InfoCom 2018

5G-EVE User KPI Definition & Analysis

Velissarios Gezerlis, Ph.D.

Tilemachos Doukoglou, Ph.D.

OTE Laboratories & Technologies Evaluation Department 21-11-2018







5G EVE end-to-end facility

- 5G-EVE will develop and interconnect four existing European sites to create
 a unique 5G end-to-end facility. The four inter-working sites are located in
 Greece (in OTE's facilities), Spain, France, and Italy.
- They are complemented by advanced labs (e.g. the Ericsson lab in Kista, Sweden).
- We will offer the facility to vertical industries for execution and validation of pilots. Access will be through a unified functional and operational API.
- The 5G EVE end-to-end facility will enable experimentation and validation with full sets of 5G capabilities. They will be initially Release 15-compliant, and by the end of the project they will be Release 16-compliant.





5G EVE - Requirements Definition & Analysis

- One of the OTE's Research Labs work was to **gather**, **define** and **analyze** the requirements from all vertical industries participating in 5G-EVE.

 These requirements will be used as a reference to build the 5G-EVE end-to-end facility subsystems integration and capabilities.
- We focus on requirements definition and analysis of 6 main use cases and sub use cases.
- The use cases can all fit under three main 5G umbrella scenarios, namely:
 - o enhanced Mobile Broadband (eMBB), large payloads high bandwidth
 - o massive Machine Type Communications (mMTC) huge number of devices in a BS
 - o and Ultra-Reliable Low-Latency Communications (URLLC) very low latency





Requirements Definition & Analysis

- The main outcome of this work consists in detecting/extracting/collecting and analysing a set of requirements from the use-cases defined by the internal vertical-industries participating in the 5G-EVE project.
- For each use case two types of requirements have been used, **general** requirements and more **specific** requirements.



Requirements Definition & Analysis

General '	Vertical/Use Case Requirement		
	Latency (in miliseconds) - Min/MAX		
	Speed (in Mbps) - Min/MAX - bitrat	re	
	Reliability (%) - Min/MAX		
	Availability (%) - Min/MAX	Specific Vertical/U	Jse Case Requirement
	Mobility (in m/sec or Km/h) - Min/M		Number of End Points
	Broadband Connectivity (peak deman		Number (Range) of End Devices per End Point
	Network Slicing (Y/N)		Density of End Devices (per sq. Kmeter)
	Security (Y/N)		Bitrate needs per end point Uplink UL (Mbps)
			Bitrate needs per end point Downlink DL (Mbps)
	Capacity (Mbps/m^2 or Km^2)		End -to-end Latency (msecs)
	Device Density		Highest Acceptable jitter (msec)
			Number of Class of Service (1-8, more)
		for End Devices	Type of Device (i.e. Smartphone, TV, VR)
			Bitrate required Uplink (Mbps)
			Bitrate required Downlink (Mbps)
			Max Latency Allowable (in msecs)
			Max Moving Speed (km/h, 0 if stationary)
	_		IPv4 & IPv6 support (or both)
* * *	This Project has received funding		Connnection of Device to End Point (Wired/Wireless)
	from the EU H2020 research and innovation programme under		Type of Connection (i.e. Ethernet, WLAN, Zigbee)
***	Grant Agreement No 815074		Authenication method (i.e. SIM, eSIM, Kev)





6-Main Use cases (12 sub use cases in total)

a/a	Use Case	Description		
1	Use Case 1	Smart Transport – Intelligent Railway for smart mobility - TRENITALIA		
2	Use Case 2	Smart Tourism - Augmented Fair experience - SEGITTUR - Spain		
3	Use Case 3a	Industry 4.0 – Autonomous vehicles in manufacturing environments – ASTI Spain		
4	Use Case 3b	Industry 4.0 – Autonomous vehicles in manufacturing environments – Ericsson GR		
		Utilities - Smart Energy - Fault management for distributed electricity generation		
5	Use Case 4	in smart grids – WINGS GR / EDF FR		
		Smart cities - Safety and Environment - Smart Turin – COMUNE DI		
6	Use Case 5a	TORINO Italy		
7	Use Case 5b	Smart cities - Safety and Environment – eHealth/eAmbulance – NOKIA GR		
		Smart cities - Safety and Environment – Health Monitoring and Forecasting, Smart		
8	Use Case 5c	Mobility, Smart Home – WINGS GR		
9	Use Case 6a	Media & Entertainment – UHF Media – TELEFONICA Spain		
10	Use Case 6b	Media & Entertainment – On-Site Live Event Experience – TELEFONICA Spain		
11	Use Case 6c	Media & Entertainment – Immersive and Integrated Media – TELEFONICA Spain		
12	Use Case 6d	Virtual Visit – Virtual 360° Visit for real estate or tourism – ORANGE FR		

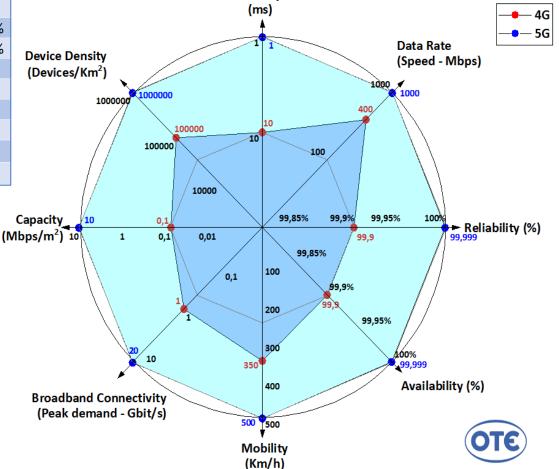




Radar chart Visualization for 4G/5G capabilities

General 4	G/5G capabilities	Units	4G	5G
1	Latency (in miliseconds)	msec	10	1
2	Speed (in Mbps) - bitrate	Mbps	400	1000
3	Reliability (%)	%	99,9%	99,999%
4	Availability (%)	%	99,9%	99,999%
5	Mobility (in m/sec or Km/h)	Km/s	300	500
6	Broadband Connectivity (peak demand)	Gbps	1	20
7	Network Slicing (Y/N)	Y/N	N	Υ
8	Security (Y/N)	Y/N	Υ	Υ
9	Capacity (Mbps/m ² or Km ²)	Mbps/m ²	0,1	10
10	Device Density	Dev/Km ²	100K	1000K

- This is the first radar chart which corresponds to a comparison of 4G/5G capabilities.
- It was subsequently used as a reference since all the Use Case Requirements was mapped on this one to access their existing and future needs.



5G-EVE: 4G/5G capabilities and Use Case Requirements

Latency





GROUP OF COMPANIES

Questionnaire table where all general and specific 5G requirements for each use case was collected.

		Units	Use Case description			Priority	D.	
		Units	URLLC	mMTC	eMMB ¹⁰	Priority	Range Min Ma	
General Vertical/	Use Case Requirement							
1	Latency (in miliseconds) - Min/MAX	msec						$\overline{}$
2	Speed (in Mbps) - Min/MAX - sustained demand	Mbps						
3	Reliability (%) - Min/MAX	%						
4	Availability (%) - Min/MAX	%						
5	Mobility (in m/sec or Km/h) - Min/MAX	Km/s						
6	Broadband Connectivity (peak demand)	Y/N or Mbps						1
7	Network Slicing (Y/N)	Y/N						
8	Security (Y/N)	Y/N						
9	Capacity (Mbps/m^2 or Km^2)	Mbps/m ²						
10	Device Density	Dev/Km2						\top
-	,	<u> </u>						1
Specific Vertical/L	Jse Case Requirements							
•	Number of End Points							$\overline{}$
	Number (Range) of End Devices per End Point							
	Density of End Devices (per sq. meter)							
	Bitrate needs per end point (Kbps, Mbps, Gbps)							
	End -to-end Latency (msecs)							1
	Highest Acceptable jitter (msec)							
	Number of Class of Service (1-8, more)							1
End Devices	Type of Device (i.e. Smartphone, TV, VR)							
	Bitrate required (Kbps / Mbps / Gbps)							1
	Max Latency Allowable (in msecs)							
	Max Moving Speed (km/h, 0 if stationary)							1
	IPv4 & IPv6 support (or both)							1
	Connnection of Device to End Point (Wired/Wireless)							
	Type of Connection (i.e. Ethernet, WLAN, Zigbee)							1
	Authenication method (i.e. SIM, eSIM, Key)							
Other Verti	ical Specific (non-Network related Requirements)							
•	i.e Battery life requirement		-					
								_
5G-EVE Site Servi	ces USER REQUIREMENTS							
	City							
	Address & End Tel. Number ¹							
	Competent, Tel. Number, FAX							
	Type of Service ²							

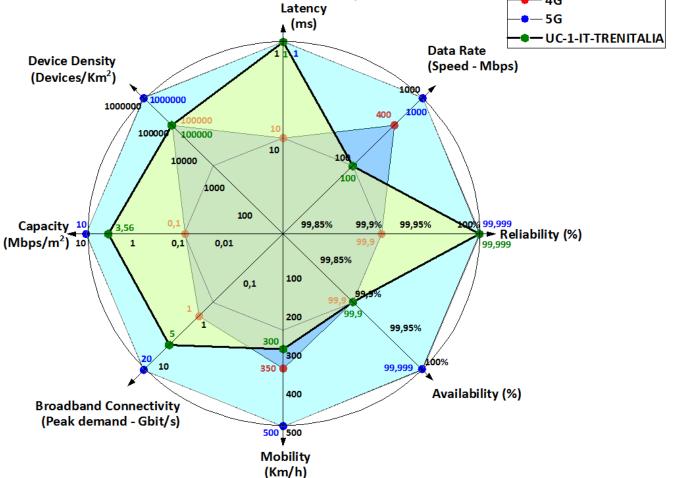






4G/5G capabilities and Use Case 1 Smart Transport Requirements by TRENITALIA











4G/5G capabilities and Use Case 3 – Industry 4.0 Autonomous vehicles in manufacturing environments by Ericsson GR

5G-EVE Radar graph for 4G-5G comparison with Use Case 3b

Autonomous vehicles in manufacturing environments - Ericsson GR Latency **--** 4G (ms) •- 5G UC-3b-AV-GR-ERICSON **Data Rate Device Density** (Speed - Mbps) (Devices/Km²) 1000 100000 40000 10000 99,999 Reliability (%) 99,9% 99,95% Capacity (Mbps/m²) 10 0,1 0,01 99,85% 100 200 99,95% 350 Availability (%) 400 **Broadband Connectivity** (Peak demand - Gbit/s) Mobility (Km/h)







4G/5G capabilities and Use Case 5b Smart cities - Safety and Environment – eHealth/eAmbulance – by NOKIA GR

5G-EVE: 4G/5G capabilities and Use Case 5a Smart Cities Requirements Safety and Environment - eHealth - eAmbulance - Nokia GR Latency ---- 4G •— 5G **Data Rate** UC-5b-Nokia-GR **Device Density** (Speed - Mbps) (Devices/Km²) 1000 400 100000 10000 99,85% 99,95% Capacity ► Reliability (%) (Mbps/m²) 10 0,01 99,85% 100 99,9% 99,95% Availability (%) 400 **Broadband Connectivity** 500 500 (Peak demand - Gbit/s) Mobility (Km/h)

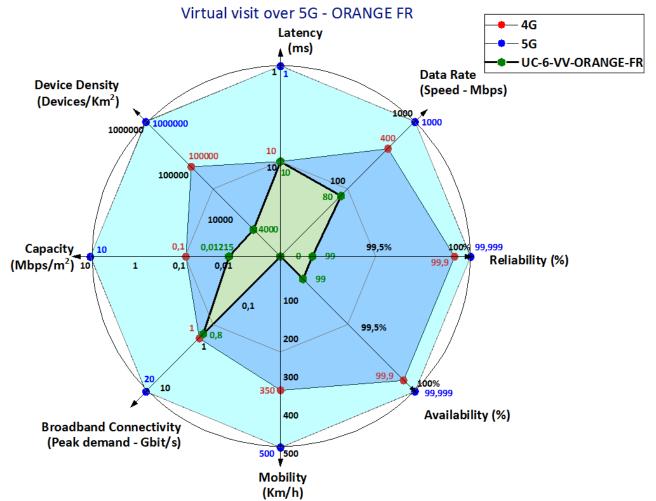






4G/5G capabilities and Use Case 6d – Virtual Visit – Virtual 360° Visit for real estate or tourism by ORANGE FR





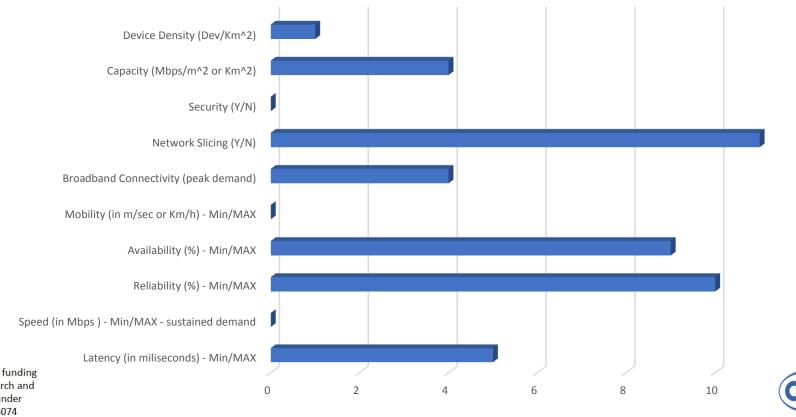






Prioritization of UCs' 5G Capabilities by the frequency that appears in the requirement tables

Requirements for 5G capabilities in terms of demand (overall)







GROUP OF COMPANIES

Analysis and Conclusion

- The most desirable capability is **Slicing**.
- The second most asked-for capability is **Reliability**. It is an indication that mobile networks should reach a much higher level of reliability (of 5-nines)
- Paired with Reliability is the <u>Availability</u> requirement (of 5-nines). The importance of these two parameters, indicate that service providers and end users alike want the Service to be available "always", not only in temporal terms but also in spatial terms (everywhere).
- Fourth requirement in priority is <u>Latency</u>, followed by <u>Capacity</u>. It appears that more and more real time applications need to be introduced in the network.





5G-EVE Future work

- We are awaiting for new verticals from ICT-19,
- So, we have to gather more requirements,
- Update our analysis with new use cases,
- New radar charts have to be produced for new use cases and be analyzed,
- Introduce the new type of requirement (dependability)
- dependability= reliability + availability + maintainability +...
- Implementation of the Greek site in OTE's facilities with the cooperation of Ericsson Hellas, Nokia GR, WINGS.





5G-EVE - User KPI Definition & Analysis

Thank you!

