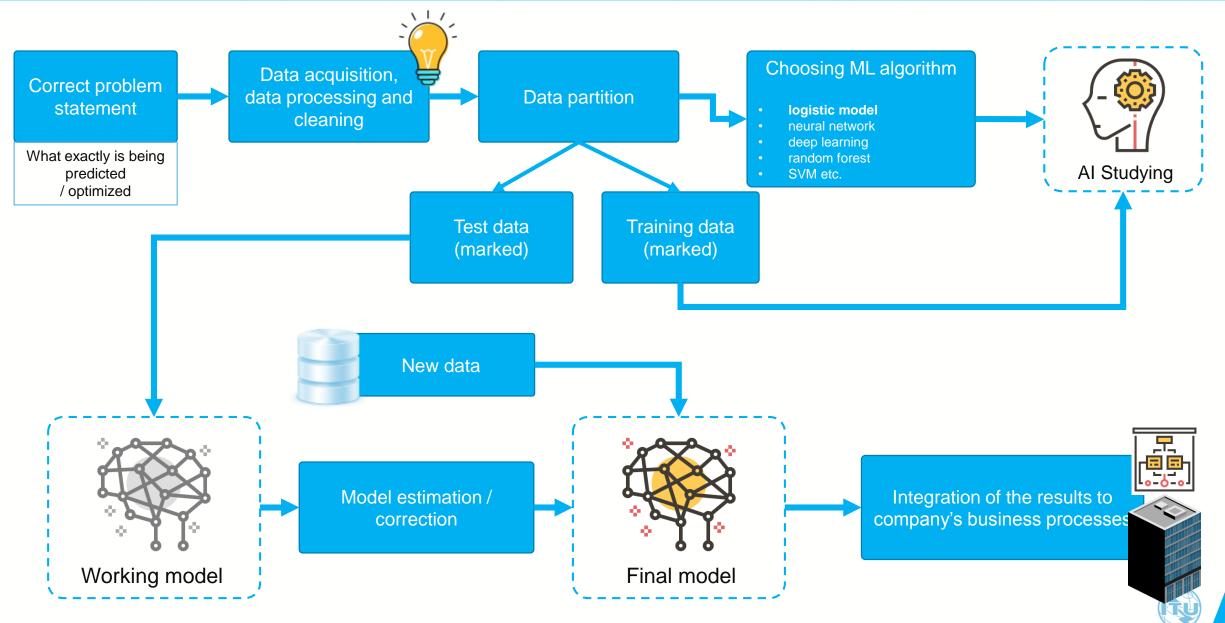
Dmitry CHASOVSKOY Head of project department, Rostelecom (IQMEN)

Experience on Big Data processing



Ingredients of Machine learning





Goal: find clients in risk areas



Human - expert

intellect
stamina
creativity
spirit





- · human resources needed
- low forecast accuracy
- · result depends on specific expert
- static model



Artificial Intelligent



intellect

stamina

creativity

spirit









data for 3 years

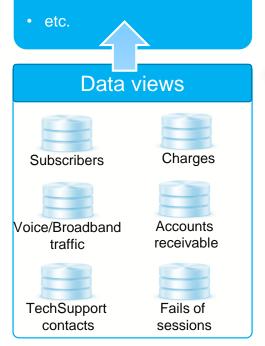
model

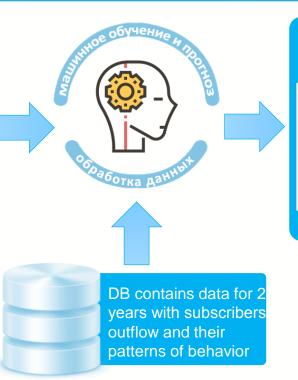
- · no human resources required
- · forecast accuracy is much higher
- dynamic model, can be adapted to business's changes

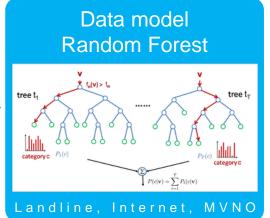
Forecasting the outflow of the client base

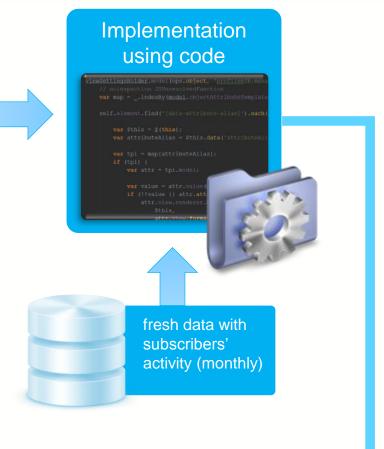


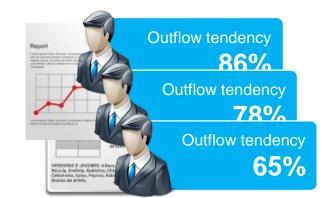
- Subscriber lifetime
- Voice and broadband traffic consumption
- Dynamics of payments
- Dynamics of account receivable
- Quantity/duration of contacts with technical support and complaints solving
- Presence of fails of broadband sessions





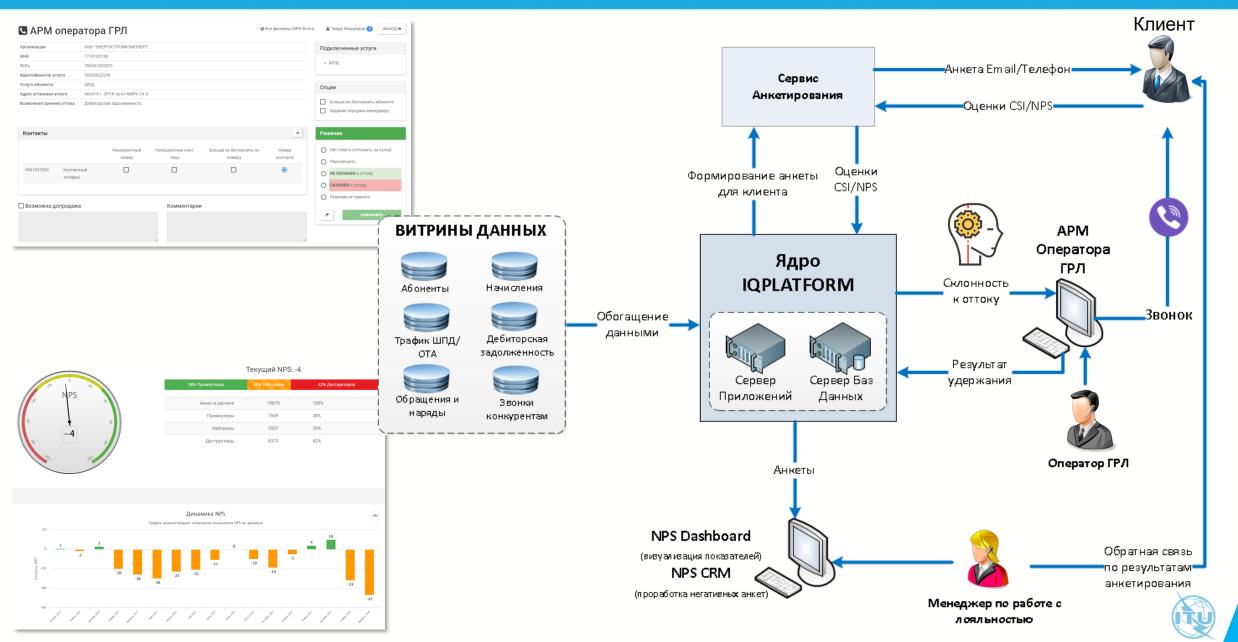






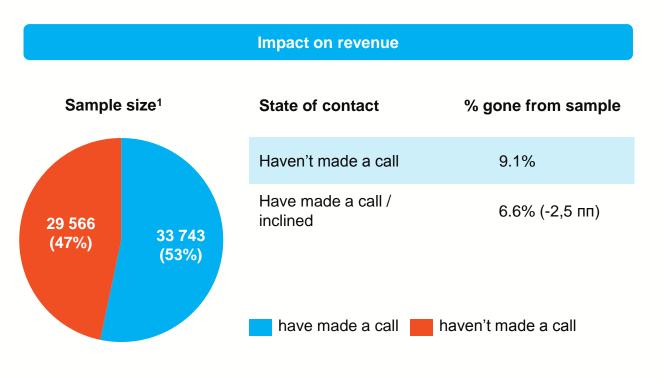
Technological landscape

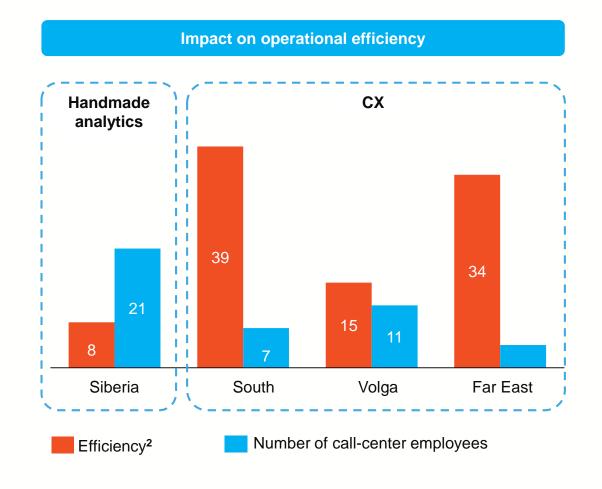




Key project indicators







¹ Period is July 2017 - February 2018

² Efficiency.% - percentage of reaching the client that is inclined to outflow to the sample to total quantity of made contacts

Working procedure of Technology forecasting



SUBJECTS

TREND LIFECYCLE

USING SOURCES

COMPLEX MULTIFACTOR **ANALYSIS OF TRENDS**



SCIENTISTS AND INNOVATORS





CREATION

DEVELOPEMENT

EXPLOITATION



SIENCE **PUBLICATIONS**

4 m of publications

▶ 10 000 companies

▶ 100 countries



PATENTS



- > 3 m of patents
- ▶ 10 000 companies
- 20 patents bureaus
- ▶ 100 countries



FINANCIAL INFORMATION (DEALS, BUYS, IPO)



MEDIA, INDUSTRY SITES

- ▶ 250 000 companies
- ▶ 100 000 deals
- ▶ 100 countries

- ▶ 100 000 articles
- > 50 sources

COLLECTING DATA TECHNOLOGEIS

DATA PROCESSING AND NORMALIZATION TECHNOLOGEIS

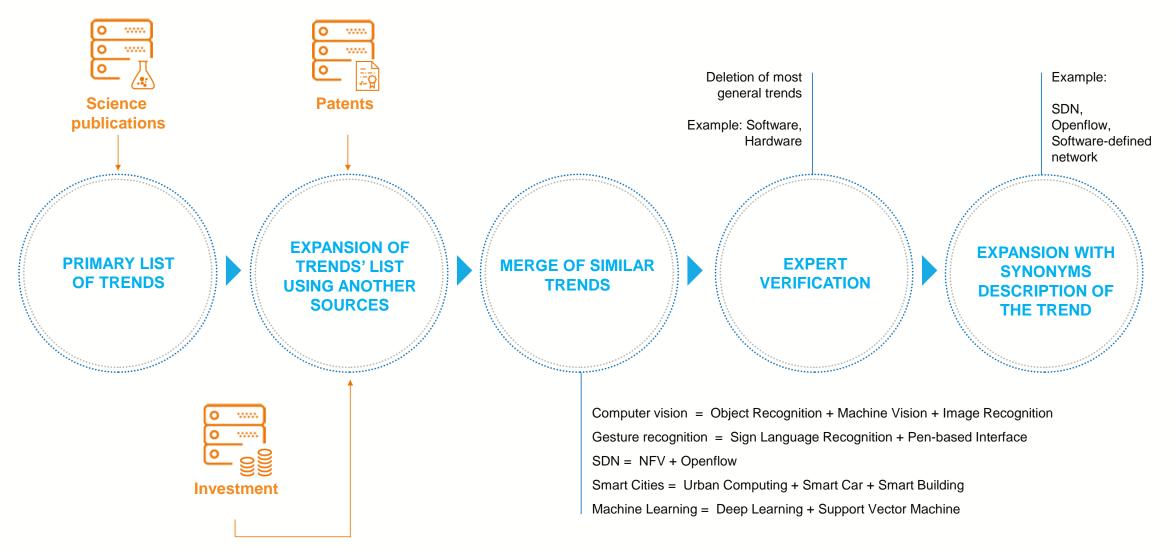
MACHINE LEARNING TECHNOLOGEIS

LIST OF GLOBAL TRENDS AND FACTORS



Trends selection procedure

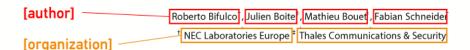




Technologies of Machine learning



HIGHLIGHTING OF ENTITIES



ABSTRACT

In SDN, complex protocol interactions that require forging network packets are handled on the controller side. While this ensures flexibility, both performance and scalability are impacted, introducing serious concerns about the applicability of SDN at scale. To improve on these issues, without infringing the SDN principles of control and data planes separation, we propose an API for programming the generation of packets in SDN switches. Our InSP API allows a programmer to define in-switch packet generation operations, which include the specification of triggering conditions, packet's content and forwarding actions. To validate our design, we implemented the InSP API in an OpenFlow software switch and in a controller, requiring only minor modifications. Finally, we demonstrate that the application of the InSP API, for the implementation of a typical ARP-handling use case, is beneficial for the scalability of both switches and controller.

CCS Concepts

•Networks 🛛 Programming interfaces; Bridges and switches; Programmable networks; Packet-switching networks; Network performance evaluation; Network manageability;

Keywords

Software-defined Networking; Programming abstractions; Open-Flow

[keywords]

[key objects]

INTRODUCTION

The last few years have seen the establishment of SDN as a concrete approach to build better networks and to introduce innovation in an ossified field [24], with a growing number of deployments certifying this success [15]. Nonetheless, despite the good behind the intuitions that led to the design of the SDN principles [9], the SDN architecture and technologies are iteratively being updated to address the issues that are highlighted by the production deployments [28]. On the one hand, the current generation offorwarding devices, i.e., switches, is not ready to support the flexible switch's programming model introduced with SDN. Limited forwarding table

put in control messages handling [25], and slow synchronization between data and control planes [21] are just some of the issues that are being addressed on the switch side. Likewise, a number of problems are being addressed on the controller side, i.e., where the network's control plane is implemented. Controller scalability [8], reliability [3], as well as fundamental questions about controller placement [12, 13], network policy consistency [34] and network view consistency [20] can be mentioned as relevant examples of work dealing with the SDN's control plane implementation.



NORMALIZATION OF DATA

- UCLA
- Univ. of California, LA
- UCLA, Los Angeles, CA
- University of California at Los Angeles



