A Deep Learning Approach for Optimizing °G Network Performance in Digital Government Services

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Abstract

oth Generation or oG mobile network is designed to provide faster speed with reduced latency. The network has enhanced capacity and supports multiple devices. Digitalization enables governments to offer citizens and businesses greater access to essential public services. Thus, •G can support electronic government (e-government) services. However, e-government requires high bandwidth and support for several devices on the network, which are limited to °G. Therefore, there is a need to optimize °G for better performance and effectively manage all devices on the network. In this light, this study applies deep learning techniques based on a Deep Q-Network (DQN) model-based algorithm to a °G network for spectrum and resource management. The experiment includes ten base stations (BS) and one hundred randomly distributed user equipment (UE) nodes. Our findings show that DQN has a higher spectrum efficiency and throughput than the heuristic approach. Nevertheless, the heuristic approach demonstrated greater energy efficiency. DNQ had lesser packet loss and interference rates. This approach also had low latency. Results show that our approach can efficiently manage °G for digital government services. Additionally, it can provide more intelligent and dynamic learning solutions for wireless network optimization. Furthermore, our findings show that adopting deep learning for network optimization reduces network operators' dependency on manual resource allocation and optimization tuning. We conclude that governments can monitor public safety and manage traffic using an optimized °G network with low latency and high data reliability.

Keywords: °G network, resource allocation, spectrum, deep learning, network performance.

\. Introduction

The evolution of telecommunication towards more pervasive services has resulted in greater demand for reliable networks with low latency and high-datarate connectivity. The rapid increase in data traffic necessitates a ${}^{\circ}G$ generation revolution for effective resource allocation and spectrum management in digital government services (Manukonda, ${}^{\circ,\gamma\gamma}$; Velayutham, ${}^{\circ,\gamma\gamma}$). ${}^{\circ}G$ is a mobile network standard that offers higher upload and download speeds (Rischke et al., ${}^{\circ,\gamma\gamma}$). Also, the technology provides high speeds, low latency, and massive capacity. Nevertheless, ${}^{\circ}G$ is limited due to several factors (George & Sagayarajan, ${}^{\circ,\gamma\gamma}$; Hussain & Khan, ${}^{\circ,\gamma\gamma}$; Hasnat et al., ${}^{\circ,\gamma\gamma}$). Its limited size makes the narrow band to be easily congested. Also, regulation limits the dynamic sharing of the spectrum. In addition, power mismanagement results in harmful inter-user interference. Finally, the quality of service can be degraded due to balancing inter-user interference and spectrum window.

Governments need to ensure citizens and businesses have access to essential public services. Citizens expect these services to be more responsive, transparent, and efficient (Lynn et al., $\Upsilon \cdot \Upsilon \Upsilon$). Hence, several governments have adopted technology to enhance service delivery. Digital government services or e-government involve government agencies leveraging technology to make services reliable, transparent, and accessible to citizens (Janssen et al., $\Upsilon \cdot \Upsilon$). They aim to enhance engagement between citizens and the government. Digital government services, and open data platforms (Kwilinski et al., $\Upsilon \cdot \Upsilon \xi$; Bhuvana & Vasantha, $\Upsilon \cdot \Upsilon \cdot ;$ Anshari & Lim, $\Upsilon \cdot \Upsilon$). Importantly, citizens should be able to access and pay for government services online. $^{\circ}G$ can potentially deliver optimal outcomes for government services (Volk & Sterle, $\Upsilon \cdot \Upsilon$). They can be leveraged to drive autonomous vehicles and support connectivity for virtual reality (VR) and augmented reality (AR) driven solutions. The COVID-1^{α} pandemic resulted in the increase in digital government services (Moser-Plautz & Schmidthuber, $\Upsilon \cdot \Upsilon ^{\circ}$).

Pandey & Pal, (\cdot, \cdot, \cdot) . Consequently, the government must adopt \circ G technologies with capabilities for greater network performance, including faster speeds and lower latency.

Network performance depends on the bandwidth and throughput (Rischke et al., (\cdot, \cdot) . Hence, the quality and quantity of the network is essential. Lata et al. $(\mathbf{Y},\mathbf{Y},\mathbf{Y})$ noted that network optimization seeks to enhance performance and reliability. This process includes the application of performance indicators and strategies to restructure and eliminate constricting factors to maximize the efficiency of networks. According to Martin et al. $(\gamma \cdot \gamma \wedge)$, an effective resource allocator is crucial when traffic control is complicated, costly, and burdensome. Not only are these service-oriented °G networks, such as e-health and smart cities, technically innovative, but conventional optimization needs to be improved. For instance, they struggle to coordinate multiple transmission Y.Y.). Also, such infrastructures still need effective control mechanisms for optimizing the quality of service (QoS) of °G networks due to the sheer size of the networks (Alsulami et al., $\gamma \cdot \gamma \gamma$; Gures et al., $\gamma \cdot \gamma \cdot$). Thus, an active requirement exists to upgrade the °G network and meet the existing network constraints. A contradiction can be seen here as there is increasing demand on the °G to determine further layers that efficiently use resources and spectrum.

Artificial intelligence (AI) stimulates how human beings conduct tasks and make decisions (Soori et al., $\forall \cdot \forall \forall$). AI is used in various fields, including education, engineering, employment, marketing, and health (Wan et al., $\forall \cdot \forall \xi$; Xu & Ouyang, $\forall \cdot \forall \forall$; Haleem et al., $\forall \cdot \forall \forall$; Reddy et al., $\forall \cdot \forall \cdot$). Meanwhile, deep learning allows computational models to learn data representations at multiple levels of abstraction (Soori et al., $\forall \cdot \forall \forall$). DL can enhance °G's efficiency, speed, and effectiveness for greater flexibility and responsiveness in real-time tasks (Ahmed et al., $\forall \cdot \forall \forall$; Abubakar et al., $\forall \cdot \forall \cdot$). Thus, this strategy can be employed to enhance °G network performance. Accordingly, this research uses DL methods

to optimize °G network service to support e-government applications and service delivery wholly.

7. Background

۲, ۱. oth Generation Network

The °G technology is a global wireless standard after the fourth-generation (${}^{t}G$) aimed at improving the capabilities, characteristics, and speed of the existing mobile networks using three classes of services (Rischke et al., ${}^{r}{}^{r}{}^{r}$). It is achieved through flexible numerology, multiple access, and bandwidth part schemes in the physical layer (Sadi et al., ${}^{r}{}^{r}{}^{r}$). °G offers lower latency than ${}^{t}G$ (Hajlaoui et al., ${}^{r}{}^{r}{}^{r}{}^{r}$). The network also allows more devices to connect to it. Additionally, °G's wide bandwidth, low latency, and universal connectivity can support smart cities, intelligent transport, edge computing, e-health, virtual reality, and robotics (Shafique et al., ${}^{r}{}^{r}{}^{r}{}^{r}$; Ahad et al., ${}^{r}{}^{r}{}^{r}{}^{r}{}^{r}$). Nevertheless, °G needs to be dynamic to effectively manage the increasing demand of users and devices (Gures et al., ${}^{r}{}^{r$

۲, ۲. Resource Allocation in °G Networks

 automated adjustments (Simsek et al., $\forall \cdot \uparrow \uparrow$; Hossain et al., $\forall \cdot \uparrow \uparrow$). For example, load balancing is applied for optimal traffic distribution, while edge computing reduces latency and improves resource efficiency. However, multidimensional, time-based, and vast demand for resources and services limits °G resource allocation approaches based on adaptability, scalability, accuracy, and data model. To maximize °G's performance for e-government, the spectrum must be effectively managed. In a crowded radio frequency (RF) environment, interference can affect spectrum allocation. As a result, network operators usually operate with limited spectra at higher frequencies. Thus, effective optimization methods are warranted for these challenges. Optimizing °G network performance will be beneficial to e-government services.

۲٫۳. Traditional Methods vs Deep Learning Approaches

Existing literature on \circ G resource allocation and management is mainly based on heuristic, mathematical models, and rule-based methods (Kamal et al., $\forall \cdot \forall \downarrow$). AI, operations research, control theory, networking, and mathematical modeling are essential in developing mathematical models (Hassannataj Joloudari et al., $\forall \cdot \forall \pm$). The existing mathematical models are developed based on the existing cellular networks. Hence, each model is built to handle a cellular network differently. However, the mathematical model is limited by availability, power allocation, user association, channel capacity, bandwidth distribution, cell load, and interference management (Kamal et al., $\forall \cdot \forall i$; Santos et al., $\forall \cdot \forall \cdot$). Furthermore, they cannot handle changing traffic volume, quality of service, mobility, error rates, and channel quality (Hassannataj Joloudari et al., $\forall \cdot \forall \pm$). In sum, the traditional methods use linear optimization for resource and time slot allocation, limiting their performance concerning accuracy and efficiency. This is because it requires heavy computation.

AI and learning-based techniques can be applied in next-generation mobile networks to process extensive data and predict the behavior of systems (Zappone et al., $\Upsilon \cdot \Upsilon \P$). The AI-based model can learn and classify historical data patterns in mobile networks. This approach is applied to operational networks' robustness. Studies show that deep learning-based approaches outperform conventional mathematical models (Ahmad et al., $\Upsilon \cdot \Upsilon T$; Prakash et al., $\Upsilon \cdot \Upsilon \cdot$; Dia et al., $\Upsilon \cdot \Upsilon \cdot$). They utilize data-driven models to improve the function, delays, throughput, bandwidth allocation rates, and quality of service (Hassannataj Joloudari et al., $\Upsilon \cdot \Upsilon \xi$). Moreover, deep learning makes the network more adaptable to dynamic conditions and complex networks.

۲, ٤. Deep Learning Models for Resource Allocation

Various models are employed in the \circ G network to address resource allocation. These models are usually classified into supervised, unsupervised, and reinforcement learning-based techniques (Yaliniz & Ikizler-Cinbis, (\cdot, \cdot)). They utilize historical information containing network parameters to train the models and predict future scenarios. Meanwhile, unsupervised models do not require historical information. Notably, the models are more adaptable to different environments for resource allocation issues. Several hybrid models have been proposed to address the limitations of these models (Sevgican et al., (\cdot, \cdot)). For example, they are applied to resolve resource allocation issues. Deep learning has effectively optimized learning tasks (Zaheer & Shaziya, (\cdot, \cdot)). Studies have applied neural networks for resource allocation (Qidan et al., (\cdot, \cdot)). Nonetheless, a few studies have explored resource allocation in \circ G networks (Oulahyane et al., (\cdot, \cdot)).

۳. Method

This study explores a deep-learning approach to resource allocation and spectrum management. The experiment was conducted using a custom-built network simulator in a simulated \circ G network environment. We included ten ($\uparrow \cdot$) base stations (BS) and one thousand ($\uparrow \cdot \cdot \cdot$) user equipment (UE) nodes distributed

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across the coverage area randomly. The BS average frequency is $\checkmark \cdot$ MHz, and the area covers a radius of $\circ \cdot \cdot$ meters per BS for moderate interference. A transmission power of $\curlyvee \cdot$ dBm is recommended (Kim et al., $\curlyvee \cdot \land \land$). Furthermore, we implemented resource allocation and spectrum management. The proposed maximum user speed is $\land \cdot m/s$ to reduce mobility, and the Rayleigh fading channel mode is used.

A deep Q-Network (DQN) model-based algorithm was adopted to maximize the UE's throughput while enhancing coverage and decreasing drop rates. Meanwhile, we employed the heuristic algorithm as a baseline to allocate resources across the UEs using its signal-to-noise ratio (SNR). Table \ shows the DQN model's configuration

Input	signal-to-noise ratio (SNR), user demand, and UE
	interference levels
Hidden layers	Two fully connected layers with 14A and 74 neurons
	using ReLU activation
Output	Bandwidth and power levels for each UE
Learning rate	• , • • 1
Discount factor (γ)	• , ٩ ٩
Exploration rate (ε)	•, • decayed over time

Table 1 Deep Q-Network-based Configuration

۳, ۱. Formulation

Signal-to-Noise Ratio (SNR) is calculated using:

$$SNR = \frac{P_t - L}{N_{\cdot} + L}$$

Pt (dBm) is the transmission power, *L* is the path loss, and the noise power is N.(dBm): $N. = ! \cdot log_{!}.(k \cdot T) + " \cdot k$ indicates Boltzmann's constant and *T* is the temperature (Kelvin). The throughput *T*, is calculated using Shannon's capacity formula:

$$T = B \log_{x}(1 + SNR)$$

The bandwidth is represented with B. Heuristic Algorithm $(SNR_{i.})$ allocated to UE_i . Furthermore, our DQN Model includes action space which is the possible resource allocation and state space which is the current state of the network (Guo et al., $\gamma \cdot \gamma$); He et al., $\gamma \cdot \gamma \circ$). Additionally, the model utilizes the reward function which increases the throughput while reducing drop rates.

٤. Results

The critical performance metrics of the \circ G network using DQN versus heuristic methods are shown in Table ^Y. The simulation included ^Y, \cdots steps for latency, spectrum efficiency, network throughput, and interference. The DQN-based strategy exhibited a considerable spectrum efficiency level of ^T, ^Y Å bps/Hz, higher than that of the heuristic method (ϵ , ^Y Å bps/Hz). As for latency, the DQN approach took less time ($\gamma \circ$, Å ms compared to $\gamma \wedge$, ϵ ms in the traditional method), aligning with previous studies (Zhang et al., $\gamma \cdot \gamma \gamma$; Jie et al., $\gamma \cdot \gamma \gamma$). Thus, the DQN method improved healthcare, finance, and logistics response times. Furthermore, use cases in autonomous vehicles (AV) or augmented reality (AR) can take advantage of the lowered latency for faster decision-making and enhanced user experience.

Metric	DQN-Based	Traditional Heuristic
	Approach	Approach
Average Network	170,7	٨٥,٢
Throughput (Mbps)		
Spectrum Efficiency	٦,٢٨	٤,٣٦
(bps/Hz)		
Latency (ms)	10,1	۲٨,٤
Interference Reduction (%)	۲۰٪ reduction	Baseline (No
		reduction)
Resource Allocation	High	Moderate
Fairness	(adaptive to	(fixed allocation)
	traffic)	
Energy Consumption	0.,4	۳۸,۹
(Joules)		
Convergence Time (steps)	••• steps	-
Packet Loss Rate (%)	۲,0	0, 1
QoS Satisfaction Rate (%)	97,7	٨٥,٥
Computational Overhead	Moderate	Low

Table ⁷	Performance	Metrics

(requires GPUs/edge	(minimal processing)
processing)	

٤, ١. Network Throughput

Table $\[mathbb{T}$ demonstrates the average resulting network through DQN-based approaches and heuristic methods (in bps). We showed that the average DQN with a proposed procedure algorithm achieved a $\{\gamma, \xi, \chi\}$ success rate. Our findings align with the study of Alablani and Alenazi ($\gamma, \gamma\gamma$). A significant benefit of our approach is that it can increase throughput, making networks more efficient and reliable (Moazzeni et al., γ, γ, γ ; Umar et al., γ, γ, ξ). Therefore, DQN can support larger inputs. This is essential for real-time processing systems with limited resources that have heavy data-intensive users and rapidly changing conditions.

Table " Average Network Throughput

Algorithm	Average Throughput
	(Mbps)
DQN	170,7
Heuristic	٨٥,٢

٤, ۲. Spectrum Efficiency

Table ξ shows that a higher spectrum efficiency was observed in the DQN model than heuristic. This outcome was because our model allocateed resources dynamically based on real-time channel conditions. We observed that increased spectrum efficiency could result in faster user data rates (Periyathambi & Ravi, $\gamma \cdot \gamma \xi$). It also allows the spectrum to support more devices, especially during peak periods.

Algorithm	Spectrum Efficiency (bps/Hz)
DQN	٦,٢٨
Heuristic	٤,٢٦

 Table [£] Spectrum Efficiency

The DQN model showed a $\forall \circ ?$ reduction in interference levels compared to the heuristic method by making intelligent resource allocation decisions, especially in overlapping coverage areas. The training loss and reward throughout the simulation indicate that the DQN model converged after approximately $\circ \cdot \cdot$ -time steps. Subsequently, the network performance stabilized, showing ideal resource allocation results. Our findings show DQN-based system is more beneficial than the heuristic algorithm, especially in managing network throughput and spectrum efficiency (Lee et al., $\forall \cdot \forall \cdot$). We observed that DQN reduced network interferences due to effective bandwidth and power allocation to each user equipment.

Moreover, the results affirm that the DQN model can effectively optimise °G network performance. The simulation showed fewer interferences, confirming that deep learning techniques can adequately handle °G spectrum resources (Pavani et al., $7 \cdot 77$; Almutairi et al., $7 \cdot 77$). Our experiment established that deep learning could perform highly accurate dynamic spectrum sensing to identify accessible spectrums (Ahmed et al., $\gamma \cdot \gamma \gamma$). It can learn complex patterns and adapt accordingly. Furthermore, low latency can improve °G-based applications like virtual laboratories, industrial automation, IoT, autonomous vehicles, smart cities, and e-health (Perfecto et al., $\gamma \cdot \gamma$); Ran et al., $\gamma \cdot \gamma \wedge$). This enhanced communication will ensure that the government provides citizens faster and more reliable services. In turn, citizens will be more responsive to government services. The DQN-based procedure showed relatively less interference, positively affecting downstream throughput and minimizing packet loss (Razavi et al., (\cdot, \cdot)). This is a critical need in urban areas with high customer density where spectrum sharing is necessary. Consequently, this approach can save costs by eliminating the need for additional base stations to mitigate interference.

°. Conclusion

This study demonstrates the feasibility of using deep learning methods to optimize resource allocation and spectrum management in °G networks. So how do we take service delivery to the next level? Optimizing digital government services. This study proposes ways to find the best methods for optimizing network performance, and it wants those relevant findings to demonstrate that neural network architectures can effectively reduce resources and spectrum. Our results show that using DQN leads to better spectrum efficiency and throughput than using classical heuristic baselines, while achieving lower packet loss rates. Based on the results, DQN also exhibited lower latency and interference, further validating DQN as a potential game-changing solution for next-generation wireless communications.

Nonetheless, it is important to stress the fact that the heuristic approach reduced energy consumption when compared to DQN. Deep learning and artificial intelligence algorithms can provide intelligent adaptive methods for navigating the complexities associated with today wireless networks, and this has been reflected in the numbers. In future, adoption of these technologies can improve citizen experience and streamline operations for critical services (Tyagi & Chahal, $\forall \cdot \forall \cdot$). Finally, these outcomes enrich the quickly developing area in powerful deep learning for mobile network optimization of effective digital government services. In particular, it has the potential to improve resource allocation and radio spectrum management in mobile networks. Thus, it eliminates the need for network operators to depend on manual tuning for resource allocation and optimization. Deep learning can learn to enhance spectrum efficiency and minimize operational costs by managing spectrum resources dynamically. Consequently, it will provide more responsive, transparent, and accessible services to citizens. This is useful when governments implement °G networks with scarce spectrum and expensive resources. Furthermore, operators can efficiently manage the spectrum and reduce

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operational overhead to improve their return on investment (ROI) and reduce bit for data transmission cost.

Since the study was limited to primary real-world conditions, landscape, physical structures, weather conditions, and specific devices can affect the outcome (Igbekele & Zhimwang, $\forall \cdot \forall \xi$; Faleti et al., $\forall \cdot \forall \rangle$; Siegel et al., $\forall \cdot \forall \forall$). Hence, such aspects could influence the generalizability of the results in a real-world environment or government institutions. Also, the experiment is limited to $\forall \cdot$ base stations and $\forall \cdot \cdot$ user equipment nodes. However, this is a significantly smaller scale than government ministries or agencies. More extensive networks in government buildings may be prone to more interference than the scale of real-world °G deployments. Future studies could apply real-world situations and consider real-time performance, scalability, interference, weather, quality of service, or multiple devices.

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