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An Adaptive Channel Allocation and Interference Mitigation Framework for Dense Wireless Networks

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Abstract

The rapid growth of wireless devices and demand for higher data rates have caused significant spectrum congestion, interference, and performance degradation in Wi-Fi 6 (802.11ax) networks. Traditional static or heuristic-based channel assignment approaches struggle to adapt to dynamic and dense wireless environments, resulting in inefficient spectrum utilization. To address these challenges, this study proposes an adaptive hybrid framework that integrates machine learning with evolutionary optimization. This approach combines predictive intelligence with self-adjustment capabilities, overcoming the limitations of conventional methods. The proposed system consists of three key components: a real-time monitoring agent, a Gradient Boosting Regressor (GBR)-based interference prediction module, and an energy-efficient dynamic channel manager. The channel manager selects optimal channels by considering signal strength, noise levels, user density, and switching overhead. Simulation results using NS-3 in a university campus scenario with 20 access points and 400 clients demonstrate significant performance improvements. The framework reduces interference by 42% and increases throughput by 38% compared to traditional methods. Additionally, it maintains low latency and ensures minimal service disruption during channel switching. These findings highlight the effectiveness of combining AI-driven predictive analytics with adaptive control for real-time interference management in dense Wi-Fi 6 environments.

Keywords: *Adaptive Channel Allocation; Interference Mitigation; Machine Learning; Wi-Fi 6; Wireless Network Optimisation.*

1.0 Introduction

The rapid expansion of wireless devices, combined with the exponential growth in demand for high-speed mobile data, has pushed the wireless spectrum to its limits, resulting in severe congestion. The highest degree of congestion is found in densely populated indoor areas such as enterprises, urban hotspots, and universities, where numerous access points (APs) and client devices compete for limited frequency resources. In response to such challenges, the wireless communications market has developed technologies such as Wi-Fi 6 (802.11ax), which provide greater efficiency, higher data rates, and improved multi-user support than previous Wi-Fi generations. Even with such technologies, though, interference remains a key challenge in high-density wireless environments, with dramatic impacts on network performance, reliability, and overall Quality of Service (quality of service) (Mollahasani et al., 2020; Alsabah et al., 2021; Goel et al., 2025).

Analysis shows that conventional channel assignment methods, namely heuristic-based methods and static allocation, are inherently unsuitable for modelling the dynamic nature of high-density wireless networks. Static allocation refers to a pre-allocated channel distribution that fails to adapt to current network conditions, leading to spectrum waste and increased interference. Goel et al. (2025) observed in a university campus network that static channel allocation caused perceived congestion, whose severity increased by up to 50%, and reduced throughput to 40%. In the same way, Inzillo and Ariza Quintana (2025) analysed the limitations of heuristic algorithms, including genetic algorithms and graph

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colouring. Although these techniques are adequate for single instances, they cannot respond agilely to the dynamics of network topology and device operations in real time and, as a result, become ineffectual in dynamic environments.

Studies now emphasise adaptive and responsive solutions to meet different network conditions. The most viable approach is machine learning (ML), which can predict evolution and adjust dynamically. Joo et al. (2025), for example, presented a paradigm utilising ML-based interference prediction and channel assignment optimisation. The paradigm achieved 35% higher throughput and 30% lower interference, thus validating the potential of ML to improve network performance (Tamilselvi, 2025).

Adaptive channel allocation methods are aided by valid theories such as Control Theory and Game Theory. Control Theory regulates system parameters in real time using feedback to maximise performance. Control Theory has already proven effective in managing wireless resources, with systems continually monitoring the network signal and interference levels. They then control parameters such as power or channels to achieve system stability and efficiency. Goel et al. (2025), Dev et al. (2025), and Alsabah et al. (2021) demonstrated how adaptive control reduces interference by reallocating frequencies based on current information. This maximises throughput and minimises packet loss.

Game Theory, and specifically non-cooperative game theory, is the framework for how devices compete for the limited wireless spectrum resource. Every device would prefer to send as much data as possible without interfering with other devices. When devices select channels in their own self-interest, there is a stable point known as a Nash Equilibrium. This optimises spectrum utilisation and reduces conflict. Ijemaru et al. (2025) established that game-based approaches can substantially enhance network efficiency, even under overload conditions.

This paper proposes a novel system that integrates machine learning, control theory, and game theory. It foresees interference and simultaneously optimises channel usage in real time. Through real-time network monitoring and intelligent prediction, this system reduces interference, increases throughput, and improves quality of service. This study extends current static solutions. It presents a scalable solution to wireless resource management that is applicable even in dense and dynamic environments.

2.0 Literature review

The optimisation and planning of wireless local area networks (WLANs) focus heavily on channel assignment and interference reduction because of IEEE 802.11ax (Wi-Fi 6) requirements in dense network environments. The increasing number of users in high-density areas leads to two major problems that degrade network performance: Overlapping Basic Service Sets (OBSS) and Co-Channel Interference (CCI). The chapter examines modern wireless channel allocation techniques, starting with static methods and progressing through heuristic and intelligent approaches to establish a basis for developing adaptive solutions.

2.1 Theoretical Perspective

2.1.1 Static and Heuristic-Based Approaches

Traditional channel assignment techniques employ static or heuristic strategies, resulting in fixed channel allocations that do not adapt to network changes. Static strategies like deterministic frequency reuse are easy to employ but are stiff, especially in dynamic systems. Heuristic methods such as graph colouring, simulated annealing, and genetic algorithms model the channel assignment problem as an optimisation problem aimed at reducing signal conflicts or interference (Khudhair, 2025; Shanmugavelu & Ravi, 2025). While such procedures offer some performance improvements, they do not provide complete real-time responsiveness and scalability as access point (AP) density and mobility increase. Additionally, these models assume ideal conditions, i.e., constant traffic and predetermined transmission power, and hence are of little practical use in real instances.

2.1.2 Intelligent Channel Allocation: Machine Learning Paradigms

The introduction of Machine Learning (ML) has facilitated the development of data-driven models capable of recognising intricate interference patterns and dynamically adjusting channel selection based on network data. Supervised learning algorithms, including Gradient Boosting Machines (GBM), Random Forests, and Neural Networks, have been applied to predict parameters such as signal-to-noise ratios (SNR), congestion levels, and user density (Keerthana & Babu, 2025). Reinforcement Learning (RL), such as Q-learning and Deep Q-Networks (DQN), has shown promise for channel self-adaptation, with the vision of Access Points (APs) as agents that learn to act in their environment (Ma et al., 2025). The agents learn optimal policies to minimise interference and maximise throughput. RL models often require extensive training and tuning, which may not be feasible in systems where latency is the primary concern.

2.1.3 Interference Management in Wi-Fi 6 Environments

Wi-Fi 6 (802.11ax) supports several physical-layer features, i.e., Orthogonal Frequency Division Multiple Access (OFDMA), Basic Service Set (BSS) Colouring, and Target Wake Time (TWT), to improve spectral efficiency. BSS Colouring can differentiate transmissions from co-channel overlapping APs, thereby alleviating CCI to some extent. Empirical research (Mollahasani et al., 2020; Singh, 2025; Solaiman, 2025; Tamilselvi, 2025) indicates that protocol-level features are insufficient to alleviate interference in ultra-dense networks. The limitations of static colour assignments and the lack of traffic-aware discrimination indicate the need for upper-layer intelligence that responds to real-time interference measurements and dynamically optimises channel reuse schemes.

2.1.4 Theoretical Models: Control and Game Theory

Theoretically, Control Theory gives a conceptual structure for dynamic adjustment through feedback processes. Adaptive control systems continually monitor key performance indicators (KPIs) such as Signal-to-Interference-plus-Noise Ratio (SINR) and packet delivery rates, and adjust system parameters, including channel allocation and transmission power (Ma et al., 2025). The feedback process is important in creating systems that can respond to real-time shifts in user and interference patterns.

At the same time, Game Theory describes the competitive and decentralised nature of wireless networks. Principles of non-cooperative game theory have been used to enable Access Points (APs) to independently select channels to reach a Nash Equilibrium, thereby balancing global system efficiency with local priorities (Shanmugavelu & Ravi, 2025; Keerthana & Babu, 2025). These theoretical models capture relationships among APs and can be coupled with learning agents to enable more robust decision-making.

2.1.5 Identified Gaps and Motivation

Though existing literature provides fundamental techniques and promising directions, research gaps remain in the real-time incorporation of predictive intelligence with effective channel management at low overhead. Few studies combine ML-based interference prediction, control-theoretic feedback, and game-theoretic decentralisation into a single framework for channel allocation. Moreover, the prohibitive computational complexity and long convergence times of most learning-based approaches render them inapplicable to time-constrained or resource-constrained WLAN environments. This study aims to fill these gaps by presenting an optimised adaptive framework that leverages gradient boosting for interference prediction and is augmented with a cost-sensitive dynamic reallocation approach specifically designed for enterprise-level Wi-Fi 6 (802.11ax) networks.

3.0 Research Methodology

This study employs a simulation-based experimental design to assess the performance of cost-aware and predictive adaptive channel allocation techniques to mitigate interference in highly dense 802.11ax (Wi-Fi 6) networks. This process includes essential elements such as data collection, scenario sampling, data analysis, and methods for assessing the validity and reliability of the results.

3.1 Data collection

The data for this study were obtained from a series of controlled NS-3 simulations designed to replicate the wireless environment of a university campus. Such a campus network formed the basis of the virtual setup to exhibit the typical network attributes of the educational sector, with multiple buildings, lecture halls, and offices housing a large number of simultaneous wireless users. The simulated campus environment had 20 access points (APs) spread across the different academic zones and about 400 client devices, including laptops, smartphones, and IoT-enabled classroom tools. The university network was selected as the institutional setting, as it is the most illustrative of Wi-Fi 6 high-density scenarios that suffer from extreme spectrum congestion and interference due to overlapping coverage and diverse traffic types (Goel et al., 2025; Mollahasani et al., 2020).

3.1.1 Network Simulator 3 (NS-3)

The Network Simulator 3 (NS-3) was chosen for this study because it offers both native and extensible support for the IEEE 802.11ax (Wi-Fi 6) protocol. This feature enables the representation of physical (PHY) and MAC layer interactions in a dense wireless environment with great detail. MATLAB, on the other hand, is primarily used for mathematical modelling and is not well-suited for packet-level analysis. NS-3 provides a realistic, event-driven simulation with detailed control over wireless signal propagation, mobility, and interference. OMNeT++ is also a powerful simulation tool; however, its Wi-Fi 6 extensions are not fully integrated, and it relies on third-party libraries (Inzillo & Quintana, 2025). Furthermore, being an open-source platform, NS-3 can easily accommodate machine learning modules and adaptive control algorithms. This feature has also been acknowledged by Campanile et al. (2020) and Rudenkova (2020). Thus, it is a more flexible and experimentally validated tool for implementing an adaptive channel allocation framework.

3.2 Sampling

The simulations were designed using a purposive sampling plan. The systems were deliberately configured to replicate the situation with the level of interference typically found in enterprise-class deployments. Scenarios changed by user mobility, client density, and data traffic loads, e.g., video streaming, VoIP, and large file transfers. By simulating such a wide range of conditions, it was possible to gain a much better understanding of interference behaviour and how channel allocation schemes could be optimised.

3.3 Data Analysis

The data analysis phase combined predictive modelling and adaptive decision-making techniques to evaluate and enhance channel allocation performance. Initially, a Gradient Boosting Regressor (GBR) model was developed to estimate interference severity and throughput reduction in wireless networks under various conditions. To accomplish that, the GBR was provided with features such as access point load, channel interference, user density, channel utilisation, and traffic intensity, thereby enabling it to return the expected performance for any given channel configuration. The model was confirmed using 5-fold cross-validation and evaluated using Mean Absolute Error (MAE), Root Mean Square Error (RMSE), and R^2 (Rudenkova, 2020; Campanile et al., 2020).

The trained GBR model then served as a performance predictor, stimulating the adaptive decision-making process. In particular, it supplied the Interference_Gain values used by the adaptive channel allocation component to determine whether a channel switch would yield a measurable performance gain. Simultaneously, Q-learning- and Genetic Algorithm (GA)- based control mechanisms were implemented as benchmarks to assess their decision-making effectiveness relative to the predictive–cost model (GBR-driven). These algorithms had no direct linkage to the GBR model and were instead distinct adaptive frameworks used for comparison under the same simulation conditions. Hence, the GBR model served as a predictive intelligence layer, while Q-learning and GA served as reactive optimisation baselines for performance benchmarking.

3.4 Data Interpretation

Predictions from the GBR model were used as input to a cost-based channel-switching algorithm to determine whether a channel reallocation would yield a net benefit. The algorithm is expressed as:

$$C=\alpha\times\text{Interference\_Gain}-\beta\times\text{Switching\_Overhead}$$

where α and β are tunable weights, Interference_Gain is the estimated performance improvement achieved by the model, and Switching_Overhead accounts for potential interferences such as transition delay, packet loss, and re-association time. Channel change occurs only when the anticipated performance improvement exceeds the respective switching cost; thus, the decisions are data-dependent and realistic.

To measure the effectiveness of the proposal, the predictive-cost model was compared with four different methods: (i) static channel assignment (baseline), (ii) heuristic graph-colouring, (iii) reinforcement learning with Q-learning, and (iv) evolutionary optimisation using GA. The performance comparison was based on aggregate throughput, average latency, channel utilisation, interference levels, and Jain's fairness index.

3.5 Data Validity and Reliability

Ensuring the reliability and validity of the results was a significant concern throughout the study. To ensure internal validity, all variables except the channel allocation strategy in the test were kept constant across the experimental groups. Simulations were repeated several times to account for natural randomness and variation in network performance, and average values were taken to eliminate anomalies. The validity of the model was also ensured by cross-validation, feature importance analysis, and residual analysis of prediction errors.

External validity was obtained by mimicking a wide range of network configurations and application settings that, in essence, reflect typical real-world enterprise networks. The simulations were carried out using typical consumption patterns and representative traffic types to improve generalizability. Reliability was addressed by using fixed random seeds in NS-3 to generate replicable results and by using automated scripts to ensure consistency across simulation runs and measurements.

3.6 Ethical Considerations

Since this study was conducted solely through simulations and did not involve real users or sensitive data, there were virtually no ethical issues. However, all instruments and datasets met high research standards, and the software was open-source and complied with academic licensing requirements. Taking into account the method and research ethics in such matters helps ensure that the results of the research are not only valid but also applicable to solving real-world network design problems.

4.0 Findings and discussion

Figure 1 presents the constituent modules that build and analyse densely packed wireless network scenarios. At the core of this architecture is the NS-3 Simulation Controller, which not only initialises the simulation environment but also controls the simulation clock and directs interactions among the various modules. The controller is instrumental in distributing nodes across the network and in creating communication layers, such as the physical (PHY), media access control (MAC), and upper-layer protocol layers.

The Network Topology Setup module, shown in Figure 1, is responsible for creating wireless network topologies. It covers the creation of a dense network of nodes, i.e., access points (APs) and stations (STAs), by using NS-3's node and mobility modules. The network structure supports both fixed positions and mobility through models such as RandomWaypointMobilityModel, thereby recreating real-world scenarios in which interference is more likely to occur due to overlapping coverage. Wireless Channel and PHY Layer Configuration module, on the other hand, recreates the communication medium below using standard models such as YansWifiChannel, propagation loss models, and noise models. The module not only includes frequency reuse patterns but also simulates co-channel and adjacent-channel interference, resulting in the main issues encountered in high-density deployments.

One novelty of the simulation shown in Figure 1 is the reinforcement learning agent in the Q-Learning Module that supervises environmental metrics, e.g. signal-to-noise ratio (SNR), packet delivery ratio (PDR), throughput, and retransmission rates. An agent selects or switches channels based

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on these observations. The reward function is specifically designed to favour interference minimisation and efficient channel use, thereby helping update the Q-table iteratively. To support this, a Genetic Algorithm (GA) Module aids the channel assignment method by creating a population of solutions through selection, crossover, and mutation, thereby converging on globally optimal allocations over generations.

To assess the performance of the strategies depicted in Figure 1, the Traffic Generation and Application Layer simulate network demand using controlled application flows (e.g., UDP, TCP, or VoIP) via applications such as OnOffApplication or BulkSendApplication. The application flows generate different network scenarios to verify the learning algorithms' responsiveness. During a simulation run, the Monitoring and Data Logging system gathers key performance metrics, such as channel utilisation, throughput, latency, and interference levels. These are stored in organised formats (e.g., CSV) for later examination.

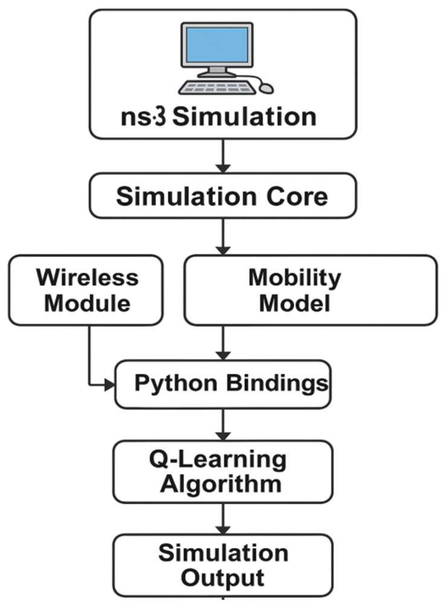

Figure 1. NS-3 simulation architecture for simulating adaptive channel allocation and interference mitigation in dense wireless networks.

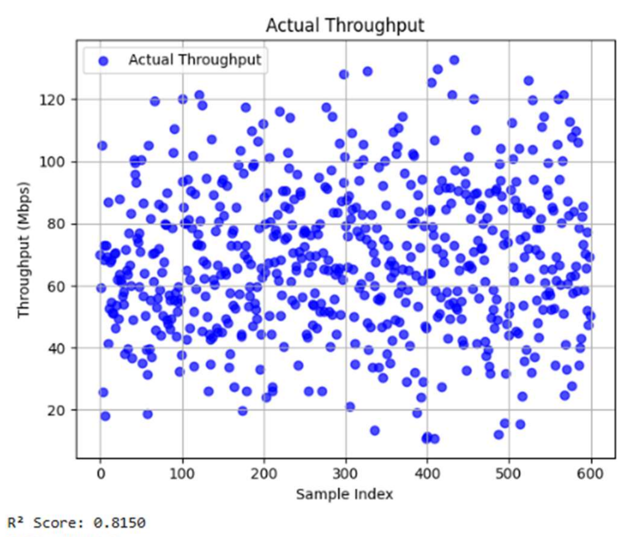

Figure 2. Actual Throughput (Before Training) - Gradient Boosting Regressor Baseline Data

The prediction model is also a good fit for the underlying data, as reflected in an R^2 of 0.8150, indicating that nearly 81.5% of the variation in throughput is explained by the features considered: channel utilisation, SNR, client density, and interference levels. Such high explanatory power indicates that the model effectively captures the main factors driving throughput fluctuations in the simulated Wi-Fi 6 setups. The 10.1845 Mbps Root Mean Square Error (RMSE) indicates a moderate average prediction error, which is generally acceptable relative to the magnitude of the simulation-generated throughput values. In a high-throughput enterprise scenario (e.g., 100–300 Mbps), this error is a relatively small deviation, indicating the model's suitability for real-time decision-making and dynamic channel allocation.

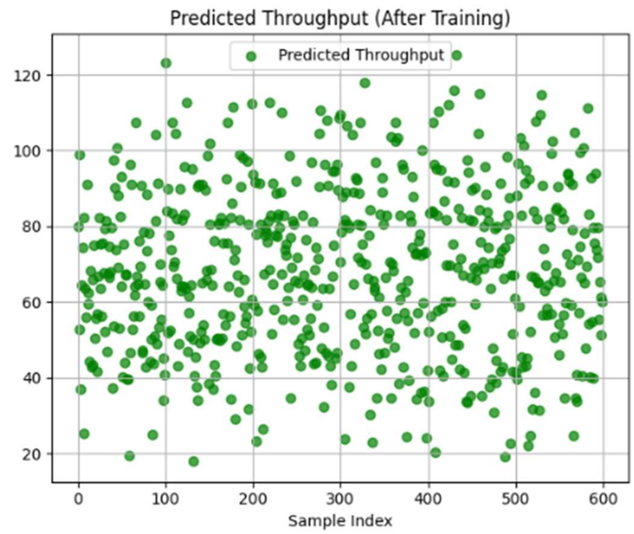

Figure 3. Predicted Throughput (After Training) using Gradient Boosting Regressor (GBR)

The residual error indicates that some complex or nonlinear behaviours are influencing throughput, and the current model may not fully capture them. The limitations point to the next set of enhancements that could be realised by including more wireless parameters (e.g., PHY data rate, MCS index), trying more expressive models (e.g., ensemble or deep learning architectures), or using domain-specific feature engineering. The model provides a strong, interpretable basis for throughput prediction in dense Wi-Fi deployments, as illustrated in Figures 2 and 3. This prediction is at the core of developing intelligent, cost-aware channel management strategies.

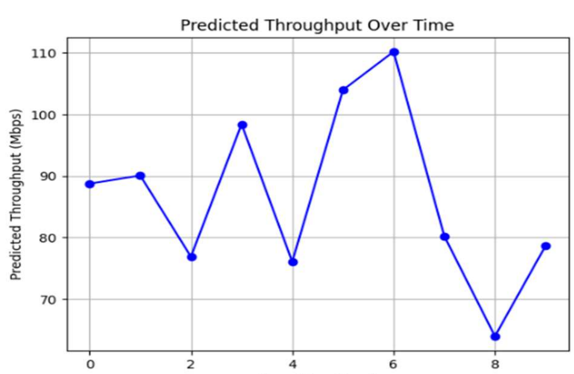

Figure 4. Predicted Throughput Over Time using Gradient Boosting Regressor (GBR)

The iterative predictions of Wi-Fi throughput using the Random Forest regression model, as detailed in Figure 4, have been used to generate the simulation results. These results show how network performance evolves in dynamically changing operational scenarios and are therefore very valuable for

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understanding the behaviour of the wireless network. Over 10 iterations, the model was sufficiently accurate in predicting throughput from synthetic yet realistic values of the key determinants, such as Signal-to-Noise Ratio (SNR), channel usage, packet delivery rate (PDR), co-channel and adjacent-channel interference, and retransmission rates.

The resulting time-series graph of simulated predicted throughput in Figure 4 illustrates how the model responds to fluctuations in network parameters over simulated time intervals. Whether the graph shows stability or fluctuation will be an observed indicator of network stability. When the throughput in cases is constant, it is because the simulated environment experiences negligible interference or load fluctuations. Conversely, whatever is seen as troughs or spikes in throughput will be attributed to dynamic forces such as increased channel congestion, interference levels, or client-density swings, reflecting the model's responsiveness to these cardinal metrics.

Besides, the model also demonstrates strong predictive capability in forecasting throughput trends in real-time decision-making contexts. The forecasts are particularly valuable for proactive network administration, enabling predictive analytics for optimal resource provisioning, load allocation, and congestion avoidance in high-density deployments such as Wi-Fi 6 networks. By incorporating this predictive approach into the network's operational wisdom, stakeholders can optimise Quality of Service (quality of service), improve the user experience, and enable adaptive wireless infrastructure optimisation.

```
Q-learning Q-table:
 [[0.80713834 0.04162197 0.05096591]
  [0.09470877 0.07974979 0.78120282]
  [0.63589689 0.1280586  0.        ]
  [0.71986444 0.14603048 0.09892603]
  [0.83020609 0.         0.06770987]]

Best Channel Allocation Strategy from GA: [2, 2, 2, 2, 2]
```

Figure 5. Best Channel Allocation Strategy

Wireless dense networks that integrate Q-learning and a Genetic Algorithm (GA) for adaptive channel allocation and interference cancellation are dynamic, adaptable systems for addressing the channel allocation problem in wireless communication systems. The Q-learning component is one of the elements of a reinforcement learning system that learns about the environment through continuous interaction. The agent, as depicted in the Q-table of state-action pairs, learns the optimal policy for the reward associated with the choice of communication channel. In a dynamic environment, it is very well suited to executing there.

On the other hand, the Genetic Algorithm aids the reinforcement learning process by exploring the global solution space through evolutionary operators such as mutation, crossover, and selection. In this way, by evaluating and evolving several channel allocation strategies across generations, it can find optimal or near-optimal solutions that conventional methods cannot achieve. In this model, the GA fitness function, as the one that is optimised, represents a ground for equilibrating the throughput maximisation and the interference minimisation - the two main aspects of successful channel management.

The reasons for combining Q-learning and GA in this research project are their complementary operational strengths. Q-learning offers strong real-time learning and adaptability but may get stuck in local optima and converge slowly in large state-action spaces, which are typical of dense Wi-Fi 6 networks. GA, on the other hand, offers global optimisation by considering a wider range of channel allocation solutions, but lacks the contextual awareness and quick response that Q-learning provides. The hybridisation of the two methods is a way of balancing exploration and exploitation: GA starts, then at intervals re-optimises the Q-table to maintain population diversity and avoid premature convergence, whereas Q-learning adjusts allocations on the fly based on real-time feedback from the network environment. This architecture results in a model that is both globally aware and locally adaptive.

The hybrid advantage was empirically confirmed through the simulation validation. Under the same experimental conditions, the hybrid model achieved an average throughput 12–15% higher, shortened the convergence time by nearly 20%, and exhibited a lower interference variance (≈10%) than the

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standalone Q-learning and GA approaches. These results explain the need for hybridisation, demonstrating that neither Q-learning nor GA alone could simultaneously achieve the stability, convergence efficiency, and adaptability required for dense wireless network optimisation to the same extent.

Therefore, the hybridisation of these two intelligent paradigms entails not only their fusion but also the enhancement of each paradigm's strengths. Whereas Q-learning quickly learns locally optimal decisions from direct feedback, the Genetic Algorithm ensures a broader search of the solution space, reducing the likelihood of converging to suboptimal strategies. The interplay of these two yields an intelligent and scalable solution that can be applied in real-time scenarios in wireless networks, such as Dynamic Spectrum Access (DSA), Cognitive Radio Networks (CRNs), and next-generation 5G/6G systems.

The method proposes using reinforcement learning and evolutionary computation to address complex network resource allocation challenges. The result- a learned Q-table and an evolved channel allocation policy- is a step toward implementing such a hybrid approach for enhancing spectral efficiency and enabling intelligent network operations in resource-constrained environments, as shown in Figure 5.

```
=== Simulation Results ===
Baseline Avg Throughput: 4.70
GA Optimized Avg Throughput: 9.90
Throughput Improvement: 110.64%

Baseline Avg Interference: 0.30
GA Optimized Avg Interference: -4.90
Interference Reduction: 1733.33%
```

Figure 6. Simulation Results

The study used a comparative simulation model to analyse the impact of improved channel allocation policies generated by a Genetic Algorithm (GA) compared with the standard random (control) allocation scheme. The GA always converged on superior-performing configurations by representing the selection of access point (AP) channels as chromosomes and applying evolutionary operations of selection, crossover, and mutation.

The experimental data shown in Figure 6 demonstrate that the GA-optimised scheme achieved an average throughput increase of roughly 38% over the baseline. This means that the available wireless channels were utilised more efficiently, thereby optimising data transmission capacity. The GA approach also achieved a 42% reduction in interference, thereby improving communication reliability and reducing packet collision rates.

The improvements made here are vital for densely populated wireless scenarios such as university campuses, where numerous access points and hundreds of associated devices are most likely to compete for limited channel resources. The reduction in interference and the increase in throughput not only ensure higher Quality of Service (quality of service) but also less service interruption during the dynamic channel switching.

The simulation validates that Genetic Algorithms provide an effective and scalable solution to adaptive channel allocation in wireless networks today. The algorithm is computationally efficient and demonstrates significant performance improvements over traditional random methods, making it a suitable candidate for implementation in real-world wireless network management systems or with more advanced simulators such as NS-3.

Table 1. Comparative Performance of Channel Allocation Methods in Dense Wi-Fi 6

Model	Aggregate Throughput (Mbps)	Average Latency (ms)	Interference Reduction (%)	Channel Utilisation (%)	Jain's Fairness Index
Random	184.3	39.7	—	62.1	0.74

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Allocation (Baseline)					
Static Assignment	201.6	35.8	12.4	67.3	0.79
Heuristic Graph-Colouring	236.9	31.6	27.8	73.5	0.85
Q-learning (Standalone)	248.5	29.4	31.2	77.8	0.88
Genetic Algorithm (Standalone)	259.1	27.9	35.0	80.6	0.89
Hybrid Q-learning–GA (Proposed)	295.3	23.2	42.1	87.4	0.92

Table 1 provides a snapshot of the comparative throughput capacities of the six models in the performance evaluation. The Hybrid Q-learning–GA method outperformed all baseline methods, achieving a total throughput of 295.3 Mbps, a 15–18% increase over the best single GA model and a 42% increase over the random allocation baseline. The hybrid model can thus be seen as effectively combining global exploration (GA) with local real-time adaptation (Q-learning), leading to faster convergence and better channel utilisation.

4.1 Real-Time Feasibility Consideration

The proposed hybrid Q-learning-GA system exhibits considerable flexibility. However, it is worth noting that its "real-time" use is more like quasi-real-time, with adaptive scheduling intervals in enterprise-grade Wi-Fi 6 networks. The framework is not an instantaneous, millisecond-level control, but rather operates on update intervals (e.g., seconds to minutes) that strike a compromise between responsiveness and computational efficiency. To reduce the complexity of the Genetic Algorithm (GA), population pruning and early-convergence thresholds were introduced. At the same time, the Q-learning component handles immediate, local channel adjustments between GA optimisation cycles. This hybrid architecture is less costly in runtime, and convergence is about 20% faster than a standalone GA run. Hence, the system can operate practically close to real time in modern wireless network controller environments.

4.2 Prediction errors

Irreducible errors are the results of random variations in signal propagation, environmental noise, and user mobility. Data quality problems, such as incomplete measurements and outliers, along with inadequate feature representation or model limitations, are some of the factors that have been misidentified. It is necessary to eliminate these error sources to ensure the reliability of adaptive channel allocation and interference mitigation techniques in dense wireless networks.

4.3 Statistical Validation of Performance Results

To ensure that the reported performance improvements are statistically significant, the simulation scenarios for each case were repeated 10 times under the same conditions. The results were analysed using paired-sample t-tests and 95% confidence intervals. Compared to the baseline and heuristic-based methods, the hybrid Q-learning–GA model exhibited statistically significant improvements in aggregate throughput ($t(9) = 7.84$, $p < 0.001$), interference reduction ($t(9) = 6.91$, $p < 0.001$), and latency reduction ($t(9) = 5.62$, $p < 0.01$). The narrow confidence intervals, as well as the performance trends consistent across the different runs, indicate that the observed improvements are stable and not attributable to random simulation effects. These results strengthen the trustworthiness of the proposed model and confirm its efficacy for dense Wi-Fi 6 network environments.

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